THE ROLE-PLAYING GAME AND RESOURCE BOOK

THE AUTHORITY™



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AUTHORITY™



Prepare yourself for the first "widescreen" superpowered role-playing game!

Based on *The Authority* comic written and illustrated by Warren Ellis and Bryan Hitch, this comprehensive resource guide covers the first 12 issues in exquisite detail, showcasing the spectacular art, larger-than-life characters, vibrant setting ... and so much more!

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TRI STAT SYSTEM™

d20 system

d20 System game material requires the use of
a Roleplaying Game Core Book published by Wizards of the Coast, Inc
and Silver Age Sentinels d20 from Guardians Of Order, Inc.
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AUTHORITY

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Foreword
Shift ships!

"Are you reading *The Authority* yet?"

"What's that?"

"The new Warren Ellis comic, spilling over from the end of *StormWatch*."

"I like his *Transmetropolitan* stuff a lot, but I don't know about another superhero book."

"Brother, this is *not* just another superhero book. You *have* to be reading this."

— Lou to Jesse, Pre-Millennium

That was back in, oh, about September of 1999. So I plunked down my $3.95 (CAN) and cracked open *The Authority* #5, "Shiftships," One of Four. And I was blown away. Bryan Hitch's art was stunning, complemented and accentuated by Paul Neary's inking and Laura Depuy's colouring; Warren Ellis's writing snapped and crackled; the whole book was electric.

Why wasn't I reading this book? How had it flown beneath my radar? It soon became a must-read, acting as a startling counterpoint to my normal reading fare. It was hip. It was pulp. It was extreme. WildStorm was doing exciting things, and *The Authority*, and Warren Ellis and John Cassady's sister-book, *Planetary*, rode the crest of that wave.

Old archetypes we'd seen a thousand times before suddenly looked fresh and new, glowing with inner conflict and wonder. The action was dramatic, and thrilling, and intense. "The storm broke here," Grant Morrison said, and so it seemed. Now, how could we make a game about it?

In July and August of 2002, we released *Silver Age Sentinels* in Tri-Stat and d20 editions. It was once again a year of "classic heroes" and we felt we needed to ground our superhero RPG in the tropes and values of traditional supeheroes, but we always knew that *SAS* could easily be ramped up to deal with the powers and threats of an *Authority*-style game.

What better way to do that than by adapting *The Authority* itself? DC/WildStorm liked the *Silver Age Sentinels* material we had published, and gave us a crack at "turning the volume up to 11." Statting out Apollo, and Jenny, and the Doctor was great fun, both in seeing our system handle them effortlessly, but also watching the game pushed to new limits. How exactly does one rip Italy away from the world, in game terms?

We're thrilled to have been allowed to play with Warren Ellis & Bryan Hitch's toys, and terribly excited to let you come in to a playground that spans from normal space to the Higher Dimensions, and from Los Angeles to Sliding Albion across the Bleed.

It's time to step out of the shadows, light up one last cigarette, and change the world. Somebody has to ... who better than you?

— Jesse Scoble, Toronto, 2004

d20 system

d20ising the Authority

The Authority RPG is an excellent companion sourcebook to *Silver Age Sentinels d20.* The rules herein are 100% compatible with *SAS d20*. While this book is not a stand-alone d20 rulebook, all of the characters and new equipment presented here are given d20 stats.

By the very nature of the d20 license, certain options cannot be included in this book. If you are not familiar with the steps for creating a character, or applying experience points, you will need the *Player's Handbook.* In many ways, this book is analogous to the *DMG* — it does not contain everything within its pages, but when combined with *Silver Age Sentinels d20* and the *Player's Handbook,* it creates a complete game.

On first glance, there are many things you may not recognise, for the heart of *The Authority RPG* is built around the Tri-Stat System. Instead of Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma, Tri-Stat uses Body, Mind, and Soul. There are no saving throws, and the Skill list is comprised of modern skills. What is important to understand, however, is that the power system (the Attributes and Defects) translates directly over to d20, and Skills are used in almost exactly the same way. All character sheets are presented in dual-stat format, and pages 342-343 give more detailed instructions on how new rules are handled in the d20 system.

All the d20 characters in *The Authority RPG* are based on the Adventurer Class from *SAS d20*, although a variant of the class is presented on page 342. Their Power Points sometimes make them far more devastating than simple character Level, however, so all are given an Effective Character Level worthy of their effect in a superpower game.

Welcome to *The Authority RPG* ... let us help you redefine your superhero d20 game and take it to the next level!

Table of Contents

5 Introduction to the Authority
5 What is a Role-Playing Game?

8 Chapter 1: A Higher Authority

9 Prehistory
10 The Circle: Issue #1
11 The Circle: Issue #2
12 The Circle: Issue #3
12 The Circle: Issue #4
15 Shiftships: Issue #5
16 Shiftships: Issue #6
17 Shiftships: Issue #7
19 Shiftships: Issue #8
20 Outer Dark: Issue #9
21 Outer Dark: Issue #10
22 Outer Dark: Issue #11
23 Outer Dark: Issue #12
24 Jenny Sparks: The Secret History of the Authority
25 Doctor's Orders
25 Rough Trade
26 A Tale of Two Cities
26 Many Happy Returns
27 There's Nothing I Haven't Sung About

28 Chapter 2: Characters

30 Apollo
32 The Doctor
34 The Engineer
36 Jack Hawksmoor
38 Jenny Sparks
40 The Midnighter
42 Swift
44 Secondary Characters
58 The World of Authority
60 The Authority
62 Clan Gamorra
64 Crisis Points: Earth
68 The British Space Group
69 UNSSIAO
70 Parallel Universes
70 Sliding Albion
76 Outer Dark
76 Alien God
78 The Higher Dimensions

80 Chapter 3: Character Creation

81 Playing a Higher Authority
84 Character Creation
84 Step 1: GM Discussion
87 Step 2: Character Outline
88 Step 3: Assign Stats
90 Step 4: Character Attributes
161 Step 5: Select Skills
173 Step 6: Character Defects
188 Step 7: Derived Values
189 Step 8: Background Points

190 Chapter 4: Game Mechanics

191 Introduction
196 Combat
202 Movement in Combat
204 Non-Combat Actions
204 Defence
206 Damage
212 Mind Combat
213 Recovery
213 Using Powers in Combat
216 Character Advancement

220 Chapter 5: Equipping the Character

221 Weapons
228 Vehicles
238 Body Armour and Protective Devices
240 Supertechnology
241 The Authority's Technology
246 Gamorran Technology and Installations
247 Sliding Albion Technology
249 Living Cities
250 God and its Heralds
252 Breaking Objects

254 Chapter 6: Playing a Superpower

257 Archetypes
259 Origins
260 Motivations
261 To Be as Gods
272 Advice Summary for Players

274 Chapter 7: Game Mastering the Authority

275 Game Mastering Basics
280 Campaign Architecture
295 Classic Bits: Simulating the Authority
300 Contributions and Bonus Points
300 Character Quiz
302 Moving Beyond d12 Tri-Stat
302 Advice Summary for the GM

304 Chapter 8: Authority Supplemental

305 Meta-Attributes in Play
309 Character Stats
336 Random Character Creation
342 d20 Notes
344 Index





INTRODUCTION

Introduction to The Authority

Seven modern gods. A pantheon of heroes, ready to defend the world and rebuild it into a better place.

The Authority is: Apollo, the Sun King; the Midnighter, Night's Bringer of War; Swift, the Winged Huntress; the Engineer, the Maker; the Doctor, the Shaman; Jack Hawksmoor, the God of the Cities; and Jenny Sparks, Spirit of the 20th Century.

It is Jenny Sparks, the crazy, pretty girl born on the first day of 1900, who brings them all together in the last year of the century. She has seen the strangest and weirdest parts of the world, loved the best of us, and drank with the worst. Through it all, she maintains her belief that the world is ultimately a good place, and it deserves to survive and a chance to improve. She forges something new — a group that is not just a mere superhero team upholding the status quo, but a small army dedicated to her dream. The dream is one in which they all believe: not simply protecting the world, but changing it in real ways.

Jenny's first recruits are her friends and former teammates, Shen Li-Min and Jack Hawksmoor. Shen Li-Min is Swift, a highly trained United Nations special forces operative. A native of Tibet, and a "seedling" empowered by the comet-effect, Shen can supernaturally manifest feathered wings and powerful talons, truly becoming the Winged Huntress.

Jack Hawksmoor was abducted countless times in his childhood by aliens who surgically rebuilt him. He is now *homo urbanus*, a city human, genetically engineered to symbiotically thrive in urban areas. They obey his whims and tell him their secrets. He now uses the powers they lend him to clean up all cities.

Following Shen and Jack, Jenny recruited Apollo and the Midnighter, the world's most powerful man and the unparalleled dark warrior. This duo was bioengineered in a top-secret post-human development program that erased their former lives. When their commander betrayed them, they survived on the rough streets of America, honing their amazing fighting skills and warring against tyrants and oppressors. Jenny gives them a bigger stage and turns them loose.

The Engineer was born Angela Spica, a young whiz kid who grew up on a diet of DC comics and theoretical mathematics. She inherited the nanotechnology of the first Engineer and then willingly used it to replace her blood with nine pints of liquid machinery. Angie has always wanted to be a superhero, and now the Engineer wouldn't think of giving it up.

The Doctor is the inheritor and descendant of all of Earth's shamans. Chosen, despite his protests, at the death of the previous Doctor, he is both the first and the last shaman. He is the most inexperienced and reluctant of Jenny's army, but she convinces him that his command of magic — the power of change — is needed to save the world.

The seven of them sail the multiverse in an unparalleled alien shiftship known as the Carrier. 50 miles long and 35 miles high, the Carrier travels from the higher dimensions through the Bleed down to the broken universes. With it, the Authority can journey anywhere necessary for their crusade.

This game is a continuation of their story.

What is a Role-Playing Game?

For many people a role-playing game (RPG) is the "mature" or "advanced" version of the games we used to play as children such as "House," "Cops and Robbers," and "Superheroes." Each player creates a character that he or she wishes to play (appropriately called a Player Character), and endeavours to view the unfolding events of the game through the eyes of that character. The character's outlook on life is separate and distinct from that of the player, though at times they may be similar. RPGs are not table-top board games — the games take place in the imagination of the players, occasionally assisted by visual aids such as pictures, figures, maps and other props. Role-playing can also be likened to improvisational theatre where everyone involved in the game must respond to the actions or decisions of the other players, but must do so from their character's perspective (called playing "in character"). These character-character interactions are often the primary focus of the entire game, and the heart of the role-playing experience.

To help answer the question "What are the limitations on my character's abilities and talents?" RPGs employ a set of rules to help settle character conflicts and resolve character actions. The system usually outlines the use of a random generator (dice for random numbers, cards for random events, etc.) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players along with one person to run the game, known as the Game Master (GM). The players tell the GM what their respective characters would like to do throughout the course of the adventure scenario and the GM describes the results of their actions. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.

The characters that the players create will depend on the type of adventures the GM intends to run and the number of players involved. The game system helps players assign some strengths and weaknesses to their characters, using number rankings to indicate relative ability. Most of the remaining elements of a character's background, family, hobbies, and interests are not covered by the rules but are described by each player according to his or her view of the character. Players may play the Authority members as presented (on pages 310-334), but can also choose to recreate the characters according to their own personal outlook on the characters' backgrounds; additionally, experienced players often prefer to create their own characters, who will inhabit the Authority's world.



The Authority RPG is played in sessions. Sessions are often two to eight hours in length, and are typically held on a weekly or biweekly schedule. The players work their way through an adventure's plot, picking up where the last session ended and proceeding until the current session is over. Over a period of time of usually one to four sessions, the players will have completed a number of tasks to achieve at least partial closure of the plot. This closure does not answer all the questions or eliminate all of the characters' problems, but rather is similar to the closure seen at the end of a comic story arc. An adventure that only takes a single isolated session is referred to as a "one-shot" adventure, a type of scenario primarily used at role-playing conventions. Finally, a number of story arcs that use the same characters can be linked together to form an Authority campaign. Campaigns require more commitment from everyone involved, but gratification comes from watching the characters develop and gain new abilities and talents as a greater plot unfolds. The most engaging role-playing campaigns can last upwards of 5-10 years, but keeping a campaign running for eight months to a few years is considered tremendously successful.

As a player, you will control your character's actions in the game as he or she works through the unexpected twists and turns of the plot, with assistance provided by the other player characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that may return to haunt your character in a future session. Additionally, role-playing is a group effort and positive interactions between your character and the characters of the other players are vital to everyone's enjoyment of the game.

As a GM, your contribution to the game will be much greater than that of any one player. You must establish the setting, villains, conflicts, and plot of the adventure, as well as role-play all of the other non-player characters (NPCs) that your gaming group will meet during the game. NPCs are similar to the secondary characters in a comic, ranging from the obscure and trivial background characters to the vital villains, lovers, and guest stars.

If you plan to be a GM, you must also be able to project your imagination to the players by describing the world in which they live in vivid detail. Additionally, your plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid or "scripted" may leave players feeling that their characters have lost the free will to affect their own destiny. The GM must possess creativity, sound judgment, and the ability to improvise in unexpected situations. Game Mastering takes extra time and effort, but the reward of watching the players revel in the game setting and plot that you have created makes it all worthwhile.



Start Right Now!

Anxious to put a character together and get a feel for the system as soon as possible? Follow these four steps:

1. Turn to page 336 and randomly generate one of more than 140,000 different starting characters.

2. Read the "Stripped to the Core" designer's note on page 276.

3. Read the example of combat on page 217.

4. Have a friend generate a random character in the same way, or choose an NPC from pages 310-334 and battle it out!

Example of Play

The following dialogue is an example of how a typical role-playing session might progress. Since this example is intended to instruct the reader, the mechanics are more complex and "forced" than normal play. The game involves four players — Julian (Midnighter), Sam (the Engineer), Adam (the Doctor), and Devinder (Karna; his own character) — and the Game Master (or GM), Heidi. For ease of play, Julian, Sam, and Adam are using the character sheets found on pages 310-334, while Devinder role-plays Karna, a post-human/clone created in a top-secret weapons factory. Karna is a Weaponmaster archetype, who uses power armour and a technological-based flaming sword; his Stats and Abilities are described in the examples through Chapter 3.

The campaign is set in the year 2000 (post "Outer Dark"). Jack Hawksmoor and Swift have taken leaves of absence (no player has assumed their roles), and Chris (Apollo's player) is out of town for this session, so Heidi has made arrangements to keep Apollo out of the action temporarily.

In the previous session, the Authority was hard pressed to defeat the spirit of Isambard Kingdom Brunel, the last of the Victorian secret engineers, and his host of iron walkers. In the final battle, Apollo travelled through a Carrier shift door and vanished in a backwash of red light; he was cut off from radiotelepathy. Then suddenly, the Carrier doors stopped working.

Heidi recaps the previous events, and then opens the scene with the Authority (minus Apollo) among the ruins of Brunel's War Factory, planning what to do.

Julian: (as Midnighter) What the hell happened to Apollo? Engineer, were you recording the battle? Can you get any reading?

Sam: (to Heidi) You remember I said I was, right?

Heidi: Right.

Sam: (as Engineer) Yes, Midnighter. (Sam taps a finger to her head, in imitation of what Angie is doing). It's all up here. I'm reviewing it now. (to Heidi) I want to analyse the data.

Heidi: All of it? You've been recording for awhile now.

Sam: Only if I have to. I'm going to focus on the moments right before Apollo went into the door, and run a full spectrum analysis, looking for anything odd. Do I need to roll?

Heidi: Nope. Only if you were trying to do it really quickly. I'll tell you if you find anything interesting in a moment. What are the rest of you doing?

Julian: Kicking the head off one of these tin can robots. Mostly trying to contain my anxiety.

Adam: We left the Carrier in Earthspace, so I want to see if I can feel her in orbit. I assume that's either Sixth Sense or Dynamic Powers.

Heidi: It's sort of a blend of both. The Carrier is neither a threat to Earth nor magic, so your Sixth Sense isn't exactly appropriate, but mechanically what you are trying would work the same way. So you open yourself to Earth's energies, and reach out for the Carrier's essence ... roll a Soul Stat check.

Adam: (rolls two dice) I got a 17. My Soul is 18, and I have the Power Usage Skill at Level 2, if it matters.

Heidi: Not really for this — this is more instinctual than a proper magical working. The Doctor stands there silently for a moment, and stretches out ... out ... out .... You can't feel the Carrier anywhere.

Adam: (as Doctor) She's ... she's gone. (to Heidi) Am I able to check other dimensions too?

Heidi: Not yet, and not so quickly. If you want to do that, you'll have to do more complicated effect, and you'll need to open a dimensional gateway, like from the Garden of Ancestral Memory. Think about it. (to Devinder) Now, what's Karna doing?

Devinder: I want to fly over to Brunel's ether-powered space-flyer that we grounded and see if it's salvageable.

Heidi: No problem. What's Karna's Mechanics Skill Level?

Devinder: Level 4.

Heidi: Okay, make a Skill check — the Specialisation is Aeronautical.

Devinder: Sure. (rolls two dice, gets 11) My Mind is 8, plus 4 for Mechanics. The Specialisation doesn't apply. So I made it by one.

Heidi: And what's Karna's Gadgeteer Level?

Devinder: Level 6.

Heidi: Okay. You give the ship a quick once over — no need to roll. It's definitely weird tech, and designed to fly in space, powered by crazy Victorian-future-science. It looks like it would have trouble achieving lift-off — it just doesn't have the raw power — but it could probably be flown once in space with a modicum of repairs. (to Julian) You score a beautiful kick and send one robot head flying. Anything else?

Julian: No, not right now. I'll wait.

Heidi: (to Sam) Engineer, you've completed a preliminary scan on the data. You know that Apollo summoned a door, presumably to head up and grab some more sunlight before rejoining the fight. The moment he passed through the door — that very instant — something cut across the signal. The destination point vanished into a familiar wash of red energy.

Sam: Destination point? But all doors first lead to the Junction room ... (as the Engineer) so something has happened to the Carrier!

Adam: (as Doctor, to himself) I was going to say that. (to the group) She's vanished from normal space.

Julian: (as Midnighter) All right. First step is to find the Carrier. Then Apollo. Then the sonuvabitches that did this. Karna, can that rustbucket get us into space?

Devinder: (as Karna) Not under it's own power — but if the Engineer can help me get it up into space, it will allow us to get around.

Sam: That doesn't sound too hard, (to Heidi) does it?

Heidi: No, you think it will take just a few minutes to create a booster rig.

Sam: Great. Also, I assume the red light was a trace of the Bleed. I'd like to design a large shift door/generator onto this ether sailing ship. Similar to how the Engineer created the shift door for Jenny and Hemingway.

Heidi: There's more than enough raw material around here to work with, and by the time you're done, Karna will have finished repairing the ship — assuming that's what you want to do, Devinder?

Devinder: Yeah.

Heidi: (to Sam) However, this is a complicated device to design. You want it to be mobile, to run off the ether ship, and presumably be pretty stable. So you need to make a Power Flux Stat check to plan it properly.

Sam: (rolls two dice) Angie's Mind is 17, and she has a bonus of 3 from the Power Usage Skill. I rolled a 5! My plan to create the shift door should cost 12 Flux Points (like the one on page 242, but without the Restriction: Static), and the booster rockets should be a simple application of Flight, about Level 7, which is 21 Flux Points, because it's like a shuttle or airplane.

Heidi: Great. You have no problem figuring this out. Your nanobots have clearly recorded a lot of data about the Bleed and shift doors, and are able to replicate it fairly closely. Obviously it's not as precise as the Carrier, nor do you have an infinite power supply — but it will get the ether ship that Karna has finished prepping into the Bleed.

Julian: (as Midnighter) Let's get to this!

Heidi: Is everyone agreed to this plan? (seeing the nods) Great. You board the peculiar ether ship, and feel it tremble as the Engineer counts down, before the rocket boosters finally provide lift-off. You arc up through the stratosphere, and see the planet grow small beneath you. Finally, you reach the region where you left the Carrier, but instead of the Carrier, there's a sinister-looking sister ship in its place!

Continued in Example of Combat, page 217.





CHAPTER 1
A HIGHER AUTHORITY

PREHISTORY

The genesis of what ultimately became the Authority can be traced back to the vision of one man, Weatherman Henry Bendix, and the needs of StormWatch, the United Nations-sponsored superhuman response team he led. The disastrous Sword of Damocles operation was the turning point for all of StormWatch. When the team discovered they were fighting for the wrong side in the conflict, one of its oldest and most prominent members quit the team and went rogue. Bendix took this opportunity to purge the roster of the organisation's superhuman operatives, firing or reassigning the majority of the team and dividing StormWatch's remaining members into three distinct three-person teams: StormWatch Prime, StormWatch Red, and StormWatch Black. StormWatch Prime was assigned to tackle major superhuman threats. StormWatch Red had the mission of committing acts of deterrence and retaliation. Finally, StormWatch Black was slotted to be the organisation's covert-ops and urban conflict team.

STORMWATCH BLACK

It was the membership of StormWatch Black — Jenny Sparks, Jack Hawksmoor, and Swift — that formed the heart of the Authority.

Unlike recent StormWatch recruits Jenny Sparks and Jack Hawksmoor, Swift was already a working operative at the time of Black's formation, though in a less enhanced state. After Bendix's decision to reassign Swift to greater duties, Christine Trelane (Synergy of StormWatch) took the opportunity to fully activate her latent abilities and make her flight and physical prowess much more powerful.

Jack Hawksmoor, the victim of multiple episodes of alien abduction, was a human transformed into a creature perfectly designed to thrive in urban environments: able to scale buildings, psychometrically travel from metropolis to metropolis, and connect to and pull energy from the souls of cities. He'd operated secretly in New York for a time, ridding his beloved city of human parasites. When Bendix learned of his activities, he offered Hawksmoor the chance to extend his protection to all the cities of the world and Jack promptly signed on to StormWatch.

As for Jenny Sparks, the spirit of the 20th century and commander of electricity, Bendix found her drinking her time away in the seedy Wolfshead pub, London's watering hole for the city's unnatural community. Jenny had been sitting at this pub, drowning her sorrows, for more than a decade following the last of her disastrous two prior tenures on a superteam. Bendix skilfully hooked Sparks with his mission to change the world — but Jenny, in all seriousness, warned Bendix that if he ever faltered in this resolve she would kill him. She was made leader of StormWatch Black only under protest.

MADNESS OF BENDIX

Though StormWatch enjoyed its share of success, their leader, Henry Bendix, was quite mad. When the time came to finally, literally change the world for the better, Bendix balked and showed his true intent. While he did want to change the world, he wanted it only on his terms and under his aegis.

A former associate of Jenny Sparks, a Majestic-class powerhouse known as the High, had crafted a careful campaign to not merely fight the enemy of the moment and re-establish the status quo, but to strike at the root causes of conflict and save the world from itself. Deliberately keeping Jenny Sparks out of the loop, the Weatherman mobilised StormWatch against this effort. The entirety of the High's group was killed, including the Engineer, who wanted to make a gift of his nanotechnology to the world, and the Doctor, who wished to safely expand the consciousness of mankind. The opportunity to turn the world into a paradise was lost. (But in defiance of Bendix's megalomania, the legacy of these two would live on in the form of their namesakes in the Authority.)

With StormWatch in chaos, team trainer and former StormWatch field commander Jackson King was instated as the new Weatherman and, despite this inner turmoil, the three teams — Prime, Red, and Black — continued to operate as before. There was one major change: it was publicly stated that StormWatch Black had been disbanded to give King plausible deniability should events go wrong.

StormWatch continued to learn of Bendix's duplicity after the fact. While investigating Henry Bendix's private computer files, Christine Trelane soon discovered the former Weatherman had created a secret StormWatch team five years back, one whose loyalty was not to the UN but solely to him. In its disastrous first and only mission, all of this team were killed but two, who remained missing in action ... until now. Recently, AWOL members Apollo and the Midnighter had come out of hiding, assaulted US intelligence personnel, and headed to the Nevada Garden (a nanotech oasis built in the desert by the original, deceased Engineer). They were assumed dangerous rogues. When it came to light that the US government was using the Nevada Garden to build experimental weaponry, which the intelligence community was then selling in the inner cities to augment its black-budget money, King decided to bring Apollo and the Midnighter back in from the cold and sent the two former Bendix operatives to deal with the situation. As reward for accomplishing the mission, and as partial restitution for what they'd been through, King then granted them new identities so they could pursue a normal life. This, the two men claimed, was all they wanted.

END OF STORMWATCH

StormWatch's tenure came to an end when their orbiting headquarters, Skywatch, was infested by parasitic alien xenomorphs. After four superhuman operatives and half of the station's staff gave their lives to stop the aliens, StormWatch's field leader, Winter, piloted Skywatch into the sun to eradicate the threat. After all they had been through with Bendix, this was a traumatic and unexpected end to StormWatch's tenure. This time, they were given no opportunity to rebuild. Unwilling to expend the funds necessary to reconstruct Skywatch and restaff the organisation (in large part due to outstanding American debt and political grievances), the United Nations disbanded the organisation. As the final touch, Jenny Sparks fulfilled the promise she made when she joined StormWatch, and killed (or so she thought...) the openly psychotic Bendix for betraying his own agenda. StormWatch was no more.



The complete dissolution of StormWatch did not end its mission, however. Jenny Sparks and her StormWatch Black teammates were not about to let all their hard work come to naught.

After all, someone still had to save the world.

Rising from the Ashes

Jenny Sparks knew that merely slugging it out with superhuman troublemakers whenever they appeared did little to make the world a better place — a conclusion borne out not just by her tenure with StormWatch, but by her decades of experience with the superhuman community. Enough was enough. She would no longer hew to traditional ideas of how justice should be done. She would form a group with no national or international affiliations, with the express purpose of saving the world not just from so-called supervillains, but from any person, nation, or group who would despoil it or harm its people.

The first recruits to her crusade were her comrades-in-arms, the other two surviving members of StormWatch Black: urban master Jack Hawksmoor and the winged Swift. For firepower, she called upon Apollo and the Midnighter. After spending five years underground working America's seedy side streets and alleyways, the two men — one supernaturally powered by sunlight, the other an unmatched dark warrior — were eager to serve justice on a larger scale.

Finally, Sparks brought on board the new Doctor and Engineer, inheritors of the legacies of the previous Doctor and Engineer, killed in the fruitless battle with StormWatch. The new Doctor was Jeroen, a self-made dot-com billionaire before the age of 21, who suffered a nervous breakdown and gave his wealth away to lead a calm and quiet life. The spirits of the previous Doctors chose him as the next incarnation of the Earth's Shaman, giving him limitless power despite his protests. Angie Spica, meanwhile, had grown up on a diet of comics and advanced theoretical science. She inherited the previous Engineer's notes on nanotechnology in the milliseconds before his death, and built on his work, replacing her blood with nine pints of liquid machinery.

With technology and spirituality added to the arsenal, the team was now seven members strong.

One of the new Engineer and Doctor's first acts was to find the Carrier, which was abandoned and floating in the Bleed — the transdimensional artery wall that separates parallel universes. The Carrier was a headquarters like no other — a 50-mile-long (80 km), 35-mile-high (55 km) ship that sailed the higher dimensions, a mighty vessel powered by a caged baby universe.

Operating from their miraculous new home base, these seven heroes formed the world's premier team of superhumans: champions of the common man, beholden to no government or institution, and working only for the greater good.

They were now the Authority, and had a simple code: Behave or be hurt.



The Circle
Issue #1

Moscow is demolished by an army of black-clad superhumans, all with the same curious circular emblem emblazoned on their uniforms: a circle with three knots. This is the clan symbol of Gamorra, representing rogue Gamorran dictator Kaizen and his late brothers Sum and Wai. In what is ostensibly a revenge effort for a StormWatch assault on Gamorra Island, which incurred over 200 casualties, rogue dictator Kaizen Gamorra has hatched a plot to cut the symbol of Clan Gamorra into the face of the Earth. He has sent his *koroshi* assassins to assault Moscow and gouge out the first of the circle's three knots. With the dissolution of StormWatch, Kaizen believes no one exists to thwart his mad ambition.

This sentiment is shared by former Weatherman Jackson King and his associate Christine Trelane, both of whom monitor the attack on Moscow in their capacity as superhuman security and intelligence advisors to the United Nations. Lacking the superhuman assets of the now-defunct StormWatch, they can do nothing to stop the destruction.

But someone else can.

Enter Jenny Sparks, ex-head of StormWatch Black and a former subordinate of King. Jenny promises that, with the intelligence King and Trelane collected on the Moscow attack, the terrorists will be stopped by "a higher authority." As Jenny reveals to Hawksmoor and Swift upon her return to the Carrier, her mission at the UN was not merely to gain data, but King's and Trelane's trust. It has been a success. She asks that Hawksmoor, with his connection to cities, go to Moscow and investigate the incident site.

In Moscow, amid the devastation, Hawksmoor discovers the mark of Clan Gamorra burned into the outside wall of a ruined building. Curious, Hawksmoor probes the city for information and learns of residual radiation similar to that used by StormWatch's teleportation transfer bays. Back on the Carrier, the Engineer and Jenny work to read and interpret the data provided by King and Trelane. The two women marvel at the size and complexity of the Carrier.

Meanwhile, the Doctor, inexperienced and unsure of his capability, communes with the spirit of the previous Doctor and is told that he now possesses the knowledge of all his predecessors. His mission, like that of the Authority itself, is to change the world: Magic itself *is* change. The sceptical Midnighter is likewise reassured by his partner, Apollo, that the two of them do belong with the team, even if the scope of the Authority's goals and operations are much grander than anything they've dealt with in the past.

Gathering later in Mission Control, the team is told by the Engineer that, based on the data gleaned by Jack Hawksmoor's observation of teleportation effect residue in Moscow, she was able to set the Carrier's sensor arrays to scan for similar teleportation effects anywhere on Earth. The scan registered multiple teleportation signals issuing from Gamorra Island, heading towards London, England — Jenny's hometown. Quickly mobilising, the team uses Carrier doors to transport itself to London, where the Authority makes its startling debut.

A pantheon of new gods stands revealed at the close of the millennium. Its message: "Game over."



Issue #2

Linked radiotelepathically by the Engineer, the Authority engages the enemy — hundreds of Gamorran *koroshi* terrorists. In a spectacular coordinated effort, the Doctor boxes the Gamorrans in with his magic, while Apollo, the Midnighter and Jack Hawksmoor, with air support from the Engineer and Swift, drive the majority of their black-clad adversaries into the Thames, where Sparks promptly electrocutes them. The group then moves in to mop up stragglers.

Coming to the aid of a pinned-down Hawksmoor, Apollo slams one of the terrorists into the House of Parliament, tearing the man's circle-marked coverall. Just as the team discovers the *koroshi* costumes are no mere uniform, but teleport netting, the *koroshi* gear is activated and every single warrior, dead and alive, fades away ... save one. With his gear destroyed, the terrorist with the torn uniform is left behind. He flees the scene by air, hell-bent on reaching Gamorra Island, with Apollo — oblivious to Jenny's advice — in hot pursuit.

Meanwhile, in Gamorra, the bloody and beaten remnants of Kaizen Gamorra's mighty strike force drop into their home complex's injection-field chambers, badly in need of medical attention. Not expecting such resistance to his plans, Kaizen Gamorra draws an immensely powerful force field over Gamorra Island in order to give himself time to consider his next step. Blind to this turn of events, Apollo and the terrorist he's pursuing rocket toward the island and its surrounding force field at hypersonic speeds. Using a Carrier door, the rest of the team arrives in time to assess the situation, and the Doctor saves his teammate from a fatal collision by transporting him to a broken universe where the kinetic energy of any fast moving object is converted into music. The terrorist is not so lucky, rendered into a red paste on the field wall.

After returning to the Carrier, Sparks orders Swift and the Doctor to London to aid emergency services, while Apollo and the Midnighter accompany her to Moscow to do the same. She also sets the Engineer and Hawksmoor on intel, hoping to find a pattern to the Gamorran attacks.

On their way to their quarters before heading to London, Hawksmoor and the Engineer discuss the battle and Sparks's command style, all while the Engineer internalises her nanomachines. This melts her silver sheathing away, revealing a very naked Angela Spica. Hawksmoor graciously offers the use of his coat, and tells her to take her time returning it ... since he plans never to wash it again.





While waiting for approval from the Russians to aid in the Moscow rescue and cleanup effort, Jenny Sparks and Apollo talk about leadership. Apollo is surprised by Sparks's aversion to command, since it was her convincing arguments — half-persuasion, half coercion — that cemented his decision to consider her ludicrous proposition to join her team. He also points out that Jenny tracked down and convinced the near-mythical Doctor and Engineer. He finds it incongruous that someone who dislikes being a leader has such a talent for building armies. Sparks reveals that her reluctance is due to bad things always happening to her teams, whether she leads them or not.

Despite the risks, it's her belief that there has to be someone left to save the world — and to change it.

Issue #3

After helping with the relief efforts in Moscow and London, the Authority's members are summoned by the Engineer and Jack Hawksmoor and reconvene aboard the Carrier. On their way to the Map Room, Sparks explains how the trans-spatial nature of the Carrier allows its miraculous "doors" to operate and take the team to the requested destinations. Basically, the Carrier touches upon every point on Earth simultaneously, which means the Authority can step through a Carrier door to literally anywhere on the planet. Apollo is quick to grasp what this implies — that a door could quite easily be opened behind the Gamorran force field.

The Engineer and Hawksmoor, after examining the symbol on the terrorists wear on their uniforms and marked across Moscow and London, discover it is the Gamorra Corporation's corporate mark and Clan Gamorra's signature symbol. After superimposing the Clan Gamorra sign on the globe, aligning the two attack sites with two of the symbol's knots, the Engineer is certain the next target is Los Angeles, California.

Simultaneously, on Gamorra Island, Kaizen Gamorra and his technicians are studying the telemetry gathered from observing the Authority during their brief fly-by over the island nation. Kaizen recognises Jenny Sparks, Jack Hawksmoor, and Swift as former StormWatch Black operatives, but does not know their new teammates — nor can he imagine what would motivate them to work against him.

Gamorra's musings are interrupted by news of an urgent video conference from New York. Retiring to his chambers, Gamorra receives the call of Shinya Hoshino, of the United Nations Special Negotiation Team, who is flanked by both Christine Trelane and Jackson King. Asked what he wants, Gamorra bursts out laughing. He explains that, two years prior, StormWatch did him a great unkindness, murdering hundreds of his islands citizens in retaliation for an "act of business" performed on Great Britain. Gamorra has spent the last two years devising an appropriate response to the world's temerity: the current attacks. After Hoshino points out that Gamorra's "act of business" was actually an act of terrorism, Kaizen points out that terrorism *is* Gamorra's business. When Hoshino asks, "Why?" Kaizen Gamorra simply states, "Because I can." Summoning a female servant to illustrate his point, Gamorra goes on to espouse his philosophy, that terror is its own reward, while carving the Clan Gamorra mark onto the servant's face with a single long fingernail. Stating that his great work, his mark across the globe, is not yet finished, Gamorra insists all will know that he owns the planet when he is through.

Unbeknownst to Kaizen Gamorra, however, the Authority is aware of the terrorists' final target, Los Angeles. Jenny Sparks would prefer to prevent the attack in the first place if at all possible, but prepares the team to act in L.A.'s defence. What they need is intel on Gamorra's operation, but the obvious choice for the job, Jack Hawksmoor, must stay to help defend Los Angeles in case of attack. It falls to the Midnighter to infiltrate Gamorra Island via Carrier door for reconnaissance work. His assignment: to investigate how to bring down the island's force field and allow conventional forces onto the island.

On their way to the Junction Room, the Midnighter asks the preternaturally scientific Engineer who is actually flying the Carrier. She explains that the ship pilots itself. While the team can take over to an extent, commanding the Carrier to change heading and extradimensional orientation with a word, the ship refuses to leave Earthspace. Apparently, and inexplicably, the Carrier wants to stay with the planet.

The operation begins. Covertly entering the Gamorran capital using a Carrier door, the Midnighter instantly assaults a Gamorran police sergeant. To the Midnighter's chagrin, the man is a member of a police detachment from the superhuman strike force and intends to go neither quickly nor quietly. At the same time, in Los Angeles, the rest of the team arrives to establish the city's defence.

It is too late. Before they can even get their bearings, a battalion of *koroshi* terrorists appear above the city.

Issue #4

In Gamorra, the Midnighter swiftly dismantles the lone police officer, despite the latter's superhuman enhancements. He then stalks off to Gamorra Tower to reconnoitre Gamorra and the army of superhuman terrorists.

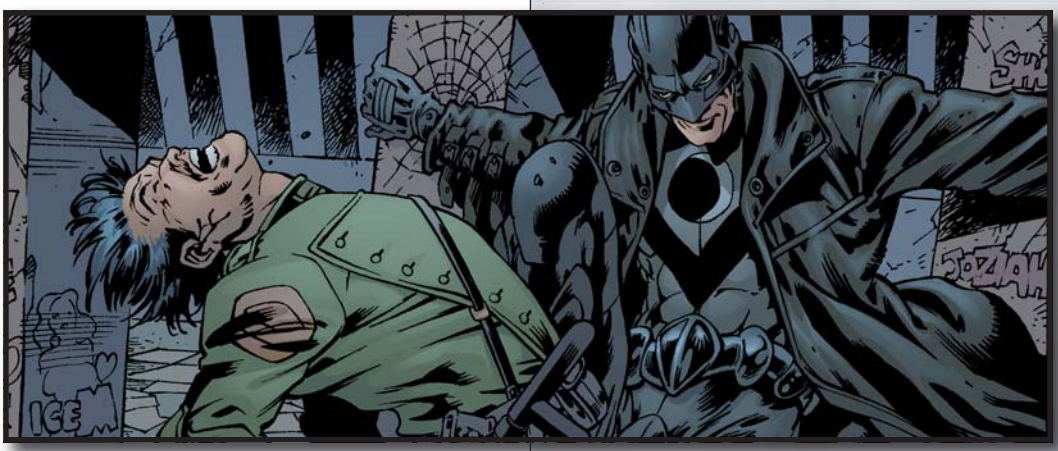
Meanwhile, his teammates make their stand against the Gamorran assault in Los Angeles. The Doctor is the first to strike. Exploring the limits of his power, he shatters half of the opposing force by transforming them into small shards that take root upon contact with the ground and grow into mighty trees. The effort proves too much for the good Doctor, however, and Jenny summons a door and drags the euphoric, unconscious shaman back aboard the Carrier.



Apollo, meanwhile, is under assault by a squad of the terrorists determined to drag him down to earth. After incinerating three with a glance, Apollo calls for backup before being slammed through a downtown high-rise.

The Engineer responds to her teammate's call, but, overwhelmed by the violence around her, is unsure how to respond. Jack Hawksmoor calls to her from within the heart of the city, guiding her to react as an engineer, not a soldier. In order to build a better, safer world, one often has to fight for it, warrior or no — and wasn't this the very reason Angie exchanged her blood for liquid machinery in the first place? Taking his words to heart, the Engineer extrudes her nanomachine blood out as far as she can to form a web of subatomic knives, annihilating a flight of incoming *koroshi* terrorists as they pass through.

As Apollo drags his fight with the terrorists back out of the demolished building, Swift arrives to help him with the swarm of warriors. Hawksmoor, unexpectedly entering the fray, leaps out of the city to assault the terrorists from behind.



Back on Gamorra Island, the Midnighter has successfully breached Gamorra Tower. He contacts Jenny to report that he's found how Gamorra has doubled the numbers of his strike force for each attack: he has a bioreactor producing superhuman clones. Kaizen has spliced superhuman traits onto a selection of human genomes, and the bioreactor is programmed to spawn clones at an unheard-of rate.

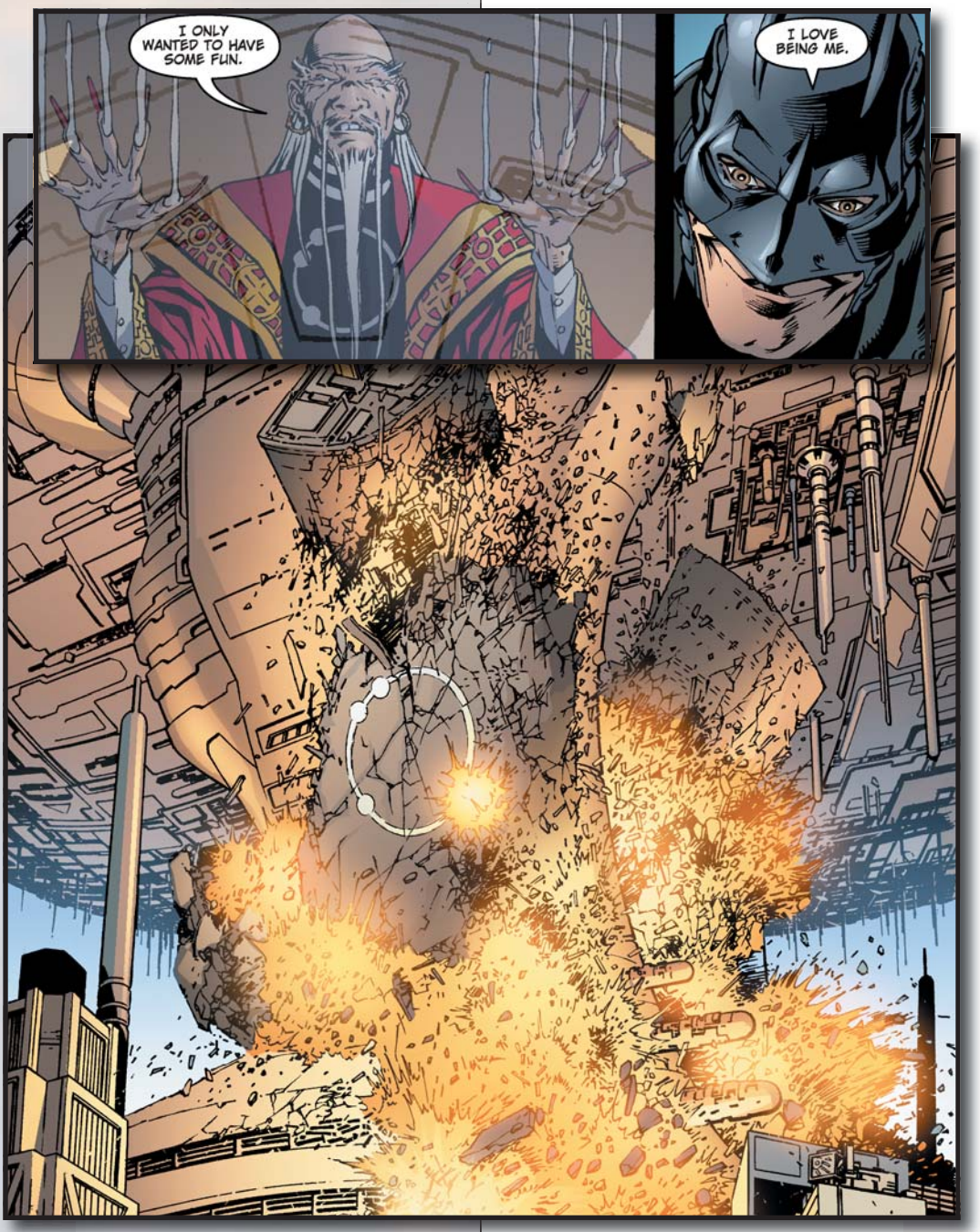
The untimely arrival of Kaizen Gamorra interrupts the Midnighter's report. Holding the Midnighter at bay with a crossbow, Kaizen reveals that the "selection" of clone genomes is made up of the genetic material of his late mother and siblings, who died years earlier for the sake of Gamorra. Now Kaizen Gamorra is giving them the glory they've earned, and they, in return, scar the globe for him. Kaizen is infuriated by the Midnighter's audacity in coming to this spot. He has dared to trespass onto the Earth's terminal point, the axis around which the world revolves, but the Midnighter escapes Gamorra via Carrier door before he can be punished for his blasphemy. Once aboard the Carrier, the Midnighter takes command of the massive ship and begins to implement his rapidly-forming plan on how to deal Kaizen a final blow.





In Los Angeles, Jenny Sparks electrocutes a wave of the superhuman terrorists as Midnighter updates the team, telling Jenny that he's "taking the Carrier out for a spin." Asked to elaborate, the Midnighter explains that he himself lacks the raw power necessary to destroy Kaizen Gamorra's two-mile-long bioreactor or his mass teleport system, and the rest of the team is busy defending L.A. Therefore, he's come up with a plan based on some advice his father once gave him: "Hit the soft parts with your hand — hit the hard parts with a utensil." With that, the Midnighter pilots the Carrier into Gamorra Island, popping its force field and driving a mile-wide furrow down the centre of the island. His flight path terminates in Gamorra Tower, which implodes, putting a permanent end to the threat posed by Kaizen Gamorra and his army of superhuman terrorists.

With Kaizen now out of the picture, Sparks contacts Jackson King and Christine Trelane, who scramble aid agencies and a team of UN inspectors for immediate deployment in Gamorra. The UN, and not any individual nation, will therefore be the first ones on site — ensuring that they will be the ones to gain the knowledge of how to mass-produce human tissue and how to build a superadvanced mass-transit system. Above all, the UN will also know that the Authority is aware of these discoveries. With the sure knowledge that the Authority will curb any abuses of this system, and after a few years spent refining the technologies, the UN will be poised to realise Jenny's goal ... making the world a better place.



SHIFTSHIPS
ISSUE #5

Outside a battered Buckingham Palace, the sky overhead teeming with strange craft and searchlight beams, two men discuss the state of Albion. The shorter of the two, an Englishman of regal bearing, decked in ermine and epaulets, asks the other for news of the Hanseatic regions. The second man, Yngvi, is clearly more than human, better than two meters tall, with deep blue skin and a lanky build. He replies that all's quiet there, and the work proceeds smoothly. In fact, he finds it frightfully dull and suggests that a war is just what's needed.

Entering the palace, the two pass blue-skinned guards armed with lances and wearing the uniform of the Palace Guard. The Englishman claims Yngvi's comments make him sound like his Sicilian relatives. Yngvi responds that the other man's evasion make him sound like just what he is — a Windsor. When the other man proudly points out that being Windsors kept his family alive in 1953, unlike Yngvi's Sicilian cousins, Yngvi points out — hand on pistol — that there are myriad advantages to being of Blue blood and asks that the other man not induce him to demonstrate them.

Smiling, Windsor makes light of the nobility of Yngvi's alien heritage, and firmly reminds Yngvi to address him as "Your Majesty" while in Albion. Then, the two pass beyond two enormous doors to join a bawdy soiree already in progress. When Yngvi asks why he allows such filth and appalling noise in his court, Windsor replies, "They love their king."

Suddenly, a voice cuts through the reverie, asking, "And do you love your king, Windsor?" Clearly rattled, Windsor searches for Regis, the source of the taunt. Grabbing Yngvi's sidearm, Windsor wheels round on the crowd of partygoers and demands Regis reveal himself. The unseen Regis again asks if Windsor loves him. Wild-eyed, Windsor insists he does. Regis wonders how this can be, when Regis just heard him impugn Yngvi's ancestry outside the ballroom. Is this is how Windsor loves him? After all, it was Regis who gave Windsor Albion to manage after the events of World War IV. Due to this ingratitude, however, Windsor's rule is over.

Terrified beyond reason, Windsor fires blindly into the heart of the crowd in a desperate attempt to kill Regis, but manages only to massacre the revellers. An enormous hand falls upon Windsor's skull from behind and then clenches, turning the man's head to pulp. Regis stands revealed, blue-skinned, even taller than Yngvi and almost twice as broad, with curved ram's horns upon his head and baleful eyes.

Yngvi, unfazed, politely asks what brings Regis to Albion. Regis responds the time has come to go to war. He turns control of Albion to Yngvi, then retires to dine upon the Windsor children.

Sometime later, the Carrier cruises above the Mind Barrier Reef. Jack Hawksmoor, the Doctor, and the Engineer enjoy a rare moment of downtime. Looking out at the unearthly view, the three reflect not only on what they've sacrificed for the Authority, but what they've gained: a chance to make the world a better place — and sights such as this.

At that moment, a tear in space appears above Los Angeles. From it pours an armada of sleek aircraft emblazoned with the pale-blue Union Jack of Albion, which sweeps down from out of the sunset and opens fire, cerulean beams strafing the city. In desperation, Christine Trelane contacts the Authority on behalf of the city. Jenny Sparks mobilises her team to travel to the besieged city by Carrier door.







They find the USAF, Marine, and Navy fighters engaging the alien aircraft completely outclassed by Albion's technology. Many fighters are lost, crashing to the city below and only adding to the devastation.

As she exits the Carrier door high above the flaming area, Sparks is shocked to recognise the invaders. She quickly deploys her team to counterattack. Apollo, on point, hurtles through one of the invading craft, blowing it to flinders. Turning, his eyes blaze with solar energy, igniting a second craft. The Engineer's horrified remark — "My God. Apollo killed it by looking at it!" — earns her a sly smirk from the Midnighter. Without slowing down, Apollo grabs another of the alien fighters and flings it into its fellows. Taking advantage of Apollo's onslaught to work some magic, the Doctor reaches out and transforms a flight of the invading fighters into autumn leaves.

As she lowers Jenny to the ground, a confused Swift asks Jenny what she knows. Sparks barks a reply.

It's an invasion from an alternate Earth....

Issue #6

...An Earth that Jenny knows all too well.

1920. Jenny Sparks is 20 years old, and witness to the first shiftships passing through the door that connects the Earth to Sliding Albion. Young and reckless, she threw herself into the adventures that followed. Sparks fought the King of Nails from Sliding Albion and slept with handsome, blue-skinned princes. It was an age of scientific romance, and Jenny Sparks loved it.

1953. Sparks is involved with an organisation known as the British Space Group (BSG), a clandestine organisation that claims to focus on space exploration but which actually covers up evidence of the government's involvement with agents of Sliding Albion. At a banquet, Jenny Sparks, now a colonel, is introduced to an American named Baxter working for the US covert services. Baxter is merely a pseudonym, however; the man is truly an alien called Lord Emp. Enjoying a smoke together, the two discuss Sparks's reservations about the Space Group cover story only to have their discussion rudely interrupted by the incursion alarm.

Helicars, a propaganda gimmick by the BSG to conveniently explain the presence of Albion shiftships moving in British airspace, quickly transport Jenny over the Thames to BSG headquarters. There her subordinate, a scientist named Bill, urgently gives Colonel Sparks a status report. A message was just sent from Sliding Albion via the shift door maintained at HQ. Sliding Albion is at war with its Europe, initiating a parallel World War I. When Sparks's superior arrives and asks for a strategic assessment, Bill replies they're expected to use bacterial weaponry first. He assumes that, to conserve energy for the attack, Sliding Albion will also shut their shift doors. The whole thing is expected to be over in a matter of hours.

Sparks, who'd dreamed of a long alliance with Albion and of bringing its technology to her England to make the world a better place, is despondent. She only dimly registers Bill's scream as a shift door rends the night sky. In a vain attempt to save their own Sliding London from bacterial attack, Albion has opened one final shift door — to vent the attack onto Earth's London instead. As a last act, it is one of massive contempt for Spark's world ... and a futile one, for Sliding London is lost.

Now, in Los Angeles, 1999, USAF, Navy, and Marine aircraft continue to dogfight with Albion shiftships. In the thick of things, the Authority lends its considerable aid to L.A.'s defence. Swift yanks the canopy off one Albion fighter to allow the Engineer,

her arms transformed into high-calibre machine guns, to riddle the pilots with bullets. The ship plummets out of control toward the Doctor, who simply transforms the wreck into a rain of roses. The Doctor notes a larger vessel on crash course with an office block, but Jack relays that he should let the ship go down; the building is empty and Jack and the Midnighter have plans for that Albion vessel.

The ship crashes through the building and comes to rest more or less intact in an adjoining parking lot. Inside the vessel, the crew gathers survival equipment, draws weapons and prepares to disembark. Suddenly one of the ship's windows is kicked in. The Midnighter and Jack Hawksmoor peer through, then welcome the crew to L.A. with a thorough beating.

Elsewhere, aboard a similar vessel cruising above the city, the captain orders the ship to retreat to Albion to bring word of the battle's progress. As the vessel turns about and heads back to the shift door, a gigantic numinous figure of Jenny Sparks appears above the city, burning out the remaining Albion fighters' electrical systems. She warns that this Earth is still under her protection, and orders them to get the hell out of her world. Quick to comply, the damaged vessel and the remainder of the shiftship fighter escort limp back to their door, which closes behind them.

As the Midnighter and Jack deal with the crewmen they've captured, the Midnighter wonders if it's wrong to find Sparks utterly terrifying. No, Hawksmoor says. It just proves the Midnighter is still human.

Once the team is reassembled on the Carrier, Sparks gives them the lowdown on the invaders. Unlike on this world, where the two instances of alien/human contact — the Kheran/Daemonite conflict and the alien abductions that modified Hawksmoor — were covert in nature, the first contact with aliens on the world of Sliding Albion was open and overt. It happened relatively early in history, in the 1500s, and led to the interbreeding of humanoid alien nobility and a fusion culture. By the early 20th century, this hybrid world had become an imperialist, stagnant society embroiled in constant war. After discovering how to breach the walls separating realities from each other, Albion's shiftships moved into the Bleed to look for new Earths to conquer. Sparks was involved in one of the first, luckily half-hearted, skirmishes between Albion and Earth, after which the two worlds entered into a cautious and protracted time of cultural exchange. This ended in 1953, when the world war apparently destroyed Sliding Albion. Now, a half-century later, Albion has revealed itself once more.

Jenny Sparks, touchstone of the 20th century, has an angle on the situation. Calling British Intelligence, she uses her authority as a colonel in the British Space Group to force a visit to the special isolation unit at the Royal Air Force's Rendelsham base. She has the special clearance needed to gain access to their "near-human" prisoner. Jenny brings the Engineer, to block any military scans, and Swift, making it a true "girls' night out," to Rendelsham. Once there, she introduces her teammates to Lorenzo, a blue-skinned alien/human hybrid from Sliding Albion ...

... and Jenny's first husband.



Issue #7

Back in Sliding Albion, Regis and Yngvi walk through the ruined cemetery of Albion's Canterbury Cathedral as wolves prowl the grounds dining on corpse meat. Regis sighs that he hates being a eunuch and asks Yngvi if he has children. Yngvi replies he does not. The two discuss how the scarcity of their race's offspring has led them to destroy their world's Africa, Asia, Europe, the Americas, and now, even beautiful Albion. The Blue are a dying race, hardly able to find the wherewithal to open shift doors. Regis had feared the science was lost to them as recently as the 1970s. Regis notes how little of the Blue blood remains; of the original alien crew that came to this Earth, only he and five other males remain. None of the Blue females survive. With too few human females healthy enough to bring a Blue child to term, the only way to save their people is to expand to new territories.

Yngvi tells Regis that the telemetry from the Vanguard Squadron's recording devices supports their expectations about the societal development upon the other (Jenny Sparks's) Earth — their fighters are indeed inferior to Albion shiftships, and while the presence of nuclear weaponry is presumed, none was deployed tactically. Also, based on observations of the L.A. reclamation project to restore the area damaged by the *koroshi* terrorists, Yngvi feels secure in assuming the Earth governments are in conflict and unstable. Regis, heartened by this news, is eager to order in the second wave. He wistfully remembers leading troops into China in 1856, especially when he recalls the women.

Yngvi interrupts his master's reverie. There is bad news: the troops report a 1,000-foot-tall electric woman appearing during the battle. Regis, livid, immediately recognises this must be Jenny Sparks.

Yet Yngvi does have some good news, after a fashion. Sparks and her company arrived via a door — a door whose frequency they now have and can backtrack. Gleefully, Regis realises that Sparks is within his grasp.





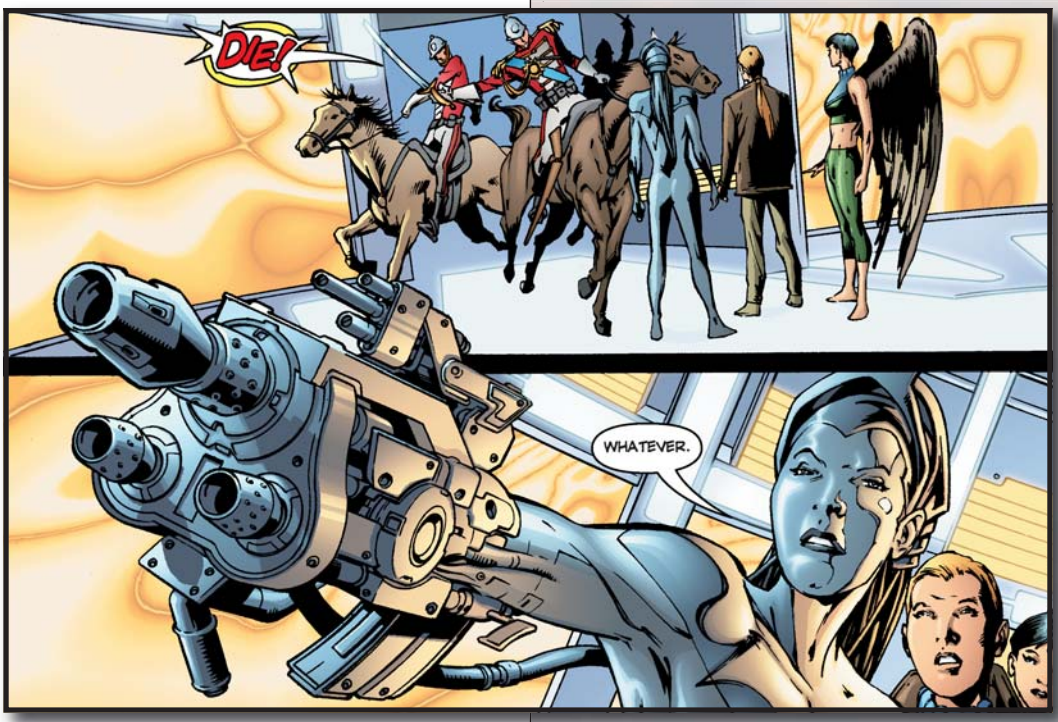
At the same time on Earth, Jenny Sparks, the Engineer and Swift interrogate Spark's Albion-born ex-husband, Lorenzo, at Rendelsham. Jenny and Lorenzo are not on warm terms. When Jenny explains that the Authority battled Albion raiders over America, despite Albion supposedly being a dead zone, Lorenzo states matter-of-factly that Regis is behind the attacks. Sparks is incredulous, reminding Lorenzo that she killed Regis herself after discovering his job description under the Sicilian Blues. Lorenzo disputes her, explaining how Regis was simply castrated, not destroyed. His life, at least, was saved by Sicilian doctors. Lorenzo supposes Regis must have taken control of Albion following World War IX, as he was the biggest supporter of expansionist tactics. Lorenzo explains that Regis's goal is land and children for the Blue. These children would be hard to conceive on a post-vent Earth. It was for children and land that Regis invaded his world's China and then, later, the Hanseatic Marches.

Lorenzo coyly reminds Sparks that she is well aware of what happened in China after the Blue invaded....

The Engineer asks what Lorenzo means. Jenny grimly explains that Regis had all the Chinese men killed and the women interned for the use of the human/alien hybrids in his regiments. The entire country was converted into an enormous rape camp.

Jenny now realises what the team is facing. Regis, looking to revitalise the Blue bloodline and to expand his empire beyond its poisoned confines, has spent the 50 years since he took Albion rebuilding its technology in order to exploit Jenny's Earth. As she shares her theory, Lorenzo launches himself at Sparks. Instead of the pleasure of throttling his ex-wife, however, Lorenzo is electrified. As she departs, Sparks explains to the others that he does it every time.

Meanwhile, multiple shift doors open over Northern Europe, disgorging hundreds of Albion shiftships. Using Regis's new information on the Carrier's signature, Albion simultaneously opens three doors aboard the Carrier and a horde of Albion cavalry charges forth, sabres drawn, catching Jack Hawksmoor, the Doctor, Apollo, and the Midnighter off guard. While Apollo, Hawksmoor, and the Midnighter quickly recover from their shock and counterattack, the Doctor is too flustered to pull together a magical working. After a number of Albion cavalrymen are put down by the team, their commander orders his men to their rifles. Barely avoiding the deadly barrage, Hawksmoor calls on Apollo, who releases what remains of his body's solar charge. Most of the remaining soldiers are incinerated. The surviving three wheel their steeds and retreat into the depths of the Carrier. Apollo, completely drained by the effort, collapses, unconscious.



Swift, the Engineer, and Sparks arrive back at the Carrier's Junction Room just in time to be charged by the surviving cavalry. Transforming her right arm into a machine gun, the Engineer riddles both men and horses with bullets, decisively ending the attack.

Following the horsemen's path back to Mission Control, Sparks demands a situation report. Hawksmoor shares the obvious: Albion has found a way to open shift doors onto the Carrier. He also tells her that the doors killed communication before they could inform her of Albion's attack on Northern Europe.

Despite his current state, and over the Midnighter's objections, Sparks wants Apollo dropped over Europe immediately. When Midnighter protests, Sparks replies she's read Apollo's old StormWatch file. She knows what she's doing. After tersely explaining that the probable reason for the invasion is to turn the whole of the planet into a rape camp, even Midnighter has to concede that they need Apollo to stand between the invasion force and Northern Europe while the others take drastic measures to take out the enemy's leaders. Apollo himself agrees, and Jenny orders Swift to tactically advise Apollo from onboard the Carrier. While Hawksmoor and the Midnighter get Apollo to the Junction Room, the Doctor and the Engineer accompany Sparks to move the Carrier into position.

Issue #8

A fleet of Albion shiftships hangs over Northern Europe like a Sword of Damocles, poised to drop. Onboard the Carrier, Midnighter tries to convince Apollo that at his current power level this mission is suicide. Apollo counters that he's the only one who can do the job, so he has to. Besides, if he dies, Jenny will just dig him up and put him back to work. Jack Hawksmoor, busy dumping the bodies of Albion cavalrymen out a Carrier door, acknowledges the man has a point.

As Apollo plunges out of the Carrier, Sparks, the Doctor, and the Engineer work on the Carrier. The Doctor moves to heal her damage while Engineer speaks to the ship, asking it to trace the Albion doors opened in her back to their point of origin. With a heave, the Carrier hurtles through the Bleed and bursts through in Albion over Buckingham Palace.

Back on Earth, Swift tries to raise Apollo via radiotelepathy but receives no reply. Apollo hurtles towards the ground.

For several long moments, the Carrier hovers, striking terror into the world below. Then, gathering the electricity from the thunderheads about them, Sparks strikes Buckingham Palace with an enormous bolt of lightning, blowing it to smithereens. Adding insult to injury, Sparks contacts Regis inside the burning wreckage and taunts him.

Pulling out of his death drop, a re-energised Apollo explosively engages the enemy in the skies over Helsinki. His attack cuts a fiery swath through the Albion vessels and litters the Gulf of Finland with the burning wreckage of Albion ships.

Now in the ruins of Albion's Buckingham Palace, Hawksmoor and the Midnighter battle hand-to-hand with Regis. Initially overconfident, the two men quickly come to understand the Blue's fearsome reputation — embarrassingly, he takes each man down with a single blow.

Airborne over Northern Europe, Swift pages Apollo, asking if he can sense the next Albion attack wing. When Apollo explains that he hasn't recharged enough to enhance his eyesight, Swift tells him not to wait on that, but to instead simply feel the air. Hovering above the clouds, Apollo gauges the air's swirls and eddies — and knows the next site is Oslo.

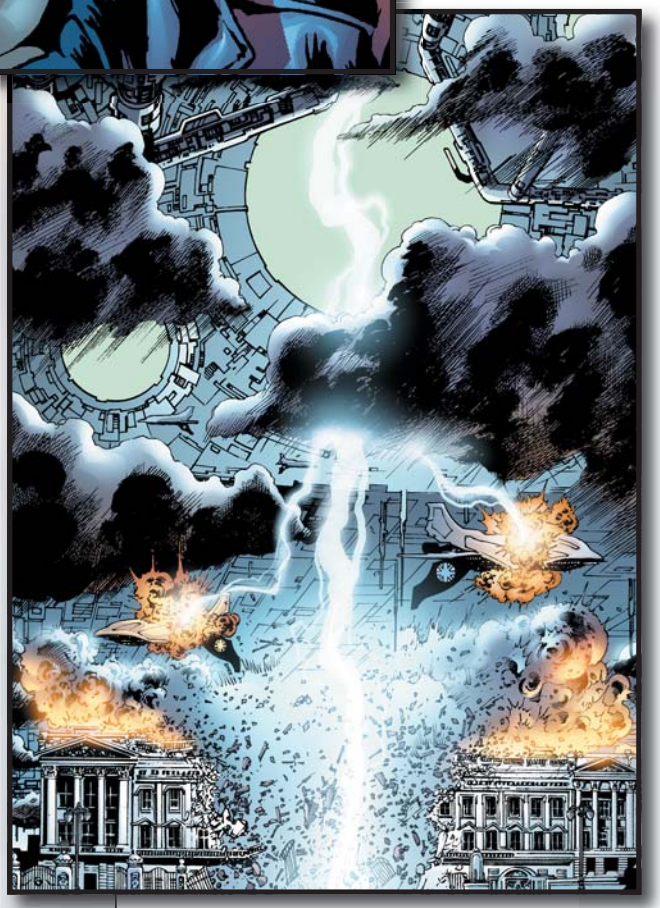
Back in Albion, Regis continues to mercilessly pound on the Midnighter, leaving his battered form sprawled in the rain before turning to Hawksmoor ... but Jack has vanished. Regis, enraged, demands he show himself. Hawksmoor does — exploding from within the city in a fury of urban rage, splitting the alien in half. Los Angeles, and the plundered and tortured cities of Albion's world, are avenged for the suffering they have endured under Regis's bloody reign.

As he gets to his feet, Midnighter grumbles, "I could have done that if I wanted to."

Hawksmoor reports in to let Sparks know everything there is under control, just as Apollo gives the all clear on Northern Europe.







With that, Sparks's plan goes to phase two. The job is not yet done. First, the Engineer reorients the Carrier into a geo-synchronous orbit above the Italian peninsula, the heart of Blue power on the planet. Then the Doctor goes to work. As the world continues to turn, he simply holds Italy in place, releasing it from the pull of gravity. The land is purged, its content disgorged into outer space, and the countryside flooded. Finally, Jenny Sparks addresses the whole world, explaining what the Authority has done to help their world and what they are prepared to do: eradicate the Blue through the Hanseatic Marches, as well as Sliding China and Sliding Japan. In fact, the Authority will do whatever's needed to give this world a second chance to make it a place worth living in.

Ominously, she warns, "We are the Authority. Behave."

Later, as the Authority convenes at Mission Control, the members digest what they have done. They have actually changed a world. One Earth down, one to go.

Outer Dark
Issue #9

December 29th, 1999.

Aboard the Carrier. Jenny Sparks, her eyes red with burst capillaries, offers herself a toast to the long strange trip her life has been.

Meanwhile, on the edge of the solar system, the Voyager I probe is destroyed by a mysterious impact with fast moving objects headed into the area — just as the Doctor, communing with his predecessor in the Garden of Ancestral Memory, feels the presence of something ancient returning to Earth. Moments later the space shuttle Endeavour is destroyed in Earth orbit, its crew slaughtered by a swarm of vermiform creatures swarming out of the sun. The creatures then dive into Earth's atmosphere, smashing into Central Africa and vaporising the surrounding countryside for miles around.

In New York, Jack Hawksmoor leaps over the city's skyscrapers, eventually coming to rest on the windowsill of the Engineer's apartment. As the two debate the merits of Hawksmoor's personal method of travel — directly between cities rather than via the more efficient Carrier door — the Engineer is suddenly overcome with shooting pains. When she sees Hawksmoor is unaffected, she knows it must be her own personal web of atom-sized sensors (her "security perfume") on alert and picking up some environmental change. Summoning a door, Hawksmoor calls ahead to inform Sparks that he and the Engineer are on their way to the Carrier.

Bizarre phenomena manifest across the globe and in orbit. In the Australian outback, two locals notice a triangular spot visible against the backdrop of the sun. On the Moon, myriad gigantic tentacles burst from the satellite's surface. In Finland, a group out on a night snowmobile ride notices the writhing shadow spread across the face of the Moon. The Doctor consults with his consortium of previous incarnations and learns a terrible fact: this is not an invasion. This is the true owner of the Earth returning to reclaim its property.

Sparks gets her update from Hawksmoor and the Engineer in the Junction Room. Considering the Doctor's spiritual connection



to Earth, Jenny figures the Doctor might be feeling something akin to the Engineer's painful experience. Her attempts to raise him via radiotelepathy short out: the Doctor, having learned what's to come, is only semi-coherent. When Sparks, Hawksmoor, and the Engineer arrive at his location via Carrier door, they find the Doctor on his knees with his head in his hands. He reveals that "they" are now in Central Africa now and will strike Tokyo next. Sparks immediately orders Apollo and Midnighter to Tokyo, but the Doctor warns that these manifestations are just the advance guard. It's not this they must prepare for, but for what will follow. Nor is this the only insight he's gleaned.

The Doctor also knows what's happening to Jenny, as well.

The Moon births giant biological dropships full of wormlike alien embryos. They launch towards Earth.

Issue #10

High in Earth's atmosphere, alien bio-dropships plunge towards Japan. Simultaneously, in Tokyo, a Carrier door disgorges the Midnighter and Apollo onto the Ginza strip. Since he doesn't see anything out of the ordinary, Apollo wonders if the Doctor is just on a bad drug trip — only to be interrupted by Midnighter announcing a terminal situation with incoming missiles of an unknown nature. Midnighter wants to know if the Doctor is capable of providing backup. Now Apollo turns, catches sight of the projectiles, and immediately rockets into the sky to intercept. The mass of alien embryos onboard quickly brings home the seriousness of the situation and he uses his vast arsenal of powers to destroy them before impact, missing only a single bioship. In his boundless optimism Apollo considers one small ship to be manageable — until the creatures inside hatch, swarming over him while the rest plummet to the streets below.

The Midnighter watches appalled as the beings begin to tear Tokyo and its helpless inhabitants apart. Swiftly, he orders the team to seal off Japan. He'll keep the channel open and feed them intel for as long as he can. Just as Sparks receives this news, Swift interrupts to tell her that Christine Trelane's sent them NSA satellite imagery of the situation in Africa.

Fighting a losing battle against the alien vermiforms and about to be overrun, the Midnighter, in what he suspects will be his final broadcast, suggests Sparks sterilise the entire country before the foul creatures can mate and breed. Instead, a Carrier door opens next to him, and Hawksmoor leaps out, instantly demolishing several of the aliens assaulting his teammate. When Midnighter protests this decision, Hawksmoor informs him that this was Jenny's call, she's in charge. A moment later Apollo re-enters the fray, impacting with the force of a bomb and levelling the block.

Meanwhile, in Africa, Swift, Jenny, and the Engineer step from a Carrier door into a landscape so transformed that the air itself is poison. Swiftly growing alien lungs to deal with the toxic atmosphere, the Engineer pushes the other two back through the door, and says she'll explore the situation herself. It doesn't take long for her to come to the conclusion that Earth is being completely terraformed to be habitable for the aliens and fatal to existing terrestrial life. Heading to the centre of the devastation, she finds an enormous mound topped with an huge multi-eyed mother alien. Unfazed, the Engineer quickly devises the appropriate diplomatic strategy: she transforms her arms into twin Gatling guns and levels them at the creature.

Back at Mission Control, Jenny attempts to get a handle on the global situation and tunes in Tokyo. The Midnighter informs her that he and the others have things under control there now, despite terrible carnage. When Sparks inquires if he and Apollo can survive in anaerobic environments, Midnighter answers yes, for short periods of time. Jenny is about to deploy Apollo and Midnighter to Central Africa to help Angie when Swift interrupts to suggest she order Apollo off-planet. According to the telemetry from the





NSA, the beings that devastated Japan originated on the Moon. Sparks leaves Hawksmoor to organise the aid effort in Tokyo, and orders Midnighter back to the Carrier. Then, after confirming that Apollo is healthy and at full charge, she sends Apollo to sterilise the Moon's surface.

Midnighter inquires what the Doctor is up to and is told that he's working on the plan ... but not alone. In the Garden of Ancestral Memory, the Doctor confers with his many predecessors about what can be done. The response: he must save humanity, his tribe, and not allow God to retake the Earth. The Doctor is sceptical; the one thing he's worked out since gaining these powers is that there *is* no God. Perhaps not in the sense he's familiar with, a former Doctor explains, but this is the intelligent motive force that made the Earth and placed it where life could thrive. In the distant past, a rogue planet struck the Earth, nudged the world into a slightly different orbit, cleaved off the Moon — the portion of the planet that contained the watch spore of the alien god — and gave rise to the conditions that lit the first spark of life. Now the alien god has returned, unpleasantly surprised to find the Earth changed and infested with six-billion-strong bipedal vermin that must be destroyed for the alien god to survive. It seems that the alien god demands a very particular atmosphere, and, as another former Doctor points out, Earth is now customised for terrestrial life, not the alien god and its children. Once his mind is released to the earthly plane, the Doctor gives Jenny and Swift their orders. It's imperative the Carrier be brought into real space and Earth orbit.

As December 30th dawns, Apollo bathes the Moon's surface with the full intensity of his gaze, burning out the alien presence. The surface is sterilised, as ordered. Back in Central Africa, the Engineer obliterates the alien mother before it can spawn more of its vermiform young. With her myriad machines, she sets out to terraform the alien landscape back to lush veldt, just as her predecessor once did to the Nevada desert. Before she can start, however, there's a strange change in the ambient light. Looking skyward, she's able to make out an enormous triangular shape.

It is moving toward the Earth and blotting out the sun.

Issue #11

The Engineer instantly contacts the Carrier and beams out what she's seeing to those aboard. Scanning it with the ship's sensors, Swift discovers the object is organic, in motion, and larger than the Moon. It's December 30th and tomorrow — Jenny Sparks's birthday — is rapidly approaching. Morosely, she finds the universe's idea of a birthday gift lacking.

Quickly returning to business, Jenny inquires if the Engineer is equipped for space flight. She's never done it, says Angie, but she's game. Sparks orders the Engineer to meet Apollo in lunar orbit and head into the inner solar system immediately. The Engineer takes only a moment to enjoy being the first woman on the Moon before she and Apollo head out to investigate the enormous object hell-bent on Earth. Upon seeing the immense size of the creature, the Engineer doubts it even realises the two of them are there observing it.

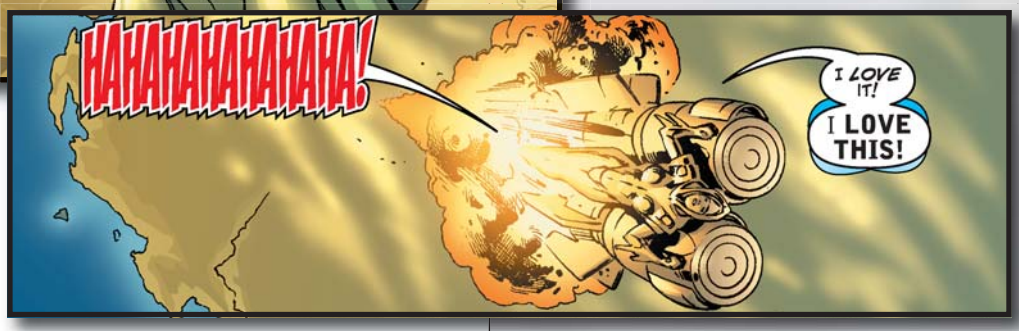
Back on the Carrier, the Doctor explains what he has learned from the Doctors' council: this is the alien god that created Earth, and it wants its planet back. To reclaim its property, it will have no issue with simply obliterating humankind. Sparks contacts Apollo and the Engineer via radiotelepathy so they can help figure out how to kill the alien god. Swiftly, they run through their options. Sparks wonders if ramming the thing with the Carrier, detonating the baby universe that powers the ship, might do the trick. The Engineer points out that would be an extraordinarily bad idea, as there would be no way to contain the blast. The expanding universe would just write itself over normal space, eliminating Earth just as tidily as the alien god would. The Engineer also points out that they've never yet convinced the Carrier to leave Earth orbit. Since the alien god's pores are the size of Staten Island, however, the Engineer does think it would be best to do whatever they're going to do well before the alien god reaches Earth.

Struck with inspiration, Sparks recalls Apollo and the Engineer back to the Carrier immediately.

The world is overrun with panic, chaos, and mayhem. At his post at the United Nations, Jackson King's never felt so helpless. He







bemoans the forced retirement of StormWatch to Christine Trelane, only to have her cut him off and turn up the radio. It's a message from Jenny Sparks, breaking across all frequencies, speaking on behalf of the Authority. In her usual succinct style, Sparks sums up the situation and states that her team is going to confront the organism eclipsing the sun. They may be gone for some time; like any good caretaker, she tells the world to be good while they're gone.

That done, Jenny turns to the problem of persuading the Carrier to move out of Earth orbit. Swift, the Doctor, and the Engineer have come up with a plan. The Doctor uses his powers to communicate with the ship, convincing the Carrier to join with the Engineer so she can explain their need in terms the ship can understand. In turn, the Engineer convinces the Carrier to hand control of the helm over to Swift, who then moves them out of orbit and sets a course for the alien god.

Later, the Doctor finds Jenny on the observation deck. He informs her it's December 31st. She asks how long until contact, and the Doctor replies another few hours. Unexpectedly, Jenny then asks him if he "knows." He says yes, and he also knows that he can't help.

Jenny tells the Doctor to keep mum. She needs him to help her get this last bit done before the end of the day.

Once the Carrier is within the alien god's gravity field, Sparks shares her plan with the group. They're going to find one of the gigantic pores the Engineer mentioned earlier and fly the Carrier inside. The Carrier is the size of an insect compared to this creature, but even something small can do an extraordinary amount of damage — if it can get to the proper place.

With that, the Authority silently slips through the thing's skin on a mission to kill the alien god.

Issue #12

It's December 31st, 1999, and the Carrier navigates through the veins of the alien god. Onboard, Jenny Sparks is looking for a target, an obvious heart or brain, so they can attack and kill the thing. Unfortunately, after adjusting to the giant organism's biorhythm and blood flow, Swift informs Jenny the creature has more than 4,000 hearts. Irked, Sparks demands her team find her its brain — or give her some hard numbers on blowing up the Carrier's power source.

Midnighter, thinking tactically as always, asks if the ship has any sort of armament. Not only will they need it to take out the thing's brain, but — given that the Carrier is essentially a foreign object invading a living organism's circulatory system — they can expect to face the creature's antibodies. Jenny tells the Engineer they need guns. Happily, the Engineer replies the Carrier was once a trading ship. If there's one thing that history shows, it's that all trading ships have cannons.

That sorted, Sparks has the Engineer accompany her to the Engine Room to gaze at the baby universe that sits at the centre of the Carrier. Jenny asks again if there would be any way to direct its output if they uncaged it, but the Engineer reiterates that all releasing the energy would do would be to effectively erase this universe for a different one. It wouldn't save the world, just replace it.

Touching the containment field, Sparks thanks the Engineer for showing her this. Not everyone has held a universe in her hand.

Meanwhile, at their posts at Mission Control, Hawksmoor and Midnighter catch sight of a strange crystalline city growing out of the alien god, a thing of glowing spheres and populated by strange darting craft. The Doctor theorises the alien god is so old and vast that civilisations — parasites — have grown up within it. Over time, those parasites have evolved into sentient life-forms colonising the creature's structure. What they are seeing is essentially a tapeworm city.





A tapeworm city intent on protecting the host, for as they close with the city, an army of attack craft converges on the Carrier. Although the Midnighter advises Swift to open fire, she refuses. The parasites are innocents seeking only to save their civilisation. Instead, she brings the Carrier to a full stop and broadcasts a message to the parasite army: they merely intend to destroy the host organism's higher brain functions, not to kill it. Though a few of the parasites open fire before her mathematically-encoded message can be decoded, they immediately drop pursuit once the Authority's goal becomes clear.

Restarting the main engines, Swift continues onward, directing the Doctor to find the alien god's brain. Their time is running out. As he works to track its electrical impulses back through its nervous system, a swarm of antibodies descends upon them intent on destroying the Carrier. Desperate for some direction, Swift asks which way to go. The Doctor suggests north. Although that's just a guess....

Swift guns the ship's engines and steers due north while Apollo engages the antibodies directly, giving the rest of the team a chance to escape. Although they've earned a brief respite, Swift quickly discovers they're in danger of running out of north, since the artery they are following turns sharply up ahead. The Engineer comes to the rescue, activating the ship's cannons and cutting through the arterial wall.

Although she has sustained no injuries, Jenny has started coughing blood. She pushes Swift to go faster, telling her there's not much time left.

From outside the carrier, Apollo calls back to the team to warn that a flank of the antibodies made it past him. As if on cue, the antibodies impact with the Carrier, one driving a spine directly through to Mission Control — birthing a number of writhing tentacles that strike out at those on board. With the Midnighter, Hawksmoor and the Engineer battling to repel the boarders, the Doctor traces the alien god's neural pathways back to the source, leaving it to Swift to steer. Suddenly, Apollo hurtles through the ceiling of Mission Control, where he joins the fray.

Even this assault cannot keep the Authority from their target. Before them is the alien god's brain, dwarfing the Carrier. Grim, Jenny Sparks uses the Carrier to broadcast directly to the alien god. It took her a hundred years to figure out why she was on this Earth, but now, in the end, she knows. It's to save the Earth. To get humanity through this century. Maybe the planet was this thing's property once, but Earth is under new management. The world doesn't belong to it. It belongs to her.

And she electrocutes the alien god's brain with its own neural electricity, killing it instantly.

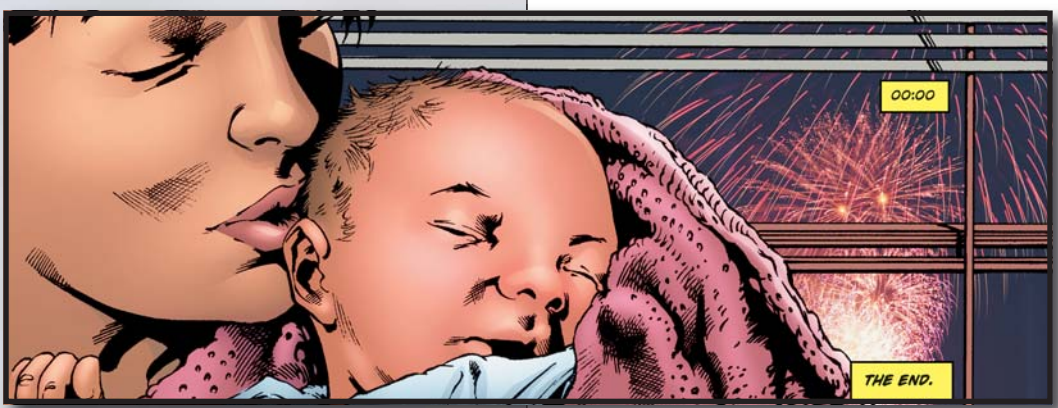
The alien god is dead. And Jenny is soon to follow. It is midnight of December 31st, and the century is at an end. Jenny Sparks, the spirit of the 20th century, must pass with it. She has only one last command for the Authority.

Save the world.

As she goes, on Earth a lightning bolt strikes to herald the birth of a beautiful baby girl....

Jenny Sparks: The Secret History of the Authority

Jenny's connections with her teammates in the Authority predate the actual team in many ways. In the year 2000, the Engineer inherits Jenny Sparks's journal. In it, Jenny tells the Engineer to travel back in time to the early 1920s in order to save her life, as the Engineer herself instructed Jenny to do on that self-same meeting. As Jenny's diary



relays, if Jenny doesn't keep a journal and leave it to the Engineer after her death, and the Engineer doesn't travel back in time to save Jenny's life — allowing her to reach the end of the millennium — reality will collapse.

Jenny's diary also documents her first encounters with her future teammates in the Authority, both before Bendix's StormWatch and after. It seems Jenny's connections to all significant events of the 20th Century extend to the Authority members themselves.

Doctor's Orders

Assembling the Authority was no easy task. Gathering members was job one. As Jack Hawksmoor handled the details of bringing Apollo and the Midnighter onboard, Jenny Sparks and Swift travelled to Amsterdam to meet with the current Doctor — the next embodiment of the Earth's shaman — and to recruit him for the Authority.

The Doctor, a former business prodigy who cracked under the pressures of his lifestyle, was just recovering from 18 months in a psychiatric facility when the spiritual consortium of previous Doctors selected him to be their next embodiment. Trying to convince his predecessors that he was not the right man to control the welfare of the entire planet proved fruitless. His very refusal to accept such great power served to convince them that he was the right man for the job. Not surprisingly, when Jenny approaches him to join the Authority, he flatly refuses. When Jenny won't take no for an answer, he magically transports her to the airport while simultaneously swiping her cigarettes.

Back at the undersea StormWatch Black training camp, Jack, Swift, and Jenny discuss the recruitment efforts. Unlike the Doctor, the new Engineer, Angie Spica, instantly agreed to join the team. Apollo and the Midnighter are definitely sold. Hawksmoor wonders if that isn't a strong enough force, but Sparks remains convinced that there must be seven members for the team to work — and that that seventh member needs to be the Doctor.

Returning to Amsterdam alone, Sparks confronts the Doctor, explaining that with his enormous powers comes a responsibility to use them for the greater good. He is still not convinced and tells her to shove off. Pulling a pistol, Sparks explains they can do this the easy way or the hard way. The Doctor strides off, confirmed in his belief that it always comes down to waving guns and shouting orders. Sparks unexpectedly puts the gun to her own temple and squeezes the trigger. As stunned passers-by call for a doctor, the reluctant magician is forced to step forward. Jenny Sparks is healed at the cost of a year to the ecosystem's life-span ... and from the Garden of Ancestral Memory, the Doctor's predecessors inform him that he's just graduated.

Rough Trade

Jenny, Apollo, and the Midnighter had an early encounter long before the Authority was assembled, when Apollo and the Midnighter were hiding from Henry Bendix, and operating in the back alleys of the United States.

After receiving a tip, the two arrive at a local airfield to discover US soldiers loading a line of children onto a military transport plane. While the Midnighter terrifies and tortures the soldiers, Apollo dangles the operation's commanding officer in mid-air until the man reveals that the children are human sacrifices being airlifted to England for a Thelemite political-party blood sacrifice to recharge its limp election campaign. (As the Thelemites' chattel were killed in a botched rescue attempt months earlier, they had ordered replacements from the American surplus from the 1988 US Presidential campaign.) This is the last of six shipments; the other children may already be dead. Apollo drops the man to his death, he and Midnighter free the children, and the two head to London — where Jenny Sparks is vainly trying to warn a disguised Princess Diana that the influence of her superiors in the Vatican and her own popularity won't be enough to save her. Sparks warns, "It's your funeral, Twinkle-toes."



As they exit the pub, Sparks recognises Colonel Kirsan Pruzhany, a sociopathic ex-teammate of hers from the 1980s who is on Bendix's unofficial black-ops payroll. Diana tips Jenny off to events in London's East End: Pruzhany is charged with ambushing "rogue" StormWatch operatives Apollo and the Midnighter at the behest of the Weatherman. Later the chaos will all be blamed on the IRA.

When Midnighter and Apollo break into the warehouse supposedly containing kidnapped children, they fall directly into Bendix's trap. There never were any other children, nor was there a Satanic conspiracy. It was all a ruse. As Pruzhany's men prepare to annihilate the two heroes, the lights go out — thanks to Jenny Sparks, who electrocutes Pruzhany's men





before they can fire. The Midnighter himself kills Pruzhany, first gouging out his eyes.

Bendix, cut off by the power outage, remains unaware of Jenny's part in the botched operation. Sparks, having done what she came to do, leaves the two grateful heroes bewildered but alive — setting the ground for their future collaboration in the Authority.

A Tale of Two Cities

Jenny Sparks had good reason to know of Jack Hawksmoor before Bendix recruited them both for StormWatch. She had an opportunity to see him in action in 1976.

Since a very early age, Jack Hawksmoor had been regularly abducted and surgically optimised to thrive in cities by what he believes are extraterrestrials. Scientists at the Soviets' Science City Gamma, however, believe that Jack's abductors were actually future-terrestrials bent on evolving Hawksmoor to protect the world from a force that obliterated most of 70th-century Earth — a force now attempting to destroy the 20th century. Hidden within Hawksmoor's subconscious is the key to defeating that threat, if his abductors can only finish their work in time.

The Soviets have gathered a coalition of superhumans to hedge their bets in case the aliens fail to fully empower Jack in time, and they approach Jenny Sparks, as one of the most experienced superhumans on the planet, to lead it. She agrees — once they meet her demands: US President Ford is to lose the next election for pardoning Nixon; UK Prime Minister Wilson will resign for backing Lyndon B. Johnson in Vietnam; and Ronald Reagan's presidential aspirations will be nipped in the bud (the Soviets assure Jenny that steps will be taken to deal with Reagan should he ever become president).

Less than two weeks later, in the early morning hours, Sparks stands on the deck of an aircraft carrier in the South Pacific at the head of a multinational superarmy as the attack begins. A sentient Kansas City, 200 miles in diameter and powered by 50 million brains, bursts into the 20th century. No mere city, the entity is "a post-communicative, grid-locked consciousness hell-bent on eradicating every form of life on Earth for religious reasons." After first trying conventional and then nuclear weapons to no avail, Sparks calls in the superhumans ... but the sentient city tears them apart.

In the face of this disaster, Sparks calls Tokyo to warn that the future city is headed its way and to check on her ace in the hole, Hawksmoor. She is livid when the military informs her that Hawksmoor disappeared into the ground the moment they removed him from his transport. So Sparks enters the fray herself, playing a massive lightning strike across the surface of the rampaging city.

Moments later, Hawksmoor rallies an anthropomorphised Tokyo to defend itself against the 70th-century marauder. The fight is violent but decisive, leaving the wrecked future city shattered on the surface of the Pacific. Victorious, Tokyo settles back next to Tokyo Bay. Jack Hawksmoor himself vanishes. Jenny Sparks hopes he's happy wherever he's gone, incorrectly concluding she'll probably never know....

Many Happy Returns

Jenny Sparks's connection to the zeitgeist of world history connects her not just to the Authority, but to every major world event of the century — including those that involve Swift before her birth.

On January 1st, 1913, in Vienna, a Mr. Rumpole informs a young Jenny Sparks that her parents have died aboard the *Titanic* and that she's been cheated out of her inheritance by her father's arch-nemesis. Not to worry, however; her godfather, Albert Einstein, has plans to continue her education in Zurich. Sparks is pleased to be leaving Vienna, stating that the only people worth talking to there are beggars. She points out a shabbily dressed man hawking his paintings to passers-by, explaining that he was the only person to give her a birthday present: a postcard he painted of the Reichstag.

Looking over the postcard, Mr. Rumpole asks her what kind of a name Adolf Hitler is for an artist.

Before she leaves the city, Jenny has a frank conversation with the painter: His art stinks, and she doesn't want him to waste his life chasing a dream. Hurt by her brutal honesty, Hitler asks her how he's supposed to make a living if not by his art, since he has no real qualifications save the short time he spent in the army. Noting that he's "patriotic, well read, and an excellent communicator," Sparks asks if he's ever considered a career in politics. As young Sparks departs, Hitler decides that maybe that's not such a bad idea. He burns the whole of his life's work in an oil drum and, with it, his past. Adolf Hitler the artist is gone. Now, thanks to the urging of 13-year-old Jenny Sparks, the stage is set for the rise of Adolf Hitler and the Third Reich.

Years later, in Berchtesgaden, Germany, on January 1st, 1943 — her 43rd birthday and thirty years later to the day — Colonel Jenny Sparks flees for her life from a patrol of Nazi SS troops intent on retrieving the Tibetan Egg of Dhammpada. She lies knee-deep in a semi-frozen pond, with the German SS troops wading out to retrieve the Tibetan Egg. As the triumphant Nazis and their horses stand in the water around her, she electrocutes them and regains the Egg. Unfortunately, the second contingent of German soldiers is quite aware of Sparks's abilities, and they shoot her from a distance with a tranquilliser dart. Helpless, she and the Egg are taken back to the Fuhrer's compound.

Dr. Albert Speer visits the kitchen where Jenny Sparks remains sedated and under heavy guard. As the Tibetan Egg comes to a boil on the stove, Speer gloats over Jenny, explaining the object's importance. The Tibetan Egg of Dhammpada is merely the latest of many occult artefacts gathered and destroyed by the Nazis to ensure their own power. The monks who guarded it believed it would hatch in the closing days of the millennium, releasing a being who would usher in an age of peace and love. These are hardly compatible beliefs with those of the Nazis' own dreams of a thousand-year Reich, and so the Nazis believed such talk to be local superstition — until X-rays revealed a tiny, sleeping woman curled in a foetal position inside the egg. As for Sparks ... she's to be dissected and studied in order to create an army of electric *Übermenschen* who will win the war within months.

As Jenny is dragged out of the Fuhrer's mansion by two soldiers, Hitler himself appears. Believing Sparks to be a drunken whore, he asks what is going on. The soldier is quick to explain that she is, in fact, Jenny Sparks, the British spy responsible for the sabotage of the Wandering Jew's capture in Brussels the summer prior, and now the theft of the Tibetan Egg. Sparks is to be transported to Dr. Goebbels at Dachau for study.

Shockingly, Hitler rescinds the order. He tells them instead to drive Colonel Sparks to the nearest train station and arrange for her safe conduct back to the UK with the Egg. Nothing will better illustrate German contempt for the opposition, Hitler announces. The subordinates quickly fetch the Egg from the kitchen and place it with Sparks in a waiting staff car.

Watching as she's driven away to the station, Hitler wishes the "funny little English girl" a happy birthday.

Later, aboard Skywatch, August 1998, Jenny Sparks reflects on President Clinton's bombing of a civilian factory in the Sudan and feels pangs of guilt for having saved the man from choking when he was a student at Oxford. Swift is pragmatic. After all, as the Spirit of the 20th Century, Sparks naturally comes into contact with those who'll make a difference, both for good or ill. In the grand scheme, the grandchild of a dictator might discover the cure for cancer, while five years of world war might pave the way for 1,000 years of peace — which is something Swift, the being that hatched from the Tibetan Egg, might know something about.

There's Nothing I Haven't Sung About

In a bizarre time-loop, Jenny Spark's diary was inspired by the Engineer's instructions back in the early '20s — approximately 80 years before the Engineer joined the Authority. It seems that in 2000, when the Engineer inherits Jenny's journal, she finds instructions to travel back in time to save Jenny's life. The Engineer obeys, and there gives Jenny a firm order to keep a journal and to leave it for her — for if she doesn't, the Engineer won't know to return to the past to save Jenny, and reality will collapse.

In the past, on December 28th, at Sliding Albion's floating Westminster Abbey, Jenny Sparks weds Prince Lorenzo Antonio Slzfi in order to force Regis, the Duke of All Tears, to abdicate and end his 200-year reign of terror over the island. Bursting in too late to stop the proceedings, the Duke initiates an attack on the wedding party and attempts to personally gut Sparks, who, in turn, electrocutes him. With only 48 seconds to spare before the portal to Sparks's Earth closes, Lorenzo says his goodbyes to his bride, promising to aid the Windsors in driving the Duke's forces out of Albion forever. Leaping from the abbey's floating platform, Sparks is caught by her lover, Ernest Hemingway, and races off in a shiftship piloted by her godfather, Albert Einstein. Safely evading pursuit by Black Rod's necronauts, the three are heading for home when Professor Einstein unexpectedly shoots Jenny while her back is turned.

When Sparks wakes two days later at Berlin University, Hemingway informs her that the attacker was a robot planted by Lorenzo to kill her. It seems Lorenzo only married her to get his father out of the way and allow him to institute a harsher regime. The real Einstein is being held in Kensington's neurocamps, and Lorenzo is using the man's brain to light up his New Year's coronation.

Sparks is eager to deal with Lorenzo but amazed to be alive at all considering the injury she's received. Her doctor explains that she operated at the molecular level using nano-utensils she'll invent in the year 2000 — and reveals herself to be the Engineer come back in time to save Jenny Sparks's life. When Jenny wonders why someone would disrupt the time-stream to save her unimportant life, she is told that she herself instructed the Engineer to do so in her diary. Incredulous, Sparks wonders how that's possible. Surely she should have been dead for decades in 1999. The Engineer responds that trying to unravel time paradoxes always leads to migraine, and suggests she let it go.

The Engineer does, however, tell Jenny that in the future they both belong to an anarchist cell that occasionally saves the world, an idea Sparks came up with while plastered in 1998. As to where she got her abilities, the Engineer was once plain old Angie, a comic-addicted, brainy youngest child, last of six girls, born to a blue-collar family in Queens. She determined at a young age she would make herself into a superhero, and despite everyone's doubts, her brains, guts, and determination forged her into the hero she always wanted to be.

As Hemingway successfully opens a door to Sliding Albion with one of the Engineer's devices, he asks if Angie would be interested in helping them rescue Professor Einstein. She must pass, for her duties back in the future call. It seems the Authority from 2001 is working with Jenny Quantum's Authority from 2099 to stop a rogue sentient universe from expanding into neighbouring realities. As a baleful red light bathes the three, the future Authority arrives to retrieve the Engineer as Hemingway and Sparks leave to rescue Einstein and trounce Lorenzo.

Much later, aboard the Carrier on December 31st, 1999, as Jenny Sparks completes the diary entry that will save her life decades prior, she ponders how smart her friend the Engineer actually is. Maybe the diary that saved her life didn't exist until the Engineer insisted she make it, and maybe the secrets of the future that the Engineer "carelessly" spilled were what made that future come to pass.

Reflecting on the wonders she's seen in her century-long life, Sparks's continues her entry. She tells the Engineer to enjoy life as long as she can draw breath. She herself wishes that her own life could have gone on forever.





CHAPTER 2
CHARACTERS



APOLLO
THE SUN KING

"Listen, Midnighter; no one else can do this."

"You *can't do this."*

"The Engineer isn't fast enough. Swift isn't strong enough. The Doctor doesn't have the range. It's a job for me."

"You'll die."

"I wouldn't dare. Besides; if I did, Jenny would only have me dug up and put back to work again."

— Apollo and the Midnighter

Apollo perfectly compliments the Midnighter, his dark and brooding partner. While the Midnighter is a grim and dour bringer of war, Apollo is high-spirited and loves life. Even spending five years living on the streets fighting corruption did nothing to dampen Apollo's innate happiness. The Midnighter is his friend, companion, confidant, and lover, and their years of constant closeness has made them like an old married couple: they fight, bicker, whine, and bitch at each other, but also love each other very much.

While the Midnighter is a pessimist, Apollo is an optimist with a near boundless faith that events will work out in his favour. Apollo is also an intensely physical person; he takes pleasure in flying, saving lives, and exploring fantastic locales. He loves a challenge — not even he knows the true limits of his powers and he has only recently been able to exercise them fully. He enjoys testing himself and seeing exactly what he can do. This sometimes translates into overconfidence in his abilities, such as his chase of the *koroshi* warrior into Gamorra's force field.

Apollo's primary physical limitation is his dependence upon the sun. If he spends too long fighting at night or indoors, he can deplete his solar energy and render himself nearly powerless. He knows that his teammates count on his firepower, however, and thus never holds back in his attacks and never complains about how low his reserves are dropping. If he does not have sufficient time to recharge, he will simply continue to use his powers until he literally falls over. Although he rarely thinks about it, Apollo relies heavily on the Midnighter to keep from burning himself out.

Unlike the Midnighter, Apollo does not relish inflicting pain, but sees combat as a chance to fully use his vast powers. Like any strenuous workout, it gives him a rush. He knows that he is the Authority's first line of engagement and takes this duty seriously: the lives of innocents and his teammates are riding on his actions. He has no qualms about using lethal force in a fight to stop opponents in the swiftest and most effective manner possible. For Apollo, killing is simply an unavoidable necessity.

Apollo will give in to his anger when facing inhuman monsters (either literal or figurative), however. He won't hesitate to drop a helpless Satanic child-kidnapper to his death, or threaten to rip off a terrorist's limbs. This level of brutality still shakes some of the newer members, like the Engineer and the Doctor, but Apollo and the Midnighter seldom give it a second thought.

Unfortunately for the casualties of war, Apollo's actions can leave a terrible wake of devastation. In line with his pragmatic approach to combat, Apollo no longer asks how many lives were ended by the Authority's campaigns. He believes — probably accurately — that many more would have been lost if they had not acted.

Apollo is physically the most powerful member of the Authority. In raw power he is second only to the Doctor (something handily proved when he sterilised the massive eruption of alien organisms on the Moon). His near invulnerability means that Apollo is rarely afraid. He is the one who gives the others breathing room, allowing the Doctor time to work his magic, the Engineer to plan, and so forth. Also, his tremendous speed enables him to rescue teammates who find themselves cut off or overwhelmed.

Nevertheless, for all of his power, Apollo is not a leader. He is most comfortable when someone else is in charge of making important plans. As long as key decisions are made correctly, Apollo does not care who issues the orders. This lack of interest in a leadership role is due in part to his lengthy partnership with the Midnighter, a tactical hyper-genius. While in Bendix's covert black-ops team, Apollo's one experience at command ended in disaster. He had been designed as the most powerful member and was the obvious choice to lead, but when the Daemonite bio-reactor's security system slaughtered the rest of the team, Apollo froze in horror. Only the Midnighter's intervention got him to safety in time. Since then, Apollo avoids the burden of leadership. He keenly feels the responsibility of being one of the most physically powerful beings in the world and is concerned that he makes the best possible use of his abilities. He is not comfortable with the idea that his decisions might cost thousands of people their lives and never wants to feel that the blood of his teammates is on his hands again.





Jackson King and Christine Trelane were the first people to reopen society's doors to Apollo and Midnighter when the outcasts revealed themselves as survivors of Bendix's covert operation. Apollo and Midnighter were initially overwhelmed by this act of kindness and respect; Apollo even hugged Trelane, saying, "I don't know how to ... thank you." Both were exceptionally eager to renew old lives, or at least start new ones — something Apollo had dreamed about for years. Yet when Jenny Sparks called on them to join the Authority, it was Apollo, not the Midnighter, who was confident that the pair had a critical role to play in the new group.

Apollo is too outgoing to be a simple follower, however. Like all of the team, he'll put his life on the line to guarantee the mission is completed. He often takes the initiative, such as when he single-handedly keeps the alien god's antibody fleet from destroying the Carrier. By example, he teaches the people around him to work together, and to excel both individually and as a group. In discussion or combat, he attempts to make space for others to do their best. Whether he is relieving tension by making his teammates laugh, or carving enough open space in an wave of attacking shiftships to allow the Doctor the time for a magical working, Apollo intuitively provides for others.

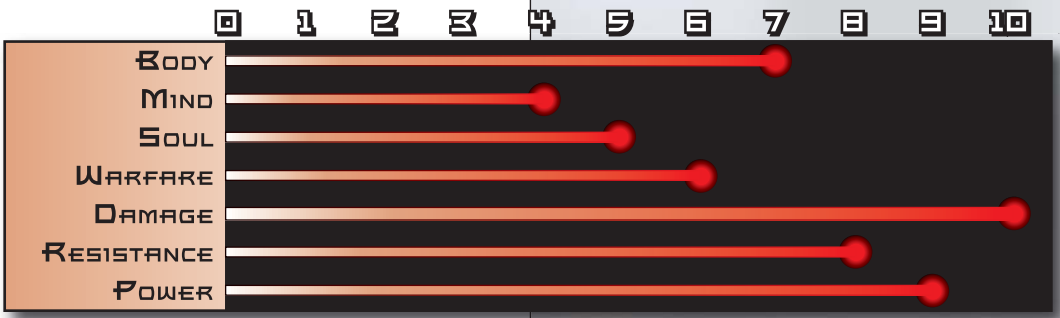
Paradoxically, the strongest member of the Authority is also the most gentle. Even when he did not know any his new teammates particularly well, he was already giving them encouragement and comfort. If someone needs to discuss a problem or just wants to vent, he is happy to listen. Surprisingly perceptive and skilled at dealing with people, he rapidly noticed Jenny's discomfort at being a leader and was open with his support, encouraging her to be more confident in her ability to lead the Authority.

Because of this empathy, the years when he and the Midnighter were on the run from Henry Bendix were especially difficult for Apollo. Neither he nor the Midnighter could afford any life apart from their constant battle to survive during this time. A highly social person, Apollo had no friends except for the Midnighter, and he almost forgot what it was like being close to more than one person. Apollo endured this time because of his relationship with the Midnighter, but he is far more content now that he can share his accomplishments and sorrows with others.

Apollo is a team-spirited individual in a circle of loners. He has adjusted to the team dynamic far more quickly than his partner, faster even than the less experienced superheroes, the Doctor and the Engineer. While he and the Midnighter have an unbreakable bond, Apollo is also close to the female members of the Authority (stemming perhaps from his comfort not only with his own sexuality, but with his role as "big brother" to his female friends). Of course, his easy humour and disarming manner allow for casual friendships with everyone.

Clichéd as it might sound, Apollo's general disposition is usually sunny. He is exceptionally self-assured and rarely troubled by self-doubt or feelings of inferiority. As a result, he is not afraid to ask others for help. For example, when he had difficulty locating each wave of Regis's second attack fleet during the battle with Sliding Albion, he was comfortable accepting advice from Swift, despite being vastly more powerful than Shen.

Apollo gets a kick out of sharing new experiences with others. Despite the deadly seriousness of their mission when Earth was threatened by "God," when he accompanied the Engineer into space, he took a few minutes to encourage her to be the first woman to walk on the moon. Likewise, when the Doctor interrupted Apollo's high speed chase of a *koroshi* terrorist by transporting him to a broken dimension, Apollo paused to take in the situation before cheerfully asking if they were going back to rejoin the team. His keen perceptions and natural receptivity allow him to understand people. Whether he is engaging in good-natured banter with Jenny, defusing the Midnighter's brooding with jests, or sharing comments about the beauty of flight with Swift, he excels at making people comfortable and in helping mould the Authority into a more closely-knit team.





The Doctor

The Shaman

"I may not be as experienced in hitting people, no — but half of my mind is as old as human life on this planet. I'm the first shaman as well as the last. I know what I'm doing. And I could have let you go splat."

— The Doctor

The newest and least likely of any of the members of the Authority, the Doctor is also the most reluctant. He is also by far the most powerful — while Apollo, the Engineer, and Jenny Sparks could all level a city in less than an hour, the Doctor once destroyed an entire country in moments. His power seems limited only by his will and desires. Unfortunately, his will often falters and his desires sometimes include hiding from the world and shooting up heroin.

Jeroen (last name unrevealed) was always a brilliant and unstable man, even before he became Earth's shaman. The Doctor was a self-made dot-com billionaire before he was 21, then spent a year and a half in the locked ward of a mental institution recovering from the massive breakdown his financial efforts produced. Realising that he was completely incapable of handling his high-pressure, high-finance lifestyle, he gave almost all of his money away and set out to live an exceedingly quiet and calm life. The universe, however, had other plans for him.

The previous Doctor died in 1998, killed by Henry Bendix's orders after he attempted to teach all the world about magic and the secrets of the natural world. Although the Doctor's body died, his spirit and power lived on. Jeroen was enjoying his new, low-stress life when he suddenly became the vessel for this vast power and the many thousands of spirits and memories of all of Earth' s previous Doctors in an instant of overwhelming transformation. He became the inheritor of a living shamanic tradition dating back to the dawn of humanity. These spirits told him that he was now the Doctor, the first Shaman and the most powerful magician who had ever lived.



The Doctor reacted to his newfound power and responsibility by hiding in his room, playing video games, watching pornography, and injecting vast quantities of heroin. He did everything he could to try to dull the voices in his head telling him about his grand and magnificent destiny. Instead of embracing his future, Jeroen found it utterly terrifying. He believed that he could never effectively use powers of this scope and begged the spirits to choose someone else. The spirits of the previous Doctors told him that he was the ideal choice precisely because he did not crave the power they gave him. His protests only convinced them that their choice was correct.

The Doctor initially refused Jenny Sparks's offer to join the Authority, but she forced his hand by publicly committing suicide in front of him, compelling him to bring her back to life. Using his power in this spectacular fashion helped him overcome his fear and lack of confidence. Finally, the Doctor gave in to the voices and agreed to work with Sparks and her team. From the very beginning, his assistance proved invaluable to the Authority; it was the Doctor and the Engineer who found the Carrier floating abandoned in the Bleed during one of their first explorations of the higher dimensions.

The shaman's traditional role is to protect his tribe from harm. As the first Shaman and as a resident of the post-modern global society, the Doctor has as his tribe the entire human race. While he is not planning on repeating the mistakes of his immediate predecessor and attempting to forcibly enlighten humanity, he is the first of his lineage to work openly. Instead of staying in the shadows, he is already becoming a widely-known public figure.

Unfortunately, while the Doctor is the most powerful member of the Authority, he is also the least dependable. As long as he has sufficient time and security to plan what he is going to do, he can do almost anything. If rushed or panicked, however, he is likely to either make a situation worse or overextend himself and collapse. He may be part of a team of heroes, but his behaviour is often far from heroic. He barely understands how to control the vast power he holds within him and is an inveterate coward who typically freezes when confronted with an immediate personal threat. Even though he could easily deal with any physical attack, a direct assault unnerves him completely. Instead of defending himself, he often simply cowers, complains, and occasionally soils himself.

While his teammates are impressed by the vast things he can do, they also see him as spacey, cowardly, and unreliable. The fact that he is ill-kempt, often forgetting to shave or

wash, and his tendency to drift off into hour-long trances while he talks with the spirits does little to help his reputation with his team. They are all learning how to provide him the time and space he needs to work his magic, but his scattered thoughts and self-indulgences may create rifts in the future. When he is focused and clear-headed, however, he is invaluable to their missions.

Despite his inexperience and his emotional problems, the Doctor is attempting to learn to become a fully functional member of the Authority. He greatly respects Jenny Sparks, both because she believed in him enough to be certain that he could bring her back from the dead, and because she is always supportive and fair. He also feels relatively comfortable with the Engineer and Jack Hawksmoor, as these two both vividly remember the way they lived before they gave up any semblance of a normal life, and so can understand the Doctor's confusion and doubts about suddenly having the responsibility for Earth thrust onto his shoulders. The Doctor's early adventures with the Engineer gave them a common bond with the Carrier, as well. Unfortunately, as Jack and Angie grow closer to one another, they spend less time with the Doctor.

The Doctor has the most difficulties with Apollo and the Midnighter. They are both veteran superheroes and the Doctor feels little connection to their experiences. He has also received the brunt of Midnighter's contempt for his inability to act in crisis. Although Apollo is far friendlier, the Doctor cannot help but feel somewhat uncomfortable around someone so obviously competent and happy with his powers and his life. For now, the Doctor avoids them both. As for Shen Li-Min, he has spent little time with her, although she has expressed concern for his difficulties in adjusting to his powers and new life.

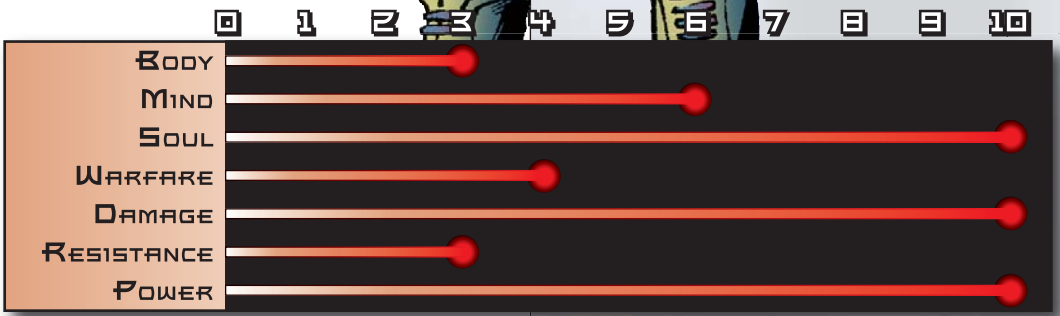
So far, the Doctor is the only member of the Authority who has not formed any close bonds with the others. He has no lovers or intimate friends on the team and is quite isolated. In large part, this segregation is unavoidable; shamans, by their very nature, live apart from others because they spend so much of their time in the spirit world. The Doctor is no exception, as many of his conversations are with the spirits of previous incarnations of the Doctor, all of whom now live in his head. These are the people he turns to for advice and assistance: they understand the challenges he is facing, as many of them confronted exactly the same problems, and they are honour-bound to help him protect his tribe.

Unlike traditional shamans, who must enter a lengthy trance to talk to their spirit guides, the Doctor can't get his to shut up. All of his several thousand spirit guides can talk to him at any time. They listen to his every word and comment when they feel he needs their advice, even when he is in the middle of conversation or a battle; this is why he sometimes looks unfocussed and talks to people that no one else can see. These spirits call him "little Doctor" — they know far more about being the Shaman than he does, and while they are kind, they do not treat him as an equal. Unfortunately, this treatment is often completely justified as Jeroen is still extremely inexperienced and must regularly ask for advice in new situations.

Like shamans throughout the ages, the Doctor knows that his trances cause even his fellow superheroes in the Authority to occasionally consider him to be weird and somewhat creepy. But even when his teammates turn away from him, he knows he always has the spirits. This creates a self-reinforcing cycle, where he finds it easy to drift further and further away from other people. Thus, while the rest of the team spends down time with each other, the Doctor is usually to be found alone in his room talking to the other Doctors.

Unless he learns to reach out to his teammates, the Doctor's isolation will become worse. Jenny Sparks is the one closest to him, and the only other member of the team who ever had a problem with substance abuse. The fact that Jeroen was a junkie, and still occasionally craves the release that drugs provide, is simply another strike against him for most of the team. On the other hand, as he becomes more proficient with his powers and more comfortable with the responsibility of being one of Earth's saviours, the Doctor's increased competence and confidence are likely to help the rest of the Authority accept him.







The Engineer

The Maker

"Now I fight people. Go to war. I don't have experiments, I have things that need to be solved or people die. I don't drink gin and bitter lemon until I fall over, I don't have sex with my ex-boyfriend every third Thursday, I don't eat clams on Mulberry Street. I'm not Angie anymore, I'm the Engineer."

Angela Spica grew up in a blue-collar family in Queens. While her siblings and classmates talked of cars, dating, and television, she tinkered with electronics and read comic books (and owned every DC comic since 1956). The rest of her family planned to become lawyers and dentists, while she dreamed of becoming a superhero from the time she could read. When the chance to become a post-human goddess of nanotechnology arose, she didn't hesitate for a moment.

Angie is not the first Engineer. Her predecessor worked with the High in an ill-fated attempt to change the world. When Henry Bendix used StormWatch's weapons to destroy the first Engineer and his colleagues, the Engineer was determined that his knowledge not be lost. In the milliseconds between the attack and his death, he wirelessly transmitted all of his notes on nanotechnology to Angie, then a professor at Princeton whom he had previously met at several academic conferences. She combined his data on nanotechnology and her work on human-machine fusion, creating a more powerful version of the first Engineer's nanotechnology — and then replaced nine pints of her blood with the most advanced nanomachines ever created on Earth.

She had only been a post-human being for a few months, but Angie Spica was overjoyed with Jenny Sparks's offer to join the Authority and accepted immediately. She occasionally has minor regrets over the loss of her old life, but Angie dearly loves her new existence as one of Earth's most powerful protectors. Realising her superheroic dream is even more wonderful than she could have imagined. She takes pride in helping to make the world a better place in tangible ways, and she is still lost in the wonders of their amazing life, such as sailing the Carrier through the higher dimensions.

Both an idealist and an optimist, Angie is the only member of the Authority who deliberately gave herself powers. She hypothetically understood the risks involved in joining the team, but was not truly prepared for the regular moments of crisis and warfare and froze up in their first few conflicts when asked to make split-second decisions in the field. However, with the guidance and support of the team, especially Jack Hawksmoor's encouraging words, she became relatively inured to the bloodshed and now thinks little of killing anyone who attempts to harm her, her comrades, or innocent people. Despite having now fought in several brutal battles, her enthusiasm for this new life is undiminished. She is not bloodthirsty and does not enjoy combat, but she quickly accepts violence when it is the most effective way to stop individuals from committing atrocities.

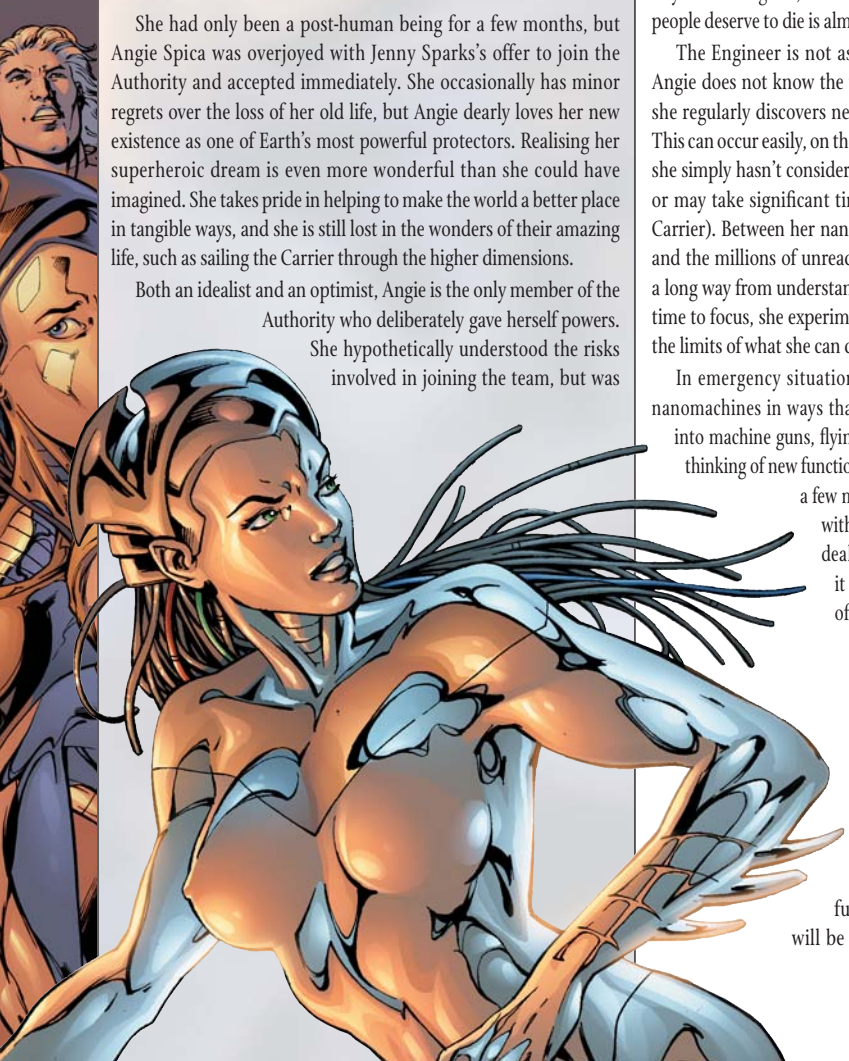
The Engineer takes her responsibilities seriously and knows the price for her new-found power is twofold — she has a duty to use her gifts when needed, and she has lost her previous, comfortingly ordinary life. While Angie does not like killing, she understands that in their line of work it is often unavoidable. Therefore, she is attempting to become the most effective combatant she can.

Angie learned to become a soldier far more quickly than fellow teammates Jack Hawksmoor or Swift ever did; whether this is due to a personality trait, or a natural change under greater duress, is debatable. One of the major turning points in Angie's new life occurred when she learned of the horrors Regis and his allies had committed on Sliding Earth. With true understanding came the realisation that some people were better off dead, though she hides it behind black humour, such as when she coldly killed the Albion cavalry who had invaded the Carrier. Later, although shaken by the decision to destroy Sliding Italy, Angie supported the motion. She is unlikely to ever enjoy battle in the way the Midnighter, or even Jack, does, but her conviction that some people deserve to die is almost righteous.

The Engineer is not as powerful as the Doctor or Apollo, but Angie does not know the full potential of her nanotechnology and she regularly discovers new applications to expand her repertoire. This can occur easily, on the spur of the moment, when it's something she simply hasn't considered before (such as achieving space flight), or may take significant time and effort (such as bonding with the Carrier). Between her nanotechnology's almost unlimited potential and the millions of unread files created by the first Engineer, she is a long way from understanding all of her capabilities. When she has time to focus, she experiments with her powers and loves to explore the limits of what she can do.

In emergency situations, Angie is most comfortable using her nanomachines in ways that are familiar, such as turning her hands into machine guns, flying, and so on. She sometimes has difficulty thinking of new functions in the heat of the moment. If she is given a few moments, however, she can usually come up with singularly impressive ways to contain or deal out tremendous devastation — whether it is creating radiotelepathy bugs and a web of sub-atomic knives, or re-terraforming a wasteland.

Despite her new life as a superhero, Angie is primarily a scientist. She is one of the brightest people on Earth; her first impulse with any problem is to attempt to examine and understand it. Studying the Carrier and the transdimensional spaces that it navigates has proved to be wonderfully intriguing. Learning to fully understand this miraculous vehicle will be the work of several lifetimes, but she is



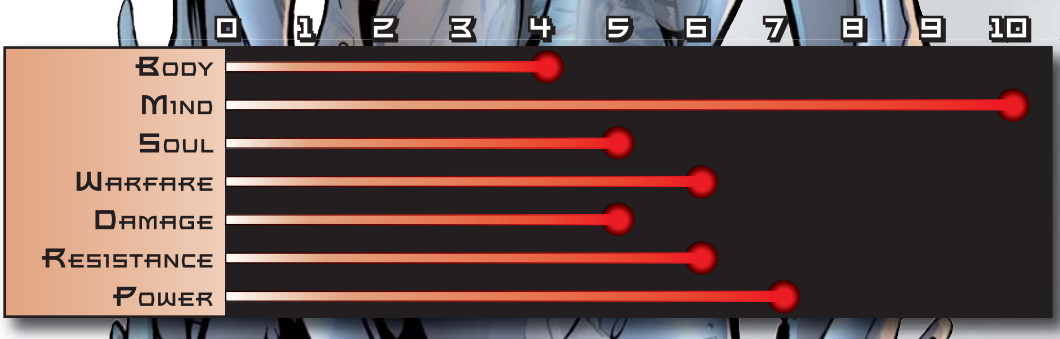
delighted by her and the Doctor's success in finding and in bonding with the sentient shiftship. Like many of the finest scientists, she can be overwhelmed by the sheer beauty and intricacy of the wonders she observes, from the exotic dimensional seas that the Carrier sails to the notion of walking on the Moon. Saving the world from dire threats is only half of the reason she loves her new life; the chance to study unknown phenomena and work with technologies that no one else from Earth has ever seen before is rapidly becoming her greatest passion.

The Engineer has been a superhero for far too short a time to become bitter or cynical and her innate disposition makes this unlikely. She knows that she is neither a soldier nor a politician and so leaves decisions about policy and tactics to others. While she regularly voices her opinions about scientific, moral, or ethical questions, Angie is content to follow another's lead when deciding how best to defeat foes or implement plans to change the world. She is unrivalled, however, when faced with any sort of technical or scientific problem. She is most truly in her element when repairing a shift door to Sliding Albion or interfacing with the Carrier to help it exceed its programming. Providing answers to difficult and complex questions is one of her most important contributions to the Authority. She has already become the person the team relies upon when they need a scientific explanation for the threats they face.

Angie is quite outgoing, with a sarcastic sense of humour, and is well-liked by all of her teammates. While her cheerful temperament and the sheer pleasure she takes in using her powers gives her much in common with Apollo, she is not fully comfortable with veteran superheroes like him, the Midnighter, or Swift. She grew up reading about the exploits of people like them, not living with them. The shock of actually meeting superheroes, and the difference between the (often unrealistically noble) characters she knew in the comics and the actual harsh lives of her more experienced teammates has made her slightly shy around them. Jenny's openness makes her the exception, and she and Angie easily became friends. As Angie gets to know Apollo, she has found that he is also someone with whom she can share the wonder and grandeur of their shared experiences

While she is adjusting well, Angie is still most comfortable with the other "new" heroes. As a result, she regularly spends time with the Doctor. The two newest post-humans, they both enjoy sharing their thoughts about their new lives; discovering the Carrier together created a special connection. Angie has also formed a relatively close, but still somewhat tentative, bond with Jack. While their relationship is not yet serious, they like and care about each other. They are both friends and lovers, spend time together even when they are not needed on the Carrier, and are able to find comfort in each other's company when they are facing foes and problems that would have been literally unimaginable to both of them a few years before. Angie is not currently interested in having a deep, committed relationship with anyone, but she is happy to have this kind of connection in her life.

Angie is still growing into her new life as a superhero and while her brilliance, enthusiasm, and fascination with the world are unlikely to ever change, it remains to be seen what she will be like once she becomes an experienced and more hardened superpower.



Jack Hawksmoor

The God of the Cities

"Damn. This is what I get for being physically locked into the nervous systems of cities. Connecting quicker than ever these days. Well, since Moscow's letting me know she's hurt, let's see what else she can tell me."

— Jack Hawksmoor

Jack Hawksmoor is an anomaly, abducted countless times in his childhood by a unique race of aliens seen nowhere else on Earth. During these episodic kidnappings, Jack would vanish and reappear a moment later. While these disappearances lasted mere seconds to everyone else, hours or days might have passed for him — an endless period when unseen aliens performed dozens of extensive and excruciating surgeries upon him. By the time the abductions had stopped in late adolescence, almost all of Jack's internal organs were exotic extraterrestrial replacements.



Jack grew up a lonely child with few friends. Neither his parents nor schoolmates believed him when he suddenly burst into tears with stories of terrifying operations. No one truly saw him vanish, and there were no marks on his body. Even his parents laughed at his terror, denied anything was going on, and said he was imagining things. He would come to suspect his parents worked with the abductors, and grew to hate and fear them almost as much as the aliens. During his teenage years, however, government sources confirmed his situation. Medical scans revealed alien organs, and Jack became a top-secret test subject. Official researchers kept him in a cage as they ran endless tests. While they showed him proof of what had been done to him, Jack hated being trapped and manipulated, whether by human or alien forces.

Some researchers hypothesised the beings who modified Jack were actually the post-human descendents of humanity, but no one has ever proven the identity of his abductors. Regardless of his tormentors' origins, Jack learned they had altered him in deeply significant ways: he is able to connect to cities on both physical and psychic levels. To Jack, cities are living beings — he can feel their psyche, their every breath, and can communicate with them on a deep, unspoken level. Unfortunately, this profound connection comes with a high price. He is also literally unable to survive outside their borders. Isolate Jack from an urban environment, and continuous seizures begin within 10 minutes.

In 1976, still a teenager, Jack was forced into the most significant use of his powers to date. When the 70th-century post-human version of Kansas City attacked Earth, Jack caused the metropolis of Tokyo to rise up and become an animate warrior that easily defeated the rogue metropolis. Russian psychics suspect he was either specifically designed to help defeat this threat, or that the beings who altered him temporarily boosted his abilities and used him to defeat it. Fortunately or unfortunately, Jack has only partial memories of this incident and has never again demonstrated this level of power. Regardless, it is clear that he may have the potential to become far stronger than he is even today.

After the Tokyo/Kansas City incident, Jack escaped his researchers to make his own way in the world. Until the mid 90s, his life was lonely and isolated. He only superficially appeared normal, for the alien modifications were not all internal surgeries. Jack's genitals were bizarrely and awesomely transformed, barring him from normal relationships. In addition, as he could read the past and future of any urban locale by simple touch, he couldn't help but live in a world profoundly different from the one experienced by the people around him. Because he had few points of contact with normal humans, he talked to the cities and spent his time on their rooftops and amidst their back alleys.

Jack never felt like he belonged in the superhero community; their costumes and grand heroics didn't appeal to him. His unique origin and perceptions provided no real commonalities, either. In a very real sense, the cities were his only friends and companions for several decades. To help them, he used his abilities to quietly stop people who hurt them and their inhabitants. He never became bitter, but he was in every sense a loner who avoided both official attention and any form of social entanglements. His greatest joy in life was using his powers.

Jack hates the beings who transformed him, and consequently opposes anyone who harms or forcibly alters others. Also, his ability to sense the emotional aura of cities is not an unmixed blessing. Urban murders, vandalism, and terrorism all are psychosomatically painful to Jack, and large-scale urban destruction can cause him physical harm. By helping keep the cities safe, he helps himself.

In 1996, Jack's life changed when Henry Bendix recruited him into StormWatch. Although Hawksmoor had no desire to work with other post-humans, Bendix offered him a chance to root out the causes plaguing the cities, not merely attack small symptoms such as muggers and crooked cops. Jack was pleased by the challenge of working on a far larger scale, but working with others was a new experience for him. Not only did his condition and brusque attitude rub some StormWatch members the wrong way, but he could only spend a few minutes aboard Skywatch station before his body began to fail. His distrust of authority was further complicated by being surrounded by Skywatch's hundreds of technicians and security personnel.

Jack adapted to the best of his ability quickly, however, and grew to like many of his StormWatch teammates, in particular his two partners in StormWatch Black: Swift and Jenny Sparks. Before StormWatch, Jack's situation had only been met with disbelief, horrified pity, or a selfish desire to exploit him. Jenny, however, joked with him and treated him as an equal. While he was never at ease with StormWatch's hierarchy, he soon learned to enjoy Jenny's fair and casual leadership and considered her, and Swift, his friends.

His time in StormWatch changed him in other ways. Prior to joining, Jack had killed only once before, and loathed it. His ability to directly perceive pain and death upon touching a murder site made his conviction to avoid killing even stronger. Working with StormWatch meant he first had to accept his teammates would kill in battle, and then eventually discard his own objections. The turning point came early in his StormWatch career, when he was forced to kill the psychotic son of a revered US President to prevent an ongoing murder spree. Jack will never like killing, but this incident helped him realise that some problems require fatal solutions. Since then, he has become increasingly inured to death. If he sees no other option, he now kills swiftly and without remorse. Facing dangers that threaten the entire world has only served to further reinforce his new beliefs.

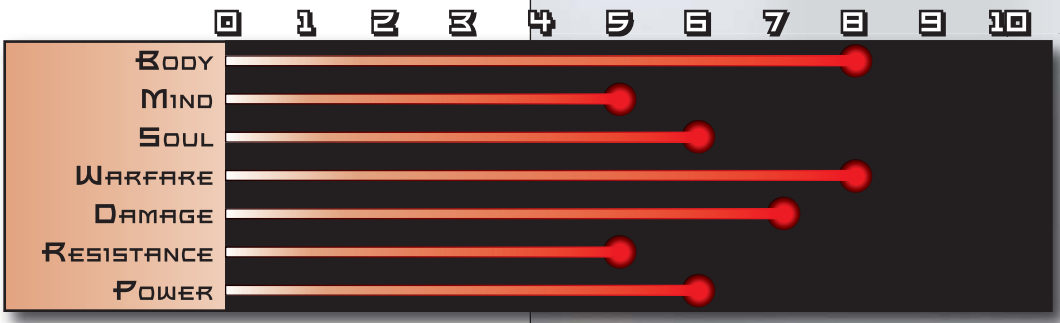
Jack's isolation truly ended when StormWatch was dissolved and he joined Jenny's Authority. Having the Carrier as a base was an unexpected boon for him, as it is so large and complex that it effectively serves as a vast dimensional-travelling city. Jack can live on it without suffering discomfort, yet strangely does not seem to connect with it as he does Earth-based cities. Perhaps it is too alien, or too sentient, but Jack leaves the task of coping with the Carrier to the rest of the team.

While Jack loves Earth's cities and, in his previous life, rarely regretted that he could not leave them, travelling via the Carrier has given Jack an unprecedented level of freedom and mobility. Suddenly he is able to visit any place in the multiverse in this vast and infinitely mobile city. He has not completely adjusted to this new-found flexibility and still spends most of his time in the cities he knows and loves best, but he is beginning to realise exactly how much larger his world has become. The Carrier also gives him the chance to touch the cities of other worlds: in the final conflict with the alien Sliding Earth, he was able to channel the rage and pain of that world's dead and dying cities to kill the tyrant Regis. This contact with dozens of cities at once has begun to boost Jack's abilities to a new and greater level.

His social life is also growing. For the first time, Jack has a home he shares with his teammates both on and off duty. While having close companions whom he sees regularly is still new to him, he is becoming less of a loner. This process is helped by the presence of other members who are also still learning to adjust to being superheroes, such as the Doctor and the Engineer. Jack's casual friendship with Angie, the Engineer, has grown into a tentative romance. Although they are both still uncertain how close they are willing to let anyone get, and neither talks about their relationship as serious or potentially lasting, the two do care about each other — and may even be slowly falling in love with each other.

Jack is also learning to fight cohesively within the team. His earlier partnership in StormWatch Black, with Jenny Sparks and Swift, routinely split up with each member handling problems separately. With the Authority, however, all of the members are becoming more comfortable with proper teamwork. Since neither Jack nor the Midnighter can fly, but are inhumanly fast, tough, and strong, the two of them often end up working together. Not yet friends, due to Midnighter's standoffish personality, the two fight well side by side, respect one another, and already have a joking rivalry that could evolve into a significant friendship.

Jack's favourite city is New York. Every city talks to him, though, and every lamppost or windowsill that he touches tells him about the events that have happened around it. To him, each city is a person; some, like Manhattan, are old friends, while others are new acquaintances — but he loves them all and would give his life to protect them. Although he is spending an increasing amount of time with his teammates, he always makes certain to spend time with his first close friends, the urban landscapes of the world.





Jenny Sparks

The Spirit of the 20th Century

"Maybe we just did what we said we would, all along. Changing things for the better. One Earth down, one to go."

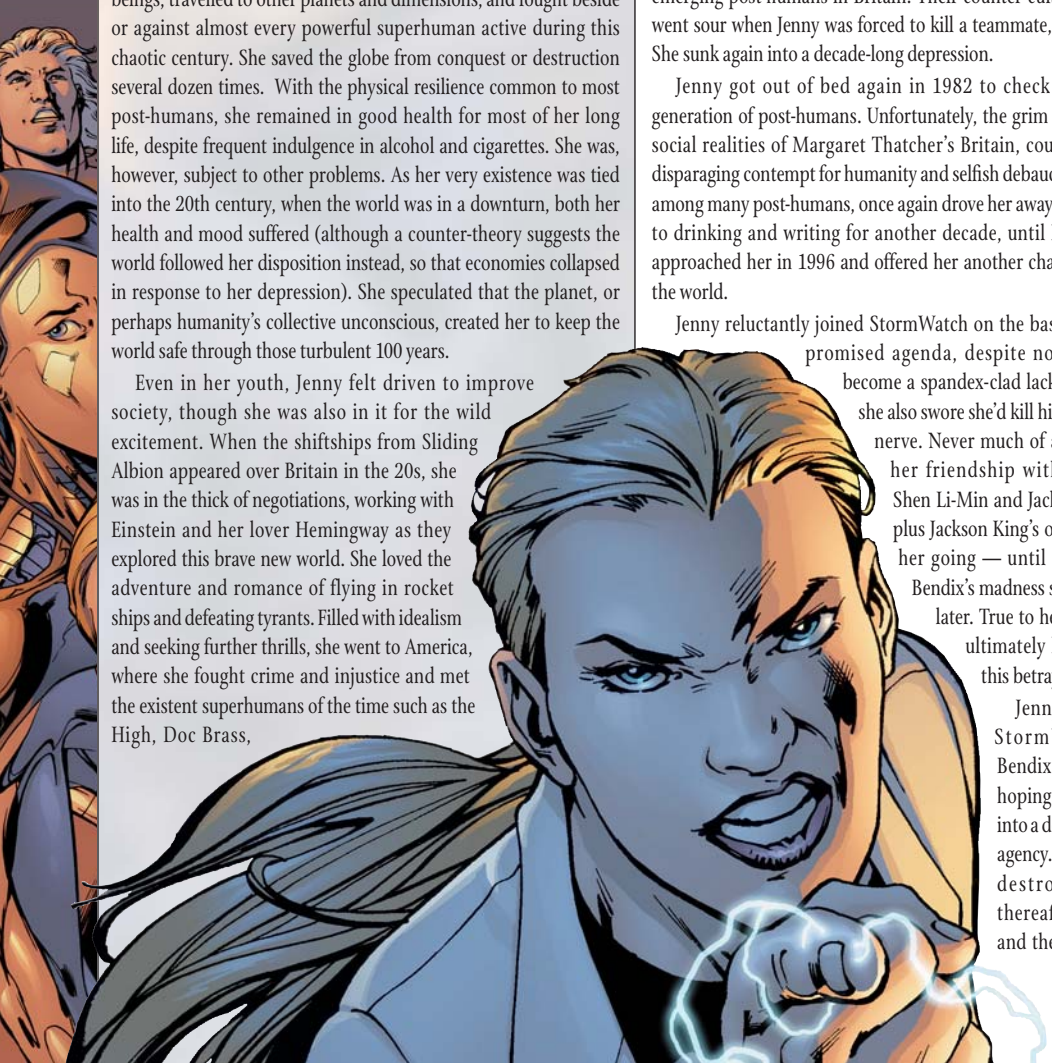
— Jenny Sparks

Jenny Sparks is a notable exception to all rules. Born on January 1st 1900, she is among the oldest of the modern superheroes, and grew up in a period where post-humans were far less common than they are today. While the source of her powers remains unknown, later in life she jokingly refers to herself as "the spirit of the 20th century," a title given to her by a writer she loved (presumably Ernest Hemingway) — an exceedingly appropriate designation, as her mastery of both electricity and bitter cynicism are hallmarks of that time.

The 20th century saw massive social and technological changes, genocidal violence, unparalleled optimism, and crushing despair ... and it was Jenny Sparks's fate to always be at the very heart of the dangers and challenges transforming the era. She knew most of the century's important figures and often influenced their lives in profound ways. Even as a child, she was intimately connected to the events of the century: her parents died onboard the Titanic, Mr. Rumpole was their solicitor, Albert Einstein was her godfather, and she knew Adolf Hitler when he was a destitute painter.

Jenny stopped aging at 20. Suddenly, the world's mysteries opened to her; she led armies in covert wars against inhuman beings, travelled to other planets and dimensions, and fought beside or against almost every powerful superhuman active during this chaotic century. She saved the globe from conquest or destruction several dozen times. With the physical resilience common to most post-humans, she remained in good health for most of her long life, despite frequent indulgence in alcohol and cigarettes. She was, however, subject to other problems. As her very existence was tied into the 20th century, when the world was in a downturn, both her health and mood suffered (although a counter-theory suggests the world followed her disposition instead, so that economies collapsed in response to her depression). She speculated that the planet, or perhaps humanity's collective unconscious, created her to keep the world safe through those turbulent 100 years.

Even in her youth, Jenny felt driven to improve society, though she was also in it for the wild excitement. When the shiftships from Sliding Albion appeared over Britain in the 20s, she was in the thick of negotiations, working with Einstein and her lover Hemingway as they explored this brave new world. She loved the adventure and romance of flying in rocket ships and defeating tyrants. Filled with idealism and seeking further thrills, she went to America, where she fought crime and injustice and met the existent superhumans of the time such as the High, Doc Brass, and Elijah Snow. This was a turning point; here she learned the hard lesson that superpowers and good intentions cannot always solve deeply entrenched social problems. After that, Jenny's philosophy changed to dealing with the horrors as they appeared. (In contrast, John Cumberland, a.k.a. the High, secluded himself to ponder how to change the system, and it was his musings that first planted the seeds that would eventually bloom into Jenny's vision for the Authority.)



After fighting with the Allies in World War II, Jenny returned to England and joined the British Space Group, a ranking Colonel, to solve the complex problems of dimensional diplomacy. She even married a blue prince from Sliding Albion for politics. Jenny hoped an alliance with leading minds from Albion could help create a technological utopia in Britain. Tragically, she saw her dreams of building a new world dashed in 1953, when Sliding Europe launched an all-out attack against Albion; Albion, ostensibly Britain's ally, vented a poisonous attack aimed against them into Jenny's world. Jenny, seeing "the vent" as an act of betrayal, left the BSG and found solace in alcohol and writing.

Her distaste for the secrecy of the BSG, and the complete failure of its aims, proved to be another turning point in her life. She continued to use her rank in the BSG whenever it proved useful, but never again gave her loyalty to any government or organisation. In later years, she described herself as an anarchist, with the bitter belief that governments help themselves far more than they aid the people they are supposed to serve.

Jenny eventually overcame her despair in the 1960s to join the emerging post-humans in Britain. Their counter-culture optimism went sour when Jenny was forced to kill a teammate, Abel Eternity. She sunk again into a decade-long depression.

Jenny got out of bed again in 1982 to check out the next generation of post-humans. Unfortunately, the grim economic and social realities of Margaret Thatcher's Britain, coupled with the disparaging contempt for humanity and selfish debauchery common among many post-humans, once again drove her away. She returned to drinking and writing for another decade, until Henry Bendix approached her in 1996 and offered her another chance to change the world.

Jenny reluctantly joined StormWatch on the basis of Bendix's promised agenda, despite not wanting to become a spandex-clad lackey to the UN; she also swore she'd kill him if he lost his nerve. Never much of a team player, her friendship with teammates Shen Li-Min and Jack Hawksmoor, plus Jackson King's optimism, kept her going — until the depths of Bendix's madness surfaced a year later. True to her word, Jenny ultimately killed him for this betrayal.

Jenny stayed with StormWatch after Bendix was deposed, hoping it would turn into a decent, humane agency. Skywatch was destroyed shortly thereafter, however, and the StormWatch

era ended forever. But then, instead of crawling back into a bottle, Jenny decided the best way to change the world was to do it herself. She recruited six other superhumans and founded the Authority, dedicating themselves to "changing things for the better."

At no point in her life does Jenny's conviction that post-humans should improve the world waver, although her confidence in her own ability sometimes fails. Even when she falls into her deepest alcoholic despair, Sparks clings to her ideals; her bitter cynicism is a useful mask for a powerful and pervasive belief that the world can become something better. Decades of experience have taught her contempt for laws, hierarchy, and all forms of formal organisation — especially governments and the military. She values people instead, both humanity as a whole and those individuals whom she knows personally.

Jenny's belief in anarchy is at odds with her natural charisma; her confidence and experience often place her in positions of leadership, from small groups of post-humans to large armies. She can persuade others to fight, but she cannot always protect them, even from themselves. Jenny is frequently tormented by the memories of those who have died beside her, and blames herself for their deaths. She is capable of spending several years at a stretch drinking in seedy bars and hating herself for the failures of previous endeavours. Since she has borne witness to a large number of previously good people transforming into ruthless killers or sadistic despots, she can't help but wish in her despairing moments that she could have escaped connections to at least a few of the century's darkest villains.

Perhaps as a result, Jenny believes she has a real responsibility to protect humanity not just from exotic forms of apocalypse, but from far more common threats such as corrupt governments and the mundane brutality of people who abuse their authority. In all of her endeavours, from fighting alongside the nobles of Sliding Albion to founding the Authority, she attempts to use her abilities to make the world into someplace grand and wonderful. Even if she never succeeds in her goal of creating a utopia, she has saved the entire world many times over.

Despite eschewing both political loyalty and nationalism, Jenny remains true to her British heritage and upbringing. She has characteristic British reserve; when upset she displays the barbed sarcasm so common on that island. Much of her bitterness results from a combination of her longevity and the life she leads: she knows many people who died young, and many others who aged and passed on while she remained youthful and healthy. She rarely talks about her past or her feelings, but when she does, she displays an overwhelming sense of weariness that comes from outliving almost everyone she has ever known. In her depressions, Jenny distances herself from others.

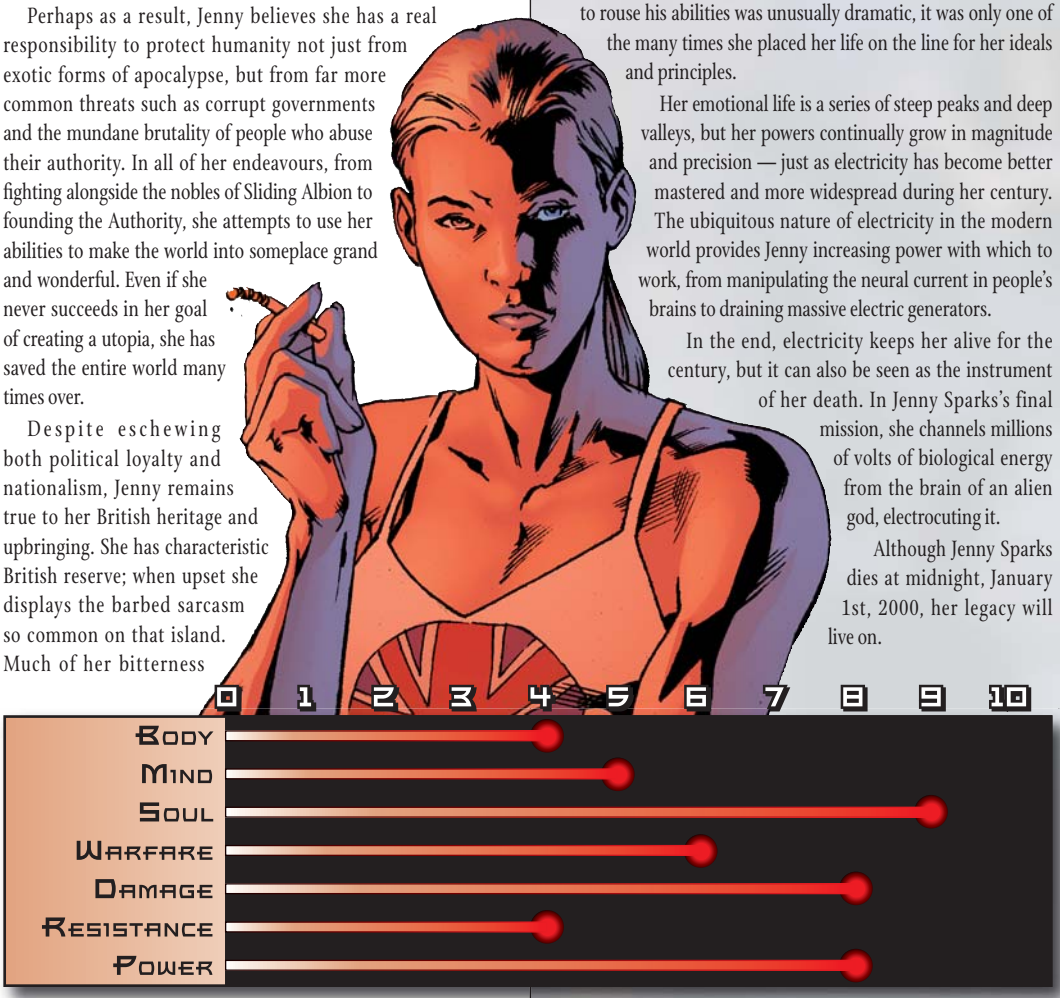
Jenny does open up to her teammates in the Authority, although her true emotions are often shielded behind her gruff attitude. Friendships with Shen and Jack began with drinking nights during StormWatch Black, and she has an easy and open relationship with the enthusiastic Engineer and empathetic Apollo. Midnighter is the colleague she knows least well, but despite their snarky banter there is a strong undercurrent of respect. Jenny is also the Doctor's strongest link to the team, since she was responsible for him embracing his responsibility. He is the only member of the team who suspects her secret: that her life will end with the century.

Jenny's sympathy and compassion only extend to her comrades and the innocent, however. Her early experiences with Sliding Albion and the Nazis convinced her that inhumanity cannot be reformed; those who commit heinous acts no longer deserve to live. When provoked, she can be a merciless killer, easily capable of snapping necks, ordering the deaths of thousands, or electrocuting enemies herself without anguish or regret. Yet murder is not her only tool; she is equally willing to cajole, seduce, blackmail, terrorise, and risk her own life as necessary. Although Jenny's suicide in front of the Doctor to rouse his abilities was unusually dramatic, it was only one of the many times she placed her life on the line for her ideals and principles.

Her emotional life is a series of steep peaks and deep valleys, but her powers continually grow in magnitude and precision — just as electricity has become better mastered and more widespread during her century. The ubiquitous nature of electricity in the modern world provides Jenny increasing power with which to work, from manipulating the neural current in people's brains to draining massive electric generators.

In the end, electricity keeps her alive for the century, but it can also be seen as the instrument of her death. In Jenny Sparks's final mission, she channels millions of volts of biological energy from the brain of an alien god, electrocuting it.

Although Jenny Sparks dies at midnight, January 1st, 2000, her legacy will live on.



The Midnighter

Night's Bringer of War

"I know what moves you're preparing to make. I've fought our fight already, in my head, in a million different ways. I can hit you without you even seeing me. I'm what soldiers dream of growing into. I'm what children see when they first imagine what death is like."

— The Midnighter

The Midnighter, the world's greatest warrior, was created in 1992 as a member of Henry Bendix's illicit post-human black-ops team. Bendix downloaded a wealth of tactical information into the Midnighter's brain, optimising him to excel at battle. As a result, Midnighter now looks at every situation in terms of war. But Bendix not only gave, he also took away: he erased all records of the Midnighter's previous identity. All information as to the person Midnighter once was ceased to exist upon joining StormWatch.

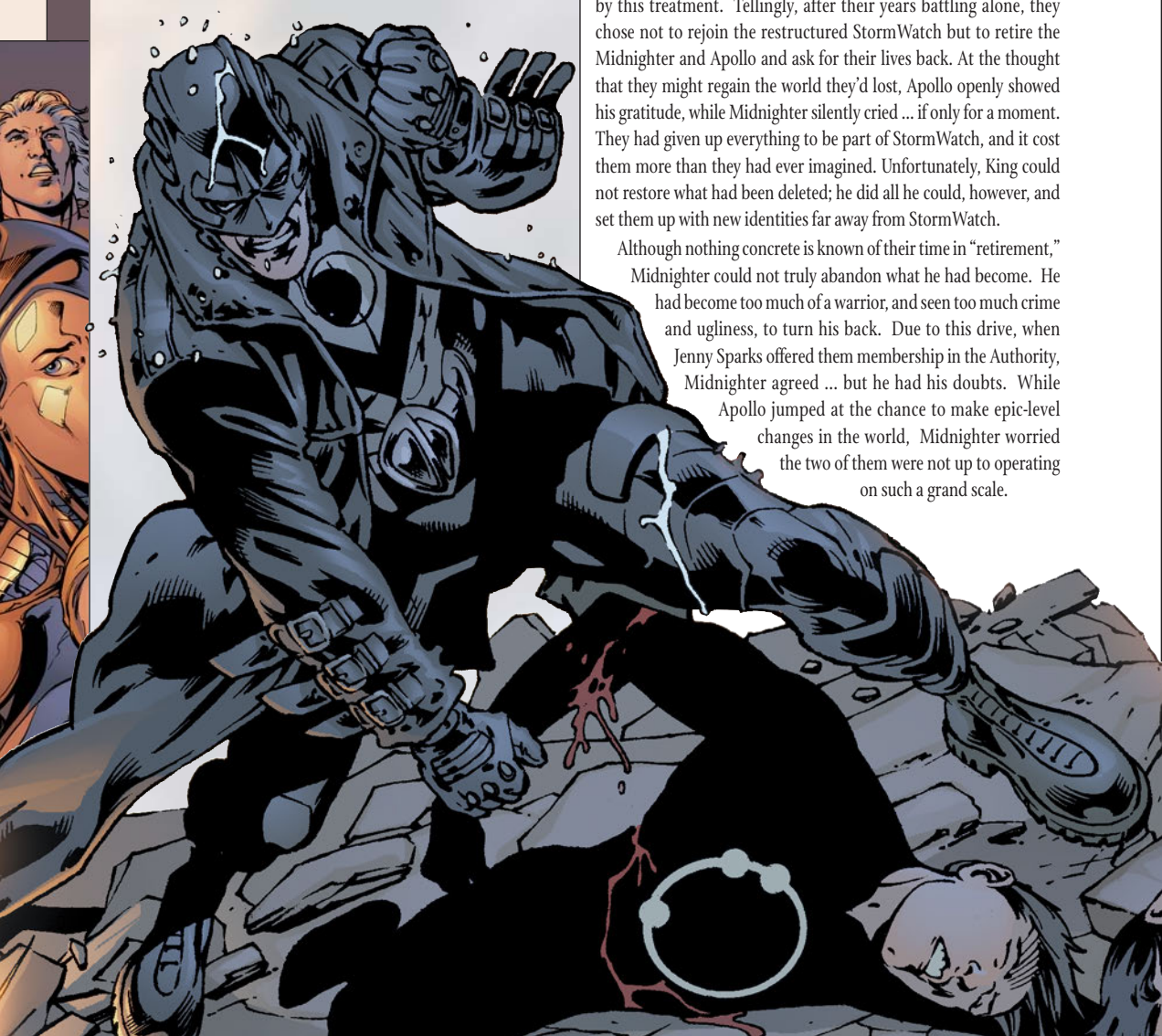
The Midnighter and Apollo are the only two survivors of the secret team's disastrous first mission, to steal a prototype bio-reactor. With the rest of their team dead, the two then discovered the ultimate betrayal: Bendix had rigged the teleporter to transmit them to safety only if the mission was a success. With no way back to base, and in the face of Bendix's depravity, the two went underground and began a covert five-year crusade against the villains they had originally sworn to battle.

Despite living like hunted animals, Midnighter and Apollo found the years they spent on the run relatively easy. Midnighter focused exclusively on fighting and survival, as Bendix's physiological improvements — such as not needing to eat or excrete — have transformed him into an amazing guerrilla soldier. Yet after so much time as an outlaw, Midnighter missed his mundane life. He forgot what it was like to eat a fine meal, or use the toilet, or have a headache ... and felt real loss at what had been taken from him. Unlike his partner, Apollo, however, he accepted his new lifestyle with no regrets; instead of his old identity, what Midnighter dreamed of was a finer world.

When Jackson King and Christine Trelane of StormWatch tracked down the rogue pair after Bendix's death, Midnighter and Apollo were initially concerned that Bendix had caught them at last. Taken aback by this newer version of StormWatch that would discuss rather than punish their situation, they tentatively gave the parlay a chance. Jackson King's decision to (seemingly) trust them won them over. They would never learn that Jackson had hedged his bet with a deadly subterfuge.

Given their relationship with Bendix, it is unlikely Midnighter ever trusted King completely, but he was willing to take advantage of StormWatch's aid. Their mission — to destroy the Nevada Garden created by the first Engineer — was a success, and as a reward, King offered anything in his power. Both heroes were overwhelmed by this treatment. Tellingly, after their years battling alone, they chose not to rejoin the restructured StormWatch but to retire the Midnighter and Apollo and ask for their lives back. At the thought that they might regain the world they'd lost, Apollo openly showed his gratitude, while Midnighter silently cried ... if only for a moment. They had given up everything to be part of StormWatch, and it cost them more than they had ever imagined. Unfortunately, King could not restore what had been deleted; he did all he could, however, and set them up with new identities far away from StormWatch.

Although nothing concrete is known of their time in "retirement," Midnighter could not truly abandon what he had become. He had become too much of a warrior, and seen too much crime and ugliness, to turn his back. Due to this drive, when Jenny Sparks offered them membership in the Authority, Midnighter agreed ... but he had his doubts. While Apollo jumped at the chance to make epic-level changes in the world, Midnighter worried the two of them were not up to operating on such a grand scale.



Midnighter was used to personal conflict in a controlled setting. On the other hand, Jenny was offering him a place aboard a giant spaceship with a team opposing armies of supervillains and unimaginable alien monstrosities. Without powerful magic like the Doctor, death-rays like Apollo's, or one of Jack Hawksmoor's cities at his command, the only way the Midnighter could fight an entire nation would be to attack it one person at a time. Yet Jenny's vision — to deal with those who gave the orders, and not merely punish the subordinates — and Apollo's optimism won him over and he embraced a new chance to kick in heads for a worthy cause. Initially worried about the Authority's scope, all of the Midnighter's reservations vanished once the team actually fought together.

While Midnighter took the lead when he and Apollo worked underground, he knows his brain is optimised for on-the-ground tactics, not strategy. Now that more global problems are at hand, he usually leaves decisions about overarching goals and plans to Jenny or Swift, using his remarkable skills as a tactician to cue the team in actual battle. He has no qualms about making hard decisions in these situations, such as his attempt to completely close off the Japanese archipelago during an alien attack. Similarly, when travelling through the alien god's veins, it is Midnighter who first thinks of the Carrier's defence grid and the threat posed by the giant alien's antibodies.

Much of Midnighter's temperament comes from his essence as the ultimate warrior. As he is built for combat, he is filled with fierce joy whenever he strikes. When he looks at any conflict, his mind creates thousands of different scenarios and determines the most efficient way to slay foes. This undercurrent of potential death runs constantly through his mind. Consciously or unconsciously, he is always creating a mental matrix of devastation. Yet despite his callous comments and the obvious pleasure he derives from warfare, Midnighter is not a sociopath. He truly believes his actions are making the world a finer place.

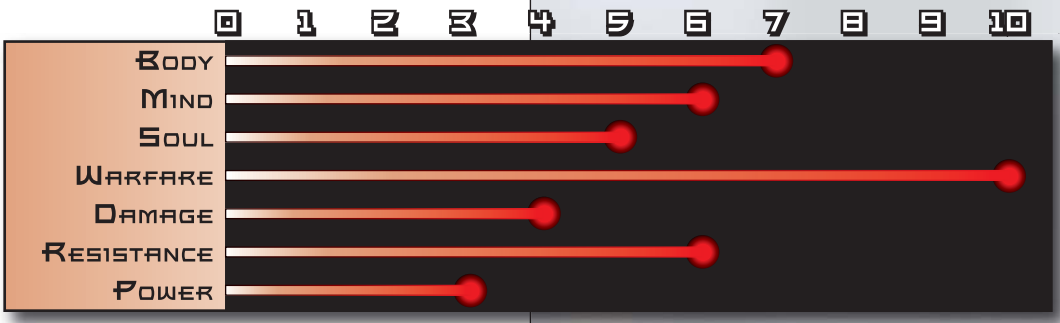
The Midnighter's morality is simple and direct: bad guys deserve to die, as painfully as their crimes dictate. Unlike Swift or the Engineer, he derives great satisfaction from wrapping his hands around an enemy's throat, and his favourite way to take out frustration is on the bodies of his foes. Hand-to-hand combat makes Midnighter feel fully alive, for only then can he use all of his battle enhancements and mental fight computer. He loves the excitement of challenging powerful opponents, and, although he rarely smiles, his fierce, predatory grin is often the last thing adversaries see. For Midnighter, making the world a better place means removing the people whose greed and hatred prevent positive change.

Beyond the idea of a finer world, Midnighter loves one thing: Apollo. He values his partner more than his own life. When not working, his time is spent with Apollo and no one else; the Midnighter's only form of recreation is combat. Especially after Bendix's betrayal, he has difficulty feeling emotional about other people, even his teammates. Bendix's treachery and the years of isolation that followed left him with little desire to talk beyond terse crisis planning and tactical instructions. Midnighter's interactions with ordinary people are even more limited, for he no longer sees himself as human: he doesn't need to eat, barely needs to breathe, and has forgotten what it feels like to cough. He considers himself one of humanity's protectors, yet stands apart from them. All of these elements alienate him from the team, and from the people they protect.

On the other hand, Midnighter and Apollo complement each other perfectly. Midnighter tempers Apollo's optimism by pointing out the potential flaws in any plan, and keeps a careful eye on Apollo, preventing him from taking needless risks or exhausting himself. Similarly, Apollo's love and concern help keep Midnighter human. Without this bond, Midnighter could easily lose all contact with everything in the world except the fight. Apollo's optimism and happiness also help counteract Midnighter's doubts and temper his brooding. Their relationship gives Midnighter a chance to be protective, even tender. He is still constantly amazed by the sunny hero, both at the depths of his compassion and his seemingly limitless powers. Tellingly, although Midnighter has by far the most extensive costume of the team, he almost never removes it. Apollo is the only member who routinely sees him unmasked.

Midnighter still finds the dynamics of working with others strange. Since he is instantly able to adapt his tactics to synchronise with these powerful allies, however, his battle experiences on the team have been positive. He often fights side-by-side with Jack Hawksmoor, whom he has learned to respect and like. He even frequently jokes with Jack, showing a crack in his otherwise icy demeanour. Although he casually dislikes the Doctor for his preoccupied nature and trepidation, and has little in common with pacifistic Swift, Midnighter is gradually becoming closer to the other members. He respects Jenny, even when he brashly steps on her toes or questions her decisions when they put Apollo at risk. Despite having little in common with a scientist like the Engineer, he still asks for her input on specific tactics, such as the capabilities of the Carrier. He joined the Authority to change the world, but belonging to the team is also changing him and helping him to be more human. He is slowly learning how to fit in socially as well as in combat.

While he rarely fails at any task, Midnighter's ability to see the negative consequences of every action means he easily falls prey to worry and brooding. This is simply his nature; his abilities do not help ease the doubts. The same instincts that allow him to detect an ambush faster than anyone alive also cause him to dwell on everything that could possibly go wrong. He never fears for his own safety, however. His concern is purely that plans will fail and enemies triumph — and for Apollo's safety. His emerging sentiments about his friends may eventually prove a source of comfort and stability, but for now, the only consolation he has for his doubts and fears is the love he shares with Apollo.





SWIFT
THE WINGED HUNTRESS

"I used to be a pacifist, after a fashion."

"What happened?"

"Expediency."

"Sometimes it's just not a good enough world that you can work for it without hurting people badly."

— Swift and the Doctor

Born in an occupied nation, Shen Li-Min grew up amidst the horrors of tyranny and oppression. Surrounded by brutality and murder, she learned to distrust nationalism and became a Buddhist and a pacifist.

Even before birth, Shen Li-Min was unique. She is a seedling empowered by the comet effect, born in Tibet in the 1970s from a basketball-sized ovoid known as the Egg of Dhammpada. While the origin of this egg is lost, generations of Tibetan priests kept it in a special temple and guarded it from harm. They believed the egg contained a powerful being who would help bring about a golden age of peace and harmony. When the egg hatched, normal parents adopted the child; Shen grew up knowing nothing of her origin or her mysterious destiny.

At a relatively young age Shen's powers spontaneously manifested and wings sprouted from her arms. Shortly after, she joined StormWatch as a superhuman peacekeeper under the codename Swift. She believed that international co-operation was vital and hoped to do good as part of a deterrent force, but found many of the assignments difficult — her missions were just, but she felt a strong conflict between her pacifism and the violent actions necessary to save innocents.

Shen felt that her powers were relatively weak compared to many of her fellow agents and believed that Bendix saw her pacifism as a liability. Nevertheless, her skills, determination, and reliability made her a valuable asset to StormWatch, and when Henry Bendix reorganised the teams in 1996, she was assigned to StormWatch Black. Along with Jack Hawksmoor and Jenny Sparks, her new job was as a covert operative — something far more suited to her temperament than working as a superpowered soldier. Shen had expected to be fired, and, amazed that Bendix had promoted her, wished to do everything she could to excel in her new duties. When Christine Trelane revealed that her powers were not fully activated, Shen jumped at the chance to become fully evolved, despite knowing the experience would be excruciatingly painful and leave her incapacitated for weeks.

Shen regained consciousness to discover her arm featherings were gone. Initially horrified, she feared she had forever lost the freedom of the air, and was overjoyed to find that activation had instead greatly heightened her earlier abilities. If previously Shen had been a dove, now she was a falcon, a human raptor. She could fly with great ease and sense the air in ways she had never dreamed possible, with a new understanding of wind, weather, and the mechanics of flight that far surpassed any human capacity. Her transformation had greatly enhanced her hearing and gave her full control over her wings and claws. She could now extend or retract them in an instant, and her ability to appear as a perfectly ordinary human greatly enhanced her skills at infiltration.

Shen found her work with StormWatch Black more rewarding than her previous StormWatch assignments, but still struggled to find answers to conflict that weren't violence or death. Although she learned to kill on her new team, she did so only when she had no alternative. While some of her more hardened colleagues assured her that killing would become easier, it never did; she will not execute someone in cold blood, but is willing to appear convincingly murderous enough to intimidate people into cooperation when necessary.

After Bendix's death, Shen continued serving in StormWatch under Jackson King, still hoping the team's purpose would improve. King was honestly attempting to make the world better and safer, yet simultaneously he was still asking her to continue in her role as a covert operative. Only after Skywatch was tragically destroyed and StormWatch disbanded was Shen's desire for a new sort of team realised in the Authority. This new, smaller, and fully independent organisation finally gave Shen a chance to make decisions instead of simply carrying out someone else's orders.

Although Shen is one of the youngest members of the Authority, her years in StormWatch have given her more experience working as part of a team than any other member, save Jenny Sparks. Therefore Shen excels at teamwork, and is especially skilled at coordinating aerial and ground-based attacks. Nevertheless, she knows that she is physically the weakest member of the Authority, and deals with her occasional feelings



of inadequacy by throwing herself into danger as freely as her more powerful, less vulnerable comrades.

The part of the "job" Shen enjoys most is saving lives and helping people in a direct and immediate fashion, without violence. She enjoys the duty and responsibility of staying in the field after a battle and helping with the rescue detail. Her manoeuvrability, enhanced senses, and innate sense of balance make her well-equipped for the task. Each time she is able to save a life, her determination to help build a world where the only necessary use for superhuman powers is aid grows stronger.

Not as jaded or cynical as Jenny Sparks, Shen's shell has hardened over the course of her career, and she has become more resigned to violence as an answer. Her idealism still leads her to look for non-lethal solutions to problems when she can, but the urgency of most crises and the black-hearted nature of many opponents pushes her towards operating in combat mode more and more frequently. Shen continues to hold onto her idealism, but the struggle becomes more difficult with every additional person she feels forced to kill. One of her hardest moments was when the Authority moved to destroy an entire country, Sliding Italy. She could find no solution better than killing the millions who lived in that nation, and stood silently by as the Doctor destroyed an entire nation to save the rest of that world from horrible tyranny.

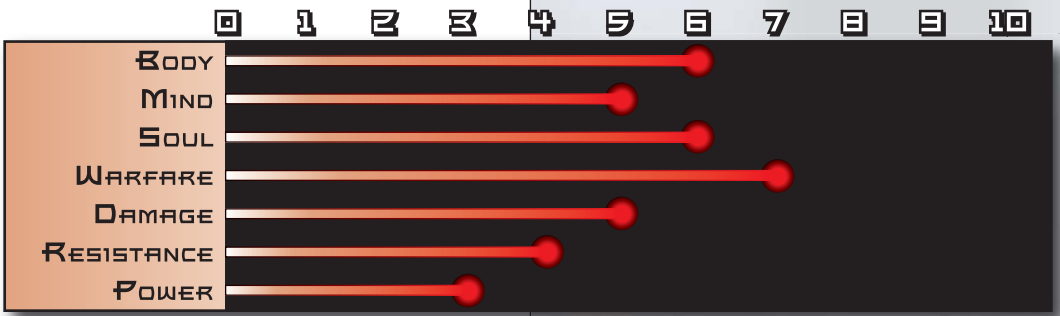
Shen remains a Buddhist, and is troubled by her own evaluation of not being a particularly good one. Her life philosophy gives her comfort but does not stop her from questioning. She realises that she has helped save the world several times over, but still struggles with a way to find a balance between her non-pacifistic actions, which chip away at her humanity, and the good she does. She attempts to make all the death meaningful by working relentlessly towards making a world where war and oppression are distant memories and where people can solve problems without killing. Her goal is a future where pacifism is a practical option, instead of a difficult choice that balances morally correct action against the deaths of thousands, or even millions, of innocents.

Shen possesses sufficient detachment to do what needs to be done effectively, however, and not dwell too much on any unavoidable consequences. She has not been a superhero for nearly as long as Jenny, but she displays the same sort of coolness under fire. Outside of battle, her faith and own inner strength also allow her to provide quiet comfort to friends who are facing their personal demons.

Although Shen is skilled at providing solace to those feeling despair, she is unable to accept similar help from others, and rarely even reveals the existence of her fears and doubts to her teammates. She cares about all of the members of the Authority, and is closest to Jack and to Jenny. Even with these two, however, Shen almost never shares the depths of her soul. Although she and Jenny are casual lovers, their mutual reserve prevents a bond like the one Apollo shares with the Midnighter, or even a more casual link as between Jack and Angie. Shen has shown no intimate connection with anyone; she is almost as isolated as the Doctor. Her natural diffidence and quiet disposition keeps Shen separate from the rest of her teammates. Fortunately, she doesn't need deep connections to be well-liked by all her team, in large part because she is soft-spoken, kind, thoughtful, and has a good sense of humour.

Shen's greatest joy is flying. In the air, Shen can truly be free, able to touch the world in ways that ordinary humans will never know. Able to fly endless hours and feel the air for hundred of miles around her, she soars to escape from her troubles and her worries about morality. She is learning to find a similar joy piloting the Carrier, a job she handles with unusual skill due to her keen instincts and her innate understanding of the mechanics of flight. She has not yet become as close to the Carrier as either the Doctor or Angie, but she loves piloting it and cares deeply about this sentient ship.

No further details about Shen's unique origin have ever become clear. Not even the Doctor knows the source of the egg she hatched from or the true meaning of the prophecy about her destiny of peace.





The Carrier

"The Carrier's a shiftship, designed to sail between parallel worlds, and from the high sublimed spaces down to the broken universes. She was a trading ship. Her black box is pretty much erased. So she doesn't know what happened to her — just that she was abandoned by all hands in the Bleed."

— The Engineer

The Carrier is the largest known interdimensional shiftship; she is essentially a flying city 50 miles wide and 35 miles high. Military experts from Sliding Albion theorise the Carrier was created by the hyper-advanced inhabitants of a now-sublimed reality before their entire universe vanished into an unknowable posthuman singularity of god-like power and unimaginably great intellects. Shortly after Jenny Sparks first assembles the members of the Authority, the Doctor and the Engineer find her floating abandoned in the Bleed, orbiting near Earth. The details of this search are still unknown; it was clearly both an adventure and a bonding experience. The Authority then uses a reality anchor to connect her to Earth, which enables her Junction Room doors and ties her to Earth's three-dimensional location and chronal precession.

The Carrier is powered by a baby universe. Near the centre of the ship, in an enormous chamber, sits a glowing ball slightly more than six metres in diameter — essentially the equivalent to the Authority's universe nanoseconds after the big bang. As the Carrier taps this unimaginably vast wellspring of power for any energy she requires, she never needs additional fuel and can operate at full power for millions, if not billions of years. Why she was designed with this much potential is unknown; for if anything were to breach the



containment field around this tiny universe, it would expand to erase everything it touches, replacing it with a newly born universe.

The Carrier was designed as a trading vessel and is well suited for this role, as she is able to travel literally anywhere. Through the equipment in her Junction Room, the Carrier can open shift doors to anywhere within range of her reality anchor, even across the Bleed. With cargo holds the size of large warehouses and doors able to accommodate huge loads, she can move and transport almost anything, thus fully living up to her name. She is equally capable flying through deep space, traversing the interdimensional realities of the Bleed, hovering in Earth's orbit, and entering and leaving an atmosphere like Earth's. While she can touch down on a planet, however, she needs to hover above the surface; her design does not lend itself to "parking." (The vessel's immensely strong hull can easily dig a deep furrow in solid bedrock, though repeated usage of this manoeuvre will likely cause her some damage.) Like all trading vessels, she is armed; she carries an array of extremely potent energy beam weapons and can defend herself against all but the most overwhelming attacks.

The Carrier's previous inhabitants were presumably either human or looked a great deal like human beings, since the shapes of the doorways and passages were all clearly designed for humanoids. This is just speculation, for the Carrier also adapts to her crew (note her creation of a navigation console for Swift that echoes Swift's own mind); however, the fact that she had her current appearance when the Doctor and Angie found her lends credence to this theory. Nevertheless, there is no reason to believe that the previous inhabitants were her builders. After examining the ship's baby universe, the Engineer determined that the Carrier is unimaginably old, and so the Carrier's true origins may forever remain unknown; she could have had dozens or even thousands of different crews during the billions of years that she has existed.

Barring deliberate, superpowered sabotage or some unimaginably catastrophic accident, the Carrier is almost impossible to destroy and her extensive self-repair capabilities allow her to recover from almost any wear and tear or battlefield damage. There is a very real possibility that the Carrier could "survive" for many billions of years.

Although her crew quarters and work spaces were designed to accommodate human size and sensibilities, the remainder of the craft is built on a truly epic scale. Seemingly ordinary corridors may actually be slender tubes built over technological chasms almost a kilometre wide, filled with machinery the size of skyscrapers. In addition, while her off-duty areas are cosy and comfortable, some of the larger control rooms and meeting areas are clearly designed to display the Carrier's power and vastness, perhaps indicating a desire to impress and awe any fellow traders on board.

The Carrier's capabilities are immense. The Authority has yet to uncover the full range of her potential and are constantly discovering what she can do. In addition, the Carrier is also a living being, with both a mind and emotions. She expresses warmth towards Angie and the Doctor, and a sense of abandonment and an apprehension about losing her previous crew, along with hope that her old masters will reclaim her one day. As she is somewhat uncommunicative, however, the range of her intelligence is unknown. The Carrier seems happy to have found a new crew. She is content sailing through the dimensions adjoining Earth, including the various psychic dimensions and the Bleed itself. She is equally willing to physically appear over the Earth and allows the Authority to pilot her to any point on the globe. With Angie's guidance, the Carrier also travels to the alternate Earth of Sliding Albion, since it seems adjacent to her senses of dimensional geography.

In contrast to this dimension-hopping, the Carrier appears to find the idea of leaving the Earth behind, even temporarily, deeply traumatic. She is terrified of leaving Earth orbit, worried that she might miss her returning crew. She is even more upset that her new crew might depart, leaving her alone again. Despite her fears, when Earth's alien god appears the Doctor and Angie are able to coax her out of Earth's orbit, indicating she has some level of trust in her new teammates. It seems that she is slowly regaining her courage, now that she again has caring companions after millennia alone.

The Carrier is also developing personal attachments to several members of the Authority. She knows the Doctor and the Engineer best, since they are the ones who found her, and they have both bonded with her subsequently. She trusts them and finds their presence reassuring. She is also becoming close to Swift. The Carrier has not had a pilot for centuries and is pleased to find one that she understands so well and who has such an instinctive grasp of flight. Shen was drawing doodles of the Carrier before she had ever heard of this amazing vessel, and this may indicate the two of them are already linked on a psychic level. Regardless, Shen and the Carrier are likely to become exceedingly good friends if Shen continues to be her primary pilot.

The full extent of the Carrier's intellect is unknown. While she may not currently possess the mental complexity necessary for full sentience, she also may have lost some of her intellectual capabilities due to disuse and loneliness. Even if she never communicates on a fully "human" level, the Carrier is already beloved by the members of the Authority. They know that she is a living being with emotions and desires and endeavour to keep her happy. In addition to honestly caring for her, the Authority knows that this vessel is their most important asset and has tremendous potential, and are determined that she remain their willing ally.





Kaizen Gamorra
Patriarch of Clan Gamorra

"Because I can. Because I am a wolf in world of sheep, because terror is the blood of life and its guiding principle. I have no politics to espouse through my terror, no ideals to force through. Terror is its own reward."

— Kaizen Gamorra

In 1929, Kaizen Gamorra and his two brothers, Sum and Wai, were born on Parousia, a small island off the Southeast coast of China. Their mother was an important member of the local organised crime family, and taught her three children the artistry of villainy. When the brothers were 10, they controlled their village; by the age of 16, they controlled the entirety of Parousia. The brothers Gamorra had renamed this small nation Gamorra Island within another two years, and transformed it into an enormous criminal enclave.

While all three brothers were brutal and exceptionally deadly, Kaizen was by far the most ruthless. Kaizen murdered Wai and Sum when they were 20 and became the sole ruler of Gamorra Island. Although his mother was an experienced crime boss, she was wise enough never to challenge his rule and lived to an advanced age, dying in 1969.

Kaizen Gamorra shapes his followers into fanatically loyal subjects, willing to live or die at his whim. He pays lip service to the Confucian values of honouring one's parents and standing by one's siblings, and orders his senior staff to foster the illusion that he cares for his subordinates. What little sentiment he feels for his underlings depends solely upon how successful they are. Before a mission, or after a triumphant return, he will deliver inspiring speeches about glory and duty to his agents. After an unsuccessful assignment, though, he is filled with hatred and anger, and merciless towards any who failed him.

Kaizen Gamorra is monomaniacally selfish and power-mad, a pure sociopath. His determination and dark charisma attract the greedy, the desperate, and other sociopaths who see that he will stop at nothing to achieve his goals. These people hope that they can partake in his success and glory. Unfortunately for them, Kaizen Gamorra shares nothing. He will casually maim or kill a subject simply to show an enemy the depths of his ruthlessness, and reserves his fiercest hatred for any followers who betray him. Traitors die horrible and lingering deaths.

As this reputation for savagery expanded worldwide, clients from both the East and West proved eager to purchase his services, despite Gamorra's many foreign enemies. The politics of his clients were irrelevant — if they wished to purchase acts of terror and could pay his price, Gamorra was happy to do business, and became quite successful.

In the late 1960s, disaster struck. Kaizen Gamorra was betrayed by traitorous members of Clan Gamorra allied with John Colt, an American superhero. Colt was in truth a Kheran alien, called Yon Kohl, who had gone insane and become a murderous criminal mastermind. Colt imprisoned Kaizen Gamorra, disguised himself as the deposed leader, and ruled in his stead. Colt controlled Gamorra Island for the next 30 years until the superhuman Majestic, a former ally, killed him. Colt's death threw Gamorra Island into chaos, but the small faction of Clan Gamorra who had remained loyal to their original leader freed the real Kaizen Gamorra, and helped him reinstate himself as the brutal overlord of this nation of terror.



During Colt's 30-year rule, he brought many alien-derived technologies to Gamorra Island. As a result, when the genuine Kaizen Gamorra regained control in the mid 1990s, he had access to technologies as advanced as those used by the UN's StormWatch. To announce his return to the world, Gamorra planted a bomb on a British jet that killed all aboard and released a mutagenic toxin into the environment. This toxin, purchased from the American military, was based on the superpower-inducing Gen-Factor once used to create various post-humans. Unlike Gen-Factor, the toxin Gamorra used was fatal, killing the inhabitants of a British village by mutating them in ghastly ways.

In retaliation for this attack, Weatherman Henry Bendix ordered StormWatch Red to Gamorra Island to commit acts of vandalism and murder, killing exactly the same number that Gamorra had slain. Kaizen Gamorra was furious and immediately prepared for revenge against the United Nations. He ordered his technicians to create a mass teleport system and a bioreactor capable of simultaneously fast-cloning thousands of post-humans. In a twisted homage to the brothers whom he murdered and the mother who trained him to be a terrormonger, he used their DNA as the basis for the clone template. His ultimate army was also his family, although he treated them no better than his real family, sending the clones off to die without a second thought.

While it is uncertain how Gamorra's 30 years of imprisonment changed him, they likely fuelled his taste for revenge. He plotted vengeance upon those who betrayed him for decades, and when enacted, Gamorra found a dark and twisted joy in working his dreadful plans upon their still-living bodies. This desire for retribution also meant that he savoured his schemes against both StormWatch and the world that allowed this group to attack him. Kaizen was determined to enact a plan that would cause everyone on Earth to fear his wrath.

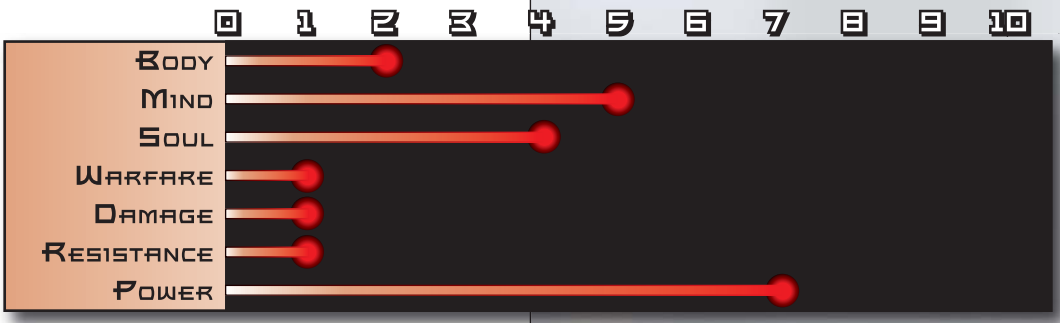
Even more importantly, his imprisonment taught him that even his closest lieutenants could never be trusted. Instead of relying upon the criminals he had previously employed, he decided to create thousands of slavish followers and have his technicians teach these beings nothing but a knowledge of killing and a deep and abiding loyalty to him. He replaced all of his operatives and security force with vat-grown beings programmed to be ever-obedient servants, though he was willing to rely upon ordinary humans to perform various support tasks. Here again his personal style was clearly apparent; whether Gamorra was conscious of it or not, he embodied the old Western racist fear of the "yellow menace."

Kaizen Gamorra is the archetype of the power-mad tyrant, caring for no one and nothing except his own power. He wants everyone on Earth to know his name, and his greatest joy is causing people to fear him. While he is a crafty and deadly foe, he is also fairly predictable because he is incapable of subtlety. Kaizen Gamorra wishes the world to know about each act of terror and destruction he commits; he will never keep such information secret or perform an attack in a way that would implicate someone else, unless it was to later reveal his cunning. His answer to every obstacle is to meet it with overwhelming force and absolute ruthlessness. Although such tactics allow him to defeat any foe he can simply overwhelm, he is at a disadvantage when faced with enemies who are equally powerful and able to respond in a dynamic manner.

His brutal directness extends to his nation's politics. He has only temporary business partners and people whom he blackmails or threatens into aiding him. He rules Gamorra Island according to Niccolo Machiavelli's adage that it is better for a leader to be feared than loved. While he lacks Machiavelli's brilliance, Kaizen Gamorra makes up for his lack of subtlety with unrestrained viciousness and a willingness to go to extremes that causes most enemies to cower before him.

The true depths of his amoral brutality are clearly shown by Gamorra's philosophy that terrorism is not a means to an end, but rather a vocation. He is not an ideologue or driven by moral imperatives; he is the CEO of a huge, wealthy corporation devoted to terror. Everyone who works directly with him needs to be as pitiless as Gamorra to survive.

When the UN disbanded StormWatch, Gamorra knew that he would not have his revenge against them, but he is still determined to make the world pay for Bendix's assault on his island. He laughs at the UN diplomats who attempt to reason with him and openly rejoices in ignoring their politics and their money, since all he wants is their fear and ultimately their obedience. Ever since returning to power, he considers himself invincible. With an ever-growing army of superhumans at his command, he sets about carving his mark upon the world — to show them he is the only true superpower on the planet. When he briefly talks to the Midnighter, Gamorra refers to Gamorra Island as the Earth's "terminal point," evidence that his massive ego leads him to believe the entire world revolves around him. Although the Midnighter's attack on Gamorra Island almost certainly kills him, Kaizen Gamorra's body is never found and in the past, he has proven to be remarkably durable.





REGIS

THE KING OF NAILS AND THE DUKE OF ALL TEARS

"That's it. Fight *me. Try to* hurt *me. I've lost count of how many men's fingers and women's nails have shattered on my skin. Your mothers and sisters will bear my children."*

— Regis

Of the aliens who landed on Sliding Earth in the 1500s, only Regis and five others survive until the late 20th century. The other aliens either died in the nine world wars, or in the feuds, vendettas, and lethal power plays that were such an integral part of the deadly court culture of Sliding Sicily's empire.

Regis was one of the Blue elite, originally based in Sicily, Sliding Italy. All of Sliding Europe was under control of the Blue in the 18th century and Regis ruled Albion as the Duke of All Tears. By the 19th century, however, technologically advanced warfare had poisoned much of continental Sliding Europe. Regis, in charge of perpetuating the Blue race, led armies to victorious conquest of Sliding China. As administrator of the region, he transformed Sliding China into an enormous rape camp, killing all the men and interning the women. His strategy led to the birth of many new Blue children; this was worth any price to Regis, since humans were the ones who suffered. The boldness and scale of the horrors he committed impressed the other members of the Blue, giving him the prestige to carry out even more grand and terrible plans.

Regis's greatest nemesis is Jenny Sparks. As Regis probably sees it, shortly after Britain and Sliding Albion first skirmished, Jenny likely seduced and brainwashed one of his children, Lorenzo, marrying him in order to force Regis to abdicate the rule of Albion. Jenny tried to kill Regis with a massive jolt of electricity when she discovered the extent of Regis's crimes against humanity, but he managed to survive with the help of the Sicilian doctors' hyper-advanced medical technologies. He was permanently injured, however, made into a eunuch. He spent many years in hiding, recovering and allowing his enemies to think he was dead as he marshalled his forces.

Due to his prestige and previous experience as ruler, Regis took command of Sliding Albion after the Windsors (and his renegade son Lorenzo) were defeated in World War Nine, in 1953. He allowed the surviving Windsors to still govern, but left a proxy administrator, Yngvi, to oversee things when he had business elsewhere.

Regis makes no distinction between the aliens and their many half-human descendants, considering them all to be "Blue." He firmly believes the Blue are innately superior to ordinary humanity, and that humans are nothing more than chattel for his race to exploit and control. Human males are only useful as cannon fodder and their females only fit to breed. Regis is obsessed with continuing the Blue line, and ensuring its survival at any cost. Their violent culture directly (through wars and assassinations) and indirectly (through weak health and a poisoned environment) caused the Blue death rate to be higher than its birth rate. To solve this never-ending problem, Regis constantly seeks new lands stocked with healthy women to turn into breeding camps.

While Regis is a sadist who greatly enjoys watching humans suffer, he is passionately devoted to protecting his own people, regardless of the cost. Despite his bellicose and direct manner, he is capable of both careful planning and deep intrigue, surviving five centuries of war and deadly court politics. He spends most of his life constructing merciless and effective strategies, and even his most brutal and heinous acts are often part of a greater calculation. Nevertheless, if there is more than one way to accomplish a goal, Regis prefers the option that inflicts the most pain and death on humanity.

Regis's desire for expansion has grown over the years. He is fond of the German word *lebensraum,* with its implied philosophy of expanding borders for the nation's survival. With most of his world poisoned and few human women healthy enough to bear Blue children, he becomes desperate for a source of fresh breeders. His loss of manhood causes him to develop an overwhelming obsession about sex, and his thoughts are constantly filled with sexual violence.





When he becomes angry, almost all of his epithets are of a carnal nature. He attempts to make up for his physical loss with both words and increasingly grandiose plans.

Regis is a psychopathically misogynist bigot, but in his own eyes he is a devoted advocate of his people. Even in the face of betrayal, such as with his traitorous son, he is reluctant to kill his own people. Regis would even sacrifice himself to protect the Blue. Although the humans who meet him all see him as a monster, he has numerous friends and allies among the other Blue nobles.

Regis's feelings for his people are quite real; he can joke and reminisce with them and show actual sentiment and compassion, and similar positive emotions. In sharp contrast, Regis considers human commoners to be even further beneath his notice than human nobles. He calls human nobles by name and gives some acknowledgement of their status, for it is easier to keep control over the humans through complicit royalty, but he sees human commoners as nothing more than objects for his use.

Regis's castration makes him even more ruthless than before. To redeem his lost manhood and ensure the continuation of the Blue, he plans to turn the Authority's Earth into a giant rape camp where the Blue can breed voraciously. This same obsession with rape and vengeance tragically clouds the cunning and good judgment that kept him alive for many centuries of war and bloody politicking.

Regis is always ruled by his emotions. He is smart, brutally charismatic, and possesses many centuries of experience in politics and intrigue. As a result, his justifications also sway others. His greatest weakness is also his greatest strength. Regis is a bold visionary; he always thinks and talks big, and lets others worry about consequences or practical difficulties. He rises from conquering cities, to enslaving nations, to planning to subjugate an entire world. His vision of continuous expansion and an unending supply of human mothers for the Blue surely impresses the entirety of his people.

His planet is in ruins, technological progress is at a standstill, and his people are dying. His bold and confident promises of an unbounded future of new, fertile lands and healthy, fecund women are almost irresistible to the rest of his people, particularly since many remember his hideous triumphs in Sliding China and the Hanseatic Marches. Consequently, they are willing to overlook Regis's bloodlust and instability. Regis's raw emotional appeals fills his people with a hope that many had forgotten in the devastating aftermath of World War Nine.

Regis's desire to rebuild his race and rekindle their technological wonders is sincere. From his conversation with Yngvi, he seems to deeply regret the wars that left Sliding Earth barely habitable. He recognises his own kind is responsible for their civilisation's stagnation, and their obsession with war is destroying them and poisoning their environment, yet he cannot find another answer. The only path that he truly believes in is war, even knowing it is a short term solution at best.

Unlike some rulers, Regis does not keep his hands clean. When he feels Windsor betrays him, he personally slaughters the man, and then inflicts additional punishment on Windsor's spirit by literally feasting on Windsor's children. Similarly, when the Authority attacks him, Regis takes on both Jack Hawksmoor and the Midnighter with grim pleasure. He relishes the fight, and takes out his aggression on Jenny's teammates. Although he overpowers the Midnighter, Regis's past comes back to pay him retribution. He cannot escape all the blood he has spilled, and all the cities he has defiled — the spirits of those cities empower Jack to destroy him.

Regis orders his forces to attack Earth without first sending in spies to reconnoitre, rashly, sending a moderate-sized air force to directly test Earth's unknown defences. If Earth had not been defended by the Authority, his attack might have been resoundingly successful. Instead, his recklessness results in a massive loss of both soldiers and shiftships. His second attack wave is equally hasty, because he can not bear to wait to conclude his invasion. Although sending an elite unit to kill the Authority in the Carrier is a sly manoeuvre, Regis does not devise a back-up plans in case the cavalry fails. He desperately needs the satisfaction of a quick and bloody conquest. His rage and hatred lead Regis to strike before he has sufficient information or even a coherent plan beyond launching several massive attacks. His impetuous acts eventually result in his death, and the destruction of the Blue in Sliding Italy.





Christine Trelane

Synergy

"There is no international superhuman crisis response team. There never will be, the UN can't afford it anymore. And so, yes, if some bunch of superbastards wants to spend an hour gutting a major world city, we sit back and say 'yessir!'"

— Christine Trelane

Like Jackson King, Christine was with the UN crisis intervention team, StormWatch, from its inception. She was one of the most vital members because she had the rarest of all the comet-effect powers — she was an activator. She could unlock the potential abilities within anyone transformed by the comet, fully "activating" them. She could temporarily deactivate such powers as well. Most of the people with latent powers, called "seedlings," never manifest, or might only demonstrate partial abilities. Christine's powers were therefore essential for StormWatch's effort to recruit new superhuman operatives. For most of her career in StormWatch, she worked behind the scenes, activating superhumans like Swift whose powers had only partially activated, or jump-starting the abilities of seemingly normal humans. She was Henry Bendix's second-in-command and stationed onboard Skywatch.

Although extremely comfortable in her role, difficulties in StormWatch forced her to assume command for several months. While she did not enjoy having this much responsibility, her brief time in charge gave her a comprehensive understanding of StormWatch operations. When Bendix reorganised StormWatch in 1996, he reassigned her to a field position, responsible for finding, evaluating, and activating potential recruits. He transferred her for several reasons: to ensure her relationship with Jackson would not interfere with daily operations; to reprioritise her duties to locate and activate more seedlings; and quite possibly to move her away from a command position, ensuring his own privacy and authority.

Christine often chafed at Bendix's sequestering of information. Although once the head of StormWatch, and technically Bendix's number two officer, she found herself shut out of policy decisions. She had no say in the team's reorganisation, or her own position change. She and Jackson were both troubled by Bendix's new, morally questionable course.

Conversely, she thought her new role in the field was important. Although it put her in greater potential danger, it also showcased her resolve, investigative skills, and cool head under crisis, such as when she discovered the trail of a rogue activator. She also had tremendous responsibility, for it was up to her to decide whether a seedling should be activated or not.

During the debacle with the High, Christine was presumably in the field (possibly looking for Wish, the High's activator), for she did not witness Bendix's breakdown first hand. Once the crisis was settled, however, Christine became Jackson King's second-in-command when he was instated as Weatherman. She single-handedly cracked Bendix's "memory tower" of secret files, justifying Bendix's paranoia. She uncovered many of Bendix's horrific covert operations, and discovered the information on Apollo and the Midnighter that ultimately helped them come in from hiding.

After StormWatch was disbanded, the UN assigned Christine and Jackson to collect and analyse information about potential threats for the UN Superhuman Security and Intelligence Advisory Office. Unlike Jackson, she enjoys this work (though not the job itself) but is also deeply frustrated that the UN has no one who can make adequate use of their findings. She is used to providing support for superhuman field agents, and many of her duties are familiar. Despite this, she wishes her work was more meaningful and is pleased to be able to occasionally assist Jenny Sparks's Authority.

Christine is an experienced operative. While not a soldier, she has seen violence and is not intimidated by facing dangerous opponents. She is, however, used to having superhuman backup available when she faces deadly foes. She is very much a team player and works best when part of a large, well-trained group. She resents her current advisory position for it is clear that there is no one to advise; she consequently feels passive and useless.

Other than her job, the most important thing in her life is her love for Jackson King. She was happiest when the two of them ran StormWatch together, but working with Jackson helps make her limited and somewhat depressing job considerably more tolerable. The two work well together since her meticulous precision perfectly compliments his bold decision making.

Her relationship with the members of the Authority is both distant and complex. Christine feels somewhat responsible for Swift because she activated her former teammate. She has a connection with Apollo and Midnighter because she discovered Bendix's records on them, but does not know them well. Additionally, she had almost no contact with Jenny Sparks and Jack Hawksmoor, though Christine deeply resents that none of the members of StormWatch Black came to the mass funeral for the StormWatch personnel who died when Skywatch station was destroyed. While assisting the Authority helps Christine feel useful, she will only aid them as long as this aid does not conflict with her loyalty to the United Nations.





Jackson King
Weatherman

"Is that the way we have to live now? Hoping that some superhuman lunatic just takes out the next guy?"

— Jackson King

Jackson King has had a long and varied career as a superhero. Shortly after Jackson's comet-effect derived powers of telekinesis manifested, Weatherman Henry Bendix recruited him as one of the first members of the UN's crisis intervention team, StormWatch. Bendix codenamed him Battalion, and StormWatch provided him with a combat suit and a pair of psionic guns that substantially amplified his powers. His natural leadership and bravery made him one of the key StormWatch agents, and Bendix soon promoted him to team leader. King led the growing number of StormWatch personnel for many years and earned the admiration of both teammates and Bendix; he was admired as an excellent leader and a skilled combatant. Over the years, he fell in love with Christine Trelane (Synergy), StormWatch's "activator" and Bendix's second in command.

Bendix re-organised StormWatch in 1996, and reassigned Jackson to be StormWatch's head trainer. Bendix claimed Jackson's feelings for Christine compromised his objectivity. Jackson disagreed and resented being kept out of action. When the High's group of rogue superhumans kidnapped Jackson's brother, Malcolm, Bendix kept the information secret. Jackson always regarded his brother as a rebel and a troublemaker, but also loved him. Enraged by Bendix's omission and reports of Malcolm's torture, Jackson returned to the field against orders.

During the confrontation with the High's forces, Jenny Sparks killed an insane Henry Bendix. In the aftermath, the UN promoted Jackson to command of StormWatch as the new Weatherman, due to his previous exemplary service. He worked tirelessly to uncover and undo the various horrors that Bendix had put in place while also insuring that StormWatch could effectively meet the diverse threats it faced.

Unfortunately, while Jackson was in the process of making StormWatch into a moral, yet effective organisation, they were plagued with troubles. They had terrible conflicts with the Americans, and Jackson eventually had to pull all StormWatch personnel from US soil. Additionally, he found himself planning questionable contingencies and countermeasures for dealing with potential enemies — in essence, he was walking into the moral grey zone that predicated Bendix's fall. Their final calamity occurred on his watch, when alien invaders killed most StormWatch personnel and forced the survivors to destroy the Skywatch space station to neutralise the threat.

The UN cancelled the increasingly expensive and unpopular StormWatch program. They ordered Jackson and Christine to create a small superhuman advisory committee, instead. Based in the UN building in New York City, Jackson and Christine now keep track of the activities of aliens, rogue superhumans, and similar post-human threats.

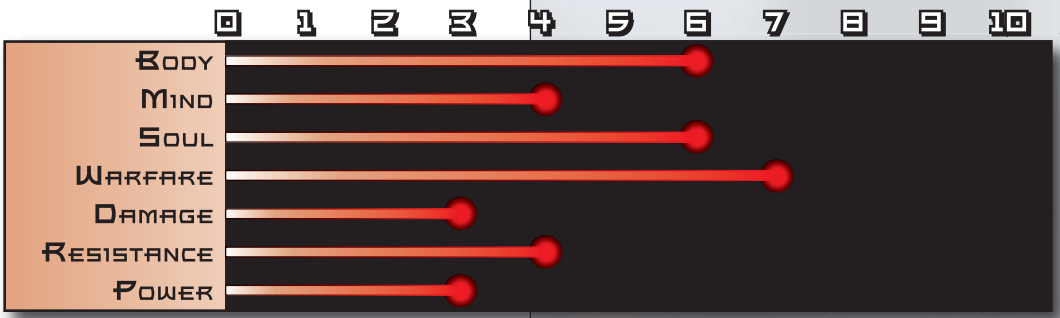
Jackson is a man of action who takes charge of situations. He is frustrated and bitter that his superiors have removed him from front-line action and assigned him to duties where he feels can do little more than observe. He is also conditioned to following orders, however, and only disobeys them in the most extreme circumstances. When the UN reassigns him, he questions their decision, but ultimately goes along with it and now works diligently at this new job. Although exceedingly strong-willed, Jackson is most comfortable when following directives. He frequently interprets these orders as he sees fit, but prefers working within an existing framework and distrusts superhumans who operate independently. Jenny Sparks never asks him to join the Authority because she knows that he is unwilling to become an independent operative.

Jackson's loyalty to the existing chain of command is in part linked to his past. He is still haunted by the legacy of his father, a man transformed into a psychotic superbeing (Despot) by the comet effect. StormWatch was forced to destroy him, and Jackson believes that superhumans who operate outside of the existing power structure are little different from his mad father.

Despite his stubborn and self-determining streak, Jackson is deeply loyal to the UN. He firmly believes in their mission and is convinced that it is vitally necessary if humanity and post-humanity are to adapt to the new dangers and possibilities facing the 21st century. He is frustrated with the many limits placed on the UN, but feels that these restrictions should be addressed through laws and treaties and not simply ignored. He sees these regulations as the only bulwark against chaos and international vigilantism.

Of the Authority, Jackson likes Swift and Jack Hawksmoor; he respects Jenny although he views her as undisciplined and extremely rebellious. As for Apollo and the Midnighter, Jackson and Christine brought the pair in from the cold and initiated a sense of détente with them — likely they are still on good terms. Jackson does not know the Engineer or the Doctor, however, and is probably suspicious of them due to his limited contact with their predecessors.

Jackson is likely to become increasingly worried about Jenny's Authority, seeing the group following her anarchic and independent streak. He will almost certainly come into conflict with the Authority if they continue to pursue their policy of doing the right thing regardless of political expediency or international law.





Colonel Kirsan Pruzhany

StormWatch Black-Ops

"Smart boy you have there, Mr. Bendix. I enjoy incinerating people of above-average intelligence."

— Kirsan Pruzhany

Kirsan Pruzhany is one of the early post-humans produced by the Sliding London "vent" in 1953, although his nationality is eastern European. Pruzhany's family likely comes from the Belarusian region that shifted hands numerous times between Belarus, Poland, and Russia.

In the early 1980s, he worked in Britain with several other post-vent enhanced humans, such as Firesign. They had heard the stories of post-humans in the 60s, and wanted their own shot at superheroism. They sought Jenny Sparks out for guidance, since she seemed the most approachable of the 60s group. Their goal, under Jenny's direction, was to break up the status quo in Britain, and help build a better society.

In reality, Pruzhany was a superpowered sociopath; Firesign and their other allies were equally deranged. As Jenny put it, they grew up "weird and hungry," but even she was appalled by their depravity. Pruzhany and the others helped with Firesign's abhorrent plot to murder infants and sew the parts together to make a doll for Firesign's insane wife. Pruzhany, like Firesign, didn't care what they were doing was beyond the pale, for he felt entitled to take whatever he wanted from the normals around them. The vent which gave them their powers also made them sterile, and something in the mix unhinged them. Firesign was arrested, and Jenny let Pruzhany go with a warning that she would kill him if they met again.

Pruzhany found employment as a mercenary soon after. He earned the rank of colonel, and found work with top-secret divisions that used superpowered agents in a variety of illegal and off-the-record ways. By the early 1990s, Pruzhany was covertly working for Henry Bendix, performing terminations and other wetworks; these assignments were so secret that even the black-ops team was kept in the dark.

Pruzhany directed a team of special-ops soldiers who handled all manner of sinister assignments. Pruzhany had significant political clout, and was entrusted to convey Bendix's threats and blackmail, such as to the Prime Minister of Britain. He could pull strings to transport troops and military hardware almost anywhere in the world, and had access to cutting edge technology, likely field-testing it for various governments.

Pruzhany cares little for anyone who is not on his side, yet he can show loyalty as long as he gains in the relationship. He not only agreed to help Firesign murder babies, but also attempted to protect Firesign from Jenny's wrath. If they succeeded, he would have achieved the freedom to live as he wanted, for working within the bounds of society meant curtailing his psychotic desires. Similarly, he both fears and respects Bendix — working for Bendix has limitless benefits, and betraying Bendix holds the promise of a painful death. He is thus loyal, after his fashion. Pruzhany encourages a similar brand of loyalty among his soldiers; they serve him rather than a nation or an ideology. Few like him, but he lets them indulge their barbarous whims, and they dread disobeying him.

Pruzhany has no moral or ethical sense. He is a sadist who enjoys gloating over his victims' terror before they died. He especially relishes killing superheroes because they are a challenge, and he can prove his superiority despite their self-aggrandizing heroics. Pruzhany also enjoys belittling people. He likely speaks this way to everyone save those he fears, demeaning enemies and putting down followers. His arrogance and overbearing attitude make him feel superior to those around him, and he feels a need to show off in order to maintain a sense of self-worth.

Bendix ordered Pruzhany to assassinate two rogue agents, Apollo and the Midnighter. Displaying both the depths of his depravity and his considerable tactical sense, Pruzhany set a complex trap for the pair. He planted evidence that members of the British Parliament were engaged in satanic ritual abuse and cannibalism. To make the rumour seem credible, Pruzhany arranged for a dozen American children to be kidnapped, blindfolded, then loaded into a cargo plane. He could use anyone or anything in order to get a job done. The well-baited trail led the pair into an abandoned warehouse that housed a sophisticated three-dimensional construct generator. A dozen soldiers armed with hyper-advanced weapons waited in ambush, along with Pruzhany. This diabolical plan might have succeeded if Jenny Sparks had not shown up and killed his troops. Jenny did not kill Pruzhany directly — instead she let the Midnighter have that pleasure.

Kirsan's greatest fault is his raging overconfidence. When Jenny kills his soldiers, he sits in numb shock, unable to believe that events could go so much against him. Other people are not actually thinking and feeling individuals, he believes, but objects for his twisted amusement. Faced with a situation where he is the helpless one, he freezes because his mind cannot accept the possibility. He dies without a struggle and is unable to even use his formidable powers against either Jenny or the Midnighter.





KOROSHI KNIFE WARRIORS

"I am the police detachment from Kaizen Gamorra's superhuman strike force. And I really don't think you're supposed to hit me."

"Oh, Hell..."

— *Koroshi* Police Detachment and the Midnighter

Cloned by the thousands in a bioreactor more than two miles long, Kaizen Gamorra creates his *koroshi* knife warriors to kill and die on his orders. Their primary goal is to perform acts of terrorism to enhance Gamorra's power and brutal reputation. Gamorra builds his enormous factory to create ever-increasing numbers of these vat-grown warriors, who are both devastatingly powerful and a symbol of Gamorra's personal triumph. Using genetic material from his two dead brothers and deceased mother, he splices in genes from a variety of superhumans. Gamorra's ultimate weapons are his own flesh and blood.

Instead of maturing naturally, these artificial superhumans are force-grown to adulthood in a few days, like intelligent tissue cultures. They are speed-educated during the process, and emerge from their growth cylinders as young adults. Once awake and active, they are fully capable of using their powers. They possess a basic but limited education and are completely loyal to their maker. Stronger and faster than ordinary humans, they can fly at supersonic speeds, and shoot lethal red energy beams from their eyes and hands. The *koroshi* are amazingly effective, capable of overwhelming conventional forces or transforming a large city into a mass grave in a few hours.

Although they love Kaizen Gamorra with a fanatical devotion, these supersoldiers are not merely mindless automata. They are human beings capable of thinking and feeling, but are also exceedingly inexperienced and thus rely exclusively upon their limited and rigid electronic conditioning. They also possess a keen survival instinct. While they care nothing for the lives of their victims, they will use any means necessary to ensure their own survival; they could just as easily kill an opponent as hold a child hostage.

Their uniforms bear the symbol of Clan Gamorra — a circle and three knots — and contain an advanced teleportation netting linked to the mass teleport system inside Gamorra Tower. This netting allows Gamorra to teleport them directly over a target and instantly retrieve them after an attack. The dead are also recovered in this way. If their teleport netting is torn or damaged, however, they know that they can find safety back in Gamorra Tower, and they are fast enough to travel halfway across the world in under a minute.

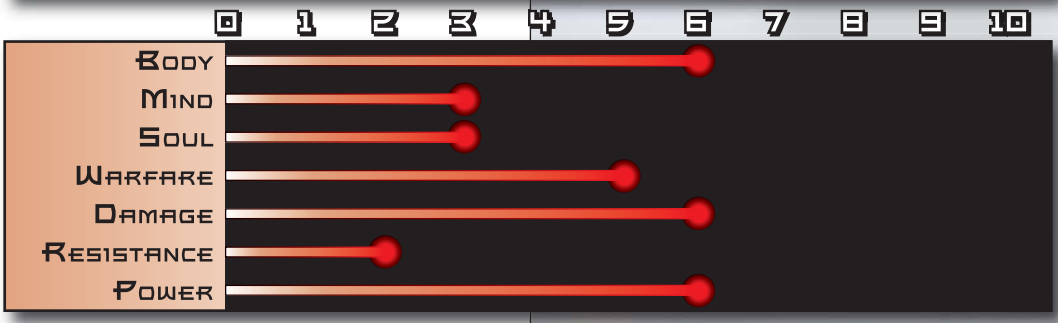
Gamorra Tower is their birthplace, their home, and too often their final resting place. Here they listen to propaganda broadcasts that assure them of Gamorra's love and protection. For most of the *koroshi*, it is the only place they have ever seen before they depart on their attack runs. Technicians, servants, and advanced automation take care of every need and insulate them from the diversity and confusion of the outside world.

Although Gamorra produces the majority of these cloned superhumans to be disposable terrorists, others are created as guards to ensure the security of his island. Gamorra does not create these guards to be diplomatic peace keeping officers though their duties demand they interact with ordinary citizens. They are brutal superpowered thugs who likely maim, torture, and summarily execute anyone they deem a criminal. They wear police uniforms and radiate blue energy from their eyes and hands.

Regardless of their particular training or mission, all *koroshi* are certain their absolute obedience to Kaizen Gamorra is justified, and that by doing his wishes they are achieving glory for themselves and for him. Since they know nothing except the dogma they are fed, and have no outside experiences to raise questioning ideologies, they feel no doubts or moral conflicts. The deaths of thousands of innocents and the destruction of entire cities are irrelevant to them. If Kaizen Gamorra orders them to commit mass murder, then slaughter is clearly the proper action.

The majority of the *koroshi* die during the Authority's counterattacks in London and Los Angeles. The Authority's attack on Gamorra Island kill many of the last legions. Some almost certainly escape the destruction of Gamorra Tower, however. Bereft of their home, creator, and their clone brothers and sisters, the survivors now face a world alone and without allies. While all of them share one of three different appearances, they otherwise look like ordinary people of Asian descent and could easily blend into the general population. Any survivors are almost certain to seek revenge for the death of their creator ... but after exposure to new ideas and cultures, anything is possible.









Lorenzo Antonio Slzfi

Prince of Bryggen and Chancellor of the Duchy of Lancaster

"It is so good to see you too, wife."

— Lorenzo to Jenny Sparks

Lorenzo Antonio Slzfi — Prince of Bryggen, Chancellor of the Duchy of Lancaster, and son of Regis — is Jenny Sparks's first husband. He is a smooth-talking, charismatic Sicilian noble who is also a blue-skinned, half-breed alien. He arranged his marriage to Jenny as part of a plot to overthrow Regis, and drive him out of Sliding Albion. Instead of marrying his sister and cementing Regis's control of the island nation, Lorenzo talked Jenny into marrying him as a symbol to convince the house of Windsor and their Blue allies to free Sliding Albion from Regis's grip.

Unfortunately, while sincere in his desire to end Regis's control, Lorenzo only wanted to dethrone his father in order to become the absolute ruler of Sliding Albion. His claims of bringing freedom to this alternate Britain and releasing ordinary humans from Regis's tyrannical rule were nothing more than well-spoken lies. He proposed to Jenny shortly after meeting her, and convincingly acted as though it was Jenny's ideology that caused him to stand against his father. To ensure she wouldn't discover his true ambitions, he kidnapped her godfather, Albert Einstein, and programmed a robotic duplicate of Einstein to murder Jenny before his deception was revealed.

Lorenzo possesses the utter contempt for humanity held by many members of the Blue, but unlike the majority his people, his extreme charisma allows him to conceal this disdain, manipulating humans looking for a saviour. When he attempted his coup d'état, he was relatively young. He played up his youth, which his human allies mistook for naiveté. He convinced Jenny and the humans of Albion that they could help shape his supposedly unformed opinions. He is an excellent liar and believably claimed to be an enlightened reformer who had escaped the terrible prejudices of his upbringing.

In reality, he was simply a power-mad bigot. He had no intention of bringing freedom to his subjects; Hemingway believed Lorenzo thought Regis had grown soft, but it is just as likely that Lorenzo simply saw no end in sight to his father's reign. Regis had ruled Albion for two centuries, and was still strong and hearty. Lorenzo did not have the patience to wait out his father's rule, nor did he want to be subject to his father's decrees, such as the proposed marriage to his sister.

Despite Hemingway's belief, it was Lorenzo, not Regis, who courted human allies. Regis used humans as chattel, while Lorenzo played and seduced them in his bid for power. He grew up in Regis's shadow and spent much of his life attempting to outdo his father's



glory. Lorenzo was jealous and deeply spiteful, and resented Regis's acclaim. While the depths to which Lorenzo could sink are unknown, it is likely that he can be as cruel as his father. His callous plans to use Einstein's brain as a power source, or his repeated attempts to harm Jenny are evidence of this.

Although it is unknown what occurred after his coup attempt, it is certain that Jenny and Hemingway freed Einstein. Additionally, for the next 30 years, Britain engaged in cultural exchanges with Sliding Albion — something that does not seem plausible underneath either Lorenzo's or Regis's control. Jenny and Hemingway likely upset Lorenzo's coup when they returned, allowing the Windsor family and human sympathisers amongst the Blue to rule Albion. Lorenzo would have fought to regain control, having no welcome back in Sliding Sicily, and no other refuge.

Lorenzo's political ambitions ended in disaster when world war erupted in 1953, with Sliding Europe attacking Albion. Lorenzo could foresee that Sicilian Blues would reconquer or destroy Albion; when they attacked with bacterial weaponry, he escaped Albion's destruction through a last shift door. He was the only refugee to make it to Earth and for the next 40 years assumed he was the only survivor.

The British military soon caught Lorenzo, imprisoning him in a top-secret cell in the R.A.F. base in Rendelsham. Lorenzo is a skilled survivor, but even his talents have not allowed him to win his freedom. Nevertheless, members of the Blue are long lived, and so he bides his time and waits for an opportunity to escape and take revenge on Jenny Sparks.

Lorenzo holds a special and abiding loathing for Jenny, because she interfered with his plans and beat him at his own game. She not only survived his every attempt to harm her, but has thrived, while he has rotted for decades in prison. Now both Jenny and Regis are dead, Sliding Italy is gone, and the majority of the Blue are destroyed. Lorenzo is one of the only survivors of his people and, if free, he will undoubtedly make a fierce and cunning enemy. Lorenzo does not yet know that Jenny is dead and while this information would please him, he will be greatly disappointed that he no longer has a chance to kill her.



Saul Baxter
Lord Emp

"I keep all this to myself. I have my own agenda, as the general knows. Got to say, though, this is a sweet deal."

— Saul Baxter

Jenny Sparks first met the individual known as Saul Baxter in 1953 on Sliding Earth, just before the start of World War Nine. A charming dwarf, Baxter claimed to be an American intelligence agent working with the British Space Group. While his credentials were legitimate, his actual identity was far stranger.

Several of the immortal Kheran aliens who had been trapped on Earth for centuries saw evidence of a Daemonite plot on Earth in the 1930s. In response, the Kherans worked with humans to create Team One — a group of superheroes determined to protect the Earth from Daemonites and other threats. Saul Baxter joined Team One and became one of the first publicly recognised superheroes.

In reality, however, Saul Baxter is a Kheran who is only loyal to his own interests. Baxter, known as Lord Emp on his home world, keeps his alien origin secret from everyone except his teammates. His success as a superhero enables him to access to the highest circles of government intelligence in both Britain and the US. Although his diminutive stature causes some people to dismiss his abilities, his superhuman strength and potent psionic powers are enough to convince doubters of his true potential.

Baxter has maximum security clearance as a US government intelligence operative. He also has access to the British Space Group, with which he works closely on occasion. The BSG knows he has many secrets, and is even aware that he keeps his "own" people in the US government in the dark concerning the BSG's work on Sliding Albion.

In a flashback to the 1950s, Jenny relates her first meeting with Baxter. Jenny expressed discomfort that so much time and expense was wasted to hide the evidence of Sliding Albion. Baxter countered with the question, "You'd rather the British people were informed that agents of a parallel world — including an England ruled by Sicilian Princes — have been running around the countryside since the twenties..." While Jenny dreamed of a technological utopia, Baxter believed that advanced technologies should only be used in the right hands, and that the masses would react badly if they learned about the world's mysteries. Additionally, he saw no benefit to the US learning about the Blue, and thus never reported any evidence of parallel worlds, or the presence of alien shiftships in Britain. Baxter is brilliant, brash, and not afraid of a fight. His outspokenness and obvious bravery do much to dispel the possible negative impression that his height can leave. He prefers to work behind the scenes (and his gift for strategy meant that he was often responsible for planning the endeavours of Team One). In a crisis, though, he is an extremely formidable combatant.

While many of the other Kheran lords believe they are far superior to ordinary humans and would never tolerate humans treating them as mere equals, Baxter does not display racist tendencies. He treats everyone with whom he works as his equal, regardless of whether they are immortal Kherans or ordinary humans. As a result, he is comfortable with and well integrated into human society, and is liked and admired by many humans.

Baxter's primary goal involves keeping Earth safe from attack not only by the monstrous, shape-changing Daemonites, but also other superhuman and extraterrestrial threats, such as the potential dangers of Sliding Albion. Like Jenny Sparks, his long life reinforces his concern for the masses of ordinary short-lived humanity.





WINDSOR

THE KING OF SLIDING ALBION

"Incidentally, you're supposed to refer to me as 'your majesty.' You're on my territory, after all, not some Hanseatic scrap of rock and lichen. This, sir, is Albion. Pay respect."

— Windsor

Despite being an ordinary human with no alien ancestry, Windsor is king of Sliding Albion. Like all of the members of his family, however, he is really nothing more than a pawn of the Blues who dominate his world. He is a puppet monarch who possesses some power. As long as his actions do not interfere with the plans of his masters, he rules his people with impunity. The affairs of humans are mostly beneath the notice of the Blue nobles.

Windsor realises he is a puppet, and also knows that accepting this position is the only way he can gain wealth and status in a nation firmly under the heel of Regis, the King of Nails. Windsor betrays both his nation and humanity as a whole to help Regis literally rape and pillage this once prosperous nation. His complicity with the brutal regime takes a toll on both his morals and his sanity. He transforms the once stately Buckingham Palace into a decadent pesthole of vice and decay. Whores, nobles, thieves, and aliens indulge in drugs, have rampant sex, and commit a wide range of imaginative and horrible perversions in his court, while hardened entertainers play violin concertos and sing songs written in a happier era.

Windsor works with the Blue on a daily basis, permitting him to address them with a great deal of familiarity. In part, the Blue tolerate the liberties he takes because they respect noble bloodlines, even amongst the humans. After all, colluding human leaders can better control their people. His position is superior to that of minor Blue nobility, such as Regis's advisor Yngvi, and they endure his insults and barbed comments for as long as he holds Regis's favour. Windsor knows he can only push even these so far, though, for human blood, even human royal blood, is easily spilled. Yngvi and his like, meanwhile, suffer Windsor's abuse while simultaneously aware that he is completely dependent upon them for his position.

While Windsor regularly fraternises with the Blue, he also hates them with the core of his being. Windsor lacks any real patriotism or concern for his fellow humans, but he surely loathes having to grovel before the Blue. He may entertain fantasies of throwing them from Albion, the way his ancestors did in the 1920s ... but he has neither the courage nor resolve. Instead he pushes the limits of his sovereignty by demanding respect from the Blue nobility and making what decisions he can.

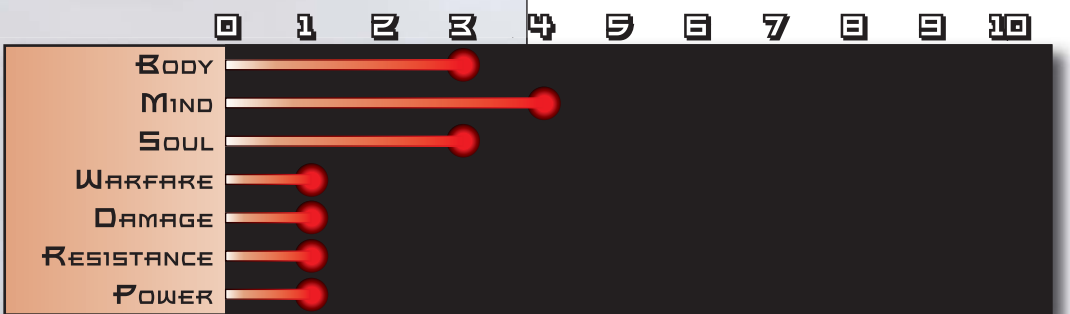


Windsor eventually pushes too far. Regis kills Windsor after hearing Windsor malign Yngvi's heritage, and witnessing the utter depravities permitted in Buckingham Palace. Regis cares nothing about the decadence itself, but sees it for what it truly is: a sign of Windsor's contempt for the Blue. By openly expressing his disrespect, Windsor seals his fate — Regis cannot tolerate any human daring to show disdain for him. When Regis calls Windsor to task, Windsor becomes frightened. He draws his weapon, but simultaneously swears his love for his king. As Regis reveals his full knowledge of Windsor's transgressions, however, the man realises his rule, and likely his life, is over. Terrified and hysterical, and with nothing more to lose, Windsor attempts to kill Regis. Unfortunately, Windsor only succeeds in killing a half dozen of his courtiers before Regis crushes his skull.

Windsor is but one of the many humans who willingly allies with the Blue conquerors. He is not even the first in his family to do so. The Windsor family has a long lineage, and bore witness to Regis's first reign of terror. In the 1920s, Windsor's grandfather worked with Lorenzo, Prince of Bryggen, in his plot to drive Regis out of Albion. By the 1950s, however, the family saw which way the wind was blowing, and realigned themselves with a returned Regis and Sliding Sicily. These close ties allowed the family to survive World War Nine — for the Blue knew they would need a useful figurehead to rule Sliding Albion.

Like his parents and grandparents, Windsor willingly assumes the role of collaborator. Unfortunately, the effort required to lead this servile life likely drives him half-mad. His is a desperate and twisted life, hating his alien overlords for making him grovel, and despising himself for serving them. He dies badly, but at least he finally gives into his rage against Regis in his last stand.





YNGVI
REGIS'S ADVISOR

"There are many advantages to being of Blue blood, do not induce me to demonstrate them."

— Yngvi

Yngvi is one of the Blue half-breed descendants of the aliens who came to the Sliding Earth. He is a typical example of his race: haughty, callous, and exceptionally cunning. He is also chief advisor to Regis, the King of Nails, especially on technical matters. His advice is crucial for Regis's plans, because Yngvi is everything that Regis is not: devious, calculating, and practical. He is the cold strategist to Regis's fiery nature; a logistician as opposed to a barbarous warrior.

Yngvi likely lacks the qualifications necessary to become a strong leader. He is not particularly charismatic; he is too icy and unemotional to command the love or even fear of others. More importantly, he lacks the bold vision necessary to rally both humans and other members of the Blue to his cause. He nevertheless understands exactly how valuable he is as an advisor. He counsels, collects intelligence, and suggests alternative courses to any action as contingencies. In doing all this for Regis, he helps Regis find ways to obtain his objectives and also manages to help shape and modify Regis's policy. He is not the power behind the throne for Regis will never allow anyone to control him in this fashion. Yngvi has a significant impact on Regis's decisions, though, and knows that his unseen efforts are partially responsible for Regis's successes.

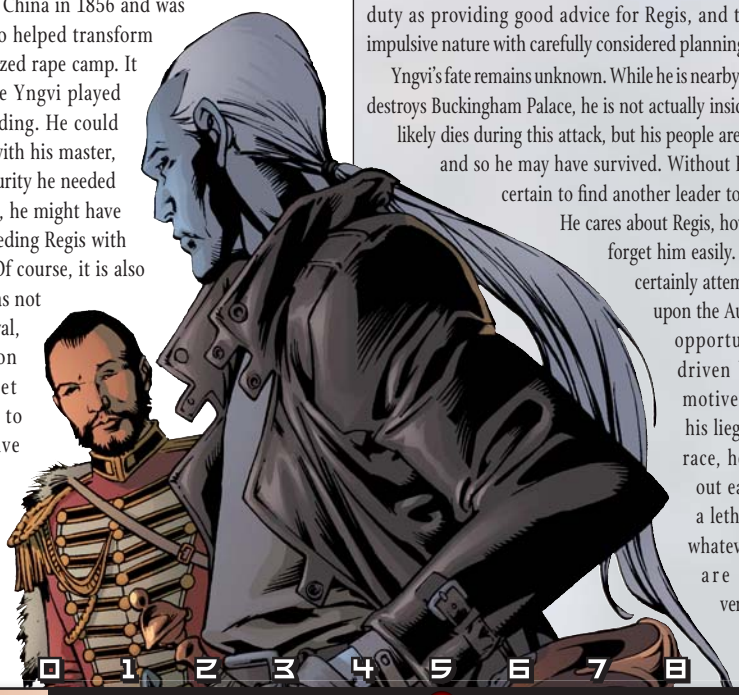
Yngvi has been Regis's ally for several centuries. He was at Regis's side when he invaded China in 1856 and was one of the people who helped transform China into a nation-sized rape camp. It is unknown what role Yngvi played when Regis was in hiding. He could easily have vanished with his master, providing him the security he needed to recover. Conversely, he might have stayed in the open, feeding Regis with critical information. Of course, it is also possible that Yngvi was not aware of Regis's survival, and simply moved on to other work — yet his loyalty remained to Regis, and would have immediately shifted to his old master's side upon his return.

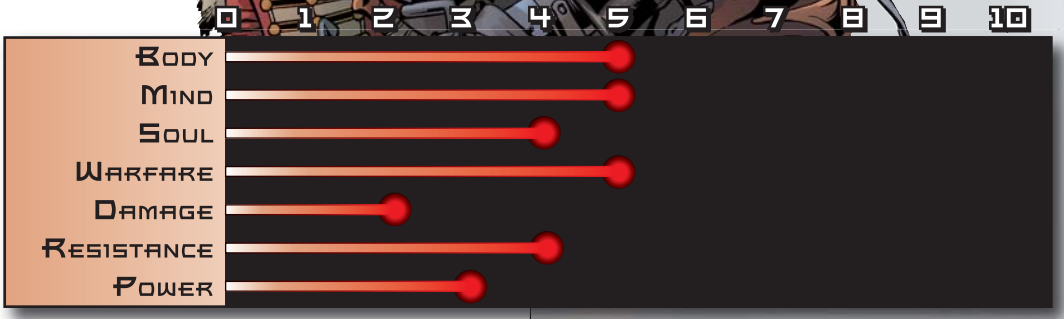
Yngvi has Regis's trust, and is clearly respected and liked by his liege. Yngvi spends much of his time in the Hanseatic regions, and likely maintains much of his power base there. He also travels frequently to Albion and, after Windsor's death, is put in charge of governing Albion in Regis's stead. In many ways, Yngvi is all the things to Regis that Lorenzo was not.

Despite many opportunities and presumably much trying, Yngvi has no children — no human woman ever lived to bear his child. This want also drives his attempts to support Regis's various conquests. Yngvi is quiet and rarely expresses his emotions openly, but his feelings are no less strong. His inability to father offspring seems to fill him with sadness. He likely resents the rapidly breeding humans, and dreams of new worlds to exploit and new peoples to break under the Blue's heel. While not as openly cruel as many of the Sicilian Blue, Yngvi has no compunction about rape, murder, or torture and can converse with Regis without pause while his master engages in violent activity.

One of Yngvi's greatest strengths is his asceticism — he always does his duty and has no time for the decadence that consumes so many of his people and the humans that work for them. He has nothing but contempt for Windsor's debaucheries, and likely prefers an orderly and well run household to one filled with wild bacchanals, casual mayhem, or random bloodshed. While he can be an exceptionally dangerous foe, he never wastes his time with pointless violence or stormy and choleric bluffs. When he threatens another it is in deadly seriousness. Yngvi probably does not overindulge in the pleasures of the flesh or intoxicants, for his counsel is always sensible and unimpeded by unrestrained emotions. This clear-headedness is especially important when consulting with the volatile Regis. Yngvi sees his most important duty as providing good advice for Regis, and tempering Regis's impulsive nature with carefully considered planning.

Yngvi's fate remains unknown. While he is nearby when Jenny Sparks destroys Buckingham Palace, he is not actually inside the building. He likely dies during this attack, but his people are extremely durable and so he may have survived. Without Regis, he is almost certain to find another leader to attach himself to. He cares about Regis, however, and will not forget him easily. If alive, Yngvi will certainly attempt to take revenge upon the Authority at the first opportunity. Even when driven by such extreme motives as the death of his liege and most of his race, he will coldly plot out each manoeuvre of a lethal scheme, taking whatever time and steps are necessary for vengeance.







The World of the Authority

While everyday life has historically been rather conventional, both terrors and wonders have forever surrounded the inhabitants of Earth. Unbeknownst to the public, the world has been home to aliens and enhanced humans for many centuries, who have carefully kept their existence secret ... until recently. In the more obscure and inaccessible portions of the world, entire civilisations and cultures remain hidden from the view of ordinary humans. Dinosaur-riding tribes still live in the deepest jungles and an entire advanced civilisation dwells deep under the Earth in unknown caverns dozens of miles long. Those with knowledge of these wonders — aliens, superhumans, and the few humans privileged or cursed to work with them — are touched by the strange.

In the past, when mysterious superbeings occasionally threatened the safety and security of Earth, altruistic individuals defeated these terrors in epic yet clandestine battles. This secrecy began to break down in the 20th century. Governments became increasingly interested in the actions of superhumans and, by the late 1900s, most world powers worked with or recruited superhumans. Officials carried out these programmes covertly, with little knowledge of this activity reaching the average citizen. Many governments discredited or denied the existence of superhumans who refused to work within the system.



Aliens

Several alien species, including the Kherans and the Daemonites, visited Earth during the last several thousand years. Additionally, small groups of Kherans and Daemonites were marooned here when their vessels crash landed. A third, unidentified group of aliens is responsible for Jack Hawksmoor's transformation into a post-human *Homo urbanus*, though Russian scientists from Science City Gamma believe the "aliens" are future terrestrials.

Kherans

Kherans are nearly immortal aliens who control a large interstellar empire. They appear completely human, but live for thousands of years and are far stronger and more resistant to injury than humans. Some Kherans possess additional superhuman abilities including psychic powers or greatly enhanced physical capabilities. Kherans can interbreed with humans and crossbreeds are likely to have such unique powers.

Kherans, however, are extremely conscious of distinctions of species and social class and look down on everyone who is not a full-blooded Kheran. Most Kherans have little interest in this planet, allowing the nobles who control the Kheran Senate, and those who care nothing for humans or Earth, to use it as a pawn in their political games.

During their centuries-long war with the Daemonites, the Kherans visited Earth and many other worlds far outside the boundaries of their empire. Notably, a handful of Kherans, including Zealot, Majestic, and Lord Emp (also known as Saul Baxter), crash landed on Earth thousands of years ago and continued their fight against their Daemonite enemies.

Daemonites

For many thousands of years, these semi-humanoid reptiles ruled a rapacious and violent interstellar empire bent on conquering the galaxy and battled constantly with their sworn enemies, the Kherans. Daemonites are considerably stronger, longer-lived, and more durable than humans. In addition, they can possess other intelligent beings and shapeshift into different humanoid forms to infiltrate their enemies' ranks. Like the Kherans, some visiting Daemonites interbred with humans, producing descendents with a variety of unusual powers. Daemonites first visited Earth at the dawn of civilisation and periodically used humans as breeding stock for the creation of mindless vat-grown superwarriors.

Three hundred years ago, the Kheran-Daemonite war ended after the Daemonite economy collapsed, leading to an unconditional surrender. The Daemonites are now a conquered people, living in wretched slums on Kheran worlds. The Daemonites nevertheless still represent a serious threat to isolated worlds like Earth, since refugees and raiders still exploit worlds unable to defend themselves.

Daemonites are a violent species, but contrary to Kheran propaganda, they are not inherently evil or vicious.

Out of the Shadows

The superhuman population rose rapidly and their presence became increasingly public after the Comet Effect of the 1960s. While they continued to try to conceal their actions from the public, knowledge of their existence and the hyper-advanced technologies they used spread though the media. The proliferation of this technological knowledge, combined with the ever-increasing numbers of superhumans, means that post-human activities regularly pose serious threats to humanity. Now, at the beginning of the 21st century, Earth is home to many individuals and supertechnologies that could transform the planet into a paradise, a horrific totalitarian regime, or a lifeless ball of glowing rock.

Technology based on superhuman advances plays a large part of this combined menace and promise. While the United Nations possesses advanced force field and teleportation technology, the US government, the wealthiest private companies, and even a few criminal organisations can manufacture post-humans with a modicum of effort. Even freelance terrorists can gain access to technology that allows them to clone designer "supervillains" in mere days. Powerful governmental and private institutions now have the means to end all human life across globe.

Humans and superhumans could use this technology for more than just destruction, of course. Advanced nanotechnology could eliminate hunger, or even the concept of scarcity, and doctors could cure almost any illness with many of the same genetic techniques now used to create superterrorists. Today the thousands of superpowered individuals living across the globe are not only one of the many potential dangers facing Earth's inhabitants, they are also one of the many sources of hope.

Little changes, however, for those with the power have a huge incentive to maintain the status quo.

Secret Technologies

Human scientists have reverse-engineered many of their most advanced devices from samples of Kheran and Daemonite technology. Other marvels are based on the few working samples of technology from Sliding Albion or derived from investigations



into post-human abilities. Regardless of their origins, the majority of these technologies have no impact on the lives of ordinary citizens; few people have contact with equipment more advanced than future phones or digital cameras. The underground secrets of post-human and future technologies are primarily known only to members of secret government projects, private superhero teams, or sponsored groups like StormWatch. These organisations keep the many advanced technologies safely contained. Government leaders claim that maintaining control of such technologies is essential; farmers and accountants surely cannot have access to devices that could destroy entire cities. This sentiment is only a portion of the truth, however, for even benign technologies that could end disease, hunger, and poverty would radically change global society. Politicians and others in positions of influence fear such changes. In addition to problems caused by rapid social changes, releasing these technologies could overturn the current balance of economic and political power and render many world leaders powerless or irrelevant. Both governments and officially sanctioned superheroes suppress advanced technologies because of a mixture of altruism and a selfish desire to keep others from challenging their authority.

Hidden Wars

This covert world of shadow governments encompasses more than just groups of enhanced humans and research into futuretech. Even supposedly democratic governments, such as those in the US and the UK, regularly use superpowered covert operatives and test prototype devices upon their own populations in unimaginably horrific experiments. Secret cabals within these governments not only fund and direct these projects, but also exert control over entire nations. Many of the people behind these ventures view humans as little more than pawns or chattel. They consider themselves above the law and are devoid of loyalty to nations or humanity. The only serious check on their schemes is the knowledge that public exposure of their actions would trigger widespread social unrest, which prevents them from attempting ever more wide-reaching plans. These shadow governments carefully conceal their activities because they fear repercussions should the public ever learn the bizarre truth about the world in which they live.

Public Faces

Not every superbeing agrees to hide from the public. Occasionally, certain individuals attempt to make sweeping changes to the globe, to the world's advantage. Since the world's shadow governments fear the social and economic changes that would result from any sweeping positive change, these attempts to spread beneficial technologies are routinely thwarted.

Not all of these clandestine campaigns have been negative, however. While self-serving efforts have prevented humanity from accessing hyper-advanced medicines and safe, inexpensive electricity, these occult governments have also prevented many terrorists from obtaining exceptionally deadly weapons and dangerously unstable technologies that could kill millions.

StormWatch

In the late 1970s (c 1978), the United Nations organised a grandiose project to produce a team capable of dealing with world-wide threats. The culmination of these efforts was the official United Nations Special Crisis Intervention Unit, known as StormWatch. Whenever a national leader asked for assistance by invoking "Code Perfect," StormWatch could intervene to protect a state's territory or its citizens. As their operations base, Skywatch space station, in near-Earth orbit, possessed teleport bays and a powerful force field (both reverse engineered from alien technology), StormWatch personnel could teleport to the vicinity of the crisis within seconds. In addition, Skywatch contained more than a dozen powerful superhumans, several hundred ordinary human technicians, data analysts, and emergency services personnel, and several small StormForce teams composed of ordinary human investigators and soldiers to provide support.

Henry Bendix, known as the Weatherman, was the founder and first leader of StormWatch. Jackson King succeeded Bendix in the late 1990s. Although the superheroes of StormWatch originally worked as a single team, in the mid 90s, Bendix reorganised StormWatch into three divisions: StormWatch Prime dealt with superhuman resistance, StormWatch Red was the deterrent force, and StormWatch Black was a covert urban insertion team. Most of StormWatch died in 1998 when an alien force assaulted Skywatch; shortly thereafter, the UN disbanded the organisation.

The High's Superhumans

A powerful superhuman known as the High came to Earth in 1910 from an alternate world. He grew up filled with liberal idealism and a love of America. Distraught over the planet's seemingly never-ending crime and corruption, he vanished from public life after WWII to better think about how he could remake the world into a just and humane place.

The High came down from his refuge in the late 1990s and assembled a team of post-humans to change the world. The most powerful members of his team included an incarnation of the





Doctor, the first Engineer, and Wish, a power activator who could also control the minds and emotions of others. The Doctor hoped to mystically awaken the world's population, while the Engineer planned to end poverty, hunger, and illness with his nanotechnology. The other members of the group included: Blind, the Eidolon, Rite, and Smoke.

The High and the Engineer were good-hearted but naïve idealists who sincerely attempted to remake the world into a place without oppression, want, or strife. Unfortunately, other members of the High's organisation cared more about indulging their own power fantasies than they did about making positive changes. StormWatch eventually defeated the High's team, who were then killed on orders from Weatherman Bendix.

Ordinary People in an Extraordinary World

Sometimes the shadow world of shiftships, helicars, and postmodern gods interacts with the ordinary world of offices and SUVs. Usually, such contacts only occur when something threatens the lives of ordinary people.

During the second half of the 20th century, humanity became increasingly familiar with deadly events like alien invasions and attacks by superpowered terrorists. Since most people could do nothing to avert such calamities, they responded with the terror, hopelessness, and occasional religious fervour that characterises humanity's reactions to events beyond its control. Due to the efforts of the shadow world to maintain secrecy, however, fantastic individuals rarely impacted the average citizen; even if occasionally a supervillain killed dozens or hundreds of people, StormWatch or a similar group of superheroes always stopped events before they effected a far-reaching impact on society. Therefore, while the explosive battles of superheroes and supervillains might generate tremendous sound and fury, they rarely caused widespread change.

The dissolution of StormWatch significantly disturbed this balance. The existence of the Authority threatens to disrupt it completely.

The Authority

As potent as the world's most powerful superhero teams, and willing to defy governments to accomplish its goals, the Authority is a superpower in its own right with which all shadow governments and existing post-humans must now contend.

Rising from the Ashes of StormWatch Black

StormWatch Black, the covert operations team of the United Nations Crisis Intervention Unit, was independent of the ordinary StormWatch chain of command. It answered only to Weatherman Henry Bendix, and later to Weatherman Jackson King. Its three members — Jenny Sparks, Swift, and Jack Hawksmoor — spent little time on Skywatch station, and all of them operated independently and moved rapidly across the world without using StormWatch transport bays. As a result, StormWatch Black's operations rarely appeared in official records and Jackson King was able to keep the names, activities, and locations of the three operatives buried when the UN disbanded StormWatch.

When Bendix recruited Jenny to lead StormWatch Black, he offered her the chance to change the world by attacking the problems facing it rather than addressing just the symptoms. Jenny agreed to make one last attempt to improve the Earth after more than 90 years of failed dreams and lost hopes. After the United Nations disbanded StormWatch, she embarked on an ambitious plan to create an independent organisation with potentially more raw power at its disposal than even StormWatch.

Jenny knew that awesome menaces, both terrestrial and from beyond, would continue to threaten Earth, and that there was currently no organisation capable of stopping them. Additionally, Jenny, Swift, and Jack Hawksmoor all still believed in the possibility of truly improving the world. Knowing she would die at the end of the millennium, Jenny used the last year of her life to build an enduring legacy.

Fortuitous Choice or Predestiny?

One of the most unusual things about the Authority is that Jenny Sparks knew for more than 80 years that she would belong to this team. As the end of the century (and her death) approached, Jenny set into motion the plan she had first heard about many decades earlier — when the Engineer travelled back to the early 1920s, acting on instructions Jenny left in her diary, and used her nanotechnology to save Jenny's life.

During her brief visit, the Engineer described both the Authority and the Carrier to Jenny and even told her when she would come up with the idea for the group. Jenny's knowledge of this future helped guide her creation of the Authority, the last superhero team she was destined to join.

Origins

Jenny had previously met most of the team even before they formed the Authority. She had worked extensively with both Swift and Jack in StormWatch Black, and was sure they were both eager and determined to change the world for the better. Additionally, in 1943, Jenny had rescued the Egg of Dhammpada, containing Swift, from the Nazis; Jenny knew of the Tibetan prophecy that foretold Swift would "usher in a golden age of peace and love," making her an obvious choice for the Authority. Next, in 1976, Jenny met the young Jack Hawksmoor just before he saved the world from an attack by 70th-Century Kansas City.

As for the Engineer, Jenny knew that Angie Spica, raised on a diet of genius-level science and four-colour superheroes, would eventually inherit and expand upon the previous Engineer's invented liquid machinery. She also saved Apollo and the Midnighter from one of Henry Bendix's hit squads in the early '90s; impressed with

their selfless dedication to fighting evil, she knew neither could remain idle for long after their supposed retirement.

Even with this much raw power assembled, Jenny knew there needed to be seven members of the Authority — seven was a mythically resonant and symbolically powerful number. The final member she wanted was the latest Doctor, as she had known the previous incarnation of Earth's shaman. Ultimately, Jenny's drastic measures to convince the Doctor to fulfil his destiny paid off.

With the world's most powerful magician as part of her team, Jenny knew the Authority was fully the equal of any world superpower and could resist pressure from any government or other group.

The Team

Jenny Sparks's teammates never question her right to lead the group she formed. She is far older and more experienced than the other members; additionally, no one else (except Swift) had any long-term experience working with a team.

Although not an autocratic leader, Jenny is certainly the dominant voice of the group. She is a self-described anarchist and does not believe in rigid hierarchies or top-down leadership. She listens to her teammates' views, and takes their opinions into consideration. Yet in the middle of a crisis or on the field, she expects her orders to be followed immediately and without hesitation. Jenny can be loud, bossy, and ruthless when lives are on the line, but given a moment's respite, she shows respect and compassion for her friends. To her credit, her teammates trust her implicitly, even when exercising their right to question her orders.

Future Courses

Jenny knows that she will die at the end of the millennium, though it isn't until her final days that she truly understands why. She wants her team to be her legacy, and endure long after her death. To accomplish this, she embraces her anarchist ideals and makes important decisions by consensus. The team decides together to destroy Sliding Italy, for example, knowing the ramifications of their actions. Although they occasionally disagree on minor issues, the team resolves major dilemmas unilaterally. By the time Jenny dies, the Authority works together as equals; while in an excellent position to reforge the team's power structure in a fully egalitarian fashion, it is also likely that the Authority will reform around a new leader.

Modern Gods

The Authority's members have extremely diverse powers and several have vast amounts of untapped potential. In a very real sense, they are a true pantheon of modern gods. Each has a specific area of expertise; together they are capable of accomplishing nearly anything. Although losing Jenny Sparks might reduce both their morale and potential, they are capable of recovering in time. With the range of their abilities, the team can use a multitude of approaches to handle any problem; the question is not whether they can accomplish a particular goal but how they wish to do so.

The Mission

Jenny Sparks created the Authority to be the equal of any national superpower. They would confront civilisation-level threats and help trigger global changes. They have only just initiated their first few campaigns, yet everyone in the Authority feels responsible for every person on Earth. In addition, their encounter with Sliding Albion causes them to consider a wider scale to their mission, going beyond their own planet. They possess the capability to visit any alternate Earth as easily as most people drive to work, and they feel a growing consensus that their real job is to improve all worlds they encounter. Although the team rarely discusses the true implications of such a decision, there is no question they wish to end genocide, massive oppression, and organised brutality wherever and whenever they encounter it.



The team primarily focuses on problems that affect entire cities, nations, or the world as a whole. Working on this level, though, does mean they risk losing sight of the individuals they are helping. While making extremely difficult choices, their goal is to save more lives than they destroy; the world would be in far worse shape without them.

The Authority is transitioning from being a team of superheroes to becoming a world superpower that speaks with the greatest nations on Earth as an equal. With the power and the dedication to drastically alter Earth's politics, technology, and social structure, even the most farsighted of the Authority have no idea what the ultimate results of their bold and daring efforts will be.

Public Eye

Previous groups of superbeings were either coldly formal and distant, such as StormWatch, or subversive and enigmatic, such as the coalition led by the High. No previous group has been so public, open with information, or as accessible as the Authority. They make their presence known, broadcasting announcements across the globe; when they reveal the Carrier, it is like an omen from the heavens. They may not disclose everything about themselves or the work they accomplish, but they inform the public when necessary. In time, they will likely become even more accessible, straddling the line between saviours and rock stars.

Clan Gamorra and Gamorra Island



One of the most dangerous political and military powers in this volatile world is Clan Gamorra. Located off the southeast coast of China, the 10-mile long Gamorra Island (originally called Parousia) became a locus for crime and terror in the late 1940s, shortly after World War II. A few months after the Japanese surrendered to the Allied forces, the three Gamorran brothers, Sum, Wai, and Kaizen, along with their equally devious and predatory mother, took control of the island. They retitled it in their name, turning it into a factory for terror. Within 10 years, Kaizen had killed his brothers, becoming sole despot.

Under Kaizen Gamorra's brutal rule, Gamorra Island evolved into a centre for all manner of crime. Assassinations, vandalism, extortion, kidnapping, bombings, and other forms of terrorism-for-hire are available to anyone who can meet Kaizen Gamorra's high prices. Although the majority of the inhabitants of Gamorra Island are not terrorists or mercenary thugs, most of the island's thriving economy is based upon crime. Almost everyone who is not directly a part of the terrible Clan Gamorra works for them in some fashion, if only as a cook or a cobbler.

Many world leaders consider Gamorra Island a lair of deadly vermin that desperately needs to be exterminated, but no one ever attempts to do so. Any nation attacking this island would suffer terrible retribution from any surviving members of the Clan; Kaizen Gamorra is a skilful blackmailer and has highly incriminating information on the leaders of many major governments. He acquires much of this material by acting for governments who do not wish to be directly involved in assassinations and other illegal operations.

For 30 years a disguised Kheran alien, John Colt, impersonated Kaizen Gamorra. Gamorra Island acquired numerous alien-derived technologies during this time, including a force field as powerful as the one that once surrounded StormWatch's Skywatch station, teleportation machinery derived from StormWatch's transport bays, and highly advanced genetic engineering and cloning technologies. At a moment's notice, John Colt could raise a hemispherical force field capable of protecting the island from the most powerful superhumans as well as all conventional weapons. Meanwhile, he used his teleportation bays to transport terrorists and other members of Clan Gamorra outside the force field and then teleport them back inside, all without having to lower the force field. When the real Kaizen Gamorra regained control of the island, he mastered these technologies, furthering the island's reputation.

Geography

Gamorra Island is presumably home to more than a million people. Most of this small island is effectively one tall and exceedingly dense metropolis known as Gamorra City. This city is similar to Hong Kong and Singapore, with office-filled skyscrapers standing adjacent to enormous apartment complexes. The buildings are tall, the streets narrow and crowded, and forests of neon signs cover the buildings. While the poor undoubtedly live in cramped and stifling tenements, residents who work directly for Kaizen Gamorra probably live in the greener and more open portions of the city.

Gamorra Island is very much a maritime island, with large docks covering almost the entirety of the island's coast. Fishing likely provides much of the nation's food and many citizens would own at least an open motorboat. The force field that protects Gamorra Island also encompasses a significant area of ocean. In addition to considerations of safety and ease, this design allows the inhabitants to continue to fish even when the dome is up, ensuring the residents can continue to feed both themselves and the members of Clan Gamorra during any emergency.

Culture

Kaizen Gamorra's face is familiar to everyone. In addition to his public appearances, locals see his fearsome grin on posters mounted everywhere. No one can escape evidence that this is his island and that he controls the lives of all who live here. While some residents seek advancement by going to work for him, most have heard the stories of how he kills loyal subjects simply to prove a point. Those who enlist with Clan Gamorra are either dangerously overconfident or completely desperate. The populace defers to anyone wearing his dread three-knotted circle.

Language

It is likely that the common language of Gamorra is Cantonese, since it is one of the most common dialects for overseas Chinese (although as all written Chinese is the same, this might not be true).

Kaizen also likely considers English to be the international language of business, even if that business is terrorism. He is clearly fluent in English, as are several of the *koroshi* warriors.

Laws

Although the economy of Gamorra Island is based upon terror-for-hire, it is far from lawless. The laws and regulations on the island can be extremely strict and draconian. Anyone who violates the local law or who is perceived to have acted against Kaizen Gamorra's interests must face the brutal might of Gamorra's vat-grown superhuman police force (see page 320). These deadly superhumans form a callous gestapo, and rigidly enforce Kaizen Gamorra's every whim. The one Midnighter encountered seemed willing to execute him outright; other prisoners would likely be brought before Kaizen



Gamorra for him to administer swift and merciless trials and terrible punishments. Consequently, most citizens of Gamorra Island always appear orderly and peaceful and follow Kaizen Gamorra's rules. Although Gamorra Island is a haven for criminals and terrorists, it is surely also a rigidly controlled police state, with the worst terrorists working for the nation.

Gamorra Tower

The heart of Clan Gamorra is the Gamorra Tower. This massive skyscraper consists of a pair of large semicircular towers emerging from a larger, conical building. Naturally, Gamorra Tower is the tallest structure on the island; the higher of its two towers is more than a quarter-mile high.

Gamorra Tower is almost a city in its own right. To protect the building's inhabitants from assault, most of the tower is probably located underground, with sub-basements extending deep into the Earth. The bioreactor Kaizen Gamorra used to fast-grow the thousands of superhuman clones is perhaps more than two miles deep into the bedrock of the island. Clan Gamorra employs thousands of technicians, engineers, doctors, and nurses to maintain its advanced technology and to care for this array of vat-grown superbeings. Additionally, ordinary humans perform the less crucial portions of the Clan's security arrangements. Although some of these people predictably live in Gamorra Tower, most live in the surrounding city and work in this hyper-advanced and ultra-secure building.

Gamorra Island Technicians

The unsung strength of the terrorist island of Gamorra is its inventive corps of technicians and scientists. These are the men and women who build and maintain Clan Gamorra's arsenal of advanced technology and genetic superwarriors. Those who survived the Authority's counter-attack are likely extremely valuable prizes for any government or agency who can obtain their services. See page 330 for game values.

The Future of Gamorra

After the Midnighter destroys Gamorra Tower and kills Kaizen Gamorra, Christine Trelane and Jackson King convince the UN to send international aid and relief teams to the island. In addition to helping Gamorra Island rebuild, these units will also help it to transform it from a terrorist state. More importantly for the rest of the world, the UN will also prevent any single nation from gaining exclusive control over Gamorra's advanced technology. Both the island's force field and the teleportation bays are familiar to the UN, but the amount of equipment on Gamorra Island is more than an order of magnitude greater than anything constructed elsewhere, and its bioreactor and the entire superbeing cloning facility are the largest and the most advanced facilities of their kind ever created. This new technology could allow any nation to create a massive superbeing army in mere weeks; thus the UN's decision to limit access. The UN relief teams' goal is also to root out the surviving remnants of Clan Gamorra. While Gamorra Island will almost certainly end up less prosperous than it once was, the residents may experience a better quality of life, with more freedoms and opportunities. Under this more benevolent rule, citizens are less likely to be killed for committing minor crimes or abducted and used in dangerous experiments.





Crisis Points: Earth

During the first three major Authority adventures, the team finds themselves responding to worldwide threats: Kaizen Gamorra's *koroshi* terrorists attack Moscow, London, and Los Angeles; the invasion force of Sliding Albion that strikes at Los Angeles and the North Sea; and the terrors from the Outer Dark, whose wake of destruction encompasses the Moon, Earth's orbit, Tokyo, and parts of Africa. Of course, the individual members also had many earlier escapades, at diverse locations, ranging from secret US army bases to Russia's top-secret Science City Gamma, from Berchtesgaden, Germany to the Wolfshead pub in London, England.

Africa

When the alien god who created Earth returns to the planet, its heralds first strike at a portion of the African veldt. This huge organism, the African spore, takes root here and starts transforming both the land and the atmosphere into a close approximation of Earth's Pre-Cambrian environment, more than three billion years ago. Several days pass before the Authority discovers it, allowing it to convert a large region of lush grazing area more than 10 square miles into a wasteland. During this period, every human and animal in this region is killed or forced to flee.

The African spore fills the air with large amounts of carbon dioxide, methane, and sulphur dioxide. Free oxygen is largely absent, and transformed land becomes a hellish mass of stinking, brown, semi-liquid tentacles and barren rocky excrescences. At the heart of this horrific landscape is the spore's primary breeding mound, a shallow triangular mountain of protoplasm covered with complex, and highly mobile, eyestalks and long tentacles.

The Engineer's Re-terraforming

The Engineer destroys the African spore to halt its atmospheric transformation before using a swarm of nanomachines to repair the environment. Since she is called away before the machines complete the task, it is unclear how successful they are. Local animals will presumably avoid this area for some time, since thousands of them died from the alien attacks and the deadly atmosphere. Without the Engineer's help, however, this region would have taken decades if not centuries to recover. Top scientists will surely study this region with great interest to gain insight into Earth's previous ecology.

Berchtesgaden

Berchtesgaden is a picturesque German town about 160 km southeast of Munich, in the Bavarian Alps near the border with Austria. It is located at the foot of the imposing Kehlstein Mountain. Halfway up the mountain's treacherous roadway is the Obersalzberg, a wooded plateau that hosts a quaint cottage known as the Berghof. The Kehlsteinhaus "teehaus" (tea house), a villa with a splendid view of the Alps, stands at the mountain's summit. It was built by the Nazi party as a present for Adolph Hitler's 50th birthday, and presented to him on April 20, 1939.

The Nazis constructed the house, nicknamed the "Eagle's Nest" by the Allies, on a rocky spur of the mountain, 900 metres above the Obersalzberg and 1834 metres above sea level. The last stretch of the road to the Kehlsteinhaus is a marvel of architecture, passing through five tunnels but only bending once in its route to the top. The road and the grounds were patrolled by SS soldiers on foot and horseback. The final approach was surrounded by a 10 km long security fence. When Jenny Sparks visited in 1943, the guards had no heavy weapons; in 1944, the Nazis emplaced four 37mm anti-aircraft cannon on the slopes behind the house.

The Kehlsteinhaus was richly furnished, with a sun terrace overlooking the mountains, and the main reception room demonstrating Axis solidarity: displayed within was a fireplace of red Italian marble (a gift from fellow dictator Mussolini), a Japanese carpet (from the Japanese ambassador), and valuable tapestries. Hitler only visited his "tea house" a few dozen times, usually to entertain visiting dignitaries, but it was popular with senior Nazis, including Hitler's mistress Eva Braun.

Jenny Sparks was briefly held captive here, when Albert Speer (architect, and the Nazi armaments minister at the time) was visiting. US troops occupied the house after World War II, and though rumours of hidden underground bunkers abound, none were discovered. The house remains as a tourist attraction today.

SS Guards

During World War II, troops from the Waffen SS, Hitler's elite bodyguard, garrisoned in the Eagle's Nest. An Allied agent who fell into their hands would be tortured and executed, unless somehow spared by Hitler's whims. Superbeings might suffer an even worse fate, such as being dissected alive to help scientists artificially duplicate their powers with twisted Nazi science.

Electric German Supermen

Nazi armaments minister Dr. Albert Speer described the Nazis' diabolical plan to a captured Jenny Sparks. She was to be sent to Dr. Joseph Goebbels, the minister of propaganda, for dissection, with the hope that studying her powers would help them create an army of electric German supermen that could take the war to Britain and America. See page 331 for game values.

London

Kaizen Gamorra's *koroshi* terrorists target London, England, for their second strike. The assault starts in central London on the north bank of the River Thames. Within seconds, the attackers transform the historic majesty of Big Ben into broken rubble and cause significant damage to both the adjoining Houses of Parliament and Westminster Abbey. Additionally, the Authority's efforts to defeat the terrorists destroy much of the nearby riverfront, though damage throughout the rest of central London is far lighter and more sporadic. Buckingham Palace is outside of the damaged portion of the city and London's residential neighbourhoods are largely untouched.



Aftermath

Although this attack demolishes several important historic landmarks, the damage to the city is minor. Rebuilding efforts will be rapid; for most residents of London the assault is more of a symbolic blow than a true threat. Even the death toll is surprisingly low, with only 12 civilian casualties. London should completely recover in only a few years and for most residents life will return to normal in weeks.

Rescue Workers

Courageous and dedicated teams of rescue workers, like paramedics and firefighters, arrive after a major disaster such as the Gamorran terrorist attack on London. Their primary mission is finding still-living victims who may be trapped under piles of fallen rubble. See page 330 for game values.

The Wolfshead

The Wolfshead pub in London is England's most notorious watering hole for the weird. It has existed for years as a refuge for England's underside, whether post-human, superhuman, supernatural, or bizarre. Jenny Sparks frequented it for years, and it was her last solitude before joining StormWatch. Jenny claims she went in one evening and spent the next 10 years drinking there.

The regulars at the Wolfshead consist of the darker edge of the post-human crowd — it's a place for serious boozing, and the peace is kept by a mutual air of respect, and an understanding that people want to be left alone. The crowd consists of post-humans, monsters, aliens, cyborgs, werewolves, and things that defy description (such as the one toilet that has something living inside it).

Los Angeles

Kaizen Gamorra's army of cloned superhumans completely demolishes most of Los Angeles's downtown and central business district. This assault badly damages the distinctive spire of the L.A. City Hall and as well as many of the skyscrapers so common in this section of Los Angeles. The attackers raze the city's wealthiest businesses and investment firms. Most of the freeways in the greater Los Angeles area pass through the site of the attack, and those junction points and connecting roadways are shattered. The devastation also knocks out most of the L.A. power grid.

Aftermath

Because all of the ruined highways, the strike on L.A. disrupts the greater metropolis for many months. Until these sections of road are rebuilt, traffic in L.A. will continue to be even worse than it was previously. Additionally, this devastation causes severe transportation problems for clean-up crews and emergency service vehicles. The regions that lose power likely will not have it returned for several days, since repairs are hampered by these further challenges.

Much like the earthquakes of the late 1990s, however, even the most massive events only touch a small portion of this vast and sprawling city. The Authority contains the fires started by the terrorists' heat beams, which keeps the damage from spreading beyond the downtown core. The Los Angeles Reclamation Project to rebuild the area starts within the month. While the Gamorran strike significantly affects the economy of L.A., the city will recover in a few years.

Wilshire Boulevard Reforestation

Some of the effects of the Los Angeles battle are exceedingly unusual. After the attack, several rows of enormous trees, including dozens of giant redwoods, stretch down the middle of Wilshire Boulevard in downtown L.A. These trees are extremely hale and hearty, and debate continues whether they should be removed or left as a monument to the incident ... especially since the Doctor created these trees from the transmuted bodies of the terrorists.

L.A. Citizens

The citizens of Los Angeles are exceptionally grateful for the Authority's efforts, despite the damage. While this massive raid destroys the most exclusive portion of the business district and many of L.A.'s historic buildings, the Authority defeats the terrorists before they can obliterate any large residential areas. The destruction is highly concentrated and most of the city's 10 million inhabitants are unaffected by anything beyond the massive power outage and the subsequent traffic problems. Over in the San Fernando Valley, residents watch the attack in terror, but those who do not work in or drive through downtown experience little change in their daily routine.





Los Angeles Reclamation Project

A Sliding Albion attack fleet strikes Los Angles only a few months after Gamorra's superterrorists attack. The city is beginning to rebuild when suddenly several hundred shiftships appear off of the California coast.

The shiftship attack fleet is exceedingly large and moderately spread out. Unlike the previous strike by Clan Gamorra, this fleet covers a far greater portion of the city. The shiftships' energy beams cause large amounts of random destruction, affecting almost the entire Los Angeles basin from Compton to Griffith Park. The buildings destroyed in this assault either burn down in the ensuing fires or explode from impact with a shiftship or Air Force jet.

El Toro

Minutes after the shiftship fleet begins its assault on L.A., dozens of fighter planes, likely from the Marine Corps Air Station El Toro (located 8 miles southeast of Santa Ana and 12 miles northeast of Laguna Beach), engage the enemy. Additional Marine F-4 Phantoms are presumably dispatched from Marine Corps Air Station Miramar near San Diego, supported by US Navy F-14 Tomcats.

California Air National Guard

Further air support is likely marshalled at Fresno Air National Guard Base, in the form of the 144th Fighter Wing. F-16 Fighting Falcons and F-4 Phantoms form this defensive wing, which is based about 210 miles from L.A. (about 10 minutes by jet fighter).

Aftermath

One of the potentially greatest consequences of this attack is the likelihood of prisoners of war from Sliding Albion. Many shiftships crash-landed in Los Angeles, and the Authority turns many prisoners over to the US military. There is no evidence of any Blue prisoners, but even the humans of Sliding Albion possess advanced technical knowledge. Additionally, some of their shiftships, including a few of the large cruisers, suffer only moderate damage. The United States now has access to a wealth of scientific knowledge, and many examples of this technology are likely repairable. The energy beams and the antigravity lifters alone may provide a significant boost to the US military. The Authority and the United Nations will undoubtedly keep a close eye on the technological fallout from this incident.

StormWatch Secret Military Bases

StormWatch maintained several top-secret armed forces bases on US soil (such as the one Colonel Pruzhany once pretended to use as a front for a Satanic child-kidnapping operation). The presence of these bases was presumably part of a secret agreement between StormWatch and members of the US shadow government.

Pruzhany's base housed almost 100 soldiers and technicians. It also possessed a large airfield capable of handling military transport planes and contained a wide range of advanced technologies, including energy weapons and anti-gravity attack platforms. This base and others like it were specifically used for deep cover operations, known only to Henry Bendix. Once Bendix was deposed as Weatherman, these bases may have been discreetly re-acquired by the US government, or may be forgotten like the undersea StormWatch Black training camp (page 241).

Colonel Pruzhany's Black Ops Team

These Russian black ops soldiers worked for Colonel Kirsan Pruzhany when he reported to Henry Bendix. They are equipped with infrared goggles, radios, and a mix of assault rifles and energy weapons. Many are likely to have been veterans of Russian military intelligence (GRU) or interior ministry (MVD) Spetsnaz commando units. See page 334 for game values.

The Moon

The alien god that created Earth left a dormant watch spore behind to guard its domain. When a rogue comet struck a section of the planet, this watch spore was amongst the fragmented particles that formed the Moon.

Long dormant, the watch spore is revived by the alien god's heralds when they discover Earth is infested with humans. Growing at a fantastic rate, this huge organism spreads over the side of the Moon facing the Earth and readies a series of smaller seeds. These spore pods transport killer heralds and the African spore to Earth to destroy the entire biosphere and restore the planet to its previous state.

In less than a week, this enormous being covers most of the nearside of the Moon with enormous tentacles, creating huge craters as it launches the spore pods to Earth. These changes are so vast that they are visible from Earth; the tentacles are so long that the naked human eye can see them waving along the edges of the Moon. The creature's explosive growth destroys the scientific stations on the Moon as well as the equipment left behind by the various Apollo missions. Fortunately, it only has time to launch a single cloud of seeds to Earth before Apollo sterilises it.

Aftermath

The scars upon the Moon's surface are still visible from Earth. Astronomers marvel that the Moon now has many thousands of new craters, ranging from a few dozen yards to several miles across. The various space agencies will probably send new automated scientific stations to replace the ones the watch spore destroyed, as well as probes to investigate any remains on the Moon. A few of the spore pods might have survived Apollo's devastating energy beams and could still lie dormant on the Moon; investigators must therefore be particularly careful.

Koroshi Strikes

Kaizen Gamorra decides to carve the three-knotted circle of Clan Gamorra onto the entire world by attacking three of the world's greatest cities — Moscow, London, and Los Angeles. To increase the psychological impact of these strikes, he orders his superhuman army to concentrate their initial attacks on the cities' most visible historic landmarks. After they complete this destruction, the superterrorists destroy a large portion of each city.

In many ways, the inability to prevent the attack on Moscow is the Authority's first — and greatest — failure. Gamorra catches them unprepared, and half a million people die. The event stands as a grim reminder of what happens if the team is not up to the task they've appointed for themselves.

Moscow

Of the three cities Kaizen Gamorra's *koroshi* terrorists attack, Moscow suffers the worst damage because it is completely undefended. The attack starts in the Kremlin, completely razing these historic buildings as well as the Red Square and St. Basil's Cathedral. Unfortunately, this destruction is not limited to the central portion of Moscow. The terrorists face no opposition, and thus have time to destroy almost the entire northern portion of the city. Many buildings are completely levelled. Fires started by the superterrorists' heat beams spread unchecked for many hours.

Aftermath

The fires devastate sections of the city well outside of the battlefield. Hundreds of thousands of people die and the assault reduces much of the city to smoking rubble. The most troubling feature of this act of terror is its mystery, as none of the *koroshi* knife warriors are killed or injured and they eliminate everyone who sees them clearly. When the strike is over, the terrorists teleport back to Gamorra Tower, leaving nothing except a 12-foot high symbol of Clan Gamorra on a ruined wall and a ruined city behind them.

Repercussions of this horrific attack linger long after the last superhuman has departed. Simply providing housing and medical care for the survivors proves daunting. Without superhuman assistance, Moscow will take many years to rebuild. The death toll is horrific, estimated at half a million dead, and many of its historic buildings and cultural treasures are gone forever. The city may be rebuilt within a decade, as Russia and its allies come together in the face of tragedy, but the impact will be felt for two or three generations.

Science City Gamma

As part of their Cold War efforts to develop new and exotic weapons systems, the former Soviet Union spent a large amount of time and money studying psychic and other post-human abilities. The Kremlin, recognising the vast potential of such powers, created Science City Gamma, the third of their top-secret science cities, as a place to study and make use of these abilities. The government constructed this city in the 1960s deep within the Siberian wasteland, far from any other settlements and not marked on any official maps. Like the other science cities, much of this facility is located underground. While it appears to be only a small outpost from the air, it is an actual city capable of housing more than 5,000 scientists, as well as their families and test subjects.

The Comet Effect in the 1960s greatly increased the number of post-humans in the USSR and led to an unprecedented era of top-secret international cooperation, as all members of the UN Security Council attempted to deal with the ever-increasing threats. For example, both the US and the UK sent anomalous post-humans to Science City Gamma for study because of its advanced technology and extensive facilities. This same cooperation positioned Science City Gamma at the focus of a massive but top-secret international effort to gather an army of Earth's post-humans, including a powerful American teenager named Jack Hawksmoor, to fight an assault from a malevolent sentient city from the 70th Century. Although Jack ultimately single-handedly defeated the attacking city, several hundred of the world's most powerful superhumans, all housed in Science City Gamma, made up the first attack wave.

Throughout the 1970s, the administrators of Science City Gamma were Doctor Seigrid and Professor Schultzer. It was also the home of the Red Star Psychic Division.





Northern Europe

Although Sliding Albion's second assault force is larger than the one that attacked L.A., it causes less devastation. Regis orders this fleet to split into six separate wings, each attacking a different target: Helsinki, Finland; Oslo, Norway; Reykjavik, Iceland; Berlin, Germany; Trieste, Italy; and Ljubljana, Slovenia. One of the wings — likely the Berlin squadron — makes it as far as Billund, Denmark. Since Apollo is the only superhuman free to engage this force, each fleet faces no meaningful opposition until Apollo first engages the enemy at Helsinki's Senate Square.

Aftermath

These attack wings cause significant damage to each European city, but in all cases, the destruction is not particularly widespread, as Apollo's counterattack is savagely efficient. Much of the fighting is over water, and thus Apollo forces many ships to crash into the ocean to avoid damaging inhabited areas. Few shiftships survive, and all of the attacked cities should recover rapidly.

Tokyo

Before the killer heralds of the alien god invaded, the city of Tokyo was a thriving modern metropolis. When a single spore pod makes it through Apollo's defence, it unleashes hundreds of killer heralds into the central portion of the city.

These killer heralds begin transforming Tokyo into a landscape suitable for their creator, killing every living thing in their vicinity. Despite the Authority's best efforts, these creatures degrade over one square mile of businesses and densely packed apartment buildings in the heart of Tokyo. The loss of life is quite high, and many thousands of cars and shop fronts suffer severe damage. The creatures inflict very little structural damage, however. Ironically, the greatest destruction in Tokyo is caused by Apollo.

Aftermath

Even after these deadly life forms are killed, this section of the city is a ruin of damaged store fronts, exploded cars, thousands of wounded, and 700 dead. Although the majority of the city is unaffected, with life returning to normal within a few weeks in other areas of the city, the damage from this attack is comparable to that caused by a massive fire and the central portion of Tokyo's downtown will require several years of rebuilding.

It could have been much worse, of course. If Apollo had not destroyed the majority of the spore pods, the killer heralds might have overrun the entire Japanese archipelago. Midnighter hypothesised that, given enough time, they would have bred and expanded until they covered the globe.

Oh-Kuni-Nushi Cults

After a teenaged Jack Hawksmoor animated the city of Tokyo and destroyed the rogue post-human 70th-Century Kansas City in 1976, hundreds of Japanese joined various cults to honour the *kami*, or spirits, that they believed were responsible for their salvation. The most popular and widespread of these cults were those devoted to the god Oh-kuni-nushi, or "the Great Land Master," the Japanese god of magic and medicine and the highest god of the land. According to legend, he died and was resurrected on two different occasions. Many people still believe that Oh-kuni-nushi will return again to protect Japan in its most desperate hour of need.

Pacific Fleet

The naval task force that engaged 70th-Century Kansas City before Jack Hawksmoor joined the fight was drawn from the US Navy's Pacific Fleet, comprised of both the Third Fleet and Seventh Fleet, which patrols the Indian and Pacific Oceans, and parts of the Arctic Ocean. The task force that counter-attacked Kansas City most likely consisted of ships and aircraft from the Seventh Fleet. The Seventh Fleet, principally based at Guam and Japan, had about 50 ships, 200 aircraft, and some 20,000 Navy and Marine personnel at the time. Its combat firepower included aircraft carriers (in 1976, the F-14 Tomcat fighter was in service), nuclear submarines, and guided missile cruisers and destroyers.

Voyager 1 and Endeavour

When the alien god returns to Earth's solar system, it sends a series of large protoplasmic heralds ahead to assess Earth's present condition and make any necessary changes. Travelling at several thousands of miles per second, these heralds first alert humanity to their presence by destroying the Voyager spacecraft out beyond Pluto. The god's heralds pass through Voyager's flimsy metal structure without slowing.

When the heralds reach Earth orbit, they cause a far greater tragedy. The crew of the Space Shuttle Endeavour (see page 232) is preparing to launch a satellite when the heralds arrive. Seeing humanity as an infestation upon their world, the heralds attack and destroy the space shuttle; the last surviving crew member barely transmits his final words before he is killed.

The British Space Group

Although the United States currently eclipses Britain in military might, research into parallel universes, and exploitation of superhuman powers, this was not always the case. Shortly after explorers from the extradimensional nation of Sliding Albion visited Britain in the 1920s, the British government established a special agency to engage in transdimensional diplomacy, obtain the hyper-advanced technologies of Sliding Albion, and, occasionally, initiate covert interdimensional warfare. This agency was eventually named the British Space Group, falsely suggesting an organisation focused on rockets and interplanetary travel.

Cover Stories

As contact with Sliding Albion increased, the BSG was determined to keep their agenda from the public, fearing widespread panic if people discovered that shiftships piloted by blue-skinned alien hybrids flew over Britain. The BSG also worried that if other nations discovered their tremendous technological advantages, widespread sabotage and espionage would occur, resulting in war, or a significant loss of advantage for Britain. To conceal their activities the BSG concocted elaborate schemes, such as developing and promoting the "helicar" as an advanced, top-secret British innovation, to misdirect foreign intelligent agents and conspiracy buffs in the hope that anyone believing they had uncovered classified British technology would look no further.

The secrecy surrounding this organisation was phenomenal. For example, while the BSG worked with American intelligence, their liaison with the US intelligence community was Saul Baxter — actually the Kheran noble Lord Emp. Despite working closely with the BSG, Baxter kept the truth from his superiors. His reports convinced the CIA that the BSG's cover story was true.

Interdimensional Diplomacy

Technological acquisition was not the only role of the BSG; they were also authorised to deal directly with the visitors from Sliding Albion. Jenny Sparks and other BSG field operatives regularly travelled there, either on Albion shiftships or via Albion-controlled shift doors. These operatives gathered intelligence and assisted BSG-allied Albion political factions. Jenny Sparks and many others within the BSG hoped that this alliance would eventually result in both advanced technologies for Britain and democracy and social change for the people of Sliding Albion.

Since the BSG regularly hosted half-breed aliens from Sliding Albion, they kept every aspect of their organisation top-secret, including their cocktail parties and formal dinners. The aliens refused to disguise their appearance, and thus BSG operatives kept them out of the public eye and arranged cover stories and disinformation campaigns to discredit any outsider who saw one of the aliens or uncovered evidence of their dimension.

Realpolitik

Unfortunately, the war between Sliding Albion and the Sicilian faction of the Blue put an end to the BSG's plans. The shift doors closed in 1953 and no one on Earth expected them to open again, as the BSG knew the horrifying lethality of the weapons Sliding Albion faced. It was assumed that the whole nation, and perhaps the entirety of Sliding Earth, was now lifeless and uninhabitable.

The BSG learned little that was truly applicable from the Blue, and the BSG's most skilled scientists and engineers were unable to reverse engineer the scarce Sliding Albion technology they retained. Most devastatingly, their "allies" in Sliding Albion attempted to use London as a shield against Sliding Sicily's tremendous bacterial attack, showing that all the attempts at diplomacy and negotiation between the two worlds was ultimately a farce.

BSG Today

The British Space Group, now only a fraction of its former size, is currently nothing more than a tiny adjunct to British Intelligence that safeguards some rusting miracle devices and a single half-alien prisoner, Lorenzo Antonio Slzfi. Only a handful of administrators inside British Intelligence know anything about the BSG's origins, in part because it continues to remain classified, but also because it is effectively defunct. One of the few ways to contact the BSG is through the restricted channels monitored by the GCHQ (Government Communications Headquarters), a security organisation and the listening post for British Intelligence.

The last members of the BSG know far more about Sliding Albion than anyone alive. Consequently, the BSG may gain renewed interested and funding as people across the world take interest in the Authority's recent clashes with Sliding Albion, the resulting crashed shiftships, and the dozens of new prisoners from Sliding Albion.

R.A.F. Rendelsham

One of the BSG's last outposts is the Special Isolation Unit at Royal Air Force base at Rendelsham, a top-secret station adjunct to R.A.F. Woodbridge in eastern England, near Ipswich in Suffolk. Rendelsham is a holding complex, designed to contain a near-human captive: Jenny Sparks's first husband, Lorenzo Antonio Slzfi.

Although the BSG is impoverished, Rendelsham is still outfitted with cutting edge technology. They have an electronic beacon that "lights up" to allow teleportation systems to lock on, but are otherwise shielded from teleportation technologies and deep sensor scans. Additionally, they maintain a full battery of sensors to analyse prisoners and visitors, including deep scanning, resonance imaging, and physical surveillance.

R.A.F. Rendelsham looks like a quiet, ordinary air force outpost on the surface. Guards stand at attention, but several humorous signs are posted; any accidental visitor will assume the environment is casual and relaxed for a military base. Below ground, however, Rendelsham contains a small, reinforced, concrete cell monitored by closed circuit video cameras. It holds a narrow bed, a steel mirror, sink, and toilet, and several sodium bulbs that give the room a yellowish glow. The lights are constantly on, the prisoner is monitored at all times, and dangerous objects (such as breakable glass) are forbidden.

UNSSIAO

UN Superhuman Security and Intelligence Advisory Office

This small office, located in the United Nations headquarters in New York City, is the remains of the once powerful UN crisis intervention team, StormWatch. In a windowless basement filled with computers and filing cabinets, Jackson King and Christine Trelane work compiling data on superhuman threats and similar exotic dangers. They maintain files on all known superhumans, keep track of the spread and use of hyper-advanced technologies like teleportation arrays and force fields, and monitor known and suspected alien activities. Christine and Jackson are the only employees; before Jenny Sparks founds the Authority, only a few mid-level bureaucrats and politicians ever see their reports.

Neither UNSSIAO nor any other group associated with the UN possesses the mandate or the facilities to act on the global threats they monitor. The transformation of StormWatch into a purely advisory agency resulted from rising costs, the continued refusal of the United States to pay its full dues, and the US's increasingly hostile attitude toward StormWatch. The destruction of Skywatch station served as the final catalyst for the United States to discontinue funding StormWatch and lobby for its dissolution. The nations that originally supported StormWatch were forced to accept the far more modest Superhuman Security and Intelligence Advisory Office as a replacement.

UN Special Negotiation Team (UNSNT)

The UNSSIAO works closely with the United Nations Special Negotiation Team to find peaceful solutions to problems involving superhumans, aliens, or advanced technology. Shinya Hoshino, the head of the Special Negotiations Team, is a highly skilled diplomat



with extensive experience. These two offices work together to defuse problems and meet the demands of post-human beings without compromising the safety of Earth's citizens. Unfortunately, without the ability to enforce their negotiations or devise alternatives to peaceful solutions or economic sanctions, both organisations are powerless when diplomacy fails. Most of Earth's superhumans are aware of this weakness and some, like Kaizen Gamorra, take pleasure in mocking their efforts.

Liaison to the Authority

In recent months, the UNSSIAO has acquired a more important function. Christine Trelane and Jackson King are the primary liaisons between the Authority and the United Nations. They regularly give the Authority copies of their research; when the UNSSIAO receives word of dangerous post-human or alien activity, Christine immediately reports the incident to the Authority; and they are responsible for transforming the Authority's pronouncements into actual international rules and policies. For example, they organise the UN relief teams sent to Gamorra Island and develop the protocols for handling the advanced technology present there. Additionally, Christine and Jackson likely work with the US and UK to control and catalogue the shiftship technology left behind in the wake of Sliding Albion's attempted invasion.

As the Authority exerts more influence on global affairs, the UNSSIAO is increasingly responsible for relaying the reactions of the United Nations back to the Authority, and may even work with the UNSNT to mediate disputes between various nations and the Authority.



Parallel Universes

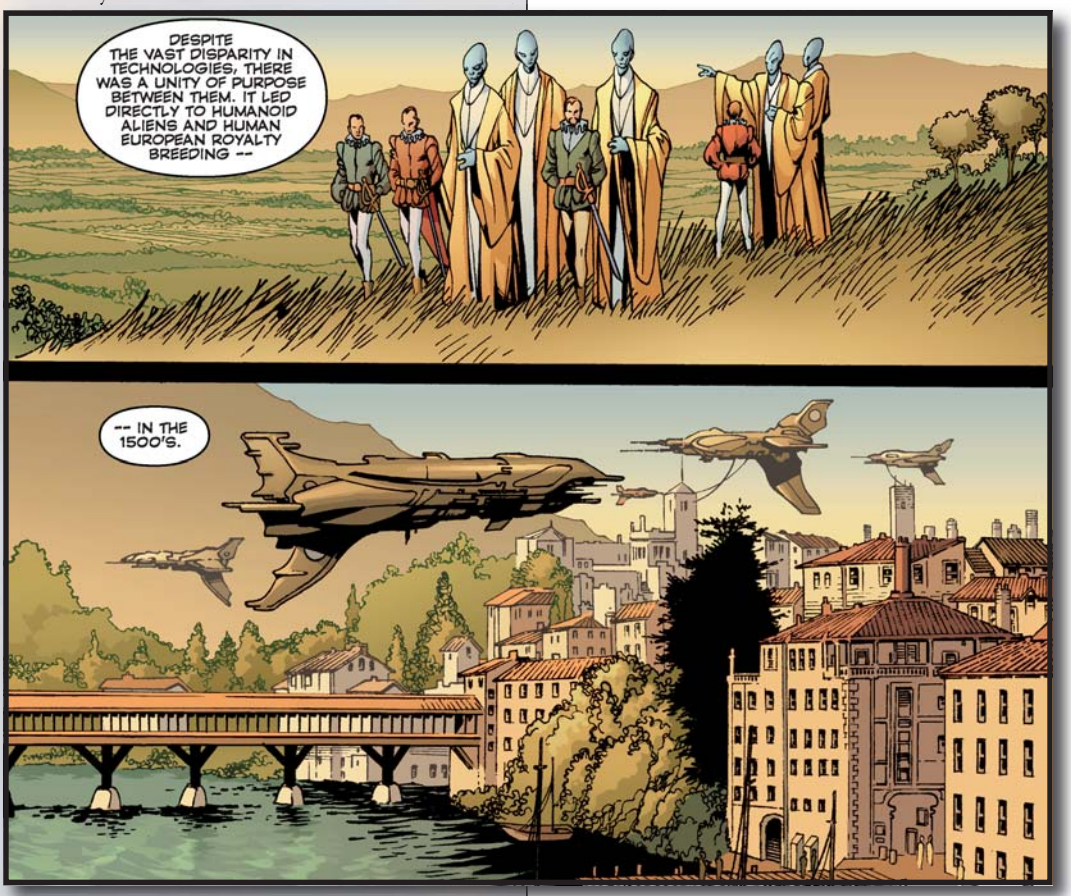
Earth is far from alone. It is just one of many billions of parallel worlds separated by the transdimensional space known as the Bleed (see page 78).

Sliding Albion

Earth's first large-scale contact with one these many alternate worlds came in the early 1920s, when shiftships from the parallel Britain known as Sliding Albion appeared over London and contacted the British government. British scientists and politicians marvelled at both the advanced technology of the shiftships and at the alien rulers who controlled this alternate world. Although the aliens came to conquer Earth, after the British military fended off their first attacks in a secret war, the visitors from Sliding Albion elected instead to engage in diplomacy and trade with the inhabitants of this vibrant and growing dimension.

The 1500s – 1700s

Sliding Earth's technology was far more advanced than Earth's at the time due to their own first alien contact, which occurred in the 1500s. During the Italian Renaissance, tall blue-skinned aliens from the stars announced their presence and met with rulers of the Italian states. Although they differed greatly in both physiology



and technology, the Blue and the Renaissance nobles found that they had much in common. Both belonged to proud expansionist cultures with elaborate codes of style and etiquette, and deadly and Byzantine court politics. Alliances and friendships grew between the aliens and the human nobility; some of the Blue soon decided to stay upon Earth and intermarry with the local nobility to cement their new partnership.

Surprisingly, these two species proved to be interfertile. As the Blue bred very slowly and were not particularly fruitful, the fastest way to increase their limited numbers was to breed with ordinary humans, producing dozens of half-breed children within a few years (see Blue Blood, page 75). The term blue-blooded noble took on new meaning in less than a century, populating the entirety of several Italian nobles houses with alien half-breeds.

The original Blue, and their half-breed progeny, were both significantly harder to kill and far longer-lived than ordinary humans, and thus quickly exerted control over vast territories. Although the mixed society that evolved from the fusion of the two court cultures produced many wonders, the new half-breed nobles increasingly considered themselves superior to ordinary humans, seeing themselves closer to their Blue ancestors than to any human parent. Both the original Blues and their hybrid children greatly valued noble blood; while human nobles were only mildly inferior in station, human commoners were creatures fit only to be servants and brood-mares.

Blue technology brought vast changes to this alternate Earth dimension. They carefully controlled many of their most advanced technologies and prevented their weapons and defences from spreading to regions beyond their grasp, keeping the reins of power securely in their own hands. Blue technicians were soon producing advanced vehicles and energy weapons against which other nations had no hope of defending themselves. Within a century, the Blue had begun the conquest of Europe, but their own houses were fractious and prone to infighting, and so their conquests progressed slowly and erratically.

The 1800s

By the 19th century, the Blue controlled most of Europe, but conquering the entire continent proved difficult. In the first years of the 1800s, even the nations still free from Blue influence presumably had acquired some of their advanced technologies; for example, in the 1821 war between the Blue and the powers of the Hanseatic Marches, both sides used deadly and long-lasting chemical and nuclear weapons. Although the Blue won this terrible conflict, the short but deadly battle devastated Europe; luckily, Albion's relative isolation spared it from this lingering devastation.

Poisoning the World

The resulting chemical poisons and radiation from this endless warfare destroyed much of Europe's industrial base and sterilised most of the population. Human women had always found it difficult to safely bear Blue children and the various toxins meant that very few European women could even survive long enough to deliver a half-alien child. Regis, the Duke of All Tears, organised mass forced breeding programs in the newly conquered Hanseatic Marches, but the infant mortality rate was extremely high. In an attempt to rebuild the numbers of the Blue who had died in the war, the search began for new lands with robust populations of human women.

Regis's Blue forces invaded Sliding China in 1856. Once again, the conquest was rapid but the cost was high, exposing many Chinese to lingering chemical and radioactive toxins. To insure that maximum numbers of Blue children were born, Regis ordered his forces to kill all Chinese men and intern the women. He turned China into a nation-sized rape camp in the hopes of breeding more of his people. While initially successful, even this horrific action eventually failed since too many women died and the environmental toxins continued to reduce the health and fertility of the survivors.

The Blue then turned their attention to the remainder of the planet. Having seen the fate of the Chinese, the rest of the world resisted even more fervently and the devastation was immense. Terrible wars of conquest transformed Africa into lifeless plains of radioactive glass; in the Americas, human civilisation only survived along the coastlines. The interior of North and South America were filled with chemical toxins and glowing radiation-filled craters. By the close of the 19th century, the entire world was either dead or under the control of the Blue.

Stalemate and Stagnation

For the next few decades, the nations of Sliding Earth were concerned with recovery and reconstruction. There were no major wars, save feuds between different Blue families and factions. At this time, the two primary factions of the Blue were the larger, more conservative, warlike Sicilian branch, and a smaller clan based in Sliding Albion, which was more interested in technological progress, exploration, and change. As Sliding Sicily ruled Albion from afar, under the grip of Regis, the King of Nails and the Duke of All Tears, a quiet faction of resistance in Albion plotted to overthrow the Sicilians and retake their country.

The 1920s

While the endless feuds and minor skirmishes raged, technicians and scientists in Sliding Albion made increasingly impressive discoveries in science and technology. In the early 20th century, they finally surpassed the Blue's earlier conquest of space by gaining access to a far vaster realm — the Bleed. In the light of this discovery, and of the possibility of entire new Earths to conquer, the Blue in Sliding Albion manufactured shiftships capable of breaching the Bleed. Soon, in the early 1920s, one of their interdimensional doors opened onto a vibrant and thriving world: Earth. The tenuous stability of Sliding Albion and the horrors of the previous century's wars caused the Blue leaders to hesitate to launch large-scale attacks on this potential new territory, however, and after a few skirmishes, the Blue instead negotiated with the first people of Earth they encountered: the British.

Diplomacy and Revolution

Those of the Blue who pioneered relations with Earth were part of a subversive movement within Albion. Prince Lorenzo Antonio Slzfi and his allies courted the British as part of a plot to drive his father, Regis, and the rest of the Sicilian faction out of Albion and place himself in charge. Lorenzo's ill-fated marriage with Jenny Sparks was the culmination of this effort, and partially succeeded in allowing Albion to regain its independence. As both Regis's faction and Lorenzo's treasonous plot were seemingly overthrown, it can be presumed that for the first time in many centuries ordinary (albeit noble) full-blooded humans would rule in Albion.





Blue Landmarks in Play

Many of the specific details of Sliding Albion are unknown, but *The Authority* is littered with hints and ideas. The following is a hypothetical extrapolation of Sliding Westminster Abbey, shown as an example for GMs to help them flesh out other idea seeds in the same fashion.

Sliding Westminster Abbey

Sliding Albion's Westminster Abbey was the site of every English coronation since William the Conqueror took power in 1066 through Sliding World War I. Originally built in what is now the centre of Sliding London, the original Norman Abbey was demolished in the 13th century, when Henry III commissioned a far larger and more elaborate structure with grand windows, tall towers, and flying buttresses. Other monarchs commissioned additions and alterations to this impressive structure from the 13th to the 16th century. Its next great transformation came in the mid-19th century when Sliding Albion's Blue rulers embarked on a campaign to place their greatest buildings on large anti-gravity platforms and float them high above the city. After presumably several decades of painstaking work, the entire abbey was dismantled, modified, expanded, and reconstructed on a metal platform approximately a quarter mile in diameter. Although the long, elegant nave and the beautiful cloister were unchanged, the Blue added to the abbey proper a large navigation tower, outbuildings armed with defensive batteries, and quarters for stationed military and religious personnel.

For the next century, Sliding Westminster Abbey floated more than two miles above London, well over the clouds and the city's smog, joined by half a dozen other similar antigrav platforms. Sliding World War I ended the era of antigravity platforms over Sliding Albion, however, as Sliding Sicily targeted these powerful cultural symbols during the war and sent them crashing to the ground.

Today, Sliding Westminster Abbey is nothing more than a pile of shattered rubble lying on the edge of the ruins of Sliding London.

With the help of Jenny Sparks and the other visitors from Earth, the few real reform-minded nobles could now enact true improvements in Sliding Albion. Albion soon became a technological leader of Sliding Earth under the leadership of the royal Windsors.

New Renaissance

Since Albion had been spared the poisonous destruction of the previous two centuries worth of war, it would seem the natural centre of a minor and exceedingly tentative new renaissance. For the first time in centuries, the Blue nobles of Sliding Albion mingled with humans who were neither their enemies nor their conquered subjects. While the highly conservative culture of the alien hybrids was slow to change, the relationship with Earth presumably continued to introduce new cultural, scientific, and technological ideas to Albion. However, the horrors in Sliding China and the Hanseatic Marches, still under the control of Sliding Sicily, did not abate.

The British Space Group and the nobles of Sliding Albion maintained a relationship based on mutual exchange until the early 1950s. The British gained new science, while the Blue adopted cultural habits from the English, although neither side benefited as much as the idealists had hoped: the British never achieved their technological utopia, and Sliding Albion never became a bastion of democracy and human rights. Then, in the 1950s, both dreams died.

The 1950s

This short-lived golden age lasted until the 1950s. Sliding Earth continued to deteriorate, and Regis and the other members of the Sicilian faction coveted Albion's technology, its fertile land, and its millions of fecund human women. In 1953, this resentment and envy came to a head and the Sicilians launched a massive strike against Sliding Albion. Both sides possessed large stockpiles of highly advanced weaponry and the destruction produced by the attacks and counter-attacks was widespread and immense. The first wave of Sliding World War I was a large-scale bacteriological attack, likely followed by fleets of assault ships armed with heavy-grade energy weapons, chemical warfare, and nuclear bombs; Sliding Albion probably defended themselves with similar weapons but was simply overwhelmed. The Sicilian faction wiped out almost all the leaders of Sliding Albion, presumably both Blue and human.

Closed Doors

World War Nine was cataclysmic. Its effects of were not limited to Sliding Earth, for in a futile attempt to protect their nation, the rulers of Sliding Albion opened a massive shift door and shunted out the first wave of the Sicilian bacteriological agents onto Earth. This treacherous act against their Earth allies, termed "the Vent," covered half of Britain. Luckily, the transition through the Bleed mutated the bacteria into a non-lethal form, which nonetheless imbued many young British people with a wide variety of superpowers.

"The Vent" was an act of selfish preservation on the part of Sliding Albion's rulers. It clearly revealed not only their contempt for other peoples, but their essential lack of humanity. This was the last shift door Sliding Albion would open to Earth for decades, but even had the technology between the worlds had been maintained, relations with the BSG were irrevocably severed by this betrayal.

The Ruins of Sliding Earth

Sliding World War I crippled Sliding Albion, killing most of its inhabitants and poisoning its land, much as previous wars had blighted Sliding Europe. Remnants of Albion's civilisation survived in small inhabited pockets in the midst of a grey and largely lifeless wasteland. While plants and animals had begun to recover by the end of the 20th century, large populations of wolves roamed the lands for food, and most of Albion's cities and towns lie in ruins that no one will ever rebuild.

This war also destroyed many of the remaining habitable portions of continental Sliding Europe. Now, not only were the numbers and birth rate of the Blue falling, but the effect was felt by humans as well. In the aftermath of Sliding World War I, this world came very close to dying. Technological knowledge regressed; significant advances, such as the shift doors, lay dormant for decades. The entire planet seemed on the brink of total collapse.

King of Nails

After their defeat, Sliding Albion again fell under the iron grip of the Sicilian Blue. They, in turn, ostensibly gave it to the surviving royal Windsors, who swore loyalty to them. While the Windsors still nominally governed Albion, in truth it was ruled by the merciless Regis, King of Nails and the Duke of All Tears, who had been in hiding since his son Lorenzo's attempted coup d'état in the 1920s. Now he returned to Albion with a savage intensity. For decades he worked to pull Albion from the ashes, while still maintaining an interest in the Hanseatic Regions and elsewhere.

1999

Desperate and unable to see any solution to their problems, the surviving Blue nobles put their faith in Regis and looked to him for answers. His assiduous and exhaustive programmes redeveloped Sliding Albion's shiftship and shift door technologies from the few surviving examples. By the end of the 20th century, they had learned to once again open doors onto the Bleed. The entirety of the Blue put their hopes in a plan to conquer Earth for *lebensraum*.

State of the World

Although superficially the totalitarian empire of the Blue seems stable, the world's ecology is ravaged and ruined and the infant mortality rates among the Blue are at their highest ever. Even the tiny islands of wealth, such as the Windsor-ruled Albion, are little more than debauched, endless parties attempting to ignore the plight of the world.

There are no more unspoiled lands to exploit. Africa is dead, the Americas can only support a spark of human life, and the Oriental Territories host terrible mutations. Under Regis's guidance, the Blue war machine has therefore turned its attention to preparation for interdimensional war.

Keflavik Spaceport

A spaceport is being built on the Reykjanes peninsula on the south-west portion of the island, part of the Hanseatic region ruled by the hybrid Yngvi (likely in Regis's name). It is notable for being one of the few major new projects developed by the dying Blue civilisation. Construction is proceeding well when Sliding Albion again invades



Earth. Since the Hanseatic regions survive the Authority's retaliatory attack, it is likely that Keflavik will be completed, possibly to become a major new centre for development of peaceful space exploration and trade in the future.

Factory Islands of Oslo

Sliding Oslo was founded circa 1000 AD by Harald Hardråda, sometimes called the Last Viking. It was the capital of Sliding Norway when the Blue arrived, and continues to retain its prominence in the Hanseatic region. There are some 40 islands within the city limits; under the Blue these have been heavily industrialised. There was considerable unrest (perhaps open rebellion) among the island workers against the Blue aristocracy during the war, but there has been relative peace in recent years.

The islands are a major centre for the exploitation of the still abundant North Sea oil and natural gas reserves, and an important locale for ocean transport and fishing. Numerous offshore platforms extract the natural resources, much of which is used by the Blue military. The dozens of shipyards in and around Oslo are major building sites for both seagoing vessels and shiftships. They are under the domain of Regis, although he often leaves his advisor, Yngvi, to govern in his absence; when Yngvi is promoted to governorship of Albion, presumably another Blue noble will be placed in charge. Some speculate that if Yngvi survives the Authority's attack on Albion, he will likely return to this base of power.

Bryggen

Bryggen is the old wharf district of the city of Bergan, which was of great importance for trade with the Hanseatic Marches in the Renaissance. Today, Bryggen is a major port city and the centre of Blue power in the region.



Humanity Under Alien Rule

Humans on Sliding Earth are oppressed subjects of the Blue, but some humans are allowed more freedoms than others. Except in truly horrific places like Sliding China, Sliding Japan, and the Hanseatic Marches, ordinary humans usually go about their daily lives free from Blue interference, mainly because the numbers of Blue nobles to control them are so few. The few thousand Blue on the planet lack the resources and the personnel to monitor every inhabitant on a world with a population estimated at roughly a billion people. Most humans never see the Blue except during ceremonial state appearances, but their influence is still strong.

Among humans, sexism is the norm on this world, with women serving either as valuable property or as second-class citizens. They seemingly cannot serve in the military or pursue higher education.

Human Collaborators

While few humans love the Blue, hundreds of thousands of ordinary people eagerly betray their own species to work for the alien hybrids or the handful of merciless and aggressive human dictators who oversee the ruins of Sliding Earth under the Blue's control. It is the only path to wealth and power.

In the armed forces, loyal human soldiers never need to worry about food or medical care and their lives are substantially better than the majority of their kind. As humans make up almost all of the officers as well as the ordinary soldiers, skilled, devoted humans can advance through the ranks to all but the highest positions of command.

Unfortunately, while the Blue largely ignore ordinary soldiers, the highest ranking officers must work closely with their masters. Because the Blue can be both capricious and exceptionally cruel, humans who interact with them regularly risk humiliation, injury, or even death. One ill-spoken word or bad decision could anger a Blue sufficiently to kill as an example.

The Blue also need large numbers of technically educated scientists and engineers. These collaborators lead lives of relative luxury as long as they are willing to devote their efforts to the Blue's military-industrial complex.

The humans who benefit most from the Blue rule are nobles who ally themselves closely with the aliens. Although the Blue do not consider even the most brilliant or courageous commoners to be their equals, they do respect royal blood and treat humans of breeding courteously. Without the numbers to govern every major human city, they need these royal collaborators to administer their conquered cities and countries. While any deviation from the wishes of their masters results in a horrible death, these humans are still able to wield significant political power on Sliding Earth.

Freedom From the Blue

When the Authority destroys Sliding Italy, it demolishes the power of the Blue nobles. Sicily was the centre of their world-spanning tyranny, home to their most talented and loyal human retainers and assistants. In addition, this assault presumably wipes out the last few living pure-blooded Blue colonists: Jack Hawksmoor kills Regis in Albion, and it is likely that the other five living original Blue travellers are slain in the apocalypse. A small faction of the half-breed nobles likely survive, but their numbers are unknown.

This badly damaged world now has a chance to rebuild as, for the first time since the 1500s, it is free from the yoke of the immortal Blue dynasty. There are also other signs of hope: the worst of the radiation is fading and human birth rates are increasing in most of the surviving populations.

Alien Technology

Despite the many horrors of this world, it is also filled with technological marvels. While the Blue control the most advanced technologies, like access to the Bleed and shift doors, many other wonders are available to the privileged. Anti-gravity airships of all sorts float over the skies of Sliding Europe and enormous anti-gravity platforms may still hover in some skies, supporting huge buildings. Exceptionally advanced medical technology that can cure almost any disease and repair all but the most serious injuries, is traditionally restricted to the Blue and possibly their most valued human loyalists.

The Blue are also pioneers in weaponry such as automatic firearms and beam weapons, and can fashion near-perfect simulacra, such as the robot duplicate of Albert Einstein seen by Jenny Sparks. The Blue rigidly control access to complex electronics — like their counterparts on Earth, they likely fear the social changes that might occur if humans gain free access to powerful information technology. Also, their long lives and conservative culture suggest that the Blue rarely consider the less obvious advantages of such tools, and actively restrict the natural growth that leads to many leaps in scientific theory.

With such restrictions lifted, the new civilisations and survivors of Sliding Earth have unlimited potential.

Robot Einstein

Before his marriage to Jenny Sparks, Lorenzo arranged for Sliding Albion engineers to create a robot double of the kidnapped Albert Einstein. It was programmed to accompany Jenny Sparks and kill her after the wedding when her guard was down. It shot her in the back at close range, nearly assassinating her; only the nanomedicine of the Engineer (who travelled back in time for this very purpose) saved Jenny's life. The robot's fate is not recorded; it may have been destroyed or disabled by Jenny's friends, or have self-destructed. See page 334 for game values.

Blue Style

The Blue aesthetic is exceptionally conservative. Much of their technology, architecture, and styles of dress are vaguely reminiscent of Earth's Victorian period. The Blue prefer ordinary glass, iron, brass, or dark wood to modern materials, and may have thus limited their developments of synthetics such as plastics. For more details on the technology of Sliding Albion, see pages 247.

Blue Armed Forces

The Authority encounters the following types of soldiers and officers in their battle with the Blue of Sliding Albion. See Being Blue (page 75) for more information, and pages 332-333 for their various game values.

Blue Blood

The Blue of Sliding Albion are supernaturally powerful. There is evidence that Regis is superstrong, and he and Lorenzo both demonstrate a form of telepathy (as Regis not only seems to speak into Windsor's mind, but he sees into Midnighter's head). Additionally, the Blue are long-lived; a full Blue like Regis can live for centuries, while Lorenzo has been alive for roughly 100 years, and still looks strong and healthy.

Sliding Albion Cavalry

Sliding Albion uses these fearless red-coated cavalry troopers to invade the Carrier. The majority of them are human, though some officers may be Blue hybrids. They carry Albion rifles, pistols, and sabres, and wear helmets but not armour. They are trained to deploy through shift doors, and are not intimidated by arriving suddenly in alien surroundings.

Sliding Albion Palace Guards (Blue Hybrid)

These are the elite Blue guards of Sliding Albion who are charged with protecting the royal family and important sites such as palaces or Westminster. Their uniform consists of an ornate red coat, white breeches, and a plumed pith helmet. Their armament varies, from the ornate spear and shield (both functional), to the more practical Albion rifle and sabre. They likely also carry pistols, and are trained in various modern weaponry.

Sliding Albion Royal Marines

Shiftship cruisers carry human naval assault troops for use in boarding actions and landing parties, which may also man some of the ship's guns in action. They are brave and patriotic soldiers, convinced of the rightness of their cause and willing to fight (and if necessary, die) for the glory of Sliding Sicily and Albion. Unlike the more refined palace guards, they are usually from a lower class background, and all human. If their ship crash-lands, they are trained to fan out and do as much damage as they can, selling their lives as dearly as possible.

Sliding Albion Shiftship Captains

The masters and commanders of the great shiftship cruisers are expected to be gentlemen possessed of both a strong fighting spirit and considerable patriotism. Most come from the noble human blood lines, although there are likely Blue hybrids among them as well. They are inspired by a tradition of a victory similar to that of the United Kingdom's Royal Navy.

Sliding Albion Shiftship Pilots

These elite pilots fly the shiftship fighters and cruisers that make up Sliding Albion's aerial navy. As shown in their fight with the United States Air Force, Navy, and Marine pilots and the Authority in the aerial combat over Los Angeles, they, like all of the Sliding Albion forces, are well-trained in combat. Most of the pilots are human, although some may be Blue hybrids.

The Future of Sliding Earth

The Authority's actions forever change this world. Their destruction of Sliding Italy and the Sicilian legacy ends the Blue rule, killing most of the aliens and demolishing their fleets and armies. The obliteration of Sliding Italy produces huge tsunami that probably eradicates most of the coastal cities in the Mediterranean. After the water subsides, humans on this world realise that for the first time in several centuries, they have an actual chance at freedom.

Rebellions will likely erupt immediately in Sliding China, Sliding Japan, and the Hanseatic Marches. A terrible bloodbath, where humans kill the surviving Blue and their most visible collaborators, seems inevitable. So far, no one knows if those few Blue who treat humans compassionately will survive or if humanity will simply eradicate every alien hybrid. The Authority will hold to its promise to support this world's reconstruction, however, as it is in vast need of help: with the loss of scientific expertise in Sliding Italy and Albion, portions of the advanced technology will begin to fail worldwide, and great epidemics of disease and famine will undoubtedly occur. Without superhuman aid, humanity will struggle to survive and life will become considerably worse globally before it can again thrive and grow.



Outer Dark

Billions of years ago, an ancient and unimaginably powerful being wished to build itself a home, and created the Earth. This world's creator seems to be a close (albeit enormous) relative, genetically speaking, of the life forms that now live in the poisonous, deep-sea, black smokers and the mid-ocean ridges. Like them, it is anaerobic and has little in common with the oxygen-breathing life that today covers the globe. This vast entity's consciousness carefully directed the protoplanets that formed the Earth to be its ideal habitat, the correct size and in precisely the right orbit for its needs. Unlike the modern Earth, this young planet was a hotter, larger world with a dense atmosphere rich in methane and hydrogen sulphide and completely devoid of free oxygen.

Poison Planet

Earth's creator-god and its many inhuman progeny lived upon this world for millions of years. Eventually, the unimaginably powerful creature moved on to explore the rest of the galaxy. It planned for Earth to be a "retirement home" of sorts, to which it would return after travelling through space for several billion years. It left behind a thriving methane-based ecosystem and a huge watch spore to keep the planet ready for its creator's return.

God's Ancient Descendants

Although none survives in fossil records, relatively complex life had evolved on the alien god's Earth. These life forms were identical to the alien god's heralds and spores (which the Authority battled upon the alien god's return), with boneless, eyeless, flexible segmented bodies and slick soft skins. They were either limbless or possessed tentacles. These creatures are only remotely related to oxygen-based life, and their larger and more complex forms died off when Earth's atmosphere changed.

Spark of Life

In this primordial era, the solar system was still an exceedingly chaotic place. A rogue planet struck Earth after the alien god had been gone for several millennia, dislodging the watch spore the god had left behind and sending it into space, where it became part of the Moon. After this collision, Earth had a slightly longer orbit, less mass, and a significantly diffuse atmosphere. In time, this remade world cooled and photo-synthesising bacteria throve, creating oxygen and forcing older forms of life to retreat to the deepest portions of the sea floor. As the atmopshere shifted to oxygen-base, life on the rest of the planet started to evolve unchecked.

God's Modern Spawn

Today, the descendents of the alien god only survive in isolated, oxygen-poor locations like deep ocean vents and the black smokers. The spore on the Moon, dormant on a now-lifeless sphere (presumably in shock from the tremendous stresses caused from the impact), lay quiescent for billions of years. Traces of Earth's creator-god vanished from the planet as it bloomed and grew under the verdant mass of new life. Meanwhile, the alien god continued its travels, unaware of the changes taking place on its created home.

Alien God

The alien god is a vast, living, four-sided pyramid slightly larger than the Moon. It can propel itself through space at exceptionally high velocities and its pores and veins are passageways large enough to easily hold the city-sized Carrier. Once it enters the inner solar system, its triangular shape can be seen gradually growing larger as it approaches Earth.

Millennium Approaches

The alien god's return to Earth at the end of the second millennium causes a global panic. The signs are plain and terrifying — nightmarish creatures strike Tokyo, the Moon appears to be consumed by a beast, and a gargantuan object eclipses the sun.

Riots occur in major cities all over the world, looting is commonplace, and millennial cults likely erupt with shocking speed. The Authority's broadcast to the world — in which Jenny relates the nature of the threat, their plan to engage it, and orders the population to "be good" while they are gone — helps dampen some of the religious overtones of the reaction. Yet millions of people no doubt remain convinced that world is ending. Although this creature never comes within a million miles of Earth, the remnants of the panic produced by its presence are still felt today.

Veins of God

Telescopic images of this vast deity show only a smooth, featureless dark-coloured pyramid, but upon close approach it is a living organism covered with millions of pores up to 50 miles wide; these arteries and organs are also host to millions of huge parasites and symbionts.

Parasitic Civilisations

Since the alien god is several billion years old, the creatures living in its veins have had ample time to develop into complex life forms. At least one species of these parasites, for example, has actually evolved sentience and constructed an advanced civilisation inside the host body. These "aquatic" creatures' intelligence and size are comparable to humanity. They pilot slender vehicles shaped like prehistoric armoured fish (see Alien Fighter Submarine, page 232), and their cities are collections of tens of thousands of spherical structures of various sizes floating in the alien god's bloodstream. While they possesses little knowledge of the universe beyond their organic world, they are aware that they inhabit the bloodstream of a huge life form.

God's Antibodies

Earth's god is also home to a host of antibody-like attack organisms and similar immune defences so powerful that they are even capable of penetrating the refractory hull of the Carrier. Most are spiked globes, more than a dozen yards in diameter, that slam into invaders with the force of meteors, sprouting tentacles to rend and devour all foreign material.

God's Organs

The rest of the alien god's body is similarly robust. Its body contains more than 4,000 hearts and similar numbers of other organs. Its only singular and irreplaceable organ is its vast continent-sized brain.

God's Death

When Jenny Sparks electrocutes this being with the electricity from its own nerves, its brain dies in an instant and the rest of its moon-sized body is either stunned or killed. The creature is either dead or lobotomised. The once vastly powerful creature may live for millennia as a mindless husk, or take centuries to completely die and thousands of years to decay. For now, it floats in the inner solar system, between the orbits of Venus and Earth. Astronomers and other scientists continue to watch it; it is even possible that expeditions to visit its bulk are in the planning stages.



The Higher Dimensions

Earth's universe is only one of many. In addition to the vastness of space, which contains billions of galaxies each filled with millions of stars, the universe is merely one of an almost infinite number of alternate realities. Both scientists and magicians believe that the multiverse (as the collection of all universes and the spaces in between is known) is an inhumanly complex snowflake-like shape existing in a 196,833 dimensional space. Most of these universes are as vast and complex as Earth's. The actual number of these realities is so great that every conceivable universe exists, including many that humans lack the senses to imagine. It is speculated that some of these alternate universes are unrecognisably alien, while others look almost exactly like Earth.

The differences between some of these parallel worlds and Earth might be extremely subtle. Or, as with Sliding Albion, one crucial and overwhelming event may have changed the entire course of history. In others, Earth would be perceived as an unimaginably alien world. The normally imperceptible walls of the Bleed separate these alternate universes from their multitude of neighbours.

The Bleed

The Bleed is both the metaphysical structure of the multiverse and the walls that separate one dimension from another. Its name comes from its arterial nature and its characteristic red, swirling, liquid-like patterns. Regardless of how they occur, all transdimensional journeys involve travelling through the Bleed as every portal from one universe to another traverses it. The Carrier sails through the Bleed like a sea, as do the shiftships from Sliding Albion.

The Bleed is both the capillaries and the transdimensional blood that nourishes the immensely complex body of the multiverse. In the Bleed, every dimension is equidistant from every other, and so the speed with which a post-human or vehicle travels through it has no relation to any actual "distance" between these universes — only to how skilled the traveller is at navigating its unique pathways. While vehicles like the Carrier or the shiftships of Sliding Albion spend at least a few seconds moving through the Bleed when travelling between universes, exceptionally powerful dimensional "pilots," like the Doctor, can move from one dimension to another so rapidly that no human can perceive the millisecond stopover.

The Higher Realms

Complementing the plethora of alternate physical universes are an equal number of purely psychic universes where spirits, emotions, thoughts, and dreams are all as real as rocks and stars are in Earth's universe.



The Garden of Ancestral Memory

This dimension is the second home of the Doctor, as it is also the residence of the spirits of the previous Shamans. All of the Doctors can control this world with their thoughts. They can appear wherever they wish and can create detailed and vividly real images of whatever they remember or imagine. It is unknown if this dimension predated the first Doctor, or if it is the Shamans' creation, continually maintained with their magic (although the Carrier can create Doors into this realm, implying that it possesses at least some degree of reality). In its basic unmodified form, it looks much like a pristine and park-like wilderness as seen by a person taking powerful hallucinogens.

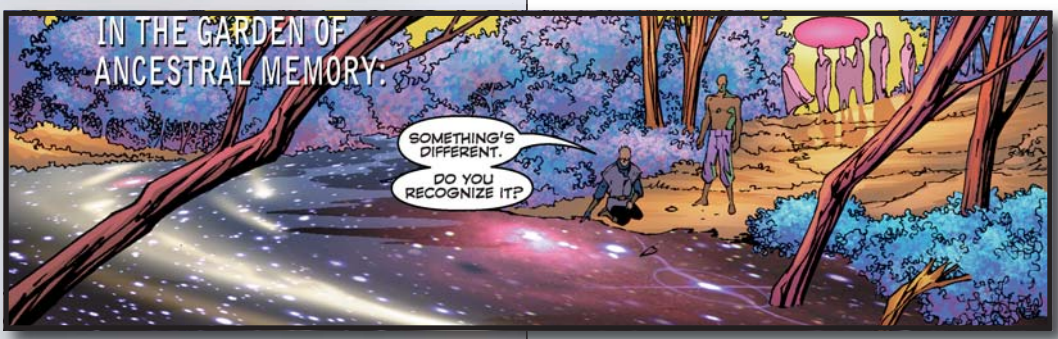
The sky is always cloudless, but is usually filled with vivid swirls of colour, with a large oval instead of a brightly glowing sun. The hues of the sky, the oval sun, and of the grass, trees, and water vary frequently. These colour changes may occur at the whim of a Doctor, or they may simply be an innate property of the place. The current Doctor usually visits this world astrally while he is in a deep trance, but can also visit briefly by simply imagining himself there. During these short visits, his body stands vacantly on Earth.

The Doctor can also physically travel to the Garden of Ancestral Memory. While there is little difference between visiting this world mentally or physically, when he travels here in astral form, his body acts as an anchor back in the real world. The Doctor's transit mode has no effect on how the other Doctors interact with him. Although others can visit this dimension, the previous Doctors are only interested in the current Doctor and they will not assist or even show themselves to anyone else. One possible exception is if someone is attempting to aid the current Doctor.

Ideaspace

In the immensity of the universes in the Bleed, countless psychic dimensions surround every inhabited world in every physical dimension. These psychic dimensions are realms where the thoughts and ideas of living, sentient creatures become manifest realities. One of the largest and most complex of these dimensions is Ideaspace, where thoughts and emotions have concrete, corporeal form. Anyone visiting this realm can pick up and hold a living, squirming emotion or watch physical tendrils of thought extend from the mind of a telepath.

Unlike Earth or Sliding Albion, Ideaspace is not a separate and independent parallel world. Instead, Earth's Ideaspace is a sub-dimension of Earth's universe. All living things in this realm are actually thoughts and emotions created by the minds of beings on Earth. The interactions of these ideas in this realm can directly affect the condition of human minds.



Schools of obsession fish swim through portions of Ideaspace. These creatures live in this dimension's large open oceans and periodically gather in vast schools to spawn. While their motions reflect the movement and spread of obsessions back on Earth, their actions in Ideaspace also affect obsessions back on Earth. All thoughts and emotions can tangibly fly, mate, or play in Ideaspace, allowing them to be far more flexible than in a purely theorised form.

The great Mind Barrier Reef lies in one of the quieter portions of Ideaspace. This phenomenon is a huge landscape made of the faces of latent telepaths. As they sleep, these telepaths' minds grow together to form a nascent gestalt consciousness. As Earth is currently home to many thousands of latent telepaths, the reef is one of the largest permanent features in Ideaspace.

Every parallel world inhabited by intelligent life contains its own Ideaspace. However, nothing except physicalised ideas can permanently survive in this dimension. Humans and other intelligent life forms cannot live in Ideaspace without external aids like spacesuits or vehicles like the Carrier. Despite this difficulty, visiting can be extremely useful. Herding or hunting various creatures here can have a profound affect upon the mental lives of people back on Earth; observing the schools of obsession fish or tracking other life forms can provide insight into people's thoughts.

The Devachanic Realm

Another of the larger psychic dimensions is the Devachanic Realm, a psychic universe that spawns reified dreams and nightmares. Anyone moving through the Devachanic Realm can exactly calculate his or her speed in dreams per second. Anyone with precise enough sensors or inhumanly powerful senses, like the Engineer or the Doctor, can examine each dream and read the nature and structure of the dream much like a meteorologist can understand the weather by analysing cloud patterns.

The Minor Dimensions

While many of the universes accessible through the Bleed are largely similar to Earth, some of these realms are unimaginably alien. Some of these contain no life; the majority are fatally toxic to any visitors not protected by powerful magic or advanced technology. Although many of these universes are as complex and vast as our own, they are called the "minor" dimensions because few dimension travellers spend time in these realms.

Broken Universes

Not all planets can support life; some universes are incomplete and fatally flawed. These are the broken universes. There are a near infinity of broken universes, all of them small, uninhabited, and inherently incapable of either further evolution or long-term survival. Their physical laws are too exotic to create the wondrous living complexity of a true universe, and can barely keep that particular broken universe from collapsing back into the Bleed.

The majority of broken universes appear quite simple and uniform. Few contain the degree of complexity found in a single bucket of dirt or a gallon of seawater and some are as simple as an expanse of empty air over a sea of some completely uniform liquid.

One of the central definitions of broken universes is that none of them can support life and so they are all sterile, broken, and doomed. Nevertheless, their broad range of physical laws can be exceptionally useful. A powerful and skilled dimension traveller like the Doctor can quite literally find a broken universe with any set of parameters that he can imagine. Anything brought from a broken universe instantly changes into a form able to survive in a new universe; therefore, simply moving someone into a different universe can sometimes solve a difficult problem.

Musical Kinetic Energy Realm

One example of a broken universe is the one to which the Doctor transports Apollo away from his deathly trajectory towards the Gamorran force field. The Doctor intuitively knows this is a universe where Apollo can be safely slowed down in an instant because, in this universe, the kinetic energy of everything moving more than 100 miles per hour is converted into music. Comprised of only air and a harmless mercury-like liquid, it contains absolutely nothing else. This exotic but uniform realm is a typical example a of broken universe.

Example Dimensions

Very little details are known about the myriad dimensions the Carrier sails through. The following are two hypothetical examples to give GMs ideas on how to develop such colourful regions into game locations.

Superstring Headed Unrealities

Before the Authority's Earth's universe exploded into the big bang, it was a wealth of unrealised potential, where superstrings stretched between virtual dimensions. This era ended billions of years ago for Earth, but other universes in the multiverse remain in this powerful and unstable state, waiting for some event to cause the multitude of potential realities to crystallise into an actual new universe. Until this happens, these unrealities are small and violently chaotic realms where unfathomable energies arc from one reality potential to another, conducted along their indestructible superstrings.

Dimension 11

Most inhabited worlds consist of four visible dimensions (three spatial, one time); true space-time, however, actually contains 11 dimensions. Seven of these dimensions are folded so tightly that they are undetectable by any scientific instruments invented in the 20th or early 21st centuries. Nevertheless, any dimension traveller with sufficient skill and power can visit them. Since they are outside the boundaries of normal space in any relatively normal universe, these seven dimensions are static and empty realms useful only as places to rest or undergo repairs.





CHAPTER 3
CHARACTER CREATION

Past the Silver Age!

Being on the Same Page

These are not your father's comics. In fact, it's likely that these aren't anything like the comics you grew up with either. In the pages of *The Authority* you will not find the oft repeated axiom "With great power comes great responsibility," nor the black & white naïveté and innocence of comics' classic supermen. Instead, the genre of superheroics is revisited through a cinematic, political, violent, and often sardonic lens.

Building on the foundations of the handful of mature comics from the mid '80s through the late '90s, *The Authority* threw wide the doors of madness, blockbuster action sequences, and a sense of "yes, this would happen" if dozens, let alone hundreds, of superpowered people ran around the Earth. Destruction transpired at an immense level, on Earth and on parallel worlds subject to the tyranny of despots, quite often meted out by the protagonists themselves.

These are "what if" stories where the point is not to return to the status quo after every crisis, but to move forward as the story naturally grows. In standard comic stories (and perhaps superhero role-playing games), the world gets threatened, shaken up, even destroyed ... but when the threat is resolved, everything is almost always put back the way it was. The most inspiring, terrifying, and engaging tales are often confined to the realms of dreams, parallel dimensions, or forgotten memories (where a god-force restores everything, even wiping out remembrances of what occurred). What the creative teams behind *The Authority* did was to push these organic, living stories to the forefront of the reader's consciousness. They proved there was an audience for politics and drama fuelled by ultra powerful bastards laughing at the bleeding edge of the world.

Comics and role-playing games were initially about heroes. A bit simplistic and naïve, perhaps, but overall it was good. There was a time not too long ago when superhero role-playing games followed the steps of comics into glorifying the blood-soaked vigilante. And it was not good. Then, the very late '90s and early 2000s were marked with a return to the classic superhero motifs — both in comics and role-playing games — where *Silver Age Sentinels* and *Champions* and others espoused four-colour action, and idealistic protectors of security and justice. And it was good again.

Now, the goal is to acknowledge that there are other superhuman stories that can be told well, if handled carefully and maturely. *The Authority* was not the first of these, but it may be the biggest.

In *The Authority RPG* the characters are not so much superheroes as *superpowers* in their own right. In the last days of StormWatch, Jenny Sparks ponders how the powers-that-be aren't looking for superheroes to be creative or progressive, and certainly not to be cleverer than they themselves are. Superheroes are to maintain the status quo, beat up the bad guys in spandex, and keep the system running smoothly: "They don't want anyone to change the world."

With *StormWatch* gone, Warren Ellis opened his original pitch for *The Authority* with the following lines:

The Front Line
The Last Chance
The Final Defence
The Only Hope

Although the Authority would initially play the traditional role of protector — defending the world from insane terrorists, alien imperialists, and even great old gods — their core principle was that it was time to change the world.

Installing themselves as a "higher, moral authority," they set out to improve the globe. Did they succeed? Was their philosophy of "we saved more people than we killed" an acceptable answer? Were they truly the good guys of the piece, at best the lesser evil, or even the bad guys — a group of unbelievably powerful misfits led by a hundred-year-old cynical alcoholic — who simply dictate through greater force of might? Those are the questions for you to explore in your games, as you take on the mantle of the Authority and determine if you can make a better world. As Jenny says, "Save the world. They deserve it. Be better. Or I'll come back and kick your heads in."

Playing a Higher Authority

The Authority RPG focuses on how heroes can change the world — for the better. Rather than a palette of black and white, the Authority is a world of dirty greys, splashed with the occasional vibrant hue. It focuses on men and women overcoming the odds and challenging the status quo; they have the conviction to believe their way is superior and right, and they refuse to back down or meekly uphold the system. In a world where innocent victims are caught in the crossfire and governments scheme to murder so-called terrorists, the characters can't innocently parrot clichés about mom and apple pie, nor fall unquestionably into the ranks of the coalition of the willing.

It's a tough job. Are Jenny Sparks, Apollo and the Midnighter, Swift, the Engineer, the Doctor, and Jack Hawksmoor truly heroes? They believe so — they must have conviction in their actions, for to doubt and lose faith would mean the destruction of their spirits if not their

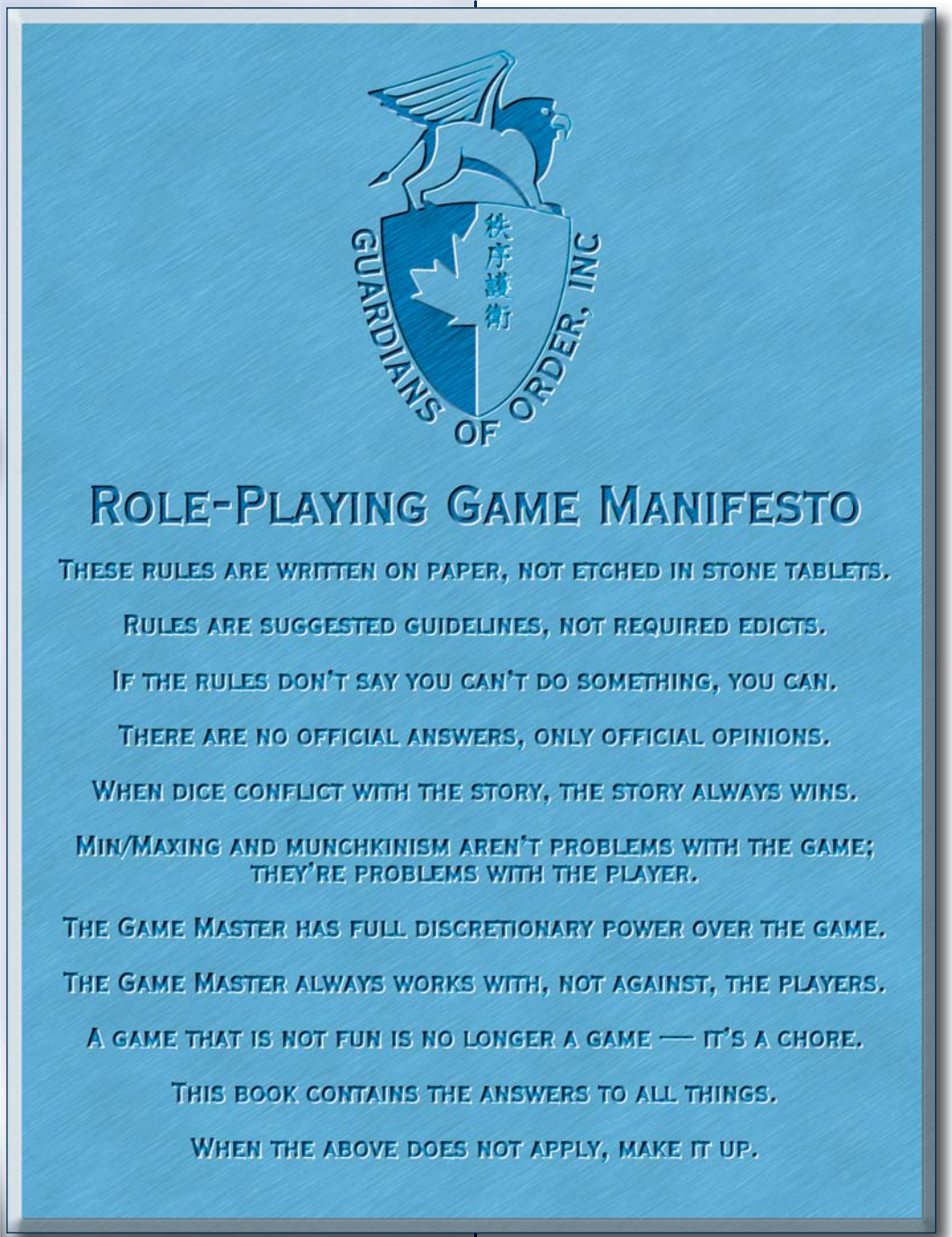
bodies. They are heroes because they will put everything on the line to defend the world ... more than that, they question how and why things have always been done, and ask is there a different way, a finer path to tomorrow?

Many fans like *The Authority* because its characters are more believable than traditional superheroes. They kick ass, have sex, and swear ... but more importantly they carry forth the spark of revolution. In many ways, these characters are more real than most superheroes because they represent how we would act if we had superpowers, as opposed to idealistically following in the footsteps of a superhuman boy-scout.

That's what makes *The Authority* such a great team to role-play. How would you do if given their powers, and a chance to walk in their shoes? Would you be more virtuous and righteous, or would you succumb to the petty tyranny of little gods? Is there truly a sharp division between hero and villain, or is it a field of uncertainties? It's about testing your mettle on a stage as big as the world.

Saints or Sinners

Saint or sinner, revolutionary or radical, anarchist or terrorist — labels are what make the world go 'round. Most of the Authority were heroes before joining the team, and



all save the Doctor were interested in using their powers for the good of the many. Yet even the Doctor — a self-made dot-com billionaire — helped others by giving all his wealth away. Having found "the system" to be frustrating, undermining, and often corrupting, each of the members came to Jenny's call with a strong desire to act.

Individually, these superhumans acted on a small scale, often in isolation. Even Apollo and the Midnighter, arguably the world's most powerful man and the greatest physical warrior respectively, spent five years in back alleys fighting street crime. They needed a voice and vision to bind them together, and Jenny Sparks, like her name, started them up.

Yet not everyone regards the Authority as heroes, or lauds their attempts to build a better tomorrow. The Authority, like StormWatch before them, are warriors and soldiers, willing to use violence — sometimes a helluva lot of violence — to get their way. The Midnighter may be the baddest of the lot, willing to cripple, torture, and kill without a second thought, but all have killed in the heat of battle.

Stories about the Authority are rarely simplistic morality plays. At the same time, debating what tactics are acceptable and which actions are reasonable can make for excellent character development and engaging role-playing. As you tell your stories about the Authority, it is up to you and your friends to decide the answers to these questions, and what deeds lead to the devil, and which lead to a finer world.

Pay Respect

With a group of unique, ultra-powerful, strong willed iconoclasts, it's easy to see how disagreements of philosophy could explode into major conflicts. For the most part, the members of the team respect and value each other. Jenny may tease Apollo and Midnighter about not having real names, and the Midnighter will snap back a retort. Meanwhile, Jack has adopted Apollo and Midnighter's brutal methodology far more easily than Shen or Angie, yet they all manage to trust in each other, and to believe that everyone will do what's best for the team.

In Character

This isn't to say characters can't have disagreements or fights with each other. Apollo and Midnighter bicker like an old married couple, and Jenny takes no guff from anyone. Nor is it to say that a character's weakness can't make for excellent storytelling — will the Doctor come through in a pinch, or will he be strung out on his latest fix? Such character flaws should be carefully discussed with the Game Master, though, to ensure all players equally contribute to the enjoyment of the game. Sometimes a wonderfully tragic and miserable character, or a xenophobic isolationist, is not good for the game's cohesion.

Game Terminology

The following terms are prevalent throughout *The Authority RPG*.

Characters

Heroic (usually) and fictional personas controlled by players; characters exist solely within the boundaries of the game's world.

Game Master

Also known as a GM, the Game Master serves as the game's director. He or she plays different roles through Non-Player Characters, organises and runs sessions, adjudicates rules, and dictates the course of events in story arcs.

Non-Player Character

A fictional game persona that the GM controls to provide support, opposition, or information to players and their characters. Also called an NPC.

Player

A player controls a character and participates with other players to achieve common goals in a game through their characters' interactions.

Silver Age Sentinels

An original sister-game to *The Authority RPG*, focusing on the themes of the Silver Age of comics. The two systems are compatible. In the text it is sometimes referred to as *SAS*.

Superpower

Rather than "superhero," this term is used to illustrate the scope and scale of the characters. In strict game terms, the player characters.

Supervillain

Also known as a villain, this is usually an NPC under the Game Master's control who opposes the characters through a variety of means.

Out of Character

No one said building a better world would be easy. In fact, it will likely be the biggest challenge your heroes have ever faced. The threats the Game Master throws at you will be cranked to the next level. The Authority doesn't do anything in half-measures. When they make enemies, they will be among the worst of the worst: nihilistic terrorists, rapists, torturers, mind-shattering gods. Since the themes and content can become serious and troubling very quickly, you should keep the other players in mind, and be conscious of not wanting to turn anyone off the game. Much of what is targeted at the team (especially in the second half of the comics' original run) was exceptionally

horrible and vicious, and while it may be thrilling to electrocute god, it's not so much fun to have your nine pints of liquid machinery transfused for eight pints of rhesus-negative from a heroin addict. Be wary of the other players' sensitivities, and go get ready to punch someone in the brains.

This is The Authority. Pay Allegiance. Or get your head kicked in.

— Warren Ellis, *The Authority* #1

Character Creation

The design of a new character for the *The Authority RPG* should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to be a superpower, and who fits into the GM's campaign. In *The Authority RPG*, you can choose to spend as little as ten minutes or upwards of an hour designing a character. The difference lies in the amount of detail and individuality given to your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

Step 1: GM Discussion

You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. Most games will initially echo the stories from the comics (modern day Earth, working against the world's evil to make a better tomorrow), but the GM could tell you all to make: your own versions of the Authority, children/descendents of the current team, a team of completely new characters from an alternate

Character Creation Summary

Step 1: GM Discussion

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled playtime, the thematic intensity level, and most importantly, the setting and focus of the game. The GM will determine the number of Character Points you will use to design your character. See page 84.

Step 2: Character Outline

Use the game boundaries established through your talk with the GM to sketch a rough character outline. Consider what the character excels at, and what character flaws he or she may struggle with. See page 87.

Step 3: Assign Stats

Use Character Points to give your character Body, Mind, and Soul Stats, making sure each Stat is not lower than 1 nor higher than 20. See page 88.

Step 4: Select Attributes

Any remaining Character Points may be used to acquire Attributes (either Characteristics or Powers), which are usually rated in Levels from 1 to 10. See page 90.

Step 5: Select Skills

If using Skill Groups (see page 162), which may better reflect cinematic Authority-style games, these are acquired the same way Attributes are, with Character Points.

If using Skills, however, your character receives 30 starting Skill Points plus additional Points if you assigned the Highly Skilled Attribute (Step 4) or fewer if you will assign the Unskilled Defect (Step 6). Use the Skill Points to acquire Skills and Specialisations relevant to your character outline. Skill Levels range from 1 to 5. See page 161.

Step 6: Character Defects

You are encouraged to take Defects appropriate to your character outline. These Defects will provide you with more role-playing opportunities and give you Bonus Points you can use to raise Stats or acquire additional Attributes. See page 173.

Step 7: Derived Values

After you have modified your character's Stats through Attributes and Defects, you can calculate his or her derived values — Combat Value (both Attack and Defence), Health Points, Energy Points, and Shock Value. See page 188.

Step 8: Background Points

You can earn 1-3 Character Points by giving the GM a background history of your character, an important character story, or a character drawing. See page 189.

dimension, a team of people from 100 years in the future, or a group of secret heroes that Jenny once tried to lead, 50 years in the past. As a player, you should listen closely to the GM's descriptions since it will directly influence the character you wish to create.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

One of the most important things that the Game Master should discuss with his or her players is the Character Point total. Character Points are a measure of the relative power and capability of characters. The GM decides how many Character Points will be available to each player. He or she will usually assign the same number of Character Points to each player for the creation of their characters. Of course, this need not be the case — while Apollo, the Engineer, and the Doctor might all roughly have the same level of ability, it's hard to argue that Swift is as powerful. If the players are okay with different Character Point totals there's nothing wrong with this approach, but it does make the game more difficult to balance since some characters will steal the spotlight more often unless carefully managed by the Game Master. A difference of 25 Character Points is a fairly safe range; a span of 50 or more Points will show significant disparity in character ability.

Non-Player Characters (NPCs) may be given widely varying Character Point totals depending on their role in the game, from tremendously weaker than the player characters (an average soldier) to rivalling or even surpassing the player characters (such as Regis). The number of Character Points the GM assigns will depend on the game's intended power level.

To recreate the feeling of the characters from *The Authority* comic, it is suggested players have 200 - 300 Points to create their characters. For an example of power levels, see the NPC character sheets on pages 350-351.

Silver Age Sentinels fans take note: this game uses two 12-sided dice for task resolution rather than 10-sided dice. With a greater range of 2-24, Stats, Combat Values, and Attributes often need to be higher in order to achieve success. This is a game about awesome superpowers, not mundane life. Some GMs and players will prefer to stick with the more familiar 10-sided dice, giving the characters a greater chance of success, or simply because they don't like d12s. Either method is fine, but players should know what the GM intends to use before creating their characters.

Table 3-1: Character Point Levels

Power Level	Character Points
Extremely low-powered game	up to 50 Points
Very low-powered game	50-100 Points
Low-powered game	100-150 Points
Average-powered game	150-175 Points
High-powered game	175-200 Points
Very high-powered game	200-250 Points
Extremely high-powered game	250-300 Points
Primal powered game	300+ Points

Example

Heidi, the GM, sits down with a handful of friends to start an Authority-style campaign. Heidi and the players decide that the campaign will be open-ended, but plot threads will wrap up every two months to give it a feel of linked story arcs. Mature themes will be explored in this campaign, although both the GM and the players will keep to the tone of the The Authority *comic series, and try not to go overboard. Cinematic combat and adventure will be a big part of the game, but micromanaging the minutia will be avoided whenever possible.*



Heidi tells the players they can choose to play characters from the Authority, or make new characters. The setting will be Earth, during the period after the battle with Sliding Albion, but before the arrival of the alien god. Since the game will feature player character heroes of very high power levels, Heidi assigns 250 Character Points (and the normal 30 Skill Points) to each player, and suggests a maximum of 5 character Defects (as opposed to Defects linked to a particular Attribute) for each hero.

Although this is fewer Points than most of the Authority members (the average is 300 Points), it is still quite powerful for "starting" characters. This gives the players some room to master their powers and still have considerable room to grow over the course of the game.



Step 2: Character Outline

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign. Here are some issues to consider:

Is the character human?

In the world of *The Authority*, most of the characters are human — or at least were at one time. Jack Hawksmoor has had almost all of his human insides transplanted with alien organs, while the Engineer substituted her blood for nine pints of liquid machinery.

Characters could be part-human, such as cyborgs or genetic constructs (clones or genetically-enhanced individuals), or non-human, including aliens, androids, robots, or spirits.

What are the character's strengths?

In some campaigns, the players may want to create complimentary characters with unique sets of abilities. A degree of specialisation helps players enjoy their characters by giving them a unique identity. At the same time, it is equally important that the characters are not too specialised, or the group will lack cohesion and other players will sit around bored while each specialist has his or her own little adventure within the game.

What are the character's weaknesses?

Superpower characters may be larger than life — figures of myth and legend — but they may still have weaknesses. Is the character vulnerable to magic? Does it take a while for the character's powers to activate or can they be negated by some special substance? Does the character have an Achilles Heel? Weaknesses can also be tragic flaws with which a character must constantly wrestle, such as the Doctor's addictions, or Jenny's occasional nightmares of her past failures. Providing weaknesses to a character adds greater depth and potential for role-playing.

What helps define the character?

You should decide on the character's age and sex, determine a broad archetype for his or her personality, and outline an idea of ethnic and social background. On the other hand, it is equally important that a character have room to grow beyond your initial concept. A character that you have spent hours perfecting and detailing may quickly become stagnant and uninteresting once play begins. A good character outline usually focuses on one or two main personality traits and leaves plenty of room for you to explore and develop the character into a fully rounded personality over time. Although the starting archetype should be an integral part of the character, it should not rule all of his or her actions. At some point during the game, your pacifistic martial artist may be driven to an act of vengeance, or your angst-ridden vigilante may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

Example

Midnighter — Julian wants to recreate the Midnighter in Heidi's game. He's always loved "Night's Bringer of War," and thinks he can do the character justice with even 250 Character Points. Julian and Heidi both know what the character is like, so an outline isn't really needed. Still, Julian takes some time to sketch out what he envisions as the Midnighter's best qualities and abilities, as well as his character flaws. Obviously, Midnighter will be built for combat — Julian plans to make him as devastating as he can design.

Karna — Devinder, meanwhile, wants to create a new character for the game. Mulling it over, he wants to create a character around the Weaponmaster archetype (page 258) — a hero known as Karna. Karna's origin story will relate how he was a post-human/clone created in an immoral laboratory hidden in the Third World, tentatively connected to Henry Bendix. Devinder will also outline how he escaped his indoctrination and his masters and how he became part of the Authority.

Devinder envisions Karna as powerful, handsome, and a master of all weapons. He will wear technologically advanced armour and wield a devastating weapon, fuelled by his own energies.

As a construct of Bendix, he will likely also carry some emotional — and possibly physical — baggage although Devinder isn't yet sure what Defects he will choose.

Step 3: Assign Stats

Stats (or Statistics) are numerical assignments that reflect your character's basic capabilities. Higher Stat values indicate an advanced level of accomplishment or achievement. *The Authority RPG* uses three Stats to represent your character's abilities: Body, Mind, and Soul.

Body Stat

This Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand trauma. A character with a high Body is in good physical shape.

Mind Stat

The Mind Stat represents a character's mental abilities. High values indicate intelligent, witty, and quick-learning characters.

Soul Stat

The Soul Stat represents luck, willpower, determination, and spirit and can sometimes represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps a character focus his or her personal energies or life force to go beyond his or her normal limits and to fuel special abilities.

Stat Cost

Raising a Stat by one value costs 2 Character Points.

Stat Values

Each Stat is rated on a scale of 1 to 20. A value of 4 in a Stat is the adult human average with ratings under 4 indicating decreasing competency while numbers over 4 designate increasing superiority. For more details, see Table 3-2: Stat Value Descriptions, at right. Thus, a person of average build, superior intelligence, and above average determination might have Body 4, Mind 12, and Soul 5.

Your starting Character Points (page 85) are used to purchase Stats. You must decide how many of them you will spend on Stats and then divide these Points among the character's Body, Mind, and Soul. At least 2 and no more than 40 Character Points must be assigned to each Stat, giving it a value between 1 and 20.

You may only give your character one Stat with a rating of 20, and any Stats above 16 should be very rare. Otherwise, it is up to you to decide how many Character Points you will use for Stats and what each Stat's value will be. Any Character Points not spent on Stats will be used to acquire various useful talents and abilities called Character Attributes (page 90). The GM may set an absolute ceiling or floor on the number of Character Points that can be allocated to Stats to ensure characters have a balance between Stats and Attributes.

Less Capable [Stat] Defect

With only three Stats, the *The Authority RPG* System is obviously slanted towards well-rounded, balanced characters. But what if your character is weak in a particular area of a Stat? For example, your character might be strong, healthy, and durable, but not dextrous. Similarly, he or she could be intelligent and witty, but forgetful, or strong-willed and composed, but unlucky. On page 180, you will find the Less Capable [Stat] Defect, which was designed specifically to further divide the Stats. Although you do not normally assign Defects until Step 6, become familiar with Less Capable [Stat] at this point if you need to define your character with more precision.

Table 3-2: Stat Value Descriptions

Stat Value	Description
1	Inept; infant
2	Significantly below adult human average; child
3	Below adult human average; teenager
4	Adult human average
5	Above adult human average
6	Significantly above human average
7	Highly capable
8	Extremely capable
9	Best in the region
10	Best in the country
11	World-class ability
12	Maximum human potential
13	Above human achievement
14	Significantly above human achievement
15	Moderately powerful superhuman ability
16	Powerful superhuman ability
17	Extremely powerful superhuman ability
18	Legendary ability
19	Maximum achievement in the galaxy
20	Maximum achievement in the universe

Maximum Human Potential

A Stat Value of 12 is regarded as the maximum human potential. Can a normal human have Stats higher than 12? Yes, when "maximum human potential" is defined as the greatest achievement possible, using currently living humans as the standard.

Consider the events surrounding the four-minute mile. Since ancient Greece, athletes have tried to run a mile in under four minutes. For millennia, it was an impossible task. Experts claimed it was physiologically impossible for a human to run a mile that quickly. It could never be done.

In May of 1954, Sir Roger Bannister of Britain proved millions of people wrong by running a mile in 3 minutes 59.4 seconds. The impossible became possible. In 1955, a total of 37 runners across the world broke the four-minute mile. In 1956, over 300 athletes did the same. "Maximum human potential" had changed.

Presently, there are probably a dozen or so people on Earth that have a 12 Mind Stat; they represent the brightest minds the world has to offer — "maximum human potential." Your human character could be better than all of them by a wide margin, representing what humanity may eventually achieve. What might have been considered a Stat of 12 in the early 20th century, for example, may only be a Stat of 10 or 11 in the early 21st century.

In short, a Stat of 12 represents the greatest possible achievement for a real human being. Role-playing game characters can surpass this limit and remain quite human.

Why Not Have More Stats?

Since the Tri-Stat System first appeared in our *Big Eyes, Small Mouth* anime RPG in 1997, people have asked us why we only have three Stats. The simple answer is design philosophy: we only needed three Stats to create the game we desired. Yes, Body, Mind, and Soul could each be subdivided into smaller categories, but this begs the question: where do we stop the division? Body could be divided into strength and agility ... but what about endurance, dexterity, constitution, damage resistance, running speed, immune system, etc., etc., etc. Where do we stop? Every player has his or her own preference and we still couldn't please everyone no matter how the Stats were divided. Since we want the Tri-Stat System to put equal emphasis on the physical, mental, and spiritual development of a character, we need to maintain balance among the Stats as well; if we subdivide Body into five sub-Stats, then Mind and Soul each require five as well.

One solution that will please everyone is the Less Capable [Stat] Defect (page 180), which allows you to subdivide each Stat into the categories that you believe best suit your character. We don't tell you what physical Stat aspects you must use to create your character — that decision is yours to make. If you want a well-rounded hero, just use the three Stats as provided. If you want to define your creation more specifically, assign as many Less Capable [Stat] Defects as you require. Agile but weak? No problem. Perceptive but unintelligent? Easy. Charismatic but unlucky? Again, *The Authority RPG* can handle it.

We have given you the tools, but you decide how to use them.

Superhuman Stats

How many Points to invest in your character's Stats is a choice you have to make. A Stat of 13 or higher is considered superhuman, and Stats in this range should be rare. For characters like those in the Authority, having one superhuman Stat is normal. While they are immensely powerful individuals, we feel that few, if any, actually have more than one superhuman Stat. Many have very high Stats for their other two Attributes, such as 10, 11, or even 12, but to be actually better than maximum human potential is quite rare. Jenny, for example, has a tremendous Soul of 17, and is quite sharp with her Mind of 8. She isn't a genius, however, and her Stats reflect this. Similarly, while in good physical shape (despite the alcohol and cigarettes), she is merely Highly Capable with a Body of 7.

Apollo has a superhuman Body of 13, while Jack Hawksmoor has a Body of 16 — yet we know that Apollo is much stronger than Jack. This is because various Attributes, like Superstrength or Speed, raise specific aspects of Body into the superhuman range. Often the decision on whether to assign a superhuman Body Stat or select Power Attributes is one of interpretation, which is why discussing your character concept with the GM is so important.

GMs should carefully monitor the Stat Values of the players assign to their characters. In most cases, characters don't need more than one superhuman Stat — yet at least one if not both of the remaining Stats should also be

quite high, by human standards. This is because the *The Authority RPG* is an explosive action game, and you want the characters to be effective and exciting.

Example

Midnighter — Julian knows the Midnighter is an amazing physical specimen. He's also extremely intelligent, able to process tremendous calculations instantaneously. Therefore he decides to set Body as Midnighter's highest Stat, followed by Mind. Of course, he's a wilful bastard, too, so Julian can't neglect Midnighter's Soul. Julian decides on a Body of 13, a Mind of 11, and a Soul of 10.

The total of the three Stats is 34, which costs 68 Character Points. Midnighter has 182 Character Points remaining.

Karna — Devinder also believes that Karna should have a tremendous physique. He feels that luck and willpower — Karna's Soul — is his second most important Stat. While he doesn't want Karna to be stupid, his Mind can be considerably lower. Devinder decides on a Body of 15, a Soul of 13, and a Mind of 8. Karna's Stats are just slightly better than Midnighter's, but Midnighter will put those extra Points to good use in acquiring his powers.

The total of the three Stats is 36, which costs 72 Character Points, leaving him with 178 Character Points remaining.

Step 4: Character Attributes

Your character's basic abilities are represented by the three Stats, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased Stats are available to acquire Attributes.

There are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Level from 1-10, though Attributes can be extended beyond Level 10 with the GM's permission — and in *The Authority RPG* many regularly do. Although all Attributes are defined at Levels 1 and 10, Table 3-4: Progression Charts goes all the way to 20, making it easy to determine what a character can do even beyond Level 10. Acquiring an Attribute or increasing it in Level requires the expenditure of one or more Character Points depending on the Attribute's Character Point cost per Level.

The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-Level Attributes and a large number of low-Level Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (Step 6: Character Defects, page 173). Each Defect can provide you with additional Character Points, which can be used to acquire more Character Attributes or higher Stats.

All Attributes are sub-categorised as either Powers or Characteristics. A Power is a supernatural or metahuman ability (such as Speed, Flight, or Teleportation), acquired through abnormal means, that extends beyond the limits of human potential or possibility. A Characteristic is a talent, descriptive element, or resource (such as Extra Attacks, Organisational Ties, or Wealth) to which the character has access, but is normally not superhuman in origin. With GM permission, any Attribute can be reclassified as either a Power or Characteristic to best suit the character concept and campaign outline. For example, while Armour is normally a Power, some creatures may have naturally tough skin or scales; in these cases, Armour would be a Characteristic instead. The distinction between Powers and Characteristics is important since some Attributes can negate or otherwise affect a character's superhuman Power Attributes.



Superhuman Characteristic Attributes

Although Characteristic Attributes typically represent a talent or resource, high Levels in some Characteristics might be considered a superhuman phenomenon in your campaign. For example, a character with Extra Attacks at Level 8 could easily be considered inhumanly fast in combat. Similarly, the damage inflicted by a character with Massive Damage at Level 5 could be seen as superhuman. In most campaigns, Attribute Levels 1-4 are considered attainable for normal humans, while Levels 5 and greater might be viewed as superhuman achievement.

Power Modifier Values (PMVs)

Several Power Attributes can be modified by a variety of factors known as PMVs, referring to Table 3-3: Power Modifier Values. These modifiers allow players to customise their characters' Attributes, making each Attribute unique to the character. The description for each Attribute lists which PMVs, if any, are available for the Power (Characteristics do not have PMVs).

PMV Cost

Each Rank in a PMV costs 1 Character Point.

Area

Area modifies the radius of influence of the Power, centred on either the character (for Powers with a Range of zero) or on a specific location (for Range Rank 1 or higher).

Duration

Duration determines the maximum period of time that the Power's effect will influence a target. In most cases (with the exception of Mimic, see page 129), this only applies when the character is using a Power to affect someone or something else. Duration does not apply when using the Power to affect him or herself, since the character can simply reactivate the Power at will. At the end of a Power's Duration, its effects will cease.

Range

Range determines the distance at which the Power may be used. Range is a measure of how far away the centre of a Power can be manifested; it does not determine the number of targets or the area affected by the Power (see Area and Targets). Attributes with the Range PMV at Rank 0 can only be used through contact with the target. Alternatively, if the Power has the Area PMV above Rank 0, characters may centre the Power's effect upon themselves.

Targets

Targets determines the maximum mass of objects and/or number of people, as is appropriate, that the Attribute can affect. A Rank of zero indicates that only the character can be affected; a Rank of 1 means that any single individual (including the character) or appropriate mass can be targeted. It should be noted that the target objects or people must still be within the Attribute's Range and Area for the Power to have an affect. For rules on using a Power against unwilling targets, see Using Powers Against Opponents, page 213.

Required PMVs

While the PMVs are primarily optional additions that create a variety of Power applications, some Attributes require certain PMV assignments to make them useful:

The Area PMV must be assigned to: Force Field, Illusion, Projection, Sensory Block, and Sixth Sense.

The Duration PMV must be assigned to: Animal Summon/Control, Creation, Environmental Influence, Illusion, Metamorphosis, Plant Control, and Transmutation.

The Targets PMV must be assigned to: Contamination, Healing, Illusion, Metamorphosis, Mind Control, Nullify, or Telepathy.

Zero Rank PMVs

What does it mean when a Power requires a specific PMV but has it at Rank zero? Can the Power still work? How does it function?

For Area, it means the Power affects a pinpoint area even smaller than a grain of sand. Unless the character is using the Power on him or herself or on an incredibly small target, the Power's effect is virtually insignificant, unnoticed to almost everyone. It is appropriate to take the Area PMV at Rank zero if the character will only use the power to affect him or herself.

Duration of zero means the power has an instantaneous effect. Since the effect of the Power vanishes instantly, nobody but the most perceptive people will be aware that anything happened. Consequently, most Powers that list Duration as a PMV require it to be assigned, or the Power is virtually useless. Some exceptions are: Mimic Powers (without Duration, a character can still Mimic instantaneous Powers); Shrink (Duration only necessary to affect others); and Pocket Dimension (Duration only necessary to use Power offensively).

A Range of zero means that the Power can only be used when touching a target, or upon the character him or herself. This restriction is appropriate for many Powers that require contact to activate.

Targets at Rank zero means that the character can only affect him or herself with the Power — it cannot be used on other targets. Many superheroic Powers have Rank zero Targets that only affect the character directly.

Consequently, if the character wishes to use his or her Power to affect other people than just him or herself, assigning PMVs at Ranks 1 or higher is necessary. If, however, the character simply wishes to affect him or herself with the power, PMVs may not be required for the Power at all.

Table 3-3: Power Modifier Values

Rank	Area	Duration	Range	Targets
0	pinpoint	instantaneous	touch	self
1	10 cm	1 round	10 m	1 Person/ 50 kg
2	1 m	5 rounds	100 m	5 People/ 100 kg
3	10 m	1 min	1 km	10 People/ 500 kg
4	100 m	10 min	10 km	50 People/ 1 tonne
5	1 km	1 hr	100 km	100 People/ 5 tonnes
6	10 km	12 hr	1,000 km	1,000 People/ 10 tonnes
7	100 km	1 day	10k km	10k People/ 100 tonnes
8	1,000 km	1 week	100k km	100k People/ 1,000 tonnes
9	10k km	1 month	1M km	1M People/ 10k tonnes
10	100k km	6 month	10M km	10M People/ 100k tonnes

Attribute Progression

The effects of each Attribute improve as its Level increases. Most Attribute descriptions indicate which column of Table 3-4: Progression Charts you should reference when determining the game effect of the Attribute. For example, Animal Summon/Control (see page 99) has a Progression of "Medium Progression Chart, starting at 1 animal (Level 1) increasing to 50,000 animals (Level 10)." When determining the game effect of Animal Summon/Control, the player looks at the Medium column of Table 3-4: Progression Charts and cross-references it with the Rank equal to his or her character's Level in the Attribute. Thus, if his or her character had Animal Summon/Control at Level 6, the character would be able to affect up to 500 animals with the Attribute.

How do PMVs Work?

The Power Modifier Value Chart allows players to create distinct applications of the same Attribute. By assigning a certain Rank in a PMV to an Attribute, you will create different variations of the base use. Take Teleport, for example. Each Level of Teleport dictates how far your character can teleport, starting at 10 metres at Level 1. Without PMVs, every character with Teleport will use it in the same way, on him or herself only. By using the PMVs for Area, Range, and Targets, however, you can create a specific version of the Attribute that works very differently than another character's. If one character possessed Teleport at Level 4, he could Teleport himself up to 10 km away. Another character, however, takes Teleport (also at Level 4) but assigns Area Rank 3, Range Rank 2, and Targets Rank 4. She is able to teleport herself up to 10 km away, but she is also capable of teleporting up to 50 people or 1 tonne in mass (Targets Rank 4) within a 10-metre radius (Area Rank 3) that is 100 metres away from herself (Range Rank 2), up to 10 km away. Thus, she could teleport a car (under 1 tonne in mass and under 10-metres in radius) located at the other end of a football field (under 100 metres away) to the other side of the city (within 10 km teleport). The first character can only use his Attribute to teleport himself while the second character can use her Attribute to teleport people and objects around her as well.

In short, the PMVs allow you to push Attributes beyond their base, standard mechanics and use them in new and innovative ways.

Some Attributes begin the progression at a higher Rank on the Chart. For example, Flight (see page 114) has a Progression of "Medium Progression Chart, starting at 10 kph (Level 1) increasing to 500,000 kph (Level 10)." Thus, the Level 1 effect of Flight (10 kph) is equal to Rank 3, or two ranks higher than the Level of the Attribute. Therefore, if a character had Flight at Level 6, the player would reference Rank 8 on the Medium Progression Chart and see that his or her character could fly at speeds up to 5,000 kph.

Descriptive or Special Progression

If the Attribute indicates a descriptive progression, read the Attribute entry for more information.

Linear Progression

If an Attribute follows a linear progression, check the values for Level 1 and Level 10 and interpolate the

values for intermediate Levels. For example, the entry for Tough reads, "Linear, starting at +20 Health Points (Level 1) increasing to +200 Health Points (Level 10)." The progression is therefore +20 Health Points for each Level.

Reversed Progression

A few rare Attributes require a reversed progression as the Level of the Attribute increases. Contamination, for instance, has a Progression of "Time Progression Chart Reversed, starting at 6 months (Level 1) decreasing to 1 round (Level 10)." Thus, the Level 1 effect for Contamination is equal to Rank 11 on the Time Progression Chart. For each additional Level of the Attribute, the Rank decreases by one until it reaches Rank 2 (1 round) at Level 10.

Table 3-4: Progression Charts

Rank	Fast	Medium	Slow	Time
1	1	1	1	10 Initiative
2	10	5	2	1 round
3	100	10	4	5 rounds
4	1 k	50	8	1 min
5	10 k	100	15	10 min
6	100 k	500	30	1 hr
7	1 M	1 k	60	12 hr
8	10 M	5 k	125	1 day
9	100 M	10 k	250	1 week
10	1 B	50 k	500	1 month
11	10 B	100 k	1,000	6 month
12	100 B	500 k	2,000	1 year
13	1 T	1 M	4,000	10 year
14	10 T	5 M	8,000	100 years
15	100 T	10 M	15,000	1 k years
16	1 Q	50 M	30,000	10 k years
17	10 Q	100 M	60,000	100 k years
18	100 Q	500 M	125,000	1 M years
19	1 Quint	1 B	250,000	10 M years
20	10 Quint	5 B	500,000	100 M years

k = Thousand M = Million B = Billion
T = Trillion Q = Quadrillion Quint = Quintillion

Attribute Restrictions

Players may wish to assign the Restriction Defect (see page 184) to one or more of their characters' Characteristic or Power Attributes, thereby reducing the Attribute's total cost. The description of each Attribute lists some example Restrictions that are appropriate for the Attribute. GMs, however, are always the final arbiter of whether or not a Restriction is acceptable for an Attribute.

Attribute Reductions

Players can assign the Reduction Defect (page 183). Reductions decrease the Attribute's cost per Level, determined by the severity of the Reduction.

Attribute Entries

The Attribute entries in the following section indicate: the Character Point cost; whether the Attribute is a Power or Characteristic; the Stat most relevant to the Attribute's use should a check be needed; the associated Power Modifier Values; the Attribute's Level progression; several suggested limitations to the Attribute (for the Restriction and Reduction Defects); a list of characters who demonstrate this Attribute; and finally the Attribute's game effects.

Changing Relevant Stats

Although each Attribute lists its most relevant Stat, the GM may allow you to use an alternate Stat if you have a good reason. For example, if your character specialises in psionics, you may want to base the Alternate Form, Damage Absorption, and Heightened Senses Attributes on his or her Mind Stat rather than Body Stat. This option also applies to Skills.

In rare cases, your GM may change an Attribute's relevant Stat to fit the situation rather than the character concept. For example, Sixth Sense is usually based on Soul, but the detection could require a Body or Mind Stat check, depending on the source (such as Body for magnetics; Mind for magic; or Soul for emotions).

Exhibited By

Many Attributes have an entry "Exhibited by" that provides a listing of characters who display this Power or Characteristic in the first arc of *The Authority*. If a character is absent from this list, it does not necessarily imply that he or she lacks these powers — for example, the Doctor never summons any animals in the comic, but it's likely that his magic could allow him to replicate the effects of Animal Summoning/Control (page 99).

Dynamic Powers and Power Flux

A number of characters like the Doctor, Jenny Sparks, and the Engineer have a meta-Attribute, Dynamic Powers (page 109) or Power Flux (page 136). These Powers allow a character to dynamically create different effects. For example, with Dynamic Powers (Electricity) Jenny can electrify someone (Special Attack), create a giant image of herself (Projection), and turn to electricity (Mass Decrease: Insubstantial, Special Attack: Aura, Speed, etc.). She does not have these Attributes individually, but can replicate their effects, and many others, with Dynamic Powers.

The examples throughout the Attributes explain how to achieve certain effects from the comic. Some characters will possess an Attribute directly (Apollo has Flight, for example), while some will recreate the effect through a meta-Attribute (the Engineer achieves Flight with Power Flux).

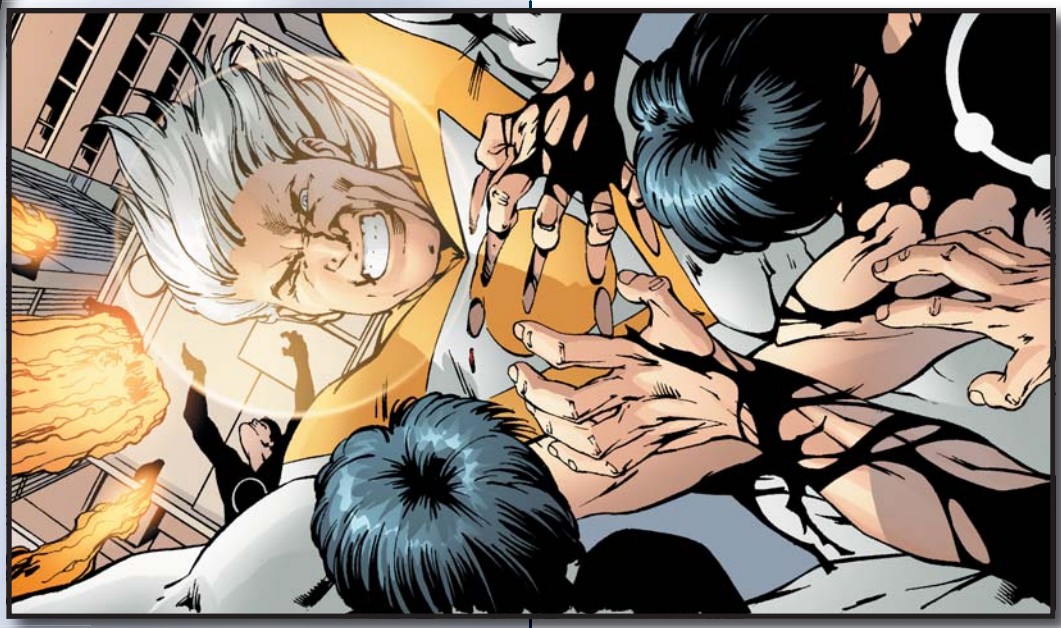


Table 3-5: Character Attributes

Attribute Name	Cost per Level	Progression	PMVs	Relevant Stat	Type
Adaptation	1	Linear	None	Body	Power
Agents	5	Slow	None	None	Characteristic
Alternate Form	3 or 9	Linear	None	Body	Power
Animal Summon/Control	1, 3, 5	Medium	A,D	Soul	Power
Armour	1 or 3	Linear	None	Body	Power
Attack Combat Mastery	3	Linear	None	None	Characteristic
Combat Technique	1	Linear	None	None	Characteristic
Computer Scanning	2	Fast	None	Mind	Power
Contamination	2 or 4	Time Rev	A,R,T	Body	Power
Creation	2 or 3	Medium	D,R	Mind/Soul	Power
Damage Absorption	8 or 10	Linear	None	Body	Power
Damage Conversion	6 or 8	Linear	None	Body	Power
Defence Combat Mastery	2	Linear	None	None	Characteristic
Divine Relationship	1	Linear	None	None	Characteristic
Duplicate	6 or 8	Linear	None	Body	Power
Dynamic Powers	10, 15, 20	Linear	A,D,R,T	Variable	Power
Elasticity	2	Descriptive	None	Body	Power
Energy Bonus	2	Linear	None	None	Characteristic
Enhanced [Stat]	2	Linear	None	None	Power
Environmental Influence	1	Linear	A,D,R	Soul	Power
Extra Arms	1	Slow	None	None	Characteristic
Extra Attacks	8	Linear	None	None	Characteristic
Extra Defences	3	Linear	None	None	Characteristic
Features	1	Linear	None	None	Characteristic
Flight	2, 3, 4	Medium	None	Body	Power
Force Field	4	Linear	A,D,R	Mind	Power
Gadgeteer	2	Slow	None	Mind	Characteristic
Gadgets	2	Linear	None	None	Characteristic
Grow	10	Variable	None	Body	Power

Attribute Name	Cost per Level	Progression	PMVs	Relevant Stat	Type
Healing	4	Linear	A,R,T	Body/Soul	Power
Heightened Awareness	1	Linear	None	Body/Mind	Characteristic
Heightened Senses	1	Linear	None	Body/Mind	Power
Henchmen	1 or 2	Slow	None	Soul	Characteristic
Highly Skilled	1	Linear	None	None	Characteristic
Hyperflight	2	Fast	None	Body	Power
Illusion	1, 2, 3, 4	Fast	A,D,R,T	Mind	Power
Immovable	1	Linear	None	Body	Power
Immunity	5	Descriptive	None	Body	Power
Invisibility	2 or 3	Linear	A,T	Body	Power
Item of Power	3 or 4	Linear	None	Soul	Characteristic
Jumping	1	Medium	None	Body	Power
Mass Decrease (Insubstantial)	3 or 4	Variable	None	Body	Power
Mass Increase	8	Variable	None	Body	Power
Massive Damage	2 or 5	Linear	None	None	Characteristic
Metamorphosis	5	Linear	A,D,R,T	Mind/Soul	Power
Mimic Powers	7 or 10	Linear	D,R	Mind	Power
Mind Control	2, 3, 4, 5	Variable	A,R,T	Mind	Power
Mind Shield	1	Linear	A,R,T	Mind/Soul	Power
Natural Weapons	1	Linear	None	None	Characteristic
Nullify	7 or 12	Linear	A,D,R,T	Soul	Power
Organisational Ties	1, 2, 3	Descriptive	None	Soul	Characteristic
Plant Control	2	Fast	D	Mind/Soul	Power
Pocket Dimension	2, 3, 4	Fast	A,D,R,T	Mind/Soul	Power
Power Bonus	1, 2	Linear	None	Characteristic	
Power Flux	5, 10, 15, 20	Linear	Special	Variable	Power
Projection	3	Medium	A,D,R	Mind	Power
Regeneration	2 or 6	Linear	None	Body	Power
Reincarnation	2 or 4	Time Rev	None	Soul	Power
Sensory Block	1	Linear	A,R	Mind	Power
Shrink	1	Variable	A,D,R,T	Body	Power
Sidekick	1 or 3	Linear	None	None	Characteristic
Sixth Sense	1	Linear	A	Soul	Power
Special Attack	1 or 4	Linear	None	None	Power
Special Defence	1	Linear	None	Variable	Power
Special Movement	1	Linear	None	Body	Power
Speed	6	Medium	None	Body	Power
Superstrength	4	Slow	None	Body	Power
Telekinesis	2 or 4	Fast	A,R	Mind	Power
Telepathy	1, 2, 3	Descriptive	A,R,T	Mind	Power
Teleport	5	Fast	A,R,T	Mind	Power
Tough	2	Linear	None	None	Characteristic
Transfer	5 or 10	Linear	D,R	Soul	Power
Transmutation	3, 4, 5	Medium	D,R	Mind/Soul	Power
Tunnelling	2	Medium	None	Body	Power
Unique Attribute	1-10	Variable	Variable	Variable	Either
Unknown Superhuman Power	Variable	Special	Variable	Variable	Either
Water Speed	2	Medium	None	Body	Power
Wealth	3	Medium	None	None	Characteristic

Burns Energy

As a change from *Silver Age Sentinels*, we felt the use of Energy Points and Attributes that burned Energy Points better represented *The Authority RPG*, where certain characters collapse after undertaking tremendous exploits. Not every character's Attributes use Energy Points, of course, but it is not uncommon. Energy Points can also be used by all characters to push Powers, and in some cases to push their Stats.

For further detail on the use of Energy Points, see page 189. The Burns Energy Defect is described on page 177. Pushing Powers and Stats is described on page 216.

Balancing Game Systems

Every effort was made to keep *The Authority RPG* and *SAS* as compatible as possible. Consequently, the costs of Attributes were kept the same in most instances.

Skills vs. Skill Groups

The Authority RPG strives to be bigger than other superhero games. To better represent the over-the-top adventures, we believe that Skill Groups better represent the breadth of knowledge that these characters possess. We realise, however, that many players prefer to specialise their characters in precise ways, and so the standard Tri-Stat Skills system is provided. Additionally, this mechanism is more suited to lower Point total games, such as a StormWatch scenario. See page 162 for more information.

New Attributes

The Authority RPG has several Attributes not found in *Silver Age Sentinels*, including: Combat Technique (Deflection, Hardboiled, Reflection), Immunity, Power Bonus, and a variant application of Regeneration called Variable Intensity Regeneration. All of these Attributes can be used in an *SAS* game as well.

Adaptation vs. Armour vs. Special Defence

The Adaptation, Armour, and Special Defence Attributes all have some overlap. On a physical realm, Adaptation provides slight protection against damaging environments — but if a character has a high Level of Armour, then Adaptation might not be needed at all. For example, Apollo does not have Adaptation (Intense Cold), since he has Armour Level 10. If Apollo is standing around in -40° C temperatures, the rules (page 211) indicate he should suffer 4 damage every 10 minutes. Yet it makes sense to assume that his Armour is going to protect him against such weather (unless he took a Restriction on the Armour).

Cold is a bit tricky, however, so consider an easier example. The Engineer has Armour Level 4 (for the example's sake she's not boosting it with her Power Flux: Nanotechnology), but does not have Adaptation (Intense Heat). A flamethrower would deliver approximately 30 damage. Obviously, her Armour will protect her against heat damage, so it is reasonable to assume it would also protect against lesser environmental damage (equivalent to Adaptation: Intense Heat).

At the same time, many of the effects that Adaptation protects against are not simple damage. Heat causes exhaustion and dehydration, while noxious gases and submersion in water can threaten even seemingly invulnerable characters. In those instances, Adaptation is much more useful than Armour.

Armour will protect against: acidic/basic liquids, extreme pressure, intense cold, intense heat, and vacuum (explosive decompression rather than suffocation). If a character has even one Level of Armour, he or she has some protection against all of those listed.

Special Defence also protects against certain more abstract forms of damage, such as poison and pain, while Adaptation protects against radiation. It's a matter of preference, admittedly, and one could easily decide that radiation was better suited to Special Defence, or that poison should be listed under Adaptation. In the end, they are fairly close in Point cost and game effect, so go with whatever feels best.



Adaptation

Cost: 1 Point/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Linear, starting at 1 environment (Level 1) increasing to 10 environments (Level 10)
Reduction: None
Restrictions: Time limit; no Armour; naked form only
Exhibited by: Apollo, Carrier, Midnighter, Swift

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Level. Examples of hostile environments include: acidic/basic liquids, extra dimensional, extreme pressure, intense cold, intense heat, noxious gases, radiation, thin atmosphere, underwater (the ability to "breathe" water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth's atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defence Attribute (page 150), not Adaptation.

The Attribute also provides 5 points of Armour against environmental conditions and attacks similar to the adapted environment. For example, Adaptation (Heat) provides Armour while in the desert heat and against fiery blasts, while Adaptation (Pressure) provides Armour while deep-sea diving and against a crushing gravity attack. In most natural Earth environments, this Armour provides complete protection against the elements. Adaptation can thus be viewed as a very limited form of the Armour Attribute in many situations. A character with even Level 1 Armour gains the benefits of Adaptation against environmental conditions. Armour does not protect against specific hostile environments that have less tangible damaging effects, such as extra dimensional, noxious gases, and underwater.

Agents

Cost: 5 Points/Level
Type: Characteristic
Relevant Stat: Soul
PMVs: None
Progression: Slow Progression Chart, starting at 1 agent (Level 1) increasing to 500 agents (Level 10)
Reduction: Fewer agents available; built on fewer Character Points
Restrictions: Agents have further limited Stats/Attributes/Defects/Skills
Exhibited by: Doctor, Kaizen Gamorra

The Agent Attribute represents mercenary employees, hired guns, researchers, or fanatical followers. Unlike Henchmen (page 119), Agents are often well trained, and can become reasonably dangerous. Agents fill the gap between Henchmen and Sidekicks (page 140), allowing for a squad of effective, capable followers.

Agents are built on 30 Character Points, and have 30 Skill Points. For every additional +1 Point spent, however, they all gain 5 Character Points, limited to an extra +10 Points, or 50 extra Character Points. Note: in certain situations, such as Kaizen Gamorra's *koroshi* knife warriors, GMs can lift this restriction.

Agents will fight for the character, although they need not be soldiers. Many advisors, scientists, or even lawyers fall under this Attribute. Agents, due to their secondary nature to the story, should usually not have the following Attributes: Agents, Henchmen, Sidekick, Special Attack, or Transfer.

Alternate Form

Cost: 3 or 9 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Linear, starting at 10 Character Points for the Alternate Form (Level 1) increasing to 100 Character Points for the Alternate Form (Level 10)
Reduction: Fewer Character Points awarded
Restrictions: Under certain conditions, time limit, requires special equipment
Exhibited by: Swift

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well.

If a character only has a single, permanent, non-human form, this Attribute should not be applied. Instead, the character must acquire the relevant Attributes and Defects that best represent the form's capabilities. A character with several different Alternate Forms should assign this Attribute multiple times. The Attributes gained in the character's Alternate Form obviously cannot be Dependent (see page 178) upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Levels as well. To create a character with unlimited additional forms, see the Dynamic Powers Attribute (page 109) with a Shapeshifting speciality.

Partial-Powered Form (3 Points/Level)

The form is built from 10 Character Points for each Alternate Form Level, which can be used to acquire Stats, Characteristic or Power Attributes, and Defects. The character's Stats all drop to zero and thus must be raised with the Alternate Form's new Character Points; Derived Values also must be recalculated. Additionally, the character's regular Attributes, Skills, and Defects no longer function in the Alternate Form, though the GM may decide that some Characteristic Attributes (such as Gadgets, Henchmen, Organisational Ties, Wealth, and others) and some Defects (such as Achilles Heel, Bane, and others) still retain their effects. Defects can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Full-Powered Form (9 Points/Level)

The form is built from 10 Character Points for each Alternate Form Level, which can be used to acquire Characteristic or Power Attributes, and Defects. The character retains all the Stat Values, Attribute Levels, Skill Levels, and Defect Bonus Points associated with his or her regular form. The newly acquired Attributes and Defects add to the character's normal form. If the character's Stats are modified by the Enhanced [Stat] Attribute or Less Capable [Stat] Defect, the Derived Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Cosmetic Changes (2 Points)

A "Level 0" option of the Alternate Form Attribute is also available at the cost of 2 Character Points. This Level allows a character to undergo cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions). This can also add the Features (Appearance) Attribute or Physically Unappealing Defect.

A single Cosmetic Change (1 form) costs only 1 Character Point, and is often used with Alternate Form (Full or Partial Powered) to make a character no longer appear human.

Sample Alternate Forms

The examples given below suggest some Attributes that may be appropriate for the Alternate Forms, but the GM can modify them if desired. Other types of alternate forms can include electricity, radiation, light, emotion, data, dream, sound, and many others.

Animal Forms

Many nature-based shapeshifters have one or more Partial-Powered animal forms. Suggested Attributes: any that are relevant to the specific animal form, such as Armour, Attack Combat Mastery, Features, Flight, Heightened Senses, Jumping, Natural Weapons, Special Movement, Tough, Tunnelling, etc.

Elemental/Chemical Forms

This option covers a wide range of possible forms, including: acid, base, gold, granite, ice, mercury, water, sulphur, synthetic drugs, etc. Suggested Attributes: Adaptation, Armour, Duplicate, Elasticity, Enhanced [Stat], Extra Arms, Mass Decrease (Insubstantial), Mass Increase, Massive Damage, Regeneration, Special Attack, Special Defence, Special Movement, Superstrength, Swarm, Tough, Water Speed.

Flame Form

The character is composed of fire, and can ignite flammable objects on contact. Any person near the character may suffer burn damage as well. Suggested Attributes: Adaptation (Heat), Armour (Optimised to heat), Damage Conversion (Heat), Environmental Influence (Heat), Flight, Force Field, Special Attack (Aura).

Gaseous Form

This form is less substantial than a liquid form. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Suggested Attributes: Adaptation, Creation, Extra Attacks, Flight, Heightened Awareness, Invisibility, Mass Decrease (Insubstantial; Level 2), Projection, Regeneration, Shrink, Sixth Sense, Special Attack, Special Defence, Speed.

Incorporeal Form

An Incorporeal form is without physical substance (for example, a ghost or living shadow). The character can pass through walls, walk on air or water, and perform similar ghost-like feats. Suggested Attributes: Adaptation, Flight, Invisibility, Mass Decrease (Insubstantial; Level 10), Special Defence.

Melding Form

The character can meld into any inanimate object, and still perceive nearby events as though he or she is still human. Once merged, the character cannot be harmed unless the object is damaged. Suggested Attributes: Adaptation, Mass Decrease (Insubstantial, to meld), Teleport (Within melded object), Tunnelling.

Superhuman Form

Some characters maintain dual human/super identities and do not have access to all of their Powers until transformed into superheroes or supervillains. Suggested Attributes: any that are relevant to character's superhuman form.

Two-Dimensional Form

A 2-D character has height and width, but not depth. He or she can squeeze through the spaces between atoms, and is completely invisible when viewed from the side. An entire new two-dimensional universe may be waiting to be explored by such a character. Suggested Attributes: Adaptation, Mass Decrease (Insubstantial, Level 10), Pocket Dimension, Special Defence, Special Movement, Speed.

Example

Swift has the full powered version of Alternate Form Level 4 (Winged Form). She pays 36 Points and receives 40 Points to design her winged huntress form. When she transforms, she gains Features (Taloned prehensile feet) +1 (1 Point), Flight +6 (20 Points), Massive Damage (Claws, Talons) +3 (6 Points), Natural Weapons (Claws, Talons) +2 (2 Points), Special Attack "Divebomb" +3 (12 Points), and Special Attack "Sonic Boom" +3 (3 Points). The total of all this is 48 Points, however, and so must be reduced to 40. Swift therefore has two Restrictions on her Flight (Wings require open space and air, 2 BP; and top speed of 1500 kph, 3 BP), and the Marked Defect (Wings, Claws, Talons; 3 BP). When Shen transforms into the winged huntress, she keeps her normal Stats, Attributes, Skills, and Defects, and adds the new abilities her Alternate Form provides.

Animal Summon/ Control

Cost:	1, 3, or 5 Points/Level
Type:	Power
Relevant Stat:	Soul
PMVs:	Area, Duration
Progression:	Medium Progression Chart, starting at 1 animal (Level 1) increasing to 50,000 animals (Level 10)
Reduction:	Can only give limited commands
Restrictions:	Check needed to maintain control; animals aggressive towards Summoner once released; demons require gift/offering

Characters with this Attribute (at 1 Point/Level) can summon animals from the surrounding area (as determined by the Area PMV Rank), and command them to perform a variety of simple activities: attack, confuse, hunt, defend, track, etc. Human control is covered by the Mind Control Attribute (page 129). The Attribute Level determines the maximum number of animals that can be summoned. If fewer animals are in the area of effect, only those will obey the summons. Additionally, the animals do not appear magically; they must find a way to travel to the character. After the Duration PMV has expired, the animals will return to their normal activities and habitats. Any animals still travelling to the summoning character will cease their journeys at that time.

If the character limits the Summon/Control to a single broad group of animals, the Attribute functions at one Level higher. Broad animal groups include: mammals, insects, reptiles, amphibians, fish, avians, etc. If limited to a single specific group, the Attribute functions at two Levels higher. Specific animal groups include: dogs, cats, rodents, ants, bees, large reptiles, frogs, sharks, birds of prey, etc. If limited to a specific type of animal, the Attribute functions at three Levels higher. Examples of animal types include: poodles, tigers, rats, fire ants, crocodiles, tree frogs, hammerhead sharks, eagles, etc.

For 3 Points/Level, the animals are summoned through supernatural means. The character can always summon the maximum number of allowable animals (as determined by Level), and the animals arrive within a single round. When the Duration expires, the animals instantly return to their original location.

An alternate 5 Points/Level version of this Attribute — Dimensional Summon/Control — allows the character to summon creatures from other dimensions or planes of existence. The creatures arrive within a single round. The creatures are built using 5 Character Points for each Level of Area PMV assigned. When the Duration expires, the creatures instantly return to their original location.

Armour

Cost:	1 or 3 Points/Level
Type:	Power
Relevant Stat:	Body
PMVs:	None
Progression:	Linear, starting at 10 point damage reduction (Level 1) increasing to 100 point damage reduction (Level 10)
Reduction:	Reduced Armour values
Restrictions:	Needs repairs; cumbersome/restricts movement; under certain conditions
Exhibited by:	Apollo, Carrier, Engineer, Jack, Midnighter, Saul Baxter

The Armour Attribute represents actual armoured plates, or simply skin or clothing that is superresistant to damage. It is most often found on combat vehicles, cyborgs, androids, giant monsters, and, of course, superbeings.

Armour reduces the damage that a character or structure suffers (see Chapter 4: Game Mechanics for how damage works). Armour reduces the damage of each attack by 10 points per Level (20/Level for Shield). The base cost for Armour is 3 Points/Level (or 1 Point/Level for Shield).

A number of options are available for the Armour Attribute, which alter the Attribute's Point cost or modify the Armour's effectiveness. The minimum Point cost of Armour, regardless of options, is 1 Character Point.



Partial

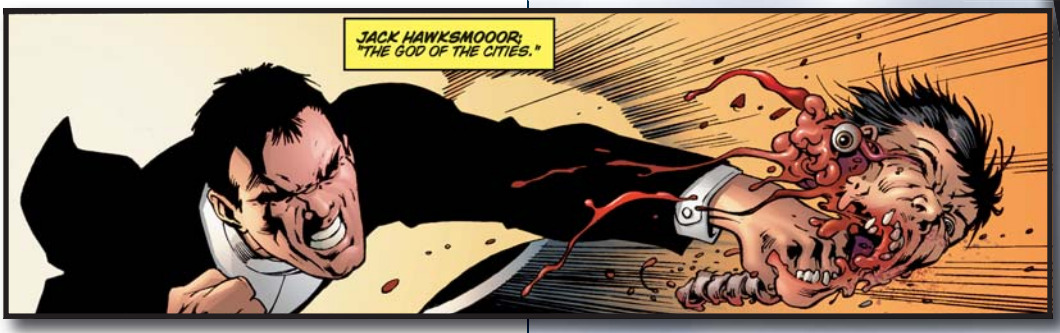
The Armour has a small thin area (half Armour value, -1 to Point cost) or an unarmoured area (no Armour value, -2 to Point cost) that can be targeted using a Called Shot (see page 199). Point cost reductions apply to the total cost of Armour, not the cost per Level.

Optimised Armour

The Armour is focused against a particular uncommon attack form. Eligible attack forms include electricity, cold, laser beams, fire/heat, energy blasts, etc. Armour cannot be optimised against broad categories such as blunt impacts or piercing weapons, however (see Immunity, page 122). Optimised Armour provides doubled protection against the chosen attack form only, and no protection against other forms. A character can acquire both Optimised Armour and ordinary Armour by assigning the Armour Attribute twice.

Shield Only

The Armour does not cover the character's entire body. Instead, it is a shield that the user must deliberately interpose in front of a melee or unarmed attack using a Block Defence (see page 205). The character must also possess the Combat Technique (Block Ranged Attacks) Attribute to use the shield in a Block Defence against ranged attacks. If the character successfully defends, the shield's Armour can protect against 20 points of damage each Level (rather than 10). This option reduces the cost of Armour to 1 Point/Level (rather than 3 Points/Level).



Attack Combat Mastery

Cost:	3 Points/Level
Type:	Characteristic
Relevant Stat:	None (uses Combat Value)
PMVs:	None
Progression:	Linear, starting at +1 ACV (Level 1) increasing to +10 ACV (Level 10)
Reduction:	See text (Melee Weapons, Guns, Unarmed, Specific Weapon)
Restrictions:	None
Exhibited by:	Apollo, Carrier, Christine Trelane, Engineer, Jack Hawksmoor, Jackson King, Jenny Sparks, Midnighter, Regis, Saul Baxter, Swift

Attack Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Attack Combat Mastery allows a character to pick up any weapon (or use none at all) and be dangerously proficient.

To specialise in a specific style or particular weapon, characters should assign an appropriate Reduction (-1 for a broad category, -2 for a narrow focus). In games that use specific Skills, however, characters should instead assign individual Combat Skills (page 171) to define a character's particular techniques. See page 188 of Step 7: Derived Values for more information on the Attack Combat Value.

Example

The Midnighter has Body 14, Mind 12, and Soul 10, giving him a base Combat Value of 12 — not bad for a normal guy, but hardly respectable for the Night's Bringer of War. To increase his martial prowess, he has the Attack Combat Mastery Attribute at Level 10, giving him an Attack Combat Value of 22! Midnighter applies that bonus whenever he picks up a weapon, or uses a vehicle-mounted weapon, or even attacks with his hands and feet. In combat, he almost never misses.

Combat Technique

Cost:	1 Point/Level
Type:	Characteristic
Relevant Stat:	None (uses Combat Value)
PMVs:	None
Progression:	Linear, starting at 1 technique (Level 1) increasing to 10 techniques (Level 10)
Reduction:	None
Restrictions:	Under certain conditions; against broad or specific group of opponents; with specific weapons or weapon groups
Exhibited by:	Apollo, Engineer, Jack Hawksmoor, Jackson King, Jenny Sparks, Midnighter, Regis, Saul Baxter, Swift

The Combat Technique Attribute allows a character to perform astounding feats with a wide variety of melee or ranged weapons, or special attacks. For a listing of penalties associated with some special combat manoeuvres, see page 203. Each Level gives the character one combat technique; the Game Master will determine if a specific manoeuvre can be assigned multiple times. The GM and players are encouraged to develop their own combat techniques as well.

Accuracy

The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, or shooting at longer-than-usual ranges. Accuracy is also used when attempting a special feat or trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner. Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive a -2 penalty. For more information on ricochet attacks, see page 200.

ACV Knockback

The character is proficient at maximising the distance that he or she knocks opponents back after a successful hit (see Knockback, page 210). The character adds his Attack Combat Value, in metres, to the knockback distance inflicted upon the target of a successful hit.

Blind Fighting

The character does not suffer penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent.

Blind Shooting

The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This technique can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

Block Ranged Attacks

Under normal circumstances, a character cannot use a Block Defence (page 205) against a ranged attack. With this technique, a character gains this defensive option.

Concealment

The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at a -4 Check Value penalty. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 Check Value penalty.

Deflection

If the character makes a successful Block Defence, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack (page 142), the Block Defence roll is penalised: -2 for each Level of the Special Attack.

Hardboiled

The character is a survivor, willing to endure great pain and push his or her body past normal limits. Each time this Technique is assigned, the character gains a +10 bonus to his or her Shock Value (page 189).

Judge Opponent

The character can judge his or her opponent's approximate Combat Value and weapon Skill Level from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Health Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your eye blast, it will drop him," rather than saying "the enemy's ACV is 12, with a Melee Attack (Sword) Skill of 2, and he has 60 Health Points remaining."

Leap Attack

The character can make leaping attacks with his or her melee weapon, or even just feet and fists, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defence) the character gets an extra +5 bonus to damage and may additionally add his or her Acrobatics Skill Level and Jumping Level (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defence, the character is off balance and receives a -2 penalty to any further Defence checks until his or her turn to act in the following round.

Lightning Reflexes

The character reacts quickly in combat and frequently outmanoeuvres opponents. Each time this technique is selected, the character gains +5 to all his or her Initiative rolls.

One Shot Left

The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or attacks built using the Limited Shots Disability (page 149).

Portable Armoury

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Gadgets Attribute (page 117), but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armoury may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round.

Reflection

If the character has the Deflection Combat Technique (see earlier) and makes both a successful Deflection defence and a successful attack roll (which uses an attack action), he or she can reflect a standard melee or ranged attack towards any target within range (including the attacker) without damaging the blocking object. This Reflection is treated as a normal attack against the target using standard attack rules. The GM may decide that some types of attacks cannot be reflected.

Steady Hand

This is the ability to use Attack Combat Skills with ease while the character is moving quickly (running at full speed, flying at speeds over 100 kph, riding in a vehicle, etc.) or otherwise engaged in complex stunts. This greatly reduces the penalties a character normally suffers for attacking while in motion. Each penalty is reduced by 4 (to a minimum of 0). A character with this ability may also use weapons in conjunction with the Acrobatics Skill, and may aim while they are moving.

Two Weapons

The character can effectively fight with two melee or ranged weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the character can attack twice using the normal Two Weapons rules (page 198), but the penalty for doing so is reduced by 2 (to a minimum of 0). Alternatively, the character can attack with one weapon and defend with another receiving a -2 penalty to Attack checks he or she makes but adding a +2 bonus to his or her Defence checks vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

Weapons Encyclopaedia

A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, manufacturer, ammunition capacity, calibre, model year, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll a Mind-based Military Science (Hardware Recognition) Skill check to recall important details. In addition, Weapons Encyclopaedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Street Sense or Business Management Skill checks needed to locate or buy legal or illegal weapons.

Example

Almost everyone in the Authority is a warrior, and the team members know a variety of Combat Techniques.

The Engineer is a builder, not a soldier, yet she maintains her cool while twisting in mid-air with Steady Hand, and can blaze away with twin machine guns due to her 3 assignments of Two Weapons.

Jack is an all around tough guy. He can take the measure of his enemies with Judge Opponent, has Leap Attack to add an edge to his hand-to-hand strikes, and reacts quickly thanks to his Lightning Reflexes.

Apollo, meanwhile, is a hardened veteran of the rough streets of America. Accuracy helps him pinpoint his Light Lase attacks, while Hardboiled allows him to take massive wounds without going into Shock. He also reacts quickly due to his Lightning Reflexes, and can fly and strike with reduced penalties thanks to the Steady Hand technique.

Computer Scanning

Cost:	2 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	None
Progression:	Fast Progression Chart, starting at 10 cm radius area (Level 1) increasing to 100,000 km radius area (Level 10)
Reduction:	Access but cannot understand
Restrictions:	Under certain conditions; in particular regions; specific types of computers or data

With a successful Mind Stat check, characters with this Attribute can access, read, and understand data from all computers or "Silicon Age" technology in the surrounding area. When attempting to access a computer built as an Item of Power, the character suffers a penalty to the Mind Stat check of -2 for each Level of the Item of Power. The Attribute Level determines the maximum area in which the computers can be scanned. To read multiple computers over a network, the area Level must be high enough to encompass the target computers. Since this Attribute can be a very powerful tool in a campaign, the GM and players should ensure it is used appropriately.

Characters who can control and manipulate computer data should acquire the Dynamic Powers Attribute with a computer data specialisation. Alternatively, characters who can control machine technology such as automobiles and construction equipment might instead possess the Telekinesis Attribute (page 154), with a specific restriction.

Example

Although the Engineer does not explicitly use Computer Scanning in the comic, it is very easy to extrapolate this as something she could replicate with her Power Flux (Nanotechnology). If she evoked Computer Scanning Level 4, she could read the information on any computer within 100 metres. The Engineer would either need direct data access to the computer (a Restriction), or else her nanomachines might be able to create a wireless network that she could read.

If she tried to access a restricted system, such as Kaizen Gamorra's Mass Teleporter system (a Level 10 Item of Power), she would suffer a penalty of -2 for each Level of the Item of Power, or -20 to the check.

Contamination

Cost: 2 or 4 Points/Level
Type: Power
Relevant Stat: Body
PMVs: Area, Range, Targets
Progression: Time Progression Chart Reversed, starting at 6 months (Level 1) decreasing to 1 round (Level 10)
Reduction: Partial effectiveness
Restrictions: Under certain conditions; specific targets; temporary change

This Attribute represents the character's ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 2 Points/Level, contamination is "difficult" — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character's flesh).

For 4 Points/Level contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Level of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM will decide whether a player character who is turned into a monster remains in the player's control or is reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated will usually gain a certain number of Powers "paid for" with the Bonus Points acquired by assigning new character Defects (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation will result in a monstrous form similar to that of the character responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien, the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Attribute usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Level of Contamination is added as a favourable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

Creation

Cost: 2 or 3 Points/Level
Type: Power
Relevant Stat: Mind or Soul
PMVs: Duration, Range
Progression: Medium Progression Chart, starting at 1 kg (Level 1) increasing to 50,000 kg (Level 10)
Reduction: Very specific utility
Restrictions: Under certain conditions; creation is visually flawed; limited control over actual object created

This Attribute allows a character to create a non-living object (or set of connected objects, like clothing or a gun and its ammunition). Creation costs 3 Points/Level if the character can create anything (within the limits of his or her Level). It costs 2 Points/Level if the creation is limited to a general class of objects such as "metal," "weapons," "clothing," or "food."

The character cannot create new objects outside his or her experience. The character could create a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with guns could not create one using Creation. The GM may choose to require a Mind Stat check (or relevant Skill check) if the character attempts a particularly complex creation. Failure may indicate the created object does not function properly, or is otherwise flawed; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Creation is only able to make objects that could be classified as Gadgets; it cannot create Items of Power.

The created object will remain in existence for a period of time indicated by the Duration PMV. The ability to change one object into another is covered by the Transmutation Attribute (see page 157).



Damage Absorption

Cost: 8 or 10 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Linear, starting at up to 10 damage converted into Health Points or Energy Points (Level 1) increasing to 100 damage converted into Health Points or Energy Points (Level 10)
Reduction: Partial effectiveness
Restrictions: Under certain conditions; against specific attack types; when battling specific opponents

A character with this Attribute can absorb up to 10 points of damage received from physical attacks (such as guns, swords, punches, or energy blasts) each Level, and change them into a corresponding number of Health Points or Energy Points before damage is inflicted (Health Points or Energy Points must be selected when this Power is first assigned). The new Health Points or Energy Points are added to the character's current total immediately, which may temporarily raise the total above its normal maximum. Damage that is blocked by the character's Armour, Immunity, or Force Field Attributes cannot be absorbed. For 8 Points/Level, the character's Health Point or Energy Point total can never rise above his or her normal maximum (extra points are lost). For 10 Points/Level, the character's Health Point or Energy Point total can be raised as high as twice its normal maximum value (for a duration of one hour). Damage can both be absorbed and converted (by the Damage Conversion Attribute) at the same time.

Damage Absorption does not convert damage from non-physical or complex attacks, including Special Attacks with the following Abilities: Burning, Drain (Any), Flare, Incapacitating, Irritant, Mind or Soul Attack, Stun, Tangle.

Alternatively, to design characters who can absorb energy from non-damaging sources, such as sunlight, electricity, the night, etc. see Variable Intensity Regeneration (page 138).

Combined Restoration

For an additional 4 Points/Level, this Attribute can be specified as Damage Absorption: Combined Restoration. At each Attribute Level, the character still absorbs 10 points of damage to convert to his or her own use, but the absorbed points are channelled to both Health Points and Energy Points simultaneously (10 to each/Level). Thus, the final cost would be either 12 Points/Level (cannot raise Point totals over normal maximum) or 14 Points/Level (point totals can be raised to twice normal maximum, as above).

Example

Although Jenny does not have Damage Absorption, she could have been designed with this Attribute (rather than Regeneration and Immunity) to represent revitalising when drawing upon a powerful electric source. If modelled in this fashion, Jenny has Damage Absorption (Electrical attacks) at Level 10. She can absorb the first 100 damage from any electrical or lightning-based attack that strikes her. The absorbed damage is immediately added to her Health Points (up to her maximum Health Point value — she has the 8 Points/Level version of the Power). She is unable to absorb any damage over 100, and thus suffers it normally.

For example, Jenny is in battle and has been hurt, reducing her 90 Health Points to 30. A stupid Nazi electric superman strikes her with an Electricity Blast for 70 damage ... and she instantly recovers to her maximum Health Points.

In another example, when Jenny electrocutes the alien god's brain, the GM rules that there is a backlash effect of terrible lightning, causing 120 damage. The first 100 damage is absorbed, though lost if Jenny is at full health. The extra 20 damage that she cannot absorb, however, injures her and reduces her Health Points to 70.

Damage Conversion

Cost: 6 or 8 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Linear, starting at gaining 1 Character Point for every 20 points of damage received (Level 1) increasing to gaining 10 Character Points for every 20 points of damage received (Level 10)
Reduction: Partial effectiveness
Restrictions: Apply Character Points to specific Attributes; against specific attack types; when battling specific opponents

A character with this Attribute suffers damage from physical attacks (such as guns, swords, punches, or energy blasts) as normal, but receiving damage grants additional Character Points he or she can assign to Power Attributes temporarily. Points can be accumulated between attacks or combat rounds. Additionally, Character Points can only be assigned to Attributes the character already possesses at Level 1 or higher. Damage can both be converted and absorbed (by the Damage Absorption Attribute) at the same time. Damage Conversion does not convert damage from non-physical or complex attacks, including Special Attacks with the following Abilities: Burning, Drain (Any), Flare, Incapacitating, Irritant, Mind or Soul Attack, Stun, Tangle. The extra Character Points gained through combat dissipate very shortly after the battle has finished, or before the next dramatic scene (GM's discretion).

For 6 Points/Level, damage that is blocked by the character's Armour, Immunity, or Force Field Attributes cannot be converted. For 8 Points/Level, damage that is blocked by the character's other Attributes can be converted.

At each Level, the character gains 1 Character Point for every 20 points of damage received from each single attack (round down). Most often, characters use these Points to enhance the following Power Attributes: Armour, Regeneration, Special Attack, and Superstrength. Additionally, characters can also enhance the Extra Attacks, Extra Defences, Massive Damage (focused option), and Massive Damage (all attacks) Characteristic Attributes. Damage Conversion cannot be used to increase Tough — to increase the character's Health Points see Damage Absorption, page 106.

For example, a character with Level 5 Damage Conversion gains 5 Character Points for every 20 points of damage received. If an enemy blasted the character with a weapon that inflicts 87 points of damage, the character's Health Point total would reduce by 87 points, but he or she would gain 20 temporary Character Points (87 ÷ 20 = 4.35, rounded down to 4; 4 x 5 = 20). If the character possessed Superstrength at a minimum of Level 1, he or she could raise it by 5 Levels immediately (since 20 Character Points ÷ 4 Points/Level = 5 Levels). Alternatively, the character could raise his or her Stats by a total of 10 Stat Values through the Enhanced [Stat] Attribute (since 20 Character Points ÷ 2 Points/Level = 10 Levels).

With GM permission, Damage Conversion may be designed to convert forms of energy into Character Points, rather than converting damage. Examples of energy include: sound, light, radiation, mass, heat, and others. The progression of the Attribute under these conditions must be discussed with the GM. Alternatively, to design characters who can absorb energy from non-damaging sources, such as sunlight, electricity, the night, etc. see Variable Intensity Regeneration (page 138).

Example

In another hypothetical example, Jenny could have Damage Conversion to enhance her Dynamic Powers Level 4 (rather than having Dynamic Powers Level 8, with the Reduction: Must tap into nearly electrical source). In this way, her base line is at a lower effect, but she transforms electrical damage into raw power to feed her other abilities.

In this example, Jenny has Damage Conversion (Electrical attacks) at Level 10. Whenever she suffers damage from an electrical or lighting attack, she temporarily gains 10 Character Points for every 20 damage inflicted. She then uses these Points to increase her Dynamic Powers. If the Nazi electric superman hit her for 80 damage, she would suffer the damage normally (unless it was also absorbed by her Damage Absorption, see above), but would gain 30 Character Points (70 ÷ 20 = 3.5, rounded down = 3; 3 x 10 due to the Level of the Attribute = 30). She can then use these Points to immediately raise her Dynamic Powers by two Levels.



Defence Combat Mastery

Cost:	2 Points/Level
Type:	Characteristic
Relevant Stat:	None (uses Combat Value)
PMVs:	None
Progression:	Linear, starting at +1 DCV (Level 1) increasing to +10 DCV (Level 10)
Reduction:	See text (Melee Defence, Ranged Defence, Unarmed Defence)
Restrictions:	None
Exhibited by:	Apollo, Christine Trelane, Doctor, Engineer, Jack Hawksmoor, Jackson King, Jenny, Midnighter, Regis, Saul Baxter, Swift

Defence Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Defence Combat Mastery allows a character to pick up any weapon (or use none at all) and still proficiently defend.

To specialise in a specific style of defence, characters should assign an appropriate Reduction (-1 for a restricted category). In games that use specific Skills, however, characters should instead assign individual Combat Skills (page 171) to define a character's particular techniques. See page 188 of Step 7: Derived Values for more information on the Combat Value.



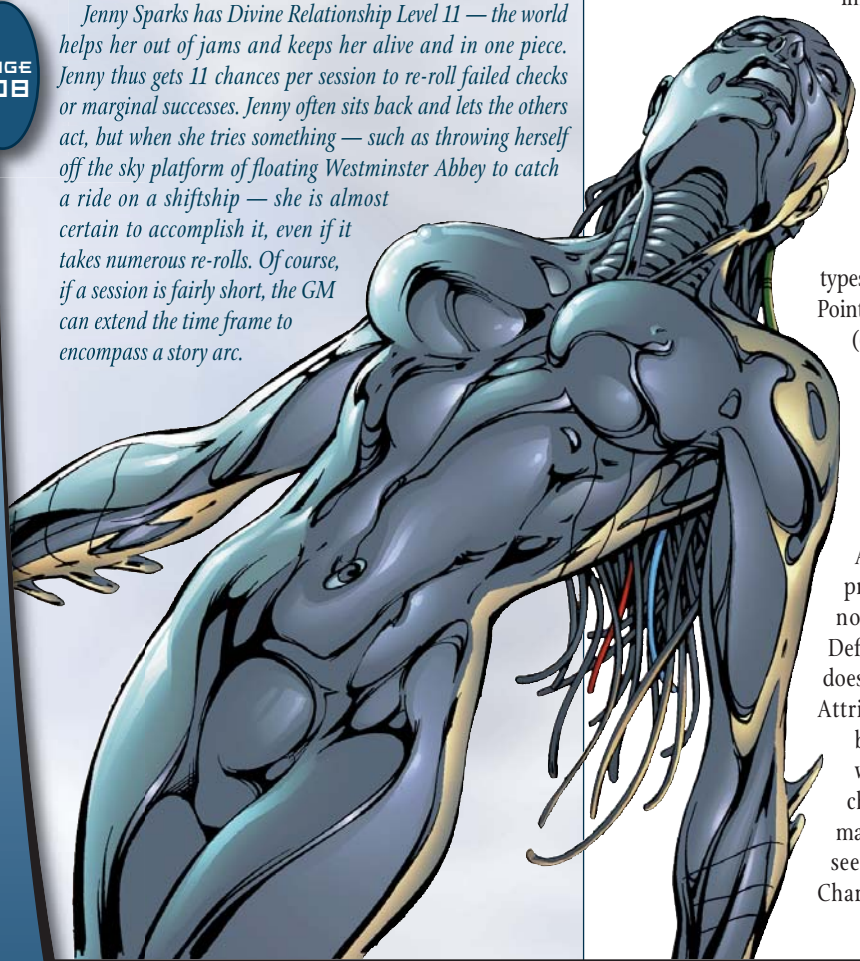
Divine Relationship

Cost: 1 Point/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at re-rolling 1 dice roll (Level 1) increasing to re-rolling 10 dice rolls (Level 10)
Reduction: None
Restrictions: Time limitation; combat checks; Stat/Skill checks
Exhibited by: Jenny Sparks, Midnighter, Swift

A character possessing a Divine Relationship may have powerful forces acting as his or her guardian, which can beneficially influence the outcome of important events. Alternatively, the character may be really lucky, have great karma, or can subtly influence his or her surroundings with thought alone. This relationship is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Level dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

Example

Jenny Sparks has Divine Relationship Level 11 — the world helps her out of jams and keeps her alive and in one piece. Jenny thus gets 11 chances per session to re-roll failed checks or marginal successes. Jenny often sits back and lets the others act, but when she tries something — such as throwing herself off the sky platform of floating Westminster Abbey to catch a ride on a shiftship — she is almost certain to accomplish it, even if it takes numerous re-rolls. Of course, if a session is fairly short, the GM can extend the time frame to encompass a story arc.



Duplicate

Cost: 6 or 8 Points/Level
Type: Power
Relevant Stat: Mind
PMVs: None
Progression: Linear, starting at duplicates with 10 Character Points (Level 1) increasing to duplicates with 100 Character Points (Level 10)
Reduction: Fewer Character Points awarded
Restrictions: Under certain conditions; only certain Attributes are duplicated; shorter duration
Exhibited by: Engineer

A character with this ability can create one or more independent, self-aware duplicates of him or herself, each of which have a maximum number of Character Points dictated by the Attribute Level. The duplicate is not under the character's control, but will act in a manner consistent with the original character. Multiple duplicates can be in existence at any time, but creating a duplicate requires one non-combat action.

Duplicates only remain in existence for a limited time, usually for a single scene or long enough to complete a single task. Since this Attribute can have tremendous impact on a campaign if used too frequently, the GM should impose restrictions on its use as necessary. The player should consider what consequences, if any, will arise should an enemy kill the duplicate.

There are two different types of Duplicate: Customised (8 Points/Level) and Proportionate (6 Points/Level).

Customised Duplicate

The character can assign the duplicate's Character Points as desired when this Attribute is first acquired, provided the duplicate does not gain any Attributes or Defects the original character does not possess. Additionally, Attributes and Defects cannot be raised to Levels that would exceed the original character's Levels. The GM may waive this restriction if it seems appropriate. Once the Character Points are allocated

to the duplicate in a specific pattern during character creation, the distribution cannot be changed; all duplicates ever made will be identical.

Proportionate Duplicate

If the Duplicate Level is not sufficiently high to create a duplicate with the exact same number of Character Points as the original, a less-powerful duplicate is created. In these cases, the reduced Character Points are distributed over the duplicate's Stats, Characteristic and Power Attributes, Skills, and Defects proportionately with the original character. The one exception to this rule involves the Duplicate Attribute; the character may decide that his or her twin does not have the Duplicate Attribute.

Maximum Duplicates

Based on the Engineer's ability to spread her mind over approximately 80 bodies, the following limit to the number of duplicates a character can create based on his or her Mind Stat is suggested. This guideline can changed (perhaps to Soul or Body for the relevant Stat) with GM permission.

Mind Stat	Maximum Duplicates
1-4	2
5-6	4
7-8	8
9-10	15
11-12	30
13-14	60
15-16	125
17-18	250
19-20	500

Example

The Engineer wants to use her Power Flux (Nanotechnology) Level 15 to create clone bodies with the Duplicate Attribute. Customised duplicates cost 8 Points/Level, but she applies a -2 Reduction (Consciousness spreads over all bodies). Therefore, with her 75 Flux Points, she can create customised duplicates at Level 12 (72 Points), which allows each clone to be built on 120 Character Points.

Angie is a 300 Point character, so the clones won't be as witty, or charming, but they will still be pretty effective. The Engineer's duplicates could be designed like this: Body 7, Mind 9, Soul 5 (42 Points), Attack Combat Mastery Level 3, Combat Technique Level 4, Defence Combat Mastery Level 3, Armour Level 3, Power Flux (Nanotechnology) Level 3 (82 Points, or 124 Points total). To reduce the clones to 120 Points, they retain the Defects Famous 3 BP, and Marked 1 BP. The clone also has 30 Skill Points, which Angie would limit to Acrobatics Level 3, Navigation Level 1, and Special Ranged Attack Level 1.

Dynamic Powers

Cost:	10, 15, or 20 Points/Level
Type:	Power
Relevant Stat:	Variable
PMVs:	Area, Duration, Range, Targets
Progression:	Linear, starting at weak control approximating Level 1 Attributes (Level 1) increasing to primal control approximating Level 10 Attributes (Level 10)
Reduction:	One aspect of category
Restrictions:	Under certain conditions; use weakens character, specific targets
Exhibited by:	Carrier, Doctor, Jack Hawksmoor, Jenny Sparks

Dynamic Powers represents extensive control over an element, ideology, natural phenomenon, or sphere of influence. At low Levels, the character is an initiate, and can only effect minor changes in the Power. At high Levels, the character holds mastery over a Realm, and has an intimate understanding of all things relating to the Power. This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Dynamic Powers will not unbalance the game, but rather can provide many opportunities for character innovation. As an alternative option to Dynamic Powers, see the Power Flux Attribute (page 136).

Minor or small categories cost 10 Points/Level. Examples include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Major or large categories cost 15 Points/Level. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

Primal or universal categories cost 20 Points/Level. Examples include core concepts and primary spheres of influence: Time, War, Death, Life, Earth, Stars, Thought, Magic, Force, Math, Self, Law, Chaos, Creation, Heaven, Hell, Dimensions, Dreams, and others.

If the character makes a successful Stat check (the relevant Stat is determined by the GM), he or she can manipulate aspects of the chosen area of influence (see Chapter 4: Game Mechanics). The extent of control is determined by the Dynamic Powers Attribute Level and any relevant PMVs. Since this is a story-driven Attribute, there are few definitive rules regarding what a character can and cannot do with a particular Attribute Level.

For those players and Game Masters who desire a more rigid outline, the recommended guideline is as follows: characters can influence their area with maximum control approximating the abilities listed for other Attributes, with total Levels corresponding to twice the Dynamic Powers Level. No single effect can exceed a Level equal to the Dynamic Powers Level, however. The PMVs available to the character while creating effects is limited by the Dynamic Power PMV Ranks. Under normal circumstances, Dynamic Powers cannot imitate the Transfer Attribute; additionally, the GM may wish to restrict some Characteristic Attributes such as Organisational Ties, Sidekick, and Wealth.

For example, a character with Level 4 Dynamic Powers (Weather) can initiate effects similar in scope to a total of 8 Levels of other Attributes at once; the maximum single effect is limited to Level 4 abilities, though. This means that the character could activate weather-associated abilities



approximating: 8 Level 1 Attributes; or 2 Level 4 Attributes; or 1 Level 4, and 2 Level 2 Attributes; or 1 Level 3, 2 Level 2, and 1 Level 1 Attributes; or any other combination of Levels that adds to 8 Levels total, provided no effect exceeds a Level 4 ability. Likewise, a character with Level 10 Dynamic Powers can initiate effects similar in scope to a total of 20 Levels of other Attributes at once, provided no effect exceeds a Level 10 ability. Each ability must operate within the PMV Ranks assigned to Dynamic Powers.

In addition, any effect that is an attack on another entity (one that is best represented by the Special Attacks Attribute, page 207) also requires a successful Attack check to hit; the target will normally be allowed a Defence check to avoid it. If the controlled area produces something that has a more indirect effect, the target should be allowed to attempt an appropriate Stat Check to resist its influence.

Example

Jenny has Dynamic Powers (Electricity) at Level 8, with the PMVs Area 5 (1 km), Range 4 (10 km), and Targets 5 (100 people / 5 tonnes). Her Dynamic Powers are reduced, however, if she doesn't have a nearby electrical source to tap into — if she's relying on her internal reserves, she's limited to Level 4.

At full strength, Jenny can evoke up to 16 Levels of Powers with the maximum Level for any individual Power at Level 8. When facing the fleet of Sliding Albion, Jenny firmly illustrates her command of electricity. She uses Projection Level 7 to throw her image against the sky, Features (Radio broadcast) Level 1 to communicate with the ships, and Special Attack Level 8 to fry their systems.

Later, when needing to travel cross country, she taps into the power grid and turns herself into electricity with Mass Decrease (Insubstantial) Level 8, and travels through the wires at Speed Level 8.

The Doctor has Dynamic Powers (Earth's Shaman) at Level 12. With Area 10 (100,000 km), Duration 7 (1 Day), and Targets 10 (10 million people / 100,000 tonnes) there's little that's beyond his scope if he can keep his head together.

For example, if an enraged bunch of coked-up cyborg-gorillas invaded the Carrier, the Doctor has a nearly unlimited number of options. Able to evoke 24 Levels of Powers with the maximum Level for any individual Power at Level 12 in the first round of combat, he surrounds the Carrier in a Sensory Block Level 4 field that eats radio waves and most other signals — the cyborg-gorillas inside the Carrier can communicate on their network, but can't reach anyone outside the ship. The Doctor could have blanketed the whole area, of course, but that might have killed the Authority's radiotelepathy.

Next, he uses Transmutation Level 5 (100 kg) to transform the ammunition in their plasma weapons into Sandalwood incense, simultaneously disarming them and making them smell better. A round later, he creates a Force Field Level 8 out of ambient energies to protect Swift, who had fallen to one of the cyborg-gorilla's strikes. After that — still maintaining the Force Field Level 8 and Sensory Block Level 4 — he still has 12 Levels to Teleport the cyborg-gorillas to the Moon, or whatever else he'd like to do to them!

Elasticity

Cost: 2 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Descriptive
Reduction: Power always used in same way
Restrictions: Time limit; naked form only; stretching inflicts pain

The character can stretch or contort his or her limbs and/or body to a superhuman degree. Increased Levels not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock). At high Levels, characters can squeeze under doors and through small holes, as well as mimic crude shapes. While stretched, the character receives +1 Unarmed Attack/Defence (Grappling) Skill bonuses for each Level of Elasticity. Extremely malleable characters — who can contort their bodies into a virtually unlimited number of shapes to gain the benefits of other Attributes — should acquire the Dynamic Powers Attribute (page 109), rather than Elasticity.

Level 1-3	The character can stretch 1 (L1), 2 (L2), or 3 (L3) body parts up to 5x their regular dimensions.
Level 4-10	The character can stretch his or her entire body up to 5x (L4), 10x (L5), 20x (L6), 50x (L7), 100x (L8), 500x (L9), or 1,000x (L10) its regular dimensions.

Energy Bonus

Cost: 2 Points/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at +20 Energy Points (Level 1) increasing to +200 Energy Points (Level 10)
Reduction: None
Restrictions: None
Exhibited by: Apollo, Doctor, Jenny Sparks

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. See page 188 of Step 7: Derived Values for information on Energy Points and their uses.

Enhanced [Stat]

Cost: 2 Points/Level
Type: Power
Relevant Stat: None
PMVs: None
Progression: Linear, starting at +1 Stat Value (Level 1) increasing to +10 Stat Value (Level 10)
Reduction: None
Restrictions: Only under certain conditions, time limit, does not apply to all dice rolls
Exhibited by: Jack Hawksmoor, Midnighter, Swift

This Attribute is useful when a character should have one or more high Stat Values, but the player wants to indicate that the elevated Stats were gained after a supernatural event occurred. For most instances, assigning Character Points to the Enhanced [Stat] Attribute or to the Stat directly results in the same benefit: a character with a Body of 15 or a Body of 7 with Enhanced [Body] at Level 8 both have a Body of 15. Since Enhanced [Stat] is a Power Attribute, however, it can be subject to the effects of other Attributes such as Mimic Powers (page 129) and Nullify (page 132).

Example

When Christine Trelane activated Swift, the Huntress's body became tougher and stronger. She gained Enhanced Body Level 2, which directly added +2 to her Body of 10. This also modified her Combat Value, Health Points, and Shock Value. If Christine deactivated Swift, she would temporarily lose this bonus, and all her Derived Values would be reduced.

Environmental Influence

Cost: 1 Point/Level
Type: Power
Relevant Stat: Soul
PMVs: Area, Duration, Range
Progression: Linear, starting at influence over 1 environment (Level 1) increasing to influence over 10 environments (Level 10)
Reduction: None
Restrictions: Very specific influence effect, only under certain conditions, easy to counteract

The character can initiate minor influence over environmental conditions such as light, darkness, heat, cold, sound, specific weather conditions, etc., as determined by the GM. The control is not sufficient to inflict significant damage on individuals or objects within the Area PMV of influence unless the target is particularly susceptible to damage from that environment (such as delicate plants dying from cold air, or a vampire with a Bane Defect to bright light). For damaging environmental effects, the character should acquire the Special Attack Attribute (page 207) with the Dependent Defect (page 178). For enhanced influence over the environment (such as weather control), see the Dynamic Powers Attribute (page 109).

Extra Arms

Cost: 1 Point/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Slow Progression Chart, starting at 1 extra arm (Level 1) increasing to 500 extra arms (Level 10)
Reduction: None
Restrictions: Extra arms are cumbersome; arms only function sometimes; arms are awkwardly placed

Unless indicated otherwise, all characters possess two arms and hands. By assigning this Characteristic Attribute, the character can acquire more. An "arm" is defined loosely as an appendage that can reach out and manipulate objects. A trunk, tentacle, or prehensile tail is an arm; an appendage that simply ends in a gun-barrel, melee weapon, stump, or tool mount is not. Legs with paws or feet are not usually considered to be "arms" unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Attribute, below).

Possessing only one arm or no arms is reflected by the Physical Impairment Defect (page 182).

Extra Attacks

Cost: 8 Points/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at 1 extra attack each round (Level 1) increasing to 10 extra attacks each round (Level 10)
Reduction: Less often than each round
Restrictions: Extra attacks must all be similar in nature; only extra melee attacks; only extra ranged attacks
Exhibited by: Apollo, Carrier, Jack Hawksmoor, Jackson King, Midnighter, Saul Baxter, Swift

This Attribute reflects the character's ability to use every offensive combat situation to his or her benefit. Each round, the character may make one or more additional offensive or non-combat actions. In addition, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person.



The GM must decide when the character can use his or her extra attacks. The suggested method spreads the actions roughly evenly over the character's Initiative range. For example, if a character had three attacks and rolled an Initiative of 24, he or she would attack on Initiative numbers 24, 16, and 8. If the enemy rolls an Initiative of 35 and has 5 attacks (Extra Attacks Level 4), he or she can attack on Initiative numbers 35, 28, 21, 14, and 7. This option has the advantage that it spreads actions over the entire combat round, but it involves the player paying closer attention to the Initiative numbers. Alternatively, the attacks may be carried out at the same time during the character's single Initiative.

Extra Defences

Cost:	3 Points/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Linear, starting at 1 extra defence each round (Level 1) increasing to 10 extra defences each round (Level 10)
Reduction:	Less often than each round
Restrictions:	Extra defences must all be similar in nature; only extra melee defences; only extra ranged defences
Exhibited by:	Apollo, Engineer, Jack Hawksmoor, Jackson King, Jenny Sparks, Midnighter, Regis, Saul Baxter, Swift

This Attribute reflects the character's ability to use every defensive combat situation to his or her benefit. Each round, the character may make one or more additional defensive action. Additionally, penalties for performing more than one defensive action each round (see page 204) only apply after the extra defences are used. For example, a -4 penalty is applied to the fifth defence for a character with Level 3 Extra Defences.

Features

Cost:	1 Point/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Linear, starting at 1 feature (Level 1) increasing to 10 features (Level 10)
Reduction:	None
Restrictions:	None
Exhibited by:	Apollo, Carrier, Engineer, Jack Hawksmoor, Jenny Sparks, Swift

The character possesses various secondary abilities that grant useful, but minor, advantages. Features are typically possessed by non-humans and reflect various, minor biological or technological advantages. Examples of racial features include clawed feet (can grasp), homing instinct,



secondary eyelids, longevity, a pouch, feathers, soft fur, moulting ability, scent glands, etc. A wide range of other Attributes covers other more useful features such as gills, wings, fangs, and enhanced senses.

One additional Feature is appearance, representing beauty, cuteness, or good looks. Assigning appearance multiple times indicates heightened levels of extreme beauty.

Example

Jenny, Angie, and Shen are all beautiful women, with Features (Appearance) Level 1. Apollo, however, literally glows, and thus has Features (Appearance x2) Level 2.

Shen also has an innate sense of direction, and in her winged Alternate Form has taloned prehensile feet — both are additional Features.

Flight

Cost:	2, 3, or 4 Points/Level
Type:	Power
Relevant Stat:	Body
PMVs:	None
Progression:	Medium Progression Chart, starting at 10 kph (Level 1) increasing to 500,000 kph (Level 10)
Reduction:	Limited control
Restrictions:	Under certain conditions; time limit; Stat/Skill check required to fly safely
Exhibited by:	Apollo, Carrier, Engineer, Swift

A character with Flight can fly through an atmosphere or in space. The method used to achieve flight can vary greatly: wings, paranormal power, rotors, rockets, anti-gravity, psionic levitation, magic, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character (see Speed Modifiers, page 202).

Flight costs 4 Points/Level if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Flight costs 3 Points/Level if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface or running start for landing and take off, and must maintain a minimum speed (at least 1/10 of his or her maximum speed) once airborne to avoid crashing.

Flight costs 2 Points/Level if the flyer is either a Skimmer/Hovercraft or a Glider:

Skimmer/Hovercraft

The character is limited to skimming no more than a metre or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even travelling along a magical wave.

Glider

The flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by riding thermals.

Force Field

Cost:	4 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Area, Duration, Range
Progression:	Linear, starting at 20 point damage reduction (Level 1) increasing to 200 point damage reduction (Level 10)
Reduction:	Lower damage reduction
Restrictions:	None (see Limited Disability, below)
Exhibited by:	Jackson King, Kaizen Gamorra

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens." The Area PMV is essential for the Force Field; Area Level 2 is required to make it a form-fitting Force Field for a character. Additionally, Duration is only required if the character wishes to create a Force Field that remains unattended. In this case, the Duration indicates how long the Force Field will remain in place before vanishing. Force Fields created in this way cannot move — they are static structures.

A typical Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. Unless the Detectable Defect (page 178) is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armour), the Force Field temporarily loses one Level of effectiveness. The character can only regain Levels if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Level every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Levels automatically shuts off to regenerate.

A Force Field can be given additional customised Abilities or Disabilities. Each Ability taken reduces the protection provided by the Field by 20 points, but gives it some special capability. Each Disability taken increases the protection of the Field by 20 points but adds some sort of weakness.

NOTE: Characters with the Force Field Attribute must normally also buy the Area PMV at Rank 2 or higher for it to be effective (see page 91).

Force Field Abilities

Air-Tight

The field prevents the passage of gases. While this is a beneficial defence against toxic gas attacks, a character in the field will eventually deplete all breathable oxygen.

Blocks Incorporeal

The field prevents the passage of astral, ethereal, or otherwise incorporeal characters through it.

Blocks Teleport

A character cannot teleport into or out of the field. This Ability cannot be used with the Shield Only Disability.

Field-Penetrating

The Force Field can be used to interpenetrate other Force Fields while making attacks (or moving through them). If the character's Force Field is in direct contact with an enemy Force Field, and can stop more damage than the foe's, the enemy's field offers no protection against the character's attack, but it is still up. In this case, the character may actually move through the neutralised field.

Offensive

The field delivers a powerful electric or energy shock to anyone who touches it. The damage equal 10 points for every 20 points of damage that the Force Field currently stops. Consequently, the damage delivered by an Offensive Force Field decreases as the Field becomes damaged and is knocked down in levels of effectiveness.

Regenerating

If the character uses one non-combat action to regenerate the Force Field, it regains one lost Level of effectiveness. A character with the Extra Attacks Attribute (page 112) can regenerate multiples Levels each round.

Force Field Disabilities

Both Directions

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Force Field is up. This means that when the Force Field is active and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Level if its protection value is exceeded). This Disability cannot be used with the Shield Only Disability.

Full Impact

Whenever the character is hit with an impacting physical attack, he or she can feel the force of the attack though he or she may not receive any damage. Consequently, the character is affected by the attack's full Knockback value (see page 210), before the damage is reduced by the Force Field.

Internal

The field is only usable inside a specific building or other structure. This can be used to represent a Force Field that protects a vital part of a building's interior such as the power plant or dungeon cells, or a character who draws personal Force Field energy from some sort of power source inside his or her headquarters.

Limited

The field has a major or minor limitation. An example of a minor limitation would be a Force Field that is effective against ranged attacks but not melee, or one that offers full-strength frontal and rear protection but only half-strength protection from above. An example of a major limitation would be a Force Field that prevents the character from taking any actions during operation, one that is unstable in certain types of environments (such as sub-zero temperatures or near water), or one that only works against a very specific type of weapon (such as lasers). A minor limitation counts as one Disability, a major limitation as two Disabilities.

Shield Only

This option is only available for Force Fields with Area PMV of Level 1 or 2. The Field does not entirely surround the character's body. Instead, it is a shield that the user must deliberately interpose in front of an attack using a Block Defence (see page 205). The character must also possess the Combat Technique (Block Ranged Attacks) Attribute to use the force shield in a Block Defence against ranged attacks. If the character successfully defends, the Force Shield can protect against damage associated with the Attribute Level. This Disability cannot be used with the Block Teleport Ability or Both Directions Disability. It counts as three Disabilities.

Static

The character cannot move when generating the field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.).

Example

The Gamorran "Curtains" are created by a force field generator. The Item of Power generates a Level 16 Force Field, that Stops 340 damage in Both Directions (it applies to attacks aimed at Gamorra Island, and attacks originating from within Gamorra and targeted outside the field). If an attack inflicts over 340 damage, the force field would lose 20 points of protection against subsequent attacks — which isn't much of a hope, unless one is striking the island with nuclear or field-penetrating weapons.

Jackson King possesses the Force Field Attribute at Level 1, and can create a form-fitting force field (Area 2). It stops 20 damage. If Jackson's field takes a blow that delivers over 20 damage, it will absorb what damage it can, then collapse and offer him no protection from further attacks. It takes one round to regenerate.

Gadgeteer

Cost:	2 Points/Level
Type:	Characteristic
Relevant Stat:	Mind
PMVs:	None
Progression:	Slow Progression Chart, starting at 2x normal building rate (Level 1) increasing to 1,000x normal building rate (Level 10)
Reduction:	Very specific utility
Restrictions:	Under certain conditions; specific types of machines; requires expensive/consumable equipment
Exhibited by:	Engineer

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Gadgeteer is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Most Gadgeteers have high Levels in Electronics and Mechanical Skills as well.

A character with this Attribute can also build new and modify existing Gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing Gadgets or technology-based Items of Power by exchanging Attributes

and Defects, as long as the overall Point total is unchanged. A Gadgeteer can also build Gadgets and Items of Power, but their creation requires the character to allocate the appropriate number of Character Points.

Alternatively, the GM may describe this Attribute as "Magical Gadgeteer," that allows a character to modify magical Items of Power by exchanging Attributes and Defects.

Example

The Engineer is a veritable whiz kid, and possesses the Gadgeteer Attribute at Level 5. She is able to manufacture, repair, or alter machinery 30 times faster than a normal person. Therefore, if Angie wanted to design a truly environmentally friendly S.U.V. that the GM determines would take an average mechanic 12 months (approximately 360 days) to build, the Engineer could construct it in about 12 days.

Gadgets

Cost:	2 Points/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Linear, starting at 1 major Gadget and 4 minor Gadgets (Level 1) increasing to 10 major Gadgets and 40 minor Gadgets (Level 10)
Reduction:	Only major or minor Gadgets
Restrictions:	Limited functioning; poor workmanship; consumable
Exhibited by:	Engineer, Midnighter

The Gadgets Attribute represents a character's access to useful equipment. Characters do not need to spend Character Points for items that are legal, inexpensive, and mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods), unless taken in quantity (GM's option). For example, "a complete tool box" would be a single minor Gadget; a single wrench is mundane. GMs may ask players to allot Points to this Attribute, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body armour, or specialised professional equipment.

Gadgets cannot include magic items, secret prototypes, or equipment that is significantly more technologically advanced than what is standard in the setting (instead, see Item of Power Attribute, page 124). It can include common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day). Less common or more expensive vehicles should count as several items of gear. The GM always has the final say on whether or not an item is available to the characters. Some examples of Gadgets can be found in Chapter 5; the GM can create the statistics of other items. Costumes for superhumans that are merely designed to withstand the effects of the character's Attributes and Defects (such as an outfit that stretches with a character possessing the Elasticity Attribute) are simply mundane Gadgets without Character Point cost. At the Game Master's discretion, such a costume may fill one minor or major Gadget slot, however.

Although characters may have items that are owned by the organisations to which they belong, they still must acquire these items as Gadgets if they will make regular use of them (though the Conditional Ownership Defect may apply, see page 178). Thus, a police officer would use Gadgets for a pistol, police car, or handcuffs, although these items are property of the police department. This rule is intended mainly for play balance and, naturally, the GM has final say on this issue.

Each Level in this Attribute permits the character to take one major and four minor Gadgets. Alternatively, the character can exchange one major Gadget with an extra four minor Gadgets (or vice-versa). Use the guidelines below to differentiate between major and minor Gadgets:

Minor

The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled craftsman, but it costs as much as an average person's weekly or monthly wage. Alternatively, the item can be less expensive but needs a license or black market contact to acquire. Non-standard items that modify or improve other items of gear, but are not functional by themselves (for example, a scope for a rifle, silencer for a pistol, or a supercharged engine for an automobile) are also minor Gadgets.

Modern examples of minor Gadgets include: weapon and vehicle modifications, knives, swords, handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers. Far-future examples might include laser guns, communicator fetishes, synthetic armoured clothes, or a hover skateboard. Gadgets must be appropriate to the world setting — a pistol is a minor Gadget in a modern-day or future setting, but an Item of Power in a medieval superhero game!

Major

The gear is usually illegal for civilians, but it may be issued to an elite law enforcement agency, an average soldier, licensed superhero, or a government spy. Modern-day examples of major Gadgets include machine guns, tactical armour, grenade launchers, and radio-telepathy bugs (see page 220). Major gear can also include quite expensive but commercially available equipment such as a workshop, car, or motorbike. Very expensive items (such as an airplane, big rig truck, science lab, or medical facility) counts as two or more items (GM's discretion). Far-future examples of major Gadgets include cloaking tactical armour, a flying car, personal assault cannons, or a quantum physics laboratory.

Table 3-6: Grow

Current Grow Level	Height, Speed, and Range Multiplier	Mass Multiplier	Armour, Immovable, and Superstrength Level	Damage Bonus	Enemy's Attack Bonus
1	2	10	1	+5	+1
2	3	30	2	+10	+2
3	4	60	3	+15	+3
4	5	100	4	+20	+4
5	6	200	5	+25	+5
6	7	400	6	+30	+6
7	10	1,000	7	+35	+7
8	20	10,000	8	+40	+8
9	40	50,000	9	+45	+9
10	80	500,000	10	+50	+10
Each Extra Level	x2	x10	+1	+5	+1

Grow

Cost: 10 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Variable; see chart
Reduction: Associated Attributes not gained, or gained more slowly
Restrictions: Time limit on growth; naked form only, growth inflicts pain

This Attribute reflects the ability to increase the stature and mass of the character, giving him or her access to several other Attributes and effects (see chart). In addition to increased height and mass, the character gains a corresponding Level of the Armour, Immovable, and Superstrength Attributes. Also, the character's running speed, weapon range, and damage inflicted by physical attacks and Special Attacks (physical, not energy-based) increase as the character grows. The damage bonus of +5 per Grow Level is in addition to those bonuses gained by Superstrength for muscle-powered weapons (see Superstrength, page 153). Finally, opponents attacking the character gain a bonus to their Attack checks equal to the character's current Grow Level size.

Example

If the Doctor decided to create a magical working to make the Midnighter into a giant, he would replicate the effects of Grow using his Dynamic Powers. If he transformed Midnighter into a 60' giant (approximately Grow Level 7), Midnighter would gain +7 Levels of Armour, Immovable, and Superstrength, which would add to his natural abilities, giving him a final values of Armour Level 10, Superstrength Level 8, and Immovable Level 7. His punches would do +80 damage from Superstrength, plus an additional 35 damage from the sheer size of his fists. Enemies would be able to hit him more easily, however, and would attack with a +7 bonus.

Healing

Cost: 4 Points/Level
Type: Power
Relevant Stat: Body or Soul
PMVs: Area, Range, Targets
Progression: Linear, starting at 20 restored Health Points (Level 1) increasing to 200 restored Health Points (Level 10)
Reduction: Fewer Health Points restored
Restrictions: Specific targets; specific wound types; character suffers damage when Healing others
Exhibited by: Doctor, Engineer, Midnighter

This Attribute allows a character to heal a target's injuries (including him or herself; for continuous healing, see the Regeneration Attribute, page 138). At higher Healing Levels, the character can also revive someone who is "clinically" dead but not actually brain-dead (Level 3+), repair massive trauma such as lost limbs or organs (Level 5+), or restore a character who was cut in two (Level 7+). No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

The Attribute Level dictates the maximum number of Health Points that healers can restore to a particular target in a single day. This cannot be exceeded, even if multiple healers work on a subject; the combined Health Points restored cannot exceed the maximum Health Points that the character with the highest Level of Healing could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing.

Example

When Jenny put a bullet in her own head, she immediately suffered a mortal wound and was dying. To save her, the Doctor needed to use his Dynamic Powers to replicate Healing. If Jenny had suffered a simple wound, the Doctor would have needed

Healing Level 3; however, the trauma to her brain was so grievous that the Doctor needed at least Level 7. The GM might have decided an even higher Level was needed (10+) because of her status as Spirit of the 20th Century.

Additionally, the Doctor's intervention took a year off of the Earth's life-span; this is a metaplot element that may come back into the game at the GM's discretion, but is outside the realm of the mechanics.

Heightened Awareness

Cost:	1 Point/Level
Type:	Characteristic
Relevant Stat:	Body or Mind
PMVs:	None
Progression:	Linear, starting at +2 Check Value bonus (Level 1) increasing to +20 Check Value bonus (Level 10)
Reduction:	None
Restrictions:	Under certain conditions; situations detected by only one sense; specific situations
Exhibited by:	Jack Hawksmoor, Midnighter, Swift

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a Check Value bonus to notice nearby hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses (see below).

Heightened Senses

Cost:	1 Point/Level
Type:	Power
Relevant Stat:	Body or Mind
PMVs:	None
Progression:	Linear, starting at 1 sense or technique (Level 1) increasing to 10 senses or techniques (Level 10)
Reduction:	None
Restrictions:	Under certain conditions; weakened technique; adverse effects upon detection
Exhibited by:	Apollo, Carrier, Jenny Sparks, Jack Hawksmoor, Midnighter, Swift

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person's trained sense of touch) or the enhanced senses of a paranormal or technologically augmented character. Additionally, several Levels of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Level of the Heightened Senses Attribute, the character will either gain one enhanced sense (Type I), one sense technique (Type II), or a combination of Type I and Type II senses. The character must make a successful Body Stat check to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation through the background noise of the city).

Type I

One of the character's five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks, or is magnified by a tremendous degree (such as touch or taste). The character may take the same sense twice, which doubles the effect and extends the area of detection when reasonable. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Stat checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Type II

The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: electric current detection; infravision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Attribute allows for a lower Level of enhancement for all of a character's senses.

Example

Swift possesses the Heightened Senses Attribute at Level 4, and has enhanced hearing and sight (both taken twice). When attempting to hear something — such as victims trapped under rubble — Swift gets a +8 bonus to her Body Stat check.

Henchmen

Cost:	1 or 2 Points/Level
Type:	Characteristic
Relevant Stat:	Soul
PMVs:	None
Progression:	Slow Progression Chart, starting at 1 henchman (Level 1) increasing to 500 henchmen (Level 10)
Reduction:	Fewer henchmen available
Restrictions:	Limited to specific type of henchmen; henchmen consume the character's resources; henchmen have further limited Stats/ Attributes/Defects/Skills
Exhibited by:	Kaizen Gamorra

The Henchmen Attribute represents the extent of a character's loyal and dedicated human resources. Henchmen — sometimes known as groupies, stooges, toadies, or flunkies — are always eager to carry out the character's commands, and ask for very little in return. They always aim to please, even at their own expense.

For 1 Point/Level, the Henchmen are not warriors; they may get in the way of an enemy, or fight in self-defence, but will not attack. For 2 Points/Level, the Henchmen will take up arms at the request of their master. For specific talented and loyal battle-ready followers, see the Sidekick Attribute (page 140). Mercenaries who the character hires for specific tasks are not Henchmen, since they have an agenda and expect compensation.

Individual Henchmen are NPCs. All of the character's Henchmen normally have identical Stats and Attributes, although Skills may vary. A character may have followers with varied Stats or Attributes, but each one counts as two Henchmen. Each Henchman should be built on 15 Character Points (plus any Defects) and 30 Skill Points. The 1 Point/Level Henchmen should not possess the Attack Combat Mastery, Massive Damage, or Special Attack Attributes, nor should they have Combat Skills. Henchmen are not usually superpowered characters, either; players should use the Agents Attribute (page 97) for skilled followers, or the Sidekick Attribute (page 140) if they wish to create exotic companions for their characters.

Example

Kaizen Gamorra possesses the Henchmen Attribute at Level 14, ensuring the loyalty of 8,000 Gamorran workers. Of these dutiful minions, however, only a quarter of them will take up arms at Gamorra's request — the others are technicians, servants, doctors, etc., who will not fight unless forced to defend themselves.

Highly Skilled

Cost:	1 Point/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Linear, starting at +10 Skill Points (Level 1) increasing to +100 Skill Points (Level 10)
Reduction:	None
Restrictions:	None
Exhibited by:	Apollo, Christine Trelane, Doctor, Engineer, Jack Hawksmoor, Jackson King, Jenny Sparks, Midnighter, Regis, Saul Baxter, Swift

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 162) than an average adult. Extending this Attribute beyond Level 10 provides 10 additional Skill Points per Level (for example, Level 15 would provide a total of 150 Skill Points). Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character who may lack superhuman Powers.

Hyperflight

Cost:	2 Points/Level
Type:	Power
Relevant Stat:	Body
PMVs:	None
Progression:	Fast Progression Chart, starting at 1x the speed of light (Level 1) increasing to 1 billion times the speed of light (Level 10)
Reduction:	Very specific utility
Restrictions:	Restricted area of flight; character may suffer damage during flight; unpredictable relativistic time effects (GM's control)

This Attribute is intended for use in star-spanning campaigns, involving travel between solar systems or galaxies. A character with Hyperflight can fly in the vacuum of space (not in an atmosphere) between planets, stars, asteroids, solar systems, and galaxies, at speeds equal to or exceeding the speed of light. The player can determine whether this Power represents warp technology, jump point formation, or the breaking of known physical laws. The Flight Attribute (page 114) is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the character can only achieve Hyperflight speeds by taking off when already in space.

Illusion

Cost:	1-4 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Area, Duration, Range, Targets
Progression:	Fast Progression Chart, starting at 10 cm radius area (Level 1) increasing to 100,000 km radius area (Level 10)
Reduction:	Illusion always the same
Restrictions:	Under certain conditions; illusions are flawed in some way; usage inflicts pain

The character can create mental Illusions that fool one or more senses. An Illusion appears to be real to the targeted observers but is not really there; it has no physical substance at all, and characters who are not the target of the Illusion are unaffected. Comic book characters that can create Illusions are often sorcerers, demons, or people with psionic abilities. See the Projection Attribute (page 137) for the ability to create real images that anyone can detect, rather than mental illusions that target specific people.

An Illusion may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be created over an existing person, scene, or object to make it appear different than it really is. An Illusion that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give an Illusion the semblance


IF ANYONE'S INTERESTED, THAT FARTING SOUND WAS GAMORRA'S FORCEFIELD BURSTING.

of independent activity (such as an illusionary person or crowd that moves and speaks) the character must actively concentrate on manipulating the Illusion, and perform no other actions. The maximum amount of time an Illusion will remain in existence is dictated by the Duration PMV.

For 1 Point/Level the character can create Illusions that deceive one sense, usually sight (sense must be determined during character creation). For 2 Points/Level the Illusions can deceive two senses, usually sight and hearing. For 3 Points/Level they can deceive three senses, usually sight, hearing, and smell. For 4 Points/Level they can deceive all senses. No matter how realistic the Illusions, however, they can never cause physical sensations intense enough to inflict damage. An illusionary fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage. To create Illusions capable of injuring targets, the character should possess a Special Attacks Attribute (page 207) which is tied to the Illusion Attribute through the Dependent Defect (page 178).

A character can normally maintain only a single Illusion at a time. The ability to maintain multiple Illusions at once costs the character an extra 1 Point for every distinct Illusion the character can sustain simultaneously after the first. Thus, "Illusion Level 3 (sight only, four Illusions)" would cost six Points: three Points for Level 3 (one sense) and three more Points for being able to sustain four Illusions at a time. A group of objects or entities within the Area PMV, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Illusion rather than several. If a character is already sustaining his or her maximum number of Illusions and wishes to create another one, an existing Illusion must first be dispelled.

An Illusion may have two types of areas: the Area PMV, and the area determined by the Attribute Level. The Area PMV reflects the maximum area in which the Illusion may be created, while the Level-related area dictates the actual size of the Illusionary image. Thus, an Area PMV of Rank 6 (10 km) with Attribute Level 3 (10 metres) means that any image up to 10 metres in radius (such as a school bus) can be created, and moved around within a location that has a 10 km radius (such as a city's downtown core).

In order for the character to create a convincing Illusion of something complex, the GM may require a Mind Stat check. The GM can add modifiers depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Level he or she has in excess of the minimum Level needed to create an Illusion. For example, if a character with Illusion Level 5 decides to create an image with an area radius of one metre (a Level 2 effect), a +3 Check Value bonus applies (Level 5 - Level 2 = +3). If the check fails, the character's Illusion has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Whether or not an observer recognises an Illusion for what it actually is depends on the circumstances and should be adjudicated by the GM. For example, if a character creates a visual-only Illusion of a tiger, it may easily fool everyone if it is a few hundred metres away, but if it comes close to the characters, the fact that it is not making any sounds will be obvious. Its lack of a tiger's scent will probably only be a clue to someone who deliberately attempts to detect an odour, or who has Heightened Senses (Smell). The audio-only Illusion of a tiger roaring from behind a closed door, however, should fool just about anyone ... at least until they open the door and see that there is nothing actually there. If appropriate, the GM can require Body or Mind checks to "see through" an Illusion; if successful, the Illusion disappears.

Immovable

Cost: 1 Point/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Linear, starting at 20 metre Knockback reduction (Level 1) increasing to 200 metre Knockback reduction (Level 10)
Reduction: None
Restrictions: Under certain conditions; against specific opponents; against one type of attack

Characters with this Attribute absorb physical impacts better than the average person, reducing the distance by which they are knocked back from impact attacks and forceful blows. If a Special Attack's or melee attack's Knockback distance is reduced to zero or below, the target has successfully absorbed the impact of the entire attack (but the attack still inflicts damage). For more information on Knockback, see page 210 (or page 146 for the Special Attack Knockback Ability).

Immunity

Cost: 5 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Descriptive
Reduction: Under certain conditions; time limit; more than one but less than all
Restrictions: None
Exhibited by: Apollo, Jenny Sparks

With this Attribute, the character is completely immune to damage and adverse effects that stem from a particular weapon, element, application, or event. For example, a character with a Level 2 Immunity to silver cannot be hurt by silver weapons and perhaps will not feel pain if clubbed with a sack of silver dollars. Similarly, a character with Level 8 Immunity to fire/heat could walk into the most intensive firestorm possible and emerge unscathed.

For characters who are immune to poison or disease, or their own Powers, see Special Defence (page 150).

Though only five Attribute Levels are described below, GMs can easily extrapolate intermediate or higher Levels as required.

Level 2	The Immunity plays a small role in the game. Typical examples include: weapons made from a rare substance (such as gold, silver, or adamantine); attacks from a specific opponent (such as a brother, single animal type); under specific conditions (such as in water, one hour during the day, or at home).
Level 4	The Immunity plays a moderate role in the game. Typical examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places).
Level 6	The Immunity plays a large role in the game. Typical examples include: electricity; cold; a specific weapon type (such as daggers, arrows, or rapiers, or a specific make of gun).
Level 8	The Immunity plays a major role in the game. Typical examples include: fire/heat; a broad weapon type (such as sword, clubs, or handguns); mental attacks.
Level 10	The Immunity plays an extreme role in the game. Typical examples include: gunfire (including artillery); bladed weapons; unarmed attacks.

Example

Apollo possesses the Immunity Attribute against fire/heat, which is classified at Level 8. Therefore Apollo will take no damage from a fire or heat source, no matter how powerful — not even the Sun's energies will hurt him.

Invisibility

Cost:	2 or 3 Points/Level
Type:	Power
Relevant Stat:	Body
PMVs:	Area, Targets
Progression:	Linear, starting at invisibility to 1 sense or technique (Level 1) increasing to invisibility to 10 senses or techniques (Level 10)
Reduction:	Partial effectiveness
Restrictions:	Time limit; invisible to certain types of characters; naked form only

This Attribute, at 3 Points/Level, will completely hide the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or a technological cloaking device, or have a psychic or magical talent that causes observers to overlook him or her. Alternatively, Invisibility costs 2 Points/Level for a character who is only partially obscured. Opponents attempting to pinpoint/identify a partially invisible character suffer a -4 detection Check Value penalty, which is cumulative with modifiers for Heightened Awareness (page 119) and Heightened Senses (page 119).

For each Invisibility Level, the player selects one sense or technique to which the character is "invisible." Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration.

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is invisible to sight has a great advantage. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can Combat Technique (Blind Fighting) (page 102). This penalty is halved if using an Area or Spreading attack on the invisible character.

Item of Power

Cost:	3 or 4 Points/Level
Type:	Characteristic
Relevant Stat:	Soul
PMVs:	None
Progression:	Linear, starting at an item built using 5 Character Points (Level 1) increasing to an item built using 50 Character Points (Level 10)
Reduction:	Fewer Character Points awarded
Restrictions:	Under certain conditions; limited functioning; item's Powers are only partially conferred
Exhibited by:	Jack Hawksmoor

This Attribute describes any exotic, usually portable item that directly enhances a character in some way (perhaps by conferring Attributes), or one that serves as a useful tool or weapon. An Item of Power represents advanced technology or a relic with paranormal or magical powers. More ordinary but useful items (such as a car or gun) are covered by the Gadgets Attribute (page 117). Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Attribute (page 207).

Each item is built using up to 5 Character Points per Level of the Item of Power Attribute, which can be used to assign Power Attributes (but usually not Characteristic Attributes). For some character concepts, Items of Power above Level 10 are not unreasonable. Assigning Defects to the item earns Bonus Points, which are used to acquire additional Attributes for the item. Defects that cannot usually be assigned include: Conditional Ownership, Famous, Ism, Marked, Nemesis, Owned, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Attribute must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Attribute (page 158). An Item of Power may be combined with a mundane, minor, or major Gadget (such as a car that can fly, or a sword that can teleport people).

The item costs 4 Points/Level if it is difficult for the character to misplace or for an enemy to steal/knock away, or it is almost always with the character. Examples include jewellery, frequently worn clothing, or equipment the character carries with them always. The item costs 3 Points/Level if it is easier for the character to misplace or for an enemy to steal/knock away, or it is often distant from the character. Examples include thrown weapons, armour that is stored when not in use, and vehicles or equipment that stay at the character's home until needed.

Additionally, the total Point cost (not cost per Level) for the Item is increased by 1 if it can only be used by a small subset of individuals (Restricted Use). For example: only characters with a superhuman Body Stat, only magicians, only members of a specific native tribe, or only gods. The total Point cost is increased by 2 if the Item can only be used by the character (Personal Use); this restriction cannot be reconfigured by someone with the Gadgeteer Attribute.

Items that cannot be lost or stolen, such as objects that are implanted in or fused to the character's body, are not Items of Power. In these cases, the items are considered part of the character and thus the player should use Character Points to acquire the relevant Attributes directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of his or her innate Attributes, Item of Power does not apply; see the Special Requirement Defect (page 186).

Example

When Jack had to face the 70th-century Kansas City, he was able to utilise the city of Tokyo itself as a giant war-machine; in game terms, Battlesuit Tokyo is an Item of Power Level 30, built on 150 Points. While controlling it, Jack was enhanced by all of the Item's Attributes.



Jumping

Cost: 1 Point/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Medium Progression Chart, starting at 5 times normal distance (Level 1) increasing to 100,000 times normal distance (Level 10)
Reduction: None
Restrictions: Under certain conditions; need running start; damage inflicted upon landing
Exhibited by: Jack Hawksmoor

With this Attribute, the character can jump great distances (and land without injury) but cannot actually fly. Jumping does not enable a character to exceed the character's normal maximum running speed (or swimming speed for aquatic characters capable of leaping). Consequently, unless the character also has the appropriate Level of the Speed Attribute (page 153), long-distance jumps may require several round, minutes, or hours to complete. For example, a character with a Body Stat of 10 can sprint approximately 60 metres/round (see page 88). If the character jumps a distance of 120 metres, he or she will be airborne for two rounds rather than finishing the jump in just one (120÷60=2). The advantage to jumping, rather than running, however, is the character can ignore terrain and is not fatigued as the character would be if he or she had to run the same distance. See Jumping (page 202) in Chapter 4 for additional jumping rules.

Example

Jack possesses the Jumping Attribute at Level 4, allowing him to jump 100 times farther than a normal person, as the city buoys him through the air and catches him. With a running start, an average person can jump about 4 metres forward (see Jumping, page 202); consequently, Jack can leap 400 metres in a single bound. Jack has a Body of 16, and thus can run about 96 metres every round. A 400 m jump will take five rounds to complete.

Mass Decrease (Insubstantial)

Cost: 3 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Variable; see chart
Reduction: "Can Pass Through" entry at lower Level
Restrictions: Under certain conditions, time limit, naked form only
Exhibited by: Jack Hawksmoor, Jenny Sparks

This Attribute reflects the ability to decrease the mass — and thus density — of the character.

Each Level reduces a character's density so much that he or she can pass through certain types of objects (including weapons) as though insubstantial. If a specific substance is not listed in the chart below, the GM should use the entry that it most closely resembles. The density of water, and thus the human body, for example, falls between Level 4 (Wood) and Level 6 (Concrete/Earth); consequently, a punch from an enemy would harmlessly pass through a character with Level 6 Mass Decrease. Characters with Level 10 Mass Decrease are effectively incorporeal and can pass through virtually anything, including most forms of energy.

Additionally, a character with decreased density will suffer additional Knockback should he or she be struck in an attack. The Knockback multiplier is equal to double the Level of the Mass Decrease.

Though only five Attribute Levels are described, GMs can easily extrapolate intermediate or higher Levels as required.

Insubstantial

To recreate the power to phase through solid objects without losing density, the Attribute costs 4 Points/Level rather than 3, but the character's mass does not change, nor does the character acquire the Knockback Multiplier listed below.

Table 3-7: Mass Decrease (Insubstantial)

Attribute Level	New Mass	Can Pass Through	Knockback Multiplier
2	1 kg	Paper/Cloth	4
4	1 g	Wood	8
6	1 mg	Concrete/Earth	12
8	1 µg	Steel/Lead	16
10	1 ng	Energy	20

Example

Jack uses his Dynamic Powers (Cities) to "swim" through the urban sea — he evokes Mass Decrease Level 6, allowing him to pass through concrete, brick, or earth, as if it were not there. At this Level he cannot pass through steel, but if he pushed his Powers, he could do so simply by spending the Energy Points.

Jenny, meanwhile, uses her Dynamic Powers (Electricity) to transform into electricity, requiring Mass Decrease Level 8. She can travel through wires, and is insubstantial to everything but other forms of energy.

Mass Increase

Cost: 8 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Variable; see chart
Reduction: Associated Attributes not gained, or gained more slowly
Restrictions: Under certain conditions, time limit, naked form only

This Attribute reflects the ability to increase the mass — and thus density — of the character.

In addition to increased mass, the character gains a corresponding Level of the Armour, Immovable, and Superstrength Attributes. The chart entry indicates two columns (realistic and perceived) of substances that have a similar density to a character with increased mass. The realistic column matches the character's density (also known as specific gravity) with a close counterpart in the natural world. The perceived column matches the character's density with a substance that is commonly believed in comic books to have a corresponding strength. For example, the gemstone, diamond, has an actual density close to four times that of the human body (3.3 to 3.7, to be specific). Because it is one of the strongest substances on Earth, however, it is also perceived as one of the densest. GMs and players may use either column when determining density/strength values in their games.

Table 3-8: Mass Increase

Attribute Level	Mass Multiplier	Similar Density (Realistic/Perceived)	Armour, Immovable, & Superstrength Level
1	2	Brick or Rock/Hardwood	1
2	4	Gemstones/Aluminium	2
3	6	Iron/Concrete	3
4	8	Steel/Granite	4
5	10	Copper/Lead	5
6	12	Lead/Iron	6
7	14	Mercury/Steel	7
8	16	Uranium/Titanium	8
9	18	Gold/Diamond	9
10	20	Platinum/Adamantine	10

Massive Damage

Cost: 2 or 5 Points/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at +10 damage (Level 1) increasing to +100 damage (Level 10)
Reduction: Less damage delivered
Restrictions: Under certain conditions; against specific opponents; one attack type is excluded
Exhibited by: Jack Hawksmoor, Midnighter, Regis, Swift

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Level, additional damage is only inflicted when the character uses one specific weapon type, Special Attack (see page 207), or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Level, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as energy blasts, magical spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Attribute for a combat-oriented character. For more information on physical combat and damage, see page 142.

Example

Regis possesses the Massive Damage Attribute (Brawling) at Level 4. Every one of his strikes in hand-to-hand combat is devastating, inflicting an additional 40 damage. Should he shoot a gun or fire a missile, however, the damage bonus would not apply.

Example

The Midnighter also possesses the Massive Damage Attribute at Level 4. He has it at the 5 Points/Level version, however, unlike Regis. Therefore, when Midnighter punches, kicks, bites, stabs, or shoots an opponent he is inflicting an additional 40 damage. This even applies if he is using a weapon mounted on a vehicle, as his targeting, timing, and luck are that precise.


HUNDREDS OF THE SODS.
GAMORRA MUST'VE KEPT... WELL, CHRIST, LOOK AT THEM. MUST'VE KEPT A BATTALION OF THE SODS IN RESERVE...
...I WISH I HAD A CIGARETTE.

Metamorphosis

Cost:	5 Points/Level
Type:	Power
Relevant Stat:	Mind or Soul
PMVs:	Area, Duration, Range, Targets
Progression:	Linear, starting at adding 1 Character Point or adding/removing 3 Bonus Points (Level 1) increasing to adding 10 Character Points or adding/removing 30 Bonus Points (Level 10)
Reduction:	Change fewer Character Points and/or Bonus Points
Restrictions:	Specific targets; limited Attributes/Defects that can be changed; limited to several distinct changes
Exhibited by:	Doctor

The Metamorphosis Attribute allows a character to transform others into alternate forms by adding Attributes to, or adding/removing Defects from, the target character. The maximum duration of this change is dictated by the Duration PMV. Additionally, this Attribute requires a Targets PMV at Rank 1 minimum. If the target character successfully makes a Body or Soul Stat check (whichever is higher), the Metamorphosis attempt does not work. The GM may rule that Metamorphosis automatically fails if the subject's new form could not survive in the present environment. Consequently, a character could turn an enemy into a goldfish, but the attempt would only work if the target was currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may waive this restriction where appropriate (such as for a villain in a supernatural horror campaign). In order to transform him or herself, the character needs the Alternate Form Attribute (page 97).



For each Level of Metamorphosis, the character can assign 1 Character Point to a target's Attributes (or PMV Rank). This can either raise the target's current Attribute Level, or result in the target gaining a new Power. Alternatively, for each Level the character can add 3 Defect Bonus Points to, or remove 3 Defect Bonus Points from, a target. To negate Attributes, see the Nullify Attribute (page 132). Cosmetic changes that confer no additional abilities on the target, but do not fall under the Marked Defect, are considered a 1 Bonus Point change total (for all changes). This includes: change of sex, 50% apparent age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Unless the GM indicates otherwise, Character Points gained through Metamorphosis can only be used to add Levels to the following Attributes: Adaptation, Armour, Elasticity, Extra Arms, Features, Flight, Heightened Senses, Jumping, Mass Decrease (Insubstantial), Mass Increase, Natural Weapons, Regeneration, Special Defence, Special Movement, Speed, Superstrength, Tunnelling, and Water Speed. Additionally, only the following Defects can be changed: Awkward Size, Diminutive, Ism, Less Capable, Marked, Not So Tough, Physical Impairment, Sensory Impairment, and Unappealing. Metamorphosis is not intended for transforming people into stone or other forms where they would be effectively immobilised. In order to do that, use the Special Attack Attribute (page 207) with the Incapacitating Ability (page 145).

Example

The Doctor knows that magic is change, and Metamorphosis is the Attribute for change. With his Dynamic Powers (Earth's Shaman) he can transform marine "jarheads" into porn stars with double-D breasts with a snap of his fingers. Transforming a group of such opponents would require Metamorphosis Level 3.

The Doctor would add the Attribute Features (Appearance) +1 (1 Point), and the Defects Less Capable Strength (2 BP), Unskilled (Loss of combat Skills; 3 BP), and would finally need to change the marines' sex and bodily proportions (1 BP). This would be a total change of 1 Character Point and 6 BP.

Mimic Powers

Cost:	7 or 10 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Duration, Range
Progression:	Linear, starting at Level 1 Power Attributes (Level 1) increasing to Level 10 Power Attributes (Level 10)
Reduction:	More than one but less than all
Restrictions:	Trade Attribute with target; specific targets; limitation on Attributes/ Defects that can be mimicked

Upon a successful Stat check, the character can temporarily mimic any Power Attribute (not Characteristic Attribute), Stat, or Skill Level of any single target character within the Range PMV distance. The Mimic Powers Attribute Level determines the maximum Attribute or Skill Level that can be mimicked. Stats Values (2 through 20) can be imitated when Mimic Powers reaches Level 5 or higher. The Level of a mimicked Attribute/Stat/Skill only replaces the character's corresponding Level (if applicable) if it is higher; the character's Attribute/Stat/Skill Level cannot decrease through Mimic unless a specific Restriction is assigned. The character gains the benefits of a mimicked Power as long as indicated by the Duration PMV; it is recommended that GMs not allow Duration past Level 6 for Mimic Powers.

For 7 Points/Level the character can only mimic one Attribute/Stat/Skill at any single time. For 10 Points/Level, the character can mimic all Attributes/Stats/Skills simultaneously at the appropriate Levels (as indicated above), from one character or many. To create a character that steals a target's Powers for his or her own use, assign both the Mimic and Nullify (page 132) Attributes, linked through the Dependent Defect (page 178).

Mind Control

Cost:	2-5 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Area, Range, Targets
Progression:	Variable; see below
Reduction:	One aspect of thought only
Restrictions:	Under certain conditions; usage inflicts pain; target remembers the control

This Attribute allows the character to mentally dominate other individuals. Sorcerers, some psionic adepts, and creatures with hypnotic Powers (such as many demons or vampires) are among those likely to have Mind Control. The Duration PMV Rank is automatically equal to the Attribute Level; the character does not spend Points on Duration.

Mind Control costs 5 Points/Level if it can be used on any human or alien with a Mind Stat of 2 or higher (animals are excluded). It costs 4 Points/Level if it works on broad categories of humans ("any American" or "any male," for example). It costs 3 Points/Level if the category is more specific and less useful ("priests" or "people obsessed with beauty"). Finally, it costs 2 Points/Level if the category is very specific (members of the character's family, or mutants with a specific gene). The effects of Mind Control should be role-played. If necessary, the GM can take over the character, although it is more fun if the player (with GM guidance) continues to play the character.

Initiating Mind Control requires a non-combat action (see page 204). Rather than making an Attack check, however, the character must successfully make a Mind Stat check (if attacking multiple targets, roll only once). If the Mind Stat check is successful, the target gets a Defence check, but, instead of using Defence Combat Value (page 188), the base Check Value is his or her Mind or Soul Stat

(whichever is greater). When controlling a large number of people, an estimated Mind and Soul Stat average for the entire group could be used. At Levels 1, 3, 5, 7, and 9, the character receives a +1 bonus to his or her Check Value when attempting to Mind Control a target. At Levels 2, 4, 6, 8, and 10, the target also receives a -1 penalty to his or her Check Value when attempting to defend against Mind Control (or when trying to break established contact; see below). At Level 7, for instance, the character gains a +4 bonus while the target suffers a -3 penalty. A character needs to defeat an opponent in Mind Combat (page 212) to toy with his or her emotions (for example, giving the opponent new fears or a prejudice).

Once Mind Control is established, it remains in effect until either the Duration PMV expires, or until the target breaks free from the control. A target may attempt to break control under two circumstances: whenever he or she is given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To break control, the target must make a successful Mind or Soul Stat check (whichever is higher), modified appropriately by the Mind Control Level of the initiating character.

Against Target's Nature

If a Mind Controlled target is commanded to perform an action that he or she would not willingly do under normal circumstances, the target can attempt to break control. Additionally, the target may receive a bonus if the action goes against his or her nature. The more distasteful the target finds the command, the greater the Check Value bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a +4 bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), a +8 bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Level.

When the GM Deems Appropriate

If the character commands his or her target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit in the closet" or "go to sleep," however, may have a drastic impact on the lives of others if a bomb is about to explode in the train station or the target is piloting an airplane at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful (which would present an opportunity to end the control). This option puts the GM in direct control of the situation, which will benefit the campaign. Naturally, the GM can also apply modifiers to the Stat check that are cumulative with penalties associated with the controlling character's Mind Control Level.

A character need not control every thought and action of his or her victims but can allow them to live normal lives until they are needed; these targets are known as "sleepers." Additionally, people who have been Mind Controlled will not remember events that occurred during the time period they are controlled and will have a gap in their memories (unless a Restriction is assigned).

The GM may allow a character to temporarily boost his or her Mind Control Attribute by one or two Levels against a single individual who is his or her captive by "working" on the subject for a day or more. This bonus can represent concentrated brainwashing techniques or dedicated study of a subject.

Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

Mind Control and Duration PMV

You will notice that the Duration PMV for the Mind Control Attribute functions differently from most other entries: the Duration is automatically equal to the Mind Control Level, and thus does not require you to allocate Character Points to it. We designed Mind Control this way for two reasons. First, since the Attribute progression simply provides bonuses and penalties to Mind Stat checks, we wanted to reflect a specific comic reality: talented individuals can maintain Mind Control for long periods. Thus, the higher the Mind Control Level, the higher the Duration.

Second, we were contending with play balance issues. Since increasing the Duration PMV requires far fewer Character Points than increasing the Mind Control Level (particularly the 5 Points/Level version), we wanted to prevent low-powered Mind Controllers from inexpensively dominating their enemies for weeks or months. By connecting Duration to the Attribute Level, we ensured that maintaining Mind Control for long periods of time would require many Character Points.

GMs, of course, can make Duration for Mind Control a normal PMV to better suit their campaigns.

Mind Shield

Cost: 1 Point/Level
Type: Power
Relevant Stat: Mind or Soul
PMVs: Area, Range, Targets
Progression: Linear, starting at an effective increase of 1 to the Mind and Soul Stat (Level 1) increasing to an effective increase of 10 to the Mind and Soul Stat (Level 10)
Reduction: None
Restrictions: Time limit; against specific characters; against one type of intrusion
Exhibited by: Jackson King

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and gain Check Value bonuses to block attempts to read or control his or her mind by a character with the Telepathy or Mind Control Attributes (see page 155 and 129). The bonuses also apply during telepathic mind combat (page 212), and against a Special Attack with the Mind or Soul Attack Ability (page 146). Additionally, each Mind Shield Level provides 10 points of "Mind Armour" that are used for defence during mind combat or against attacks with the Mind or Soul Attack Special Attack Ability.

Natural Weapons

Cost: 1 Point/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at 1 natural weapon (Level 1) increasing to 10 natural weapons (Level 10)
Reduction: None
Restrictions: Against specific targets; less damage; slow to use (Initiative penalty)
Exhibited by: Regis, Swift

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities, such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attacks Attribute (page 207), with the Melee Disability.

The character possesses one Natural Weapon per Level. Possessing more than one such natural weapon gives the character a wider variety of attack forms. Normal damage inflicted by a successful attack is outlined in Chapter 4 (page 142).

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt, and thus only inflict normal unarmed damage (equal to the character's Attack Combat Value).

Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 10 additional damage points when used in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

Fangs, Beak, or Mandibles

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts only 5 points of damage above normal damage in melee combat, but a successful strike that penetrates Armour gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Defence check. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 Defence check penalty against all attacks. This attack uses the Unarmed Attack (Bites) Skill.

Horns

These are large horns on the head, used for butting or stabbing. Horns add 5 extra points of damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge.



A successful attack will deliver normal attack damage, plus 20 (rather than 5) points damage. If a charge fails to connect (the character fails the Attack check or the opponent makes a successful Defence check), the charging character will be off balance and suffers a -2 penalty on Defence checks for the remainder of the round and a -4 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

Spines

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically takes damage equal to the character's Attack Combat Value each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes will also be ripped and shredded unless they are armoured.

Tail Striker

The character has a combat-ready tail that is equipped with spikes, a stinger, or other similarly nasty weapon. It is hard to dodge (opponent suffers a -4 Defence check penalty), and inflicts normal unarmed damage. This attack uses the Unarmed Attack (Strikes) Skill.

Tentacles

One or more of the character's limbs — or possibly his or her hair — are actually tentacles. A character with tentacles gains a +2 bonus to his or her Unarmed Attack and Unarmed Defence Skill Level when engaged in a grappling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -2 Defence check penalty).

Nullify

Cost:	7 or 12 Points/Level
Type:	Power
Relevant Stat:	Soul
PMVs:	Area, Duration, Range, Targets
Progression:	Linear, starting at Level 1 Power Attributes (Level 1) increasing to Level 10 Power Attributes (Level 10)
Reduction:	More than one but less than all
Restrictions:	Under certain conditions; against specific targets; against specific Attributes
Exhibited by:	Christine Trelane

With a successful Soul Stat check, the character can temporarily render the Power Attributes (not Characteristic Attributes) of other characters unusable within the Area PMV. The Nullify Attribute Level determines the maximum Attribute Level that can be nullified. The character can nullify an Attribute as long as indicated by the Duration PMV; it is recommended that Duration not extend past Level 6 for Nullify.

For 7 Points/Level the character can only nullify one Attribute each combat action. Thus, a character with Extra Attacks Level 3 can Nullify four Attributes each round. For 12 Points/Level, the character can nullify all Attributes simultaneously at the appropriate Levels (as indicated above).

Nullify (Drain)

For an additional 3 Points/Level, this Attribute can be specified as a Nullify (Drain). At each Attribute Level, the target's single Attribute (at 10 Points/Level) or multiple



Attributes (at 15 Points/Level) are reduced by one Level, to a minimum of Level 0. For example, if a character with Level 5 Nullify (Drain) at 15 Points/Level targets a character who has Level 3 Armour, Level 8 Flight, and Level 10 Teleport, the target is reduced to Level 0 Armour (3-5=0), Level 3 Flight (8-5=3), and Level 5 Teleport (10-5=5). If, instead, the character only had regular Nullify, the Flight and Teleport Attributes would be unaffected since they are above Level 5 Attributes.

If the character uses Nullify (Drain) on the Special Attack Attribute, only damage is reduced (-20 damage for each Nullify Level). None of the Attack Abilities are affected directly, though the effectiveness of Abilities that depend on the amount of damage delivered will be reduced.

To create a character that steals a target's Powers for his or her own use, assign both the Nullify and Mimic (page 132) Attributes, linked through the Dependent Defect (page 178).

Example

Christine Trelane possesses the Nullify Attribute (All Powers) at Level 10. She does not temporarily weaken someone — she turns them off completely. She can only affect one subject at a time (Targets 1), and only by touch, but the effects last for at least 1 hour (Duration 5). Her Power only affects seedlings however; against someone like Jenny Sparks or Apollo, she would have no effect. If she tried to deactivate a seedling who had Attributes above Level 10, she would have to push her Powers to achieve the desired effect.

Organisational Ties

Cost:	1-3 Points/Level
Type:	Characteristic
Relevant Stat:	Soul
PMVs:	None
Progression:	Descriptive
Reduction:	Very specific utility
Restrictions:	Favourably connected with only part of the organisation; character's connection results in conflict; high price to pay
Exhibited by:	Christine Trelane, Jackson King, Jenny Sparks, *Koroshi*, Kirsan Pruzhany, Regis, Saul Baxter, Yngvi, Windsor

Organisational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Monetary advantages are usually covered by the Wealth Attribute (page 159), while access to special equipment may be represented by the Gadgets Attribute (page 117). Examples of organisations include superhero leagues, powerful corporations, organised crime rings, secret guilds and societies, governmental positions, and some religions. For campaigns in which all players belong to the Authority, the GM may decide that Organisational Ties are not required. Consequently, this Attribute is optional; the GM may prefer to treat organisation membership as a background detail instead.

The value of Organisational Ties depends on its importance in the setting. An organisation that exerts moderate power within the setting is worth 1 Point/Level, one that has significant power costs 2 Points/Level, and one that has great power in the setting costs 3 Points/Level. Players should not assign this Attribute to represent organisations that have very little power. The GM determines the extent of the organisation's influence. In a StormWatch campaign, the United Nations Security Council might wield "great power" (3 Points/Level), while in a star-spanning campaign it would be merely be considered a "moderate power" (1 Point/Level).

Normal organisations should be limited to a geopolitical area, such as a single country. Global organisations, or those that span multiple geopolitical areas, function at 2 Levels lower. Multi-planetary organisations function at 4 Levels lower, while multi-galaxy organisations function at 6 Levels lower. For example, the president of a global megacorporation needs to assign Level 12 to gain access to the Controlling Rank category (2 Levels lower). Similarly, a character who has Senior Rank in a universe-wide organisation should have Level 14 Organisational Ties (6 Levels lower). Some organisations may be ostensibly limited to a single country, but still have global or multi-planetary influence. For example, the President of the United States is a Controlling Rank (Level 10). Since the US

Though only five Attribute Levels are described below, GMs can easily extrapolate intermediate or higher Levels as required.

Level 2	Connected. Examples include a powerful political supporter, an ally to a group, or a valued corporate employee.
Level 4	Respected Status. Examples include a Mafia "Wise Guy," a junior executive in a corporation, a city council member, a member on a medical Board of Directors, or an enlisted army soldier.
Level 6	Middle Rank. Examples include a Mafia "Captain," a departmental vice-president in a corporation, a junior congressman, or a low- to middle-ranking army officer.
Level 8	Senior Rank. Examples include a senior vice-president in a corporation, a US senator, or a high-ranking army officer.
Level 10	Controlling Rank. Examples include the boss of a crime syndicate, the president of a corporation, US state governor, president of a small nation, or leader of a superhero justice team.



has great influence across the world, however, the position would be Level 12 (as if it was a global organisation).

These far-ranging organisation positions are only relevant, however, if the character can actually gain access to the resources of all branches of the group. If an Earth character is Connected to a multi-planetary organisation, for instance, but can only interact with and be influenced by the Earth chapter of the organisation, the group is only considered to be a global organisation (2 Levels lower) for that character. The group is not categorised as multi-planetary (4 Levels lower), since the extensive resource benefits normally associated with an organisation that size are not available to the character.

Example

Although few details of Sliding Albion's titles of Nobility are known, here is one example of how they might work. The Byzantine structure of Sliding Earth nobility is challenging, where Windsor is King of Albion, yet a subject of Regis, King of Nails. Lorenzo is a Prince of Bryggen, but obviously ranks below his father, Regis, who in turn seems beneath the authority of the ruling Blue in Sliding Sicily. The idea of "Sicilian Princes" comes from two sources — the first is that Jenny refers to an era of "beautiful blue-skinned princes," and secondly, the highest title of nobility in medieval Italy was "Principe" (Prince) meaning "first." Additionally, while some medieval courts stick to very rigid forms of address (a monarch is addressed as "Your Majesty," as Windsor instructs Yngvi to do), this seems to be a relaxed convention on Sliding Earth. Yngvi respectfully address Regis as "My Lord," as opposed to the traditional "Your Grace" that a duke normally receives. On the other hand, Windsor does not even give Regis the courtesy of addressing him by title before he dies at Regis's hand.

Level 2	*Baron*
Level 4	*Viscount*
Level 5	*Earl*
Level 6	*Marquess / Chancellor (of the Duchy of Lancaster)*
Level 7	*Duke (of All Tears)*
Level 8	*Prince (of Bryggen)*
Level 10	*King (of Nails; of Albion)*
Level 12	*Sicilian Principe (Prince; First)*

Plant Control

Cost:	2 Points/Level
Type:	Power
Relevant Stat:	Mind or Soul
PMVs:	Duration
Progression:	Fast Progression Chart, starting at 10 cm radius area (Level 1) increasing to 100,000 km radius area (Level 10)
Reduction:	Very specific utility
Restrictions:	Under certain conditions; in particular regions; no or lower additional growth (1x through 4x)

Characters with this Attribute can control the growth and movement of all plants in the surrounding area. The Attribute Level determines the maximum area in which the plants can be controlled. After the Duration PMV Rank has expired, the plants will return to their normal state and size before the control.

If the character limits the Control to a single broad group of plants, the Attribute functions at one Level higher. Broad plant groups include trees, grasses, weeds, bushes, flowers, mosses, vegetables, ferns, vines, seaweeds, etc. If limited to a specific type of plant, the Attribute functions at two Levels higher. Examples of plant types include oak trees, wheat, dandelions, raspberry bushes, sunflowers, club moss, carrots, etc.

Controlled plants can grow to a maximum size of 5 times their normal mature state. For 10x growth, the Attribute functions at one Level lower when determining area. For 50x growth, two Levels lower; for 100x growth, three Levels lower; for 500x growth, four Levels lower; and for 1,000x growth, five Levels lower.

To cause significant damage with controlled plants, the character should acquire the Special Attack Attribute (page 142) with the Dependent Defect (page 178).

Pocket Dimension

Cost:	2, 3 or 4 Points/Level
Type:	Power
Relevant Stat:	Mind or Soul
PMVs:	Area, Duration, Range, Targets
Progression:	Fast Progression Chart, starting at a dimension with a 10 cm radius area (Level 1) increasing to a dimension with a 100,000 km radius area (Level 10)
Reduction:	Power always used in same way
Restrictions:	Limited to specific types of dimensions; damage inflicted when passing through portal; opening portal weakens character

This Attribute allows the opening of a hole or doorway — a portal — into another dimension. In comic books, invading aliens or sorcerers who create Pocket Dimensions leading from closets to other places possess this Power. A Pocket Dimension could also represent an object that is simply bigger on the inside than on the outside.

The Level of Pocket Dimension determines the maximum size of the dimension. The environment and furnishings of the dimension are up to the player within the GM's limitations; extensive furnishings should be acquired as Gadgets (page 117). A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to the characters.

The cost of Pocket Dimension is 2 Points/Level if it is limited to a single fixed portal (such as a house closet), 3 Points/Level if the portal is in a mobile location (such as inside a vehicle, or attached to an item), or 4 Points/Level if the character can use a particular class of objects as a portal (such as "any mirror" or "any pool of water"). The Range PMV cannot apply to the 2 Points/Level option; additionally, the Area PMV only applies to the 4 Points/Level version, or characters who can use the Attribute offensively (see below).

A character with this ability at 2 or 3 Points/Level cannot create new portals leading out of the dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal opened to his or her dimension at a time, but additional apertures to the same dimension may be possessed for 1 extra Character Point each. At the 4 Points/Level version, the character can leave the Pocket Dimension through any other appropriate exit within the Area PMV of the entrance portal; the character is not required to leave through the same one he or she entered. For example, a character with Area 6 can leave his or her Pocket Dimension by any appropriate portal within 10 km of the entry point.

Once opened, a portal can stay open for as long as the creator is in the dimension. The creator may also be able to "leave the door open" if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket.

Pocket Dimensions may be designated as only one-way, restricting access in or out until the character or machine maintaining them is destroyed, or some other condition is fulfilled. This Attribute may be taken multiple times to give access to multiple different dimensions. If so, it may be taken at different Levels for each individual dimension.

Using Pocket Dimension Offensively

Some characters may have the exotic ability of sucking or warping unwilling targets into their alternate dimension (at the 3 or 4 Points/Level version only). To indicate this, assign the Area, Duration, Range, and Targets PMV. Duration only applies when the character uses Pocket Dimension to trap an opponent in this way — a character can be held in a pocket dimension for a maximum amount of time indicated by the Duration PMV Rank. The character is released from the dimension once the Power's Duration ceases. See Using Powers Against Opponents, page 213, for rules on affecting an unwilling opponent with a Pocket Dimension.

Characters who have an ability to travel between dimensions should possess either the Dimension Hop Special Movement ability (few dimensions; page 78) or the Dynamic Powers Attribute (many dimensions; page 78) with the Dimensions category, depending on his or her ability to travel through dimensions.

Example

The Doctor once accessed a broken universe in order to save Apollo from crashing into a powerful force field. One way to represent this would be to use Pocket Dimension offensively, created via his Dynamic Powers (Earth's Shaman).

The broken universe was quite small, so Pocket Dimension Level 4 is sufficient to create a mini-universe that is 100 metres in radius. The Doctor would need the Targets and Duration PMVs at a minimum rank, plus the Range PMV to affect Apollo at a distance; he has all of these subsumed into his Dynamic Powers Attribute.

Power Bonus

Cost:	1 or 2 Points/Level
Type:	Characteristic
Relevant Stat:	Variable
PMVs:	None
Progression:	Linear, starting at +2 check value bonus (Level 1) increasing to +20 check value bonus (Level 10)
Reduction:	None
Restrictions:	None
Exhibited by:	Apollo, Doctor, Jack Hawksmoor, Jenny Sparks

Power Bonus denotes natural proficiency or learned ability with one of the character's Powers, chosen when this Attribute is first assigned. Characters with Power Bonus have developed a mastery over a specific Attribute, giving them a +2 check value bonus to any rolls relevant to using that Power.

Power Bonus costs 1 Point/Level when applied to any normal Attribute, and costs 2 Points/Level when applied to either of the special Attributes, Dynamic Powers or Power Flux.

Characters may take Power Bonus several times to represent enhanced ability with multiple Power Attributes. Note that Power Bonus is not used if the GM is using Skills rather than Skill Groups; in such games, players should assign the Power Usage Skill to their characters instead (page 169).

Example

Jenny has Power Bonus (Dynamic Powers) Level 3 (6 Points), allowing her to make Dynamic Powers (Electricity) checks against a Check Value of 23 (a Soul Stat of 17 + 6 from Power Bonus).

Power Flux

Cost:	5, 10, 15, or 20 Points/Level
Type:	Power
Relevant Stat:	Variable
PMVs:	Special (Duration Reversed; see below)
Progression:	Linear, starting at 5 Flux Points or 2 Power Attributes (Level 1) increasing to 50 Flux Points or 11 Power Attributes (Level 10)
Reduction:	One aspect of category
Restrictions:	Under certain conditions; only raise or lower existing Attributes, limitations on Levels exchanged
Exhibited by:	Engineer

Power Flux represents extensive control over an element, ideology, natural phenomenon, or sphere of influence. This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Power Flux will not unbalance the game, but rather can provide many opportunities for character innovation. As an alternative option to Power Flux, see the Dynamic Powers Attribute (page 109).

A character with this Attribute has a pool of reserve Character Points (called Flux Points) that can be allocated to different Power Attributes (not Characteristic Attributes) as needed, within the thematic category chosen by the player. This often represents a magical or psionic ability, but it can also reflect a character who has several different powered forms, or a character who has little control over his or her range of Powers (in conjunction with the Unreliable Power Defect, page 187).

Power Flux uses a special PMV that follows the reverse of Duration, starting at 6 months (Rank 1) and decreasing to 1 round (Rank 10). The GM may limit the Duration PMV to Rank 8 (1 minute) to ensure that the flow of combat is not impeded by characters fluxing Powers too frequently. This PMV represents how frequently a character can change the allocation of Flux Points from one group of Attributes to a different group, and not how long a character can use Power Flux. At low Ranks, the character will be forced to use the same group of Attributes for extended periods of time before he or she can use the Flux Points for alternates. At high Ranks, the character can gain a complete new set of Attributes almost at will. Stats and Defects cannot be raised or lowered with Power Flux (though the Enhanced [Stat] Attribute may be altered); Characteristic Attributes cannot usually be assigned either without GM permission.

Minor or small thematic categories cost 10 Points/Level. Examples include a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Major or large thematic categories cost 15 Points/Level. Examples include a broad concept or idea (love, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, truth, manufacturing, fertility, liquid machinery, weapons, drugs).

Primal or universal thematic categories cost 20 Points/Level. Examples include core concepts and primary spheres of influence: Time, War, Death, Life, Earth, Thought, Magic, Force, Math, Self, Law, Chaos, Creation, Heaven, Hell, Dimensions, Dreams, and others.

If the character makes a successful Stat check (the relevant Stat is determined by the GM), he or she can assign Flux Points to one or more Attributes that grant Powers that fit within the thematic category. A Flux Point is equal to one Character Point, which can be assigned to the cost of the Attribute directly, or to the cost of raising an Attribute's PMV Rank. Under normal circumstances, Power Flux cannot imitate the Transfer Attribute or the Dynamic Powers Attribute.

For example, a character with Level 6 Power Flux with a "cat theme" and Reversed Duration PMV of Rank 5 (12 hours) has assigned a total of 65 Character Points to the Attribute (6 Levels x 10 Points/Level + 5 Points for the Duration PMV). In return, he or she gains 30 Power Flux Points. At a minimum interval of 12 hours, the character can allocate the 30 Power Flux Points to any combination of Attributes that fit the cat theme. Perhaps in the morning, the character needs to prowl around the city on patrol and assigns the following Attributes: Armour Level 3 (9 Flux Points); Heightened Awareness Level 9 (9 Flux Points); Heightened Senses (Hearing, Smell, Vision) Level 3 (3 Flux Points); Jumping Level 5 (5 Flux Points); and Superstrength Level 1 (4 Flux Points). Later in the evening (13 hours later), the character might need to track down and capture a specific target and thus reassigns all 30 Flux Points to different Attributes as follows: Animal Summon/Control (Cats) Level 4 with Area PMV Rank 4

and Duration PMV Rank 6 (14 Flux Points); Extra Attacks Level 1 (8 Flux Points); Invisibility (Sound; Partial) Level 4 (8 Flux Points).

Limited Point Exchange

An alternate method of Power Flux only costs 5 Points/Level, but limits the character to a small assortment of Power Attributes among which Character Points can be exchanged. At Level 1, Character Points can be exchanged in any way between the Level cost and PMV cost of any two Attributes, which are determined during character creation. From Level 2 through 10, each Level adds one additional Attribute to the list of Powers that can be fluxed (extending to 11 Attributes at Level 10). For instance, if a character with this Level 3 Power Flux and Rank 4 Duration (1 day) has allocated 47 Character Points to four fluxable Attributes (Armour, Flight, Special Attack, and Teleport), he or she can redistribute the 47 Points in any way over the four Attributes and their PMVs once every 24 hours.

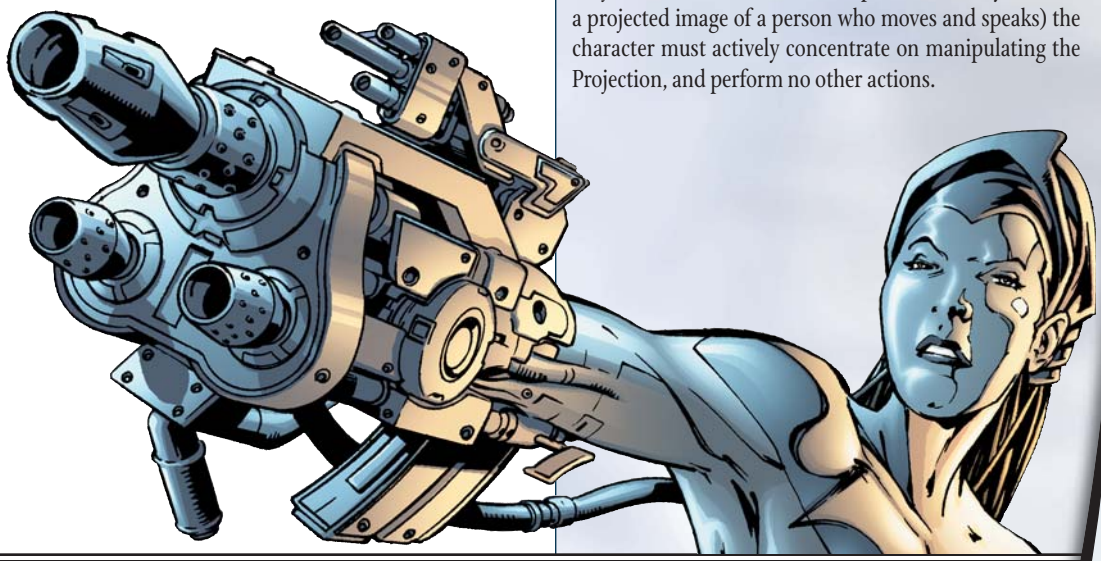
Example

The Engineer possesses the Power Flux (Nanotechnology) Attribute at Level 15. Her Duration PMV is Rank 10. Once per round, she can select a new group of Powers, granted under the broad definition of "nanotechnology," totalling up to 75 Flux Points.

Therefore, to prepare for combat she could give herself Armour +3 (9 Points), Extra Attacks +1 (8 Points; 3 BP Restriction: machine guns only), Flight +4 (16 Points), Special Attack "Paired Machine Guns" +4 (16 Points, with a 2 BP Restriction: Guns replace hands), Sixth Sense +1 (1 Point plus 9 Points for Area 9). This costs 45 Flux Points, leaving her with 30 to acquire other Attributes.

The next round she could decide she needs to create clone duplicates, and drops all of those Attributes and instead channels 72 Flux Points into the Duplicate Attribute.

In the following round, she can keep making clones, or reassign the Flux Points again.



Projection

Cost:	3 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Area, Duration, Range
Progression:	Medium Progression Chart, starting at 10 cm radius area (Level 1) increasing to 5 km radius area (Level 10)
Reduction:	Projection always the same
Restrictions:	Under certain conditions; projection is flawed in some way; usage inflicts pain
Exhibited by:	Carrier, Jenny Sparks

The character can create projected images that may have audible or visual components, or both. This Attribute may reflect holographic technology, magical ability, control over environmental conditions, or a completely different method of creation. The Projection cannot be touched because it is not substantial, nor does it have a taste or smell. Depending on the situation, and the nature of other individuals or animals viewing the Projection, the image may appear to be a real object. Closer inspection will usually reveal the Projection for what it is, but this will not cause the Projection to disappear as it would for an Illusion. If appropriate, the GM can require Body or Mind checks to "see through" a Projection. See the Illusion Attribute (page 120) for the ability to create mental illusions that target specific people, rather than real images that anyone (including technological devices, such as cameras) can detect.

A Projection may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be created over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks) the character must actively concentrate on manipulating the Projection, and perform no other actions.

A character can normally maintain only a single Projection at a time. The ability to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Level 5 (six Projections)" would cost 20 Character Points: 15 Points for Level 5 and 5 more Points for being able to sustain six Projections at a time. A group of objects or entities within the Area PMV, such as a crowd of androids or a furnished office, counts as a single Projection rather than several. If a character is already sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

A Projection may have two types of areas: the Area PMV, and the area determined by the Attribute Level. The Area PMV reflects the maximum area in which the Projection may be created, while the Level-related area dictates the actual size of the projected image. Thus, an Area PMV of Rank 7 (100 km) with Attribute Level 7 (100 metres) means that any image up to 100 metres in radius (such as a huge advertising billboard) can be created, and moved around within a location that has a 100 km radius (such as a large county district).

In order for the character to create a convincing Projection of something complex, the GM may require a Mind Stat check. The GM can add modifiers depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Level he or she has in excess of the minimum Level needed to create a Projection. For example, if a character with Projection Level 8 decides to create an image with an area radius of 50 metres (a Level 6 effect), a +2 Check Value bonus applies (Level 8 - Level 6 = +2). If the check fails, the character's Projection has some obvious flaw in it.

Regeneration

Cost:	2 or 6 Points/Level
Type:	Power
Relevant Stat:	Body
PMVs:	None
Progression:	Linear, starting at restoring 5 Health Points or Energy Points each Round (Level 1) increasing to restoring 50 Health Points or Energy Points each Round (Level 10)
Reduction:	Fewer Health Points restored
Restrictions:	Under certain conditions; specific wound types; regeneration is not automatic
Exhibited by:	Apollo, Carrier, Jenny Sparks, Midnighter

Characters with this Attribute automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Health Points cannot exceed their original total. At higher Healing Levels, the character's body will revive itself if "clinically" dead but not actually brain-dead (Level 3+), repair massive trauma such as lost limbs or organs (Level 5+), or restore the character if cut into several pieces (Level 7+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Alternatively, the character may be a dynamo, able to regenerate his or her Energy Points instead of Health Points (decided when the Attribute is first assigned).

Variable Intensity Regeneration

Some characters need exposure to a particular substance or source of energy in order to regenerate their Health or Energy Points. The speed of this regeneration is therefore dependent on the magnitude or intensity of the source. For example, Apollo needs the sun to recharge himself, and being closer to the sun means he regenerates Energy Points more quickly.

Variable Intensity Regeneration costs 2 Character Points/Level. A source is rated in five Ranks of intensity: Extremely Weak, Weak, Average, Strong, and Extremely Strong. Each Rank provides a different rate of regeneration, from Extremely Weak (1 Point/round/Level) to Average (3 Points/round/Level), to Extremely Strong (5 Points/round/Level).

Characters should normally be entitled to Average magnitude sources. This would be the equivalent of a sunny day (for sunlight) on Earth, or normal street noise (for sound). Strong magnitude would include flying in orbit over the Earth or being at a rock concert. Extremely Strong magnitudes should be encountered rarely, and would include proximity to Mercury or truly deafening volumes of noise. Similarly, Weak sources should be common (spending time mostly indoors or in a quiet office), but Extremely Weak sources should be rare.

The default assumption is the source is fairly easy to find (sunlight, noise, heat, etc.). If the source is rare, the GM may allow a higher rate of Regeneration as appropriate.

Example

Jenny posses the Variable Intensity Regeneration Attribute at Level 4. When she is exposed to a source of electricity, she heals (Health Points) rapidly. In the modern world, such sources are fairly common — from electrical outlets to street lamps to high voltage wires. A 120 volt circuit is a Weak source, while a house's electrical panel is an Average source, and a main power line is a Strong source. Therefore if Jenny is injured and can easily access the city's power grid (Strong magnitude), she heals 4 Points/round/Level, or 16 Health Points per round.

Apollo posses the Variable Intensity Regeneration Attribute at two different Levels — Level 10 for Energy Points, and Level 2 for Health Points. When Apollo is indoors on an overcast day (Extremely Weak magnitude), he recovers quite slowly, regaining 10 Energy Points and 2 Health Points per round. If he is cut off from sunlight — fighting at night or spending all of his time in the Carrier in the Bleed — he doesn't regenerate at all. On the other hand, if flying through the air on a bright and sunny day (Strong magnitude), he heals very quickly, recovering 40 Energy Points and 8 Health Points per round.

Reincarnation

Cost: 2 or 4 Points/Level
Type: Power
Relevant Stat: Soul
PMVs: None
Progression: Time Progression Chart Reversed, starting at 6 months (Level 1) decreasing to 1 round (Level 10)
Reduction: Very specific utility
Restrictions: Reincarnate after injury from specific weapons; alive for a limited time; limited to a specific target group
Exhibited by: Jenny Sparks

If the character is destroyed, some of his or her essence may still survive. This may be in spiritual or digital form, or it may be something that must be retrieved from the corpse. A robot whose memory can be copied or uploaded, a creature that leaves an egg in its body upon death, or an undead monster that will reform a few minutes, hours, or days after its apparent death are all examples of this. If this remnant can be salvaged or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original. A reincarnated character usually starts with 1 Health Point.

Reincarnation can be prevented in some way. This may be as simple as burning, blowing up, or dismembering a body, or as obscure as requiring a special ritual. For 2 Points/Level, the Reincarnation is easy to stop; for 4 Points/Level, the Reincarnation is difficult to stop. The GM and player must work together to determine the parameters involved in preventing the rebirth.

Example

Jenny posses the Reincarnation Attribute at Level 1, at the 4 Points/Level version, indicating that it is very difficult to stop. Not only is she reborn randomly in the world, the century itself seems to protect her. She has a significant Restriction, however, that describes her reincarnation as in the form of an infant (worth 3 BP). Therefore while Jenny will be reborn when she dies, she only pays 1 Point for the power because it is not something that will normally have a significant impact on the campaign.

Sensory Block

Cost: 1 Point/Level
Type: Power
Relevant Stat: Mind
PMVs: Area, Duration, Range
Progression: Linear, starting at 1 blocked sense or technique (Level 1) increasing to 10 blocked senses or techniques (Level 10)
Reduction: None
Restrictions: Under certain conditions; against specific targets; time limit

A character with Sensory Block can cover an area with a field that blocks specific senses or detection techniques. This can represent a magical ability, technological enhancement, or paranormal effect. For each Level of the Sensory Block Attribute, the character can either block one sense or enhanced sense (Type I) or one detection technique (Type II), which is determined during character creation.

Type I

One of the five senses — hearing, smell, vision, taste, or touch — is partially blocked. This may mean that individuals within the Area PMV cannot see well (vision), cannot hear well (hearing), etc. Checks made by these individuals when pertaining to the specific senses suffer a -8 penalty, which is cumulative with any Heightened Senses bonus (see page 119).

Type II

A detection technique is partially blocked. Examples of techniques include: audio recordings; electric current detection; homing weapons; infravision; magnetic field detection; microscopic vision; radar detection; radio reception; sonar detection; a specific Sixth Sense technique; ultrasonic hearing; ultravision; vibration detection; video recordings; X-ray vision. Stat checks relating to these detection techniques suffer a -8 penalty.

Example

The Engineer can use her Power Flux (Nanotechnology) to generate a powerful Sensory Block, capable of screening against deep scanning, resonance imaging, and even physical surveillance.



If Angie uses her Flux Points to acquire Sensory Block Level 11, she can choose to jam: audio recordings; electric current detection; homing weapons; infravision; magnetic field detection; microscopic vision; radio reception; ultrasonic hearing; ultravision; video recordings; and X-ray vision. She can add the Area PMV at Rank 3 to shield both herself and any nearby companions from unwelcome eyes.

Shrink

Cost: 1 Point/Level
Type: Power
Relevant Stat: Body
PMVs: Area, Duration, Range, Targets
Progression: Variable; see chart
Reduction: None
Restrictions: Suffer pain/damage while shrinking; naked form only; double damage penalties

This Attribute reflects the ability to decrease the stature and mass of the character; while this can certainly be an advantage, it also creates many potential problems (see chart). In addition to decreased height and mass, the character who shrinks has reduced running speed and weapon range, and inflicts less damage through physical attacks and Special Attacks (physical, not energy-based; minimum of 1 damage). Although the character also suffers additional damage from normal-sized opponents, the enemies have a harder time hitting him or her with ranged weapons. The Duration PMV is only relevant when affecting others; a character can Shrink him or herself for an indefinite period.

Unlike most Attributes, Shrink only has entries for Levels 2, 4, 6, 8, and 10. If necessary, the GM can interpolate the intermediate Levels. At Level 10, the character has shrunk to the cellular range; at this size, normal combat rules cannot apply since the character is simply too small. At Levels exceeding 10, the character can shrink to the molecular, atomic, or sub-atomic scale — a size that requires GM guidance and permission. If the GM and players wish to make characters that can shrink to a "micro-verse" where they interact within an entirely new world, the Pocket Dimension Attribute (page 135) may be more suitable.

A character who is permanently shrunk should assign the Diminutive Defect (page 179), rather than Shrinking and the Permanent Defect.

Though only five Attribute Levels are described below, GMs can easily extrapolate intermediate or higher Levels as required.

Sidekick

Cost: 1 or 3 Points/Level
Type: Characteristic
Relevant Stat: None
PMVs: None
Progression: Linear, starting at a sidekick built using 5 Character Points or 5% of the character's Point total (Level 1) increasing to a sidekick built using 50 Character Points or 50% of the character's Point total (Level 10)
Reduction: Fewer Character Points awarded
Restrictions: Sidekick leads active life and is not always available; sidekick has conflicting agenda; communication barriers

The character has a sidekick or companion entity. It serves as a familiar, pet, companion, or bodyguard. Examples of Sidekicks could include: a talking animal companion, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a dedicated and talented henchman, a mage's familiar cat, or a vampire's enslaved thrall. Sidekicks are NPCs controlled by the GM, but they will normally work toward the character's best interests. Nevertheless, they should have their own personalities and may occasionally get into trouble of their own. Low Levels of this Attribute best represent animal or mechanical Sidekicks; high Levels, including those above Level 10, are required to create competent human Sidekicks.

This Attribute costs 1 Point/Level if the character is limited to one particular Sidekick. If the character can dismiss the Sidekick and replace him or her with a different one between adventures or during an adventure with suitable effort (GM's option, such as casting a summoning spell, training a new recruit, or taming a new animal), then the Attribute costs 3 Points/Level. A character can take the Attribute several times to have multiple Sidekicks.

Table 3-9: Shrink

Current Shrink Level	Rough Size	Height, Range, and Speed Multiplier	Mass Lifting Multiplier	Damage Penalty	Enemy Damage Bonus	Enemy's Range Attack Penalty
2	Child/Dog	1/2	1/10	-5	+5	-2
4	Cat	1/5	1/100	-10	+10	-4
6	Rodent	1/20	1/10,000	-15	+15	-6
8	Bug	1/200	ten millionth	-20	+20	-8
10	Cellular	1/20,000	ten trillionth	???	???	???

Each Level of the Sidekick Attribute gives the player up to 5 Character Points with which to design the Sidekick; extending the Attribute beyond Level 10 is not uncommon. Alternatively, the Game Master may change the progression to 5% of the character's Point total for each Level (round up). Using this alternate progression, a 150 Point character, for example, would have a Sidekick with the following number of Character Points: 8 (L1), 15 (L2), 23 (L3), 20 (L3), 38 (L5), 45 (L6), 53 (L7), 60 (L8), 68 (L9), 75 (L10).

The Sidekick is created exactly as a character with two exceptions. First, it may not possess the Sidekick Attribute. Second, some relationship-based Defects should not be assigned due to the Sidekick's innate role as a character's assistant. Thus, it is usually inappropriate for a Sidekick to have the following Defects: Famous, Involuntary Change, Owned, or Red Tape.

Sixth Sense

Cost:	1 Point/Level
Type:	Power
Relevant Stat:	Soul
PMVs:	Area
Progression:	Linear, starting at 1 sixth sense (Level 1) increasing to 10 sixth senses (Level 10)
Reduction:	None
Restrictions:	Under certain conditions; must actively use Sixth Sense; vague or partial detection
Exhibited by:	Apollo, Carrier, Doctor, Jack Hawksmoor, Midnighter, Swift

Some characters have the ability to detect things that may be hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomenon per Level. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (10 cm radius area, unless higher Levels of the Area PMV were assigned). The GM may require a Soul Stat check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Soul Stat check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly ... and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to circumvent the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, city memories, danger, dimensional energies, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Attributes or Defects.

Precognition and Postcognition

Alternatively, Sixth Sense can be assigned as a separate Attribute to represent precognition and postcognition (choose one when the Attribute is fist assigned for 1 Point/Level, or both for 2 Points/Level) — the ability to access visions of past and future events. This option is a GM-defined Attribute, however, which allows him or her limit its application and scope within the campaign. For precognition, the Attribute's Level reflects the difference in time between the present situation and the future event follow the Time Progression Chart from one round (Level 1) through six months (Level 10). For postcognition, the character can see back an amount of time equal to double the Attribute's Level in Rank on the Time Progression Chart, ranging from 1 round (Level 1) to 100 million years (Level 10).

Example

Jack possesses the Sixth Sense Attribute in three variations. He has Sixth Sense (Postcognition) Level 3, Sixth Sense (Precognition) Level 3, and Sixth Sense (Unusual events in cities; Area 7) Level 1.

His postcognition ability allows him to "read" a location and witness events up to 12 hours in the past. He does this by plugging into the city's memory, and watching what its windowpanes saw, and what its floorboards felt. His precognitive sense, meanwhile, allows him to divine events up to 10 minutes in the future. His alien organs do this through deduction — they allow him to detect things like air currents and the shifting of dust, through which he reasons what is going to happen.

Finally, Jack can sense strange and weird events that happen anywhere in a city. The cities talk to him, and tell him when something does not feel right, leading him to the cause.

Example

Swift possesses Sixth Sense (Air Currents, Weather) Level 2, with an Area 8 (1,000 km). She can "read" the air patterns to determine atmospheric changes, or even to track other flyers.

Special Attack

Cost: 1 or 4 Points/Level
Type: Power
Relevant Stat: None
PMVs: None
Progression: Linear, starting at an attack that delivers 20 damage (Level 1) increasing to an attack that delivers 200 damage (Level 10)
Reduction: Less damage delivered
Restrictions: Under certain conditions; usage inflicts pain; against specific opponents
Exhibited by: Apollo, Carrier, Engineer, Jackson King, Jenny Sparks, *Koroshi*, Saul Baxter

Many superhuman characters wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Additionally, some characters, such as cyborgs or robots, may have guns, missiles, or beam weapons built into their bodies.

Special Attacks deliver a maximum of 20 points of damage per Level; actual damage inflicted is determined by a roll on Table 4-8: Damage Percentage (see page 206). Assigning one or more attack Abilities from the list on pages 3-10 further customises a character's Special Attack. Each attack Ability taken reduces the damage by 20 points but adds an additional capability. Attacks may also be assigned one or more attack Disabilities from the list on pages 3-12. Each attack Disability increases the damage by 20 points but reduces the attack's utility by imposing some form of limitation.

The player must assign the Abilities and Disabilities when the Special Attack is designed. He or she may assign a combination of Abilities and Disabilities that reduces the attack's damage to a minimum of 20. For example, suppose a character has a special Attack at Level 2. He or she would only be able to purchase one Ability, which would reduce the attack's damage from 40 to 20. If the character wanted to purchase a second Ability, he or she must first assign a Disability, which would raise the attack's damage back to 40. The character could then purchase a second Ability, reducing the damage back to 20.

When designing a Special Attack, the player (with GM input) should determine what Skill and Specialisation is appropriate for its use. For most magical or superpowered ranged attacks, it will be Special Ranged Attacks. Any weapon with the Melee Disability uses the Melee Attack or Unarmed Attack Skills, depending on its description. For example, Melee Attack (Sword) is appropriate for an energy sword, while Unarmed Attack (Striking) would be suitable for a character that drained energy by touch or used a ki-energised martial arts strike.

Alternate Attacks

Although a character often uses his or her highest Level "primary" weapon, alternate or backup ones may also be possessed. The Point cost of these additional "secondary" attacks are one quarter the cost of the primary attack at 1 Point/Level. The primary attack is the only one that costs the standard 4 Points/Level. Secondary attacks may each possess different damages, Abilities, and Disabilities.

Example

Apollo's primary attack is his Light Lase. At Level 13, it costs him 52 Points, and gives him a devastating attack that can inflict 180 damage, with the Abilities Auto-Fire and Long Range. He has also demonstrated slightly different attack forms. These secondary attacks range from his Solar Wave (a wide, sweeping attack, as opposed to the rapid fire pin-point eye beams), and a Solar Blast (a massive, area effect explosion). He even has a further attack option, in which he turns himself into a Human Missile.

Each of these secondary attacks is purchased at the lower cost of 1 Point/Level. While they give him considerable flexibility, they do not provide such a great advantage that he should pay full price for them. He can, for example, use only one at each time. They add colour and flavour to a character's choices, and reflect the multiple variations of a power that comic characters often utilise.

Table 3-10: Special Attack Abilities

Ability	Slots	Ability	Slots
Accurate	1	Knockback	1
Affects Incorporeal	1	Linked (Attack)	2 or 4
Area Effect	1	Long Range	1
Aura	2	Mind or Soul Attack	5
Auto-Fire	3	Muscle-Powered	1
Burning	1	No Healing	1
Concealable	1	Penetrating (Armour)	1
Contagious	2 or 4	Penetrating (Force Field)	1
Drain Body	1	Quake	1
Drain Mind	1	Spreading	1
Drain Soul	1	Stun	1
Enduring	1	Tangle	2
Flare	1	Trap	1
Flexible	1	Undetectable	4
Homing	1 or 2	Unique Ability	variable
Incapacitating	3	Vampiric	2, 3, or 4
Incurable	4		
Indirect	1		
Irritant	1		

Special Effects

The special effects of Area Effect, Burning, Drain (Any), Flare, Incapacitating, Irritant, Quake, Spreading, and Tangle are determined by the base damage or percentage of base damage of the attack only. Combat Value, Massive Damage, Superstrength, and critical hit multipliers are not included in the calculation. Additionally, Armour and Force Fields do not normally protect against Drain (Any), Flare, Incapacitating, Irritant, or Tangle.

A character can choose to inflict less damage than the normal 20 points/Level. Also, less than 100% damage may be inflicted, as indicated by the roll on the Damage Percentage table (page 206). In both of these instances, Attack Abilities are not removed or negated, but their special effects may be reduced. Table 3-11 shows how the effects are determined if damage is less than 100%. "Base Damage" refers to the rated damage, calculated as previously indicated (it will be a multiple of 20). "Damage Inflicted" refers to the final damage delivered, after the damage percentage is determined and all appropriate damage modifiers have been considered. "Percentage of Base Damage" refers to a percentage of the base damage alone, without any other modifiers; this option is used most frequently with Auto-Fire, and Special Attacks with the No Damage Disability.

Example

Apollo's Solar Blast attack delivers a base of 120 damage at Long Range, and in wide Area Effect (selected three times). Normally, it can strike up to 5 km, and delivers a blast with a radius of 24 metres. If he voluntarily reduces the total damage of the attack to 20 while battling mind-controlled humans whom he does not wish to kill, the area of the blast will not change (since the Area is determined by the "base damage," not the "damage inflicted").

If the attack also had the Flare Ability, at full strength it would force targets to make a check to avoid being blinded at a -6 penalty (-1 for every 20 damage inflicted). If Apollo reduces his attack as above, the Flare penalty would also be reduced accordingly, based on damage inflicted.

Special Attack Abilities

The following Abilities may be assigned to a Special Attack. The GM may disallow any inappropriate Ability combinations.

Accurate

The attack is unusually accurate, giving a +2 bonus to Attack checks (or Stat checks if the attack has the Mind or Soul Attack Ability). This ability can be assigned two or three times for a +4 or +6 bonus, but may not be combined with the Linked (Attack) Ability. This Ability is usually assigned to hand-held weapons created as Items of Power (page 124) only, since Combat Skills (page 171) better represent a character who is adept at using his or her Special Attack.

Affects Incorporeal

This attack will affect characters who have very low densities — or are currently astral, ethereal, or incorporeal — as if they were solid.

Area Effect

This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. The area of effect is a sphere with a radius of 1 metre for every 20 points of base damage. All affected characters are allowed a Defence check (diving for cover, swerving out of the way), but a successful Defence check may not be enough to escape completely (GM's discretion; depends on how target avoids attack). The target of the attack (or anyone at the centre of the effect) can reduce the damage percentage by one rank when successfully defending (see page 204). All other individuals caught in the area of effect can reduce the damage percentage by two ranks when successfully defending. Area Effect can be assigned multiple times; each Ability doubles the area radius.

Table 3-11: Reduced Damage Effect Summary

Ability	Effect	Based On
Area Effect	Area	Base damage
Area Effect	Damage	Damage inflicted
Auto-Fire	Additional hits	Percentage of base damage
Burning	Damage each round	Base damage (one tenth)
Drain (Any)	Stat drain	Percentage of base damage
Flare	Check penalty	Percentage of base damage
Incapacitating	Check penalty	Percentage of base damage
Irritant	Check penalty	Percentage of base damage
Knockback	Knockback distance	Damage inflicted
Quake	Fissure depth	Damage inflicted
Spreading	Extra targets	Base damage
Tangle	Entanglement Health Points	Percentage of base damage

Aura

Rather than having to make an actual attack, the character instead automatically damages anyone who touches his or her body. An example might be a character who was sheathed in flame or electrified. If this Ability is combined with the Area Effect Ability, it automatically damages anyone in the designated area around the character. Aura counts as two Abilities.

Auto-Fire

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits (minimum of one, maximum of ten) equal to the difference between the Attack check and his or her Check Value (Attack Combat Value plus relevant Combat Skill). For example, if a character's attack Combat Value is 6 and relevant Combat Skill at Level 1, and the player rolled 5 (after all modifications), he or she would score 2 hits. The defender's chance to avoid the attack is derived in a similar way, however: a successful Defence check will defend against a number of hits equal to the difference between the Defence check and Check Value (Defence Combat Value plus relevant Combat Skill), with a minimum one hit avoided on a successful defence. Each hit delivers separate damage (important when considering Armour and Force Fields). Bonuses from Combat Value, Massive Damage, Superstrength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the percentage of base damage of the Special Attack. Auto-Fire counts as three Abilities.



Burning

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's Armour, the target will suffer an additional 1/10 of the base damage for five rounds or until the effect is somehow neutralised (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralisation). Armour does not protect against the extra Burning damage in subsequent rounds. Alternatively, Burning can be defined as an "hourly burn," which inflicts 1/10 of the base damage each hour after the attack, or "slow burn," which inflicts 1/5 of the base damage each day (rather than round-by-round). This ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the hourly and slow burn damage will continue until the victim is dead or makes a successful check with a -4 penalty against the average of his or her Soul and Body (made on an hourly or daily basis).

Concealable

This option is only available for hand-held weapons. The weapon is small enough to be used with one hand and concealed under clothing. Most pistol-sized or knife-sized weapons are Concealable. For more cinematic games, larger weapons such as swords and machine guns can be designed as Concealable as well.

Contagious

Some or all of the attack's damage or other effects will be passed on to others who touch (or otherwise contact) a victim. If mildly contagious, not everyone will be infected; a prospective victim must fail a Stat check at a +4 bonus to be affected. If taken twice, it is highly contagious; someone must fail a Stat check (without modifiers) in order to be affected, or possibly contagion may be automated under some circumstances. The base Check Value is normally the Body Stat, but magical or cybernetic contagion may use Mind or Soul. The GM should adjudicate effects and countermeasures. The Ability is usually combined with the Toxic Disability. Contagious counts as two abilities if mildly contagious or four abilities if highly contagious.

Drain Body

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Body Stat is reduced by 1 for every 20 points of base damage the attack delivers (round up). The Body Stat drain is in addition to any Health Point losses from the attack. To design an attack that only drains the Body Stat, but inflicts no other punishment, the No Damage Disability should also be assigned. In this case, the Body is drained by 1 for every 20 points of damage the attack would have normally delivered. A character who is reduced to a 0 Body Stat is unable to move. Lost Body Stat Points are recovered at one Point per hour of rest. Losing Stat Levels will also lower the Combat Value, but Health Points will not be affected.

Drain Energy

The attack drains away the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Hit Points, the attack causes the same loss of Energy Points. To design an attack that only drains Energy Points, the No Damage Disability must also be assigned. Lost Energy Points recover at their normal rate.

Drain Mind

The attack causes the victim to lose his or her sanity. The attack may be a psionic attack, a tranquillizer or similar drug, or another form of attack. The victim's Mind Stat is reduced by 1 for every 20 points of base damage the attack delivers (round up). This Mind Stat drain is in addition to any Health Point losses from the attack. To design an attack that only drains the Mind Stat, the No Damage Disability should also be assigned. In this case, the Mind is drained by 1 for every 20 points of damage the attack would have normally delivered. A character reduced to 0 Mind is "mindless" and will act in an illogical and animalistic fashion. The drained Points return at the rate of one every hour. Losing Stat Levels will also lower the Combat Value.

Drain Soul

The attack affects the victim's spirit. This attack may be a wave of fear, despair, or some other willpower-destroying emotion. The victim's Soul Stat is reduced by 1 for every 20 points of base damage the attack delivers (round up). This drainage is in addition to any Health Point losses from the attack. To design an attack that only drains the Soul Stat, the No Damage Disability should also be assigned. In this case, the Soul is drained by 1 for every 20 points of damage the attack would have normally delivered. A character reduced to 0 Soul is "broken," and lacks all drive or volition. The drained Points return at the rate of one every hour. Losing Stat Levels will also lower the Combat Value, but Health Points will not be affected.

Enduring

Enduring can only be assigned in conjunction with Area Effect. The attack remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or supercooled vapours. Anyone entering or remaining in the area is immediately subject to the attack; defence checks are outlined under Area Effect. Each time Enduring is assigned, the Area Effect attack remains active for 1 additional round.

Flare

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking in the vicinity of the attack must roll a Body Stat check at a -1 penalty for every 20 points of damage inflicted, ignoring Armour. To design an attack that only blinds opponents, the No Damage Disability should also be assigned. In this case, the penalty is -1 for every 20 points of damage the attack would have normally delivered. If a target character rolls greater than his or her Body Stat, he or she is blinded for a number of combat rounds equal to the difference between the Check Value and the dice roll. Flare may be taken multiple times; each time it is taken, add an extra -2 penalty to the Stat check. Flare can also be generalised to cover other sense-overloading attacks. For example, an acoustic attack might cause deafness.

Flexible

This ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target defends at a -2 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a -2 penalty to the Attack check since they require great skill to execute accurately.

Homing

The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a +4 bonus to his or her Attack check, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack may be vulnerable to Sensory Block, however (see page 139). In a setting where electronic Sensory Blocks are not common (such as fantasy world campaign) Homing counts as two Abilities, rather than one.

Incapacitating

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a Stat check (Body,

Mind, or Soul — decide when the attack is designed) to avoid being completely incapacitated. The check is made at a +4 bonus with a -1 penalty for every 20 points of damage inflicted. For example, an attack rated for 80 damage would require a Stat check at 0 penalty; one doing 20 damage would be made at a +3 bonus. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Disability should also be assigned. In this case, a penalty of -1 is assigned for every 20 points of damage the attack would have normally delivered. Incapacitating counts as three Abilities.

Incurable

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as four Abilities.

Indirect

The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and plasma artillery guns. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Weapon Ability is also taken). Indirect fire is tricky, however. To effectively fire at an indirect location, the attacker must be able to "see" the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a -2 penalty to the Attack check; firing at a target the attacker cannot "see" results in an additional -6 penalty (-8 total). A weapon with the Indirect Weapon Ability can be used under normal mid-range conditions without any penalty.

Irritant

This represents pepper spray, a skunk's musk, an itching spell, or similar effect. Whether or not damage penetrated Armour or Force Fields, the subject must make a Body Stat check at -1 penalty for every 20 points base damage that the attack delivers. If the target fails, the character is partially blinded and distracted (-2 penalty on all checks to do anything) for a number of rounds equal to the amount by which he or she failed the check. Irritant is usually taken in conjunction with the Toxic Disability to simulate an attack against which a gas mask offers protection.

Knockback

The attack impacts the target forcefully, knocking him or her back one metre for every point of damage delivered. Armour is ignored when determining Knockback distance; Force Fields without the Full Impact Disability do reduce Knockback, however. This Ability is for attacks that impact the character, and may not be appropriate for slashing or piercing attacks. The Knockback distance is doubled each time this Ability is assigned. Combat Value (for characters with the ACV Knockback Combat Technique), Massive Damage, Superstrength, and critical hit multipliers may be added to the attack damage when determining final Knockback distance; apply these after any doubling for multiple Knockback assignments. The effects of Knockback are described on page 210.

Linked (Attack)

An attack with this Ability is "attached" to another (or "master") attack. The master attack may be an ordinary weapon (such as a Gadget, like a sword or a gun), a Natural Weapon or unarmed attack, or a different Special Attack. If that attack is successful, this "linked" attack automatically hits as well (no defence allowed), but if it misses or fails to penetrate Armour, the linked attack automatically fails too. If the master attack hits and delivers enough damage to successfully penetrate Armour, then the Armour does not protect at all against the damage of the second linked attack. Damage bonuses from Combat Value, Massive Damage, Superstrength, and critical hit multipliers only apply to the master attack, not to each attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Melee, or Short Range Disabilities; its range and accuracy are dependent on the attack to which it is linked. Linked (Attack) counts as two Abilities. If damage bonuses from Combat Value, Massive Damage, Superstrength, etc. are applied to both attacks, this counts as four Abilities.

Long Range

An ordinary attack has an effective range of about 500 metres (10 km in space). This Ability extends the range to 5 km (100 km in space). It can be assigned multiple times: each time it is taken after the first doubles the actual range. Since the Earth's horizon limits line-of-sight for characters standing on the ground, multiple Long Range Abilities are often combined with the Indirect Ability (page 146). The Long Range Ability is incompatible with the Melee or Short Range Disabilities.

Mind or Soul Attack

The attack is not a physical attack but rather is a mental assault (Mind Attack) or contest of spirit or will (Soul Attack). During character creation, the player must specify either Mind or Soul as the focus of the Ability. Instead of the attack requiring Attack or Defence Combat Value checks, the players must roll successful Mind or Soul Stat checks for their characters to attack or defend (though appropriate Skills can modify this). Mind or Soul Attack ignores Armour, Shields, and Force Fields, and affects Insubstantial or Astral characters normally. Both versions count as five Abilities.

Muscle-Powered

This ability normally is only appropriate for melee or thrown weapons. The character may add any damage bonus from the Superstrength Attribute (page 153) to the attack's basic damage. Note that ordinary melee weapons may rely on the user's strength but might not have this ability because they are not durable enough for the user to take advantage of Superstrength (they will break). Also, for a Muscle-Powered Special Attack to inflict Knockback (see page 210), the Knockback Ability (page 146) must be assigned.

No Healing

This is a lesser form of Incurable. The damage from the attack cannot be restored using the Healing or Regeneration Attributes but can otherwise recover or be repaired normally.

Penetrating (Armour)

The Armour Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Armour) is assigned, the Armour stops 20 less damage than normal from the attack (up to the Armour's maximum rating). For example, assigning Penetrating (Armour) to a Special Attack 3 times reduces the amount of damage the target's Armour stops by 60 points.

Penetrating (Force Field)

The Force Field Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Force Field) is assigned, the Force Field stops 20 less damage than normal from the attack (up to the Force Field's maximum rating). For example, assigning Penetrating (Force Field) to a Special Attack 5 times reduces the amount of damage the target's Force Field stops by 100 points.

Quake

This attack creates a linear shock wave in the ground, causing rumbling and fractures. The quake "fault" will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevasse if he or she fails a Body Stat check (the Acrobatics Skill will provide a bonus). The fissure will be approximately one metre deep for the first 20 points of damage inflicted and is doubled for every additional 20 damage points. Thus, a 40 damage point quake would create a fissure two metres deep, while an 80 damage point quake would create a crevice eight metres deep. Although the Massive Damage Attribute is not usually considered for determining fissure depth, this limitation may be ignored if the Quake is also Muscle-Powered (see above). Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Ability.

Spreading

This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles or energy bolts. The defender receives a -1 penalty to his or her Defence check. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every 20 points of base weapon damage. The Spreading Ability can be acquired multiple times; each one further penalises the target's Defence check by -1 and doubles the number of possible adjacent targets. Spreading is often assigned in conjunction with the Short Range Disability.

Stun

An attack with this Ability inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Health Points are recovered at one Point every minute. Stun damage cannot kill. Although the attack does less damage than a regular attack of a comparable Level, it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her.

Tangle

Attacks that can entangle the victim may include an assault that freezes the target in ice, or traps him or her in the branches of an animated plant, or simple webbing. The entanglement has 10 Health Points for every 20 points of damage the attack delivers. If a target does not successfully defend against a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Health Points to zero or lower (at this point, it is destroyed). A trapped character has restricted movement and attacks physically at a -4 penalty, cannot defend, and cannot perform actions that require complex gestures. The character is usually able to speak, however. A victim who has partially destroyed an entanglement may regain additional body movement, however (GM's discretion). A Tangle attack also inflicts damage as normal unless the No Damage disability is also assigned to the attack. In this case, the entanglement has 10 Health Points for every 20 points of damage the attack would have normally delivered. An "Incurable" entanglement can only be damaged by some special means (such as fire or water), defined when the Tangle attack is created. Tangle counts as two Abilities.

Trap

The attack lays a mine, booby trap, or some other similar device, which "sits and waits" until someone triggers it. A successful Mind Stat check will reveal the trap's presence. The Trap Ability can be paired with the Melee Disability (page 149) to simulate a booby trap that must be carefully planted. Without the Melee Disability, the trap can be deployed at a range; a successful Attack check indicates that the Trap was fired or tossed into the correct area.

Undetectable

Most Special Attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Ability does not provide any indication that it is about to strike and cannot be traced back to the attacker using normal methods. This may result in the attacker gaining surprise, which prevents the victim from making a Defence check (page 204). If the target knows he or she is under attack, however, a Defence check can still be made at a -8 penalty (as though the attack were invisible). This Ability is most often associated with non-physical attacks such as ones with the Drain (Any), or Mind or Soul Attack Abilities. Undetectable counts as four Abilities.

Unique Ability

The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that alters the target's memories, one that affects the appearance of the target, and many more. The number of Ability slots is determined by the GM based on the benefit the Unique Ability provides.

Vampiric

This Ability can be added to any attack that causes normal damage or one that drains Stat Points. Upon a successful attack, the lost Health Points or Stat Levels are transferred to the attacker. Vampiric counts as two Abilities if the attack can only restore lost Points or Levels (thus, the character could heal him or herself). It counts as three Abilities if the attack can increase the character's Health Points above their normal maximum value (no more than twice normal, however). Finally, it counts as four Abilities if it can increase the character's Stats above their normal maximum value (though not beyond a value of 20). Any values or Points in excess of the user's normal Level fade at a rate of 20 Health Points or one Stat Level per hour. This Ability may not be combined with the Area Effect or Spreading Abilities. Vampiric costs 2, 3, or 4 Ability slots.

Attack Disabilities

Some, none, or many of these Disabilities may be assigned to a Special Attack. The GM may disallow any combination that seems inappropriate.

Table 3-12: Special Attack Disabilities

Disability	Slots	Disability	Slots
Backblast	1 or 2	Only In (Environment)	1 or 2
Drop Shields	1	Self-Destruct	4
Hand-Held	1 or 0	Short Range	1
Inaccurate	1	Slow	1-5
Internal	1	Static	2
Limited Shots	1-3	Stoppable	1-5
Low Penetration	1	Toxic	1
Melee	2	Unique Disability	1
No Damage	1	Unreliable	1

Backblast

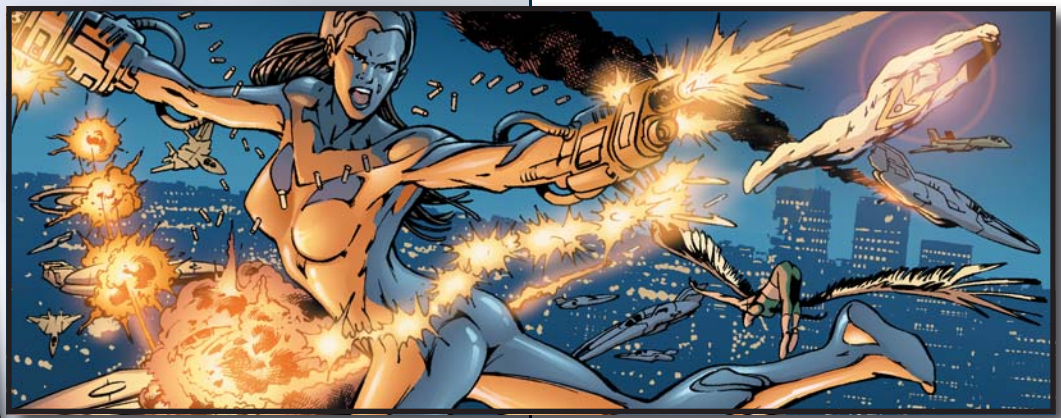
The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 1-2 metres). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or supernatural abilities might have similar risks. The damage of the backblast is normally one-fifth the damage of the actual attack. If this Disability is taken twice, it affects everyone in a 1-2 metre radius around it, including the attacking character (unless he or she also has Special Defence: Own Attributes; page 150). Backblast cannot be combined with the Area Effect and Aura Abilities at the same time.

Drop Shields

This Disability can only be taken if the character has the Force Field Attribute. The character must turn off all Force Fields before using the attack, and they must remain down until the character's turn to act on the following round.

Hand-Held

Attacks usually emanate from the character, but they may be designated as hand-held. A hand-held weapon can be lost or grabbed by an enemy, or loaned to an ally. The character using the weapon must have at least one hand free to hold it. Optionally, the GM may decide this Disability takes up zero slots (it's for description only).



Inaccurate

The attack is not accurate, suffering a -2 penalty to all Attack checks (or Stat checks, if it is a Mind or Soul Attack). This ability can be taken two or three times for a -4 or -6 penalty.

Internal

The attack is only usable inside a specific structure. This may represent a headquarter's built-in internal security systems or an attack for which the character draws power from inside the building and channels it through his or her body.

Limited Shots

The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power, or simply burns out. Assigning this Disability once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability (page 144), one "attack" means a single Auto-Fire burst.

The base number of Disability slots are for attacks that take several minutes or more to "reload." If the attack can be "reloaded" with one action, the number of Disability slots is reduced by 1 (minimum of 1 slot). If the attack can be "reloaded" instantly (an ammunition source is still required), the Disability is worth two fewer slots (minimum of 1 slot).

Low Penetration

The attack has an inferior ability to penetrate Armour and Force Fields relative to its damage. Examples include shotgun blasts, hollow-point bullets, or phased plasma guns. Any Armour or Force Field Attribute stops an additional 20 points of damage. The Game Master must approve multiple assignments of this Disability. This Disability is incompatible with either of the two Penetrating Abilities.

Melee

The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or energy sword, or a touch that inflicts debilitating effects. Of course, many Melee weapons can be thrown as well in desperate situations, but the attack suffers a -4 attack penalty and the base damage is divided in half. The Melee Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

No Damage

The attack does not deliver ordinary physical damage; the attacker's Attack Combat Value and Massive Damage Attribute bonus do not add to damage either. This Disability is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. Characters that use Special Attacks with the No Damage Disability may still need to roll the damage percentage (page 206), however.

Only In (Environment)

The attack or weapon can only target objects that are on or in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

Self-Destruct

Use of this attack destroys the weapon (characters obviously take this Disability very rarely). This Disability is often combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses. It counts as four Disabilities.

Short Range

This attack is only usable at close range (effective range of about 50 meters). The Short Range Disability cannot be combined with the Long Range Ability or the Melee Disability.

Slow

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute (see page 112) can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to three rounds; three assignments increase the time to 10 rounds (about a minute); four increases the time to two-six hours; five increases the preparation to days. This Disability may not be used with the Linked (Attack) Ability.

Static

The attack cannot be used while the character is moving. This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its energy supply, or might be static because of recoil, or another reason. The character may not even make Defence checks on the round a Static attack is used; if he or she has already made a Defence check, the character cannot attack with a Static weapon until the following round. Static is worth two Disabilities.

Stoppable

The attack fires a projectile or energy bolt that is massive or slow enough to be shot down and does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged or melee attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least one-third as much damage as that delivered by the Stoppable attack. Stoppable may not be combined with the Melee Disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Each additional Stoppable rating grants one additional round where characters may attempt to intercept or otherwise stop the attack. Weapons using the Indirect or Long Range Abilities can take minutes or hours to reach their targets; in these cases, the Stoppable Disability is assigned a maximum of five times.

Toxic

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things. Non-living material or characters who have the appropriate Adaptation or Special Defence Attributes are immune to its effects.

Unique Disability

The attack has some other unspecified limitation, which is subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Heath Points from the user, etc.

Unreliable

Any time this attack is used and the Attack check is an unmodified (or "natural") 19 or 20, the attack fails to take place and the weapon or ability burns out, jams, overheats, or otherwise malfunctions. The Special Attack will not work again until some condition is fulfilled. For example, repairing a technological weapon requires a skilled individual to make a successful Mind Stat check (one attempt each round), and while the character is making repairs, he or she cannot carry out other activities. The same could apply to a magical attack with a Mind Stat check needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a supernatural monster whose breath weapon has "burned out" might have to eat a hearty meal first).

Special Defence

Cost: 1 Point/Level
Type: Power
Relevant Stat: Variable
PMVs: None
Progression: Linear, starting at 1 special defence slot (Level 1) increasing to 10 special defences slots (Level 10)
Reduction: None
Restrictions: Under certain conditions; time limit; partial defence (for 2 Slots only)
Exhibited by: Apollo, Carrier, Engineer, Jack Hawksmoor, Jenny Sparks, Lorenzo, Midnighter, Regis, Saul Baxter, Yngvi

A character with this Attribute is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defence can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks/events.

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions, see the Adaptation Attribute (page 97).

Several examples of Special Defences and their effects are shown below. The GM and players are encouraged to develop their own as well.

Table 3-13: Special Defence

Effect	1 Slot	2 Slots
Aging	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Disease	Half damage or effect	Immune
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Magic	+3 Defence/Stat checks	+6 Defence/Stat checks
Own Attributes	Stat check to avoid effect	Immune
Pain	Unwanted sensation is reduced	No pain is felt
Poison	Half damage or effect	Immune
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 Defence/Stat checks	+6 Defence/Stat checks
Specific Special Attack	Half damage	No damage

Example

Apollo possesses the Special Defence Attribute at Level 9. Engineered by Bendix, he is resistant to Aging, Pain, and Poison, and no longer needs to breathe (Air x2), or eat and void wastes (Hunger x2), and is immune to illness (Disease x2).

The Midnighter also has Special Defence Level 9, and can survive in anaerobic environments for a short period of time (Air), but ultimately needs some oxygen to breathe. Like Apollo, he no longer needs to eat or fear disease (Hunger x2, Disease x2), and is resistant to toxins (Poison); additionally, his training and enhancements make him immune to pain (Pain x2).

Special Movement

Cost:	1 Point/Level
Type:	Power
Relevant Stat:	Body
PMVs:	None
Progression:	Linear, starting at 1 type of movement (Level 1) increasing to 10 types of movement (Level 10)
Reduction:	None
Restrictions:	Under certain conditions; movement is exhausting to the character; involving particular surfaces
Exhibited by:	Doctor, Jack Hawksmoor, Jenny Sparks, Midnighter, Swift

The movement abilities may be the result of genetics, mystical forces, supernatural talents, or intense training. The character may select one Special Movement Ability for every Level of this Attribute. Several examples are given below; the GM and players are encouraged to develop additional abilities as well. See Flight (page 114), Hyperflight (page 120), Jumping (page 125), Speed (page 153), Teleport (page 156), Tunnelling (page 158), or Water Speed (page 158) for other methods of movement.

Balance

The character never loses his or her balance, even when running on a narrow rope or beam.

Cat-Like

The character will take half damage (round down) from most falls and always lands on his or her feet.

Dimension Hop

Upon a successful Stat check, the character can instantly travel between his or her home dimension to one other dimension, such as the Doctor's dimension, Heaven, Hell, alternate Earth, the astral plane (the body is left behind), etc. Each time this method is assigned, the character can travel to another single dimension. Characters who can travel among many dimensions should probably have the Dynamic Powers (Dimensions) Attribute instead. The GM will determine if Dimension Hop is appropriate for his or her campaign.

Light-Footed

The character can skim over sand, snow, or ice at full speed.

Slithering

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

Swinging/Brachiating

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines/ropes/webbing or simply his or her arms.

Untrackable

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

Wall-Bouncing

The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

Wall-Crawling

The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

Water-Walking

The character can walk or run over water as if he or she was on land. This counts as two Special Movement abilities.

Zen Direction

When the character opens his or her mind to the natural world, he or she will always move in the "right" direction. The "right" direction is not always the desired direction, however.

Example

Jack possesses the Special Movement Attribute at Level 6, choosing the abilities: Balance, Cat-like, Wall-Bouncing, and Wall-Crawling. These talents allow him to travel through cities with ease and grace, climbing buildings, dancing across the rooftops, leaping, and dangling from precarious ledges. He also has the Zen Direction ability, ensuring that the city will always guide him to where he needs to be.

The Doctor evokes the effect of Special Movement: Dimension Hop through his Dynamic Powers (Earth's Shaman). He can easily send just his mind (astrally) or physically travel to other dimensions, such as the Garden of Ancestral Memory. If he is cut off from his magic, however, he is stuck on Earth.



Speed

Cost: 6 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Medium Progression Chart and Linear, starting at 100 kph and +2 Initiative (Level 1) increasing to 5 million kph and +20 Initiative (Level 10)
Reduction: Very specific utility
Restrictions: Under certain conditions; time limit; Stat/Skill checks required to run safely
Exhibited by: Midnighter

On average, a character can sprint up to 6 metres per round (4.3 kph) times his or her Body Stat. A character with Speed can move much faster than this, as well as perceive the world at an increased pace. At Speed Level 5+, the character moves quickly enough to run over any liquid surface as well.

In a superhero game, a fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because he or she can perceive them early enough and make sharp turns to avoid them. Speedsters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 Initiative at each Level, the character is harder to hit when moving quickly due to the incredible speed at which the character is moving. For more information about Speed and its influence on combat, see page 202.



Speed is a modular Attribute that does not provide the character with many other benefits typically associated with speedsters, however. Many characters with Speed will also possess one or more Levels in the following Attributes: Combat Technique (Lightning Reflexes), Extra Attacks, Extra Defences, Heightened Awareness, Massive Damage (speed attacks), Mass Decrease (Incorporeal), Regeneration, Special Movement, and Special Attack (tied to Speed through the Dependent Defect).

Example

The Midnighter's physical enhancements grant him Speed Level 1, but only for short bursts of time. This is a Reduction of -4 Points/Level. He can achieve speeds of approximately 100 kph, and gains a bonus of +2 to his Initiative, but only for a maximum of five continuous rounds.

Superstrength

Cost: 4 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Slow Progression Chart, starting at 2 tonnes (Level 1) increasing to 60 tonnes (Level 6); then Fast Progression Chart, starting at 100 tonnes (Level 7) increasing to 100,000 tonnes (Level 10)
Reduction: Very specific utility
Restrictions: Under certain conditions; no extra combat damage; Superstrength in single limb only
Exhibited by: Apollo, Jack Hawksmoor, Kirsan Pruzhany, Lorenzo, Midnighter, Regis, Saul Baxter, Yngvi

On average, a character can lift 30 kg times his or her Body Stat, but some characters are far stronger than their Body Stats indicate. This Attribute can represent the muscular strength of a large or powerful non-human, a supernatural ability, or the hydraulic systems of robotic muscles. Each Level of Superstrength determines the maximum mass the character can lift. Each Level also adds +10 close combat damage when using punches, kicks, body slams, melee weapons, Special Attacks with the Muscle-Powered Ability, or the Natural Weapon Attribute (see page 131). Each Level also grants a +4 bonus for Body Stat checks where pure strength is involved.

A character's Superstrength is independent of his or her Body Stat. When someone or something has Superstrength, strength moves beyond the 1-20 Stat scale; the Body Stat now represents fitness, durability, and agility rather than actual muscle. Thus, a player could create someone with a Body Stat of 2, but Levels of Superstrength (clumsy but powerful!).

Telekinesis

Cost: 2 or 4 Points/Level
Type: Power
Relevant Stat: Mind
PMVs: Area, Range
Progression: Fast Progression Chart, starting at 1 kg (Level 1) increasing to 1 billion kg (Level 10)
Reduction: Limited control
Restrictions: Under certain conditions; time limit; more specific matter limitation
Exhibited by: Doctor, Jackson King

The character can concentrate on an object and move it without physically touching it. Telekinesis may represent psionic ability, magic, or some form of tractor beam. Characters with the ability to magically control the movement of a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.

A character using Telekinesis can lift him or herself, a character, an object, or a group of adjacent objects and move it at a fast walking speed (10 metres/round) or manipulate it with the dexterity of a human hand. The higher the Attribute Level, the greater fine motor control the character has when manipulating objects as well. The character can also levitate an object and have it strike another person as if it were a short-ranged thrown weapon. The mass Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Level 4 could lift up to 1,000 kg but could only throw objects massing up to 100 kg. This is treated as a normal attack and thus can be negated by a successful defence. Damage depends on the mass of the object hurled: 5-15 points for an object massing up to 1 kg, 15-30 points for up to 10 kg, 45 points for one up to 100 kg, 60 points for one up to 1,000 kg (one tonne), etc. The same damage applies to the object being hurled. If Telekinesis is used to directly crush or constrict a target, damage delivered equals 5 points for each Attribute Level.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful Attack Combat check to "grab" the target. Accurately tossing an opponent so that he or she hits another target requires a second successful Attack check. If attempting to disarm a character with Telekinesis, the subject should be allowed a Body Stat check to retain the weapon at a -1 Check Value penalty per Level of the disarming character's Telekinesis Attribute. If a character wishes to fly at speeds exceeding 10 metres/round, he or she needs the Flight Attribute (page 114) rather than Telekinesis.

Ordinary Telekinesis (capable of moving anything physical, but not forms of energy) costs 4 Points/Level. At a cost of only 2 Points/Level, the character may have a more focused Telekinesis. This restricts the character to telekinetically moving (or sculpting) a particular type of matter. Some examples are given below.

Air

The character can only move air (or other gases). A cubic metre of air masses about 1.3 kg. Enough air to fill a 3 metre by 3 metre by 3 metre (roughly 1,000 cubic feet) room masses 35 kg.

Earth

The character can only move dirt, rock, stone, sand, etc. He or she cannot affect treated metals. A cubic metre of packed dirt masses about 2 tonnes; the same mass of concrete masses about 2.5 tonnes, while a cubic metre of solid granite masses about 2.7 tonnes.

Fire

The character can only affect flames of an existing fire, or can possibly start them with his or her mind as well (GM's discretion). Since fire does not have mass, the Level indicates the size of the flames that can be controlled and manipulated: small fires at Level 1 (like a candle or match flame), up to raging infernos that cover several city blocks at Level 10.

Metal

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's Power is actually based in magnetics. A cubic metre of steel masses about 8 tonnes.

Water

The character can lift and move water. A cubic metre of water (1,000 litres) masses about a tonne. A gallon of water (about 4 litres) masses about 4 kilograms.

Wood

The character's Power only works on wood (living or dead). This ability is usually mystical in origin and common to nature priests and spirits. A cubic metre of wood masses just under a tonne.

Example

The Doctor's greatest display of Telekinesis occurs when he holds Sliding Italy in place while the rest of Sliding Earth continues to spin away through space. Using his Dynamic Powers (Earth's Shaman) to evoke Telekinesis Level 12, the Doctor can lift about 100 billion kg.

Italy takes up about .03% of Earth's surface, or approximately 301,230 sq km. To move that much mass, the GM rules the Doctor would need Telekinesis Level 14 (10 trillion kg). The Doctor can achieve this, but only by pushing his Dynamic Powers by two Levels.

Telepathy

Cost: 1-3 Points/Level
Type: Power
Relevant Stat: Mind
PMVs: Area, Range, Targets
Progression: Descriptive
Reduction: Power always used in same way
Restrictions: Under certain conditions; time limit; usage weakens character
Exhibited by: Lorenzo, Regis, Yngvi

Telepathy is the classic psionic ability. Versions of telepathy may also represent other magical capabilities; demons that can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Level if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Level if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Level if it has universal utility.

This Attribute allows the character to read and transmit thoughts, and at higher Levels, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy works only if a subject is in very close proximity, unless the Range or Area PMV Rank is 2 or higher. Pinpointing a single target in a crowd can be difficult; the GM may require a Mind Stat check, modified by any Levels the character has in the Heightened Awareness (page 119) or Heightened Senses Attribute (page 119).

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Attributes at an equal or higher Level. If so, he or she can choose to block the telepath, in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on). See the Mind Combat rules (page 212) in Chapter 4 for details of mental invasions.

Once contact is made, a telepath at Level 6 or higher can temporarily gain a target's specific knowledge that is associated with a Skill. The actual Skill is not learned in full, however. For example, a telepath can scan the mind of a nearby surgeon to learn how to perform a specific operation on an ally, but he or she does not gain the Medical Skill. The telepath will soon forget this newly learned Skill-based knowledge.

Unlike most Attributes, Telepathy only has entries for Levels 2, 4, 6, 8, and 10. If necessary, the GM can interpolate the intermediate Levels. When performing a Mind Stat check to determine if the Telepathy attempt was successful, the character receives a Check Value bonus equal to half the Attribute's Level (for example, a Level 8 Telepath makes his or her Mind Stat checks with a +4 Check Value bonus).

Level 2 The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a subject. A "loud" thought is something about which the subject is thinking intensely or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.

Level 4 The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower," or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.

Level 6 The character can easily read a subject's surface thoughts and sensory impressions (for example, seeing through a subject's eyes, feeling what the subject feels, etc.). The character can choose to ignore some senses if desired. The character can send and receive mental speech to a non-telepath at normal conversational speeds. If the Targets PMV is raised to Level 2 or higher, the character can broadcast the mental speech of one subject to others in the range/area as well.

Level 8 The character has the same capabilities as at Level 6 Telepathy. In addition, he or she can invade another person's mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her (see page 212). If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also automatically read surface thoughts of anyone within the telepathy area.

Level 10 The character has the same capabilities as Level 8 Telepathy. He or she automatically shares the sensory experiences of anyone within the telepathy area without need for concentration, unless he or she deliberately tries to block this ability. Additionally, a successful mental invasion can probe memories that the subject can no longer consciously remember, delete existing memories, and plant false ones.

Example

Regis possesses the Telepathy Attribute at Level 6. He can use it on both Blue and humans, and so it costs 2 Points/Level. He has the PMVs Targets at Rank 1 (1 person), and Range at Rank 1 (10 m), indicating he can scan any mind that is within range, although he can only read one mind at a time.

Telepathy Level 6 allows Regis to read an opponent's mind in combat, and know what he is planning (his other Attributes allow him to capitalise on this power to the greatest effect). It also allows him to broadcast his thoughts, as he does into Windsor's head.

Teleport

Cost:	5 Points/Level
Type:	Power
Relevant Stat:	Mind
PMVs:	Area, Range, Targets
Progression:	Fast Progression Chart, starting at 10 m (Level 1) increasing to 10 million km (Level 10)
Reduction:	Power always used in the same way
Restrictions:	Under certain conditions; teleport not accurate; naked form only
Exhibited by:	Carrier, Kaizen Gamorra

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for psionic characters, sorcerers, and superhumans.

Teleporting is only possible if the character has visited the intended destination or can see or otherwise sense the destination (possibly through the Heightened Senses or Sixth Sense Attributes). The Game Master may allow characters to teleport to unknown destinations (such as "100 metres up," or "to the other side of the door"), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM's option. A character can carry anything while teleporting that he or she could normally carry.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity will simply be ignored.

Example

The Carrier possesses the Teleport Attribute at Level 8, and the PMVs Area 4; Targets 7; Range 8. It also has a Restriction (Cannot teleport self; 6 BP) meaning that the Junction room can only transport its crew. It can teleport up to 10,000 people or 100 tonnes of cargo through its massive doors, although normally the doors are much smaller. It can teleport something up to 100,000 km away, and with Range 8 it can teleport something the same distance back — at such distances, the doors can easily reach anywhere on Earth, or a good distance towards the Moon.

The doors take a moment to summon, however, and therefore the Attribute has the Defect Activation Time 1 BP. A door will show up in the round it is called, but 10 Initiative later.

Tough

Cost:	2 Points/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Linear, starting at +20 Health Points (Level 1) increasing to +200 Health Points (Level 10)
Reduction:	None
Restrictions:	None
Exhibited by:	Apollo, Carrier, Jack Hawksmoor, Jackson King, Kirsan Pruzhany, Lorenzo, Midnighter, Regis, Saul Baxter, Yngvi

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Tough Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 188 of Step 7: Derived Values for more information on Health Points. Note that characters with high Body or Soul Attributes may be very healthy even without this Attribute.



Transfer

Cost: 5 or 10 Points/Level
Type: Power
Relevant Stat: Soul
PMVs: Duration, Range
Progression: Linear, starting at 1 Level of Power Attributes (Level 1) increasing to 10 Levels of Power Attributes (Level 10)
Reduction: More than one but less than all
Restrictions: Character loses Attribute while it is transferred; transfer to specific type of targets; transfer of specific Attributes

Upon a successful Stat Soul check, the character can temporarily grant the use of any one of his or her Power Attributes (not Characteristic Attributes) to any single willing target character within the Range PMV distance. Dynamic Powers and Power Flux cannot be Transferred under normal circumstances. The Transfer Attribute Level determines the maximum Attribute Level that can be granted. The Level of a transferred Attribute replaces the target's corresponding Level (if applicable), which can be an increase or decrease. The target gains the benefits of a transferred Power as long as indicated by the Duration PMV. The GM may also decide that Stats, Skills, and/or Characteristic Attributes can be given to a target when Transfer reaches Level 5 or higher. To grant Attributes to multiple targets, the Transfer Attribute can be assigned multiple times.

For 5 Points/Level the character can only transfer one Attribute at any single time. When the character grants a new ability, the target ceases benefiting from any currently transferred Power. For 10 Points/Level, the character can transfer all desired Attributes simultaneously to a single target. When an Attribute is Transferred, the receiving character is in complete control of its abilities.

Transmutation

Cost: 3-5 Points/Level
Type: Power
Relevant Stat: Mind or Soul
PMVs: Duration, Range
Progression: Medium Progression Chart, starting at 1 kg (Level 1) increasing to 50,000 kg (Level 10)
Reduction: Very specific utility
Restrictions: Under certain conditions; creation is visually flawed; limited control over actual object created
Exhibited by: Doctor, Engineer

This Attribute allows a character to transmute one non-living object (or set of connected objects) into another. Transmutation costs 5 Points/Level if the character can transmute any object into another (within the limits of his or her Level). It costs 4 Points/Level if the character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food." It also costs 4 Points/Level if the character can only transmute one object to another of similar mass; the types of objects are unrestricted. Finally, the cost is 3 Points/Level if the character is limited to a transmutation within a specific category and of similar mass, such as "regular clothes to battle costume," "lead to gold," or "spoiled food to edible food." The GM may restrict any categories that seem overly broad or too powerful.

Few characters with the Transmutation Attribute will also possess the Creation Attribute (page 104). Since Transmutation allows a character to transform air, the earth, and buildings into anything else, this Attribute effectively "trumps" Creation. Only in rare circumstances will a character find him or herself in a situation in which nothing in the immediate area can be transmuted.

The character cannot transmute material into new objects outside the character's experience. The character could transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Mind Stat check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Gadgets; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty to the Mind or Soul Stat check of -2 for each Level of the Item of Power.

The object will remain transmuted for a period of time indicated by the Duration PMV.

Note: transforming enemies is normally covered by the Special Attack: Incapacitating Ability (page 145), or by the Metamorphosis Attribute (page 128).

Example

The Doctor regularly evokes this Attribute through his Dynamic Powers (Earth's Shaman). He normally uses it at the 5 Points/Level version (any object into another), such as an Albion shiftship into a cloud of roses. To achieve this, he would have to recreate Transmutation Level 10 to transform something as heavy as a shiftship (estimated weight between 15,000 - 40,000 kg). A shiftship cruiser might be over 100,000 kg, but with Level 12 he could still transform it into something harmless.

The Engineer uses her Power Flux (Nanotechnology) to transform raw materials into wonderful machines. She does not create things out of "nothing" (see Creation, page 104), but her nanomachines can pull molecules together to fashion whatever she desires. The Engineer normally recreates Transmutation at the 4 Points/Level version — turning anything into machines.

Tunnelling

Cost: 2 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Medium Progression Chart, starting at 10 m/hour (Level 1) increasing to 500 km/hour (Level 10)
Reduction: Limited control
Restrictions: Under certain conditions; in specific terrain; depth limitation

The Tunnelling Attribute allows a character to move earth and/or burrow underground. Tunnelling assumes that the character is going through sand or packed earth; boring through solid rock is one Level slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

Unique Attribute

Cost: 1-10 Points/Level
Type: Characteristic or Power
Relevant Stat: Variable
PMVs: Variable
Progression: Variable
Reduction: Any
Restrictions: Any
Exhibited by: Carrier, Christine Trelane

This Attribute covers any and all Character Attributes (Characteristic or Power) not detailed in the rules. Often one single Point in a Unique Character Attribute is sufficient to give the character "flavour," but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Character Attribute possesses.

The GM should assign a Point cost per Level based on how the Attribute compares to other Attributes and how useful it is. An Attribute that is somewhat useful in the game should cost 1 Point/Level; one that is very useful should cost 2-3 Points/Level; one that is extremely useful should cost 4-6 Points/Level; and one that is exceptionally powerful and useful should cost 7-10 (or more) Points/Level.

Example

The Carrier has Unique Attribute: Unlimited Energy Source. Although it keeps the Carrier from ever running out of juice, it has little actual effect in game terms. Therefore it only has 1 Level and only costs 1 Point.

Christine Trelane possesses the Unique Attribute: Activator at Level 4. In game terms, this allows her to unlock the potential powers within a seedling, letting them access their bank of Points and Attributes stored through Unknown Superhuman Power. Although it is more of a plot point than a game device, it is important enough to qualify as one Level, valued at 4 Character Points.

Unknown Superhuman Power

Cost: Variable
Type: Characteristic or Power
Relevant Stat: Variable
PMVs: Variable
Progression: Special (see below)
Reduction: Any
Restrictions: Any
Exhibited by: Swift

In some campaigns, the characters may be unaware of their superhuman Powers until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase a Level in this Attribute — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Characteristic or Power Attributes to the character. The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the Powers manifest. GMs are encouraged to reveal the character's Powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Attributes are before the time is right.

Example

In game terms, Swift possessed the Unknown Superhuman Attribute until Christine Trelane "activated" her full powers. Hypothetically, assume she banked 20 Character Points. When Christine activates her, the GM adds 30 Points to Swift's Characteristic and Power Attributes, including: Alternate Form +2 (18 Points), Enhanced Body +2 (4 Points), Attack Combat Mastery +2 (6 Points), Features (Innate direction sense) +1 (1 Point), Sixth Sense (Air currents) +1 (1 Point).

Water Speed

Cost: 2 Points/Level
Type: Power
Relevant Stat: Body
PMVs: None
Progression: Medium Progression Chart, starting at 5 kph (Level 1) increasing to 100,000 kph (Level 10)
Reduction: Limited control
Restrictions: Under certain conditions; only surface travel; time limitation
Exhibited by: Carrier

A character with Water Speed can float and travel on or under water. Aquatic creatures or amphibious non-humans such as mermaids usually possess this Attribute. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or

her breath, or indefinitely if he or she has the Adaptation (Underwater) Attribute. To survive the pressure associated with deep diving, the Adaptation (Pressure) Attribute must also be assigned. Also, depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character (see Speed Modifiers, page 202).

Wealth

Cost:	3 Points/Level
Type:	Characteristic
Relevant Stat:	None
PMVs:	None
Progression:	Medium Progression Chart, starting at $500,000 (Level 1) increasing to $10 billion (Level 10)
Reduction:	Very specific utility
Restrictions:	Difficult to access funds; less non-liquid assets; spending limits on single items
Exhibited by:	Saul Baxter

The character is more financially stable ("liquid") than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through the Henchmen or the Sidekick Attributes. The character usually has non-liquid assets (like houses or real estate) commensurate with his or her wealth as well. In order to have access to things that are illegal or difficult to acquire without special licenses, the character should still acquire the Organisational Ties or Gadgets Attributes (pages 133 and 117).

Example of Attribute Selection

Midnighter — Julian now has 182 Character Points with which to select Midnighter's Attributes. The Midnighter has to be the ultimate warrior, so Julian first assigns Attack Combat Mastery Level 10 (30 Points) — that, combined with his Stats, should make him better than almost every other character in the game. Midnighter should also attack more often than most people, so he chooses Extra Attacks Level 2 (16 Points). Next, to give Midnighter lots and lots of combat options, Julian chooses Combat Techniques (Accuracy x3, Blind Fighting, Blind Shooting x2, Block Ranged Attacks, Concealment, Deflection, Judge Opponent, Hardboiled x2, Leap Attack, Lightning Reflexes x3, Portable Armoury, Steady Hand, Two Weapons x3, Weapons Encyclopaedia) Level 22 (22 Points). Now Midnighter can do all sorts of trick shots, counter penalties, and generally do "cool stuff."

Midnighter should also have very good defensive abilities, so he selects Defence Combat Mastery Level 6 (12 Points), Extra Defences Level 2 (6 Points), and Tough Level 5 (10 Points) for extra Health Points. To further focus the character as a fighting machine, Julian adds Midnighter's weapons as Gadgets Level 3 (6 Points), and Massive Damage Level 3 (15 Points). Midnighter is also constantly aware of his surroundings, and thus gets Heightened Awareness Level 6 (6 Points). He's likely going to know lots and lots of ways to kill people, and so Julian gives Highly Skilled Level 20 (20 Points), because he knows many of those combat Skills are expensive. As a fail-safe, he also takes Divine Relationship Level 4 (4 Points).

Julian then considers how else Henry Bendix might have designed Midnighter, and selects Adaptation (Noxious Gases) Level 1 (1 Point), Armour Level 2 (6 Points), Heightened Senses (Night Vision) Level 1 (1 Point), Regeneration Level 2 (12 Points), Sixth Sense (Ambushes; Area 4) Level 1 (5 Points), Sixth Sense (Precognition) Level 2 (2 Points), Special Defence (Aging, Air, Hunger x2, Disease x2, Pain x2, Poison) Level 9 (9 Points), Speed Level 1 (6 Points), and Superstrength Level 1 (4 Points).

Julian used 193 Points for the Attributes, so is over by 12. He will need some Defects to bring the balance back to zero.

Karna — Devinder designs Karna as another one of Bendix's organic weapons of mass destruction. He has 178 Character Points left to use for his Attributes. Karna's main focus is going to be his golden power armour. Devinder isn't sure what Level of Item of Power he needs yet, so he puts down everything he wants the armour to do.

It should have Armour Level 5 (15 Points), Force Field (Area 3) Level 1 (7 Points), Healing (Targets 1) Level 2 (9 Points), Heightened Senses (Electric current detection, magnetic field detection, radar sense, radio reception) Level 4 (4 Points), Flight Level 3 (12 Points), Invisibility (Sight, Infrared, Radar) Level 3 (9 Points), Special Attack "Golden Fire Sword" Level 4 (16 Points), and an alternate Special Attack "Fire Spear" Level 3 (3 Points). The total is 75 Points, which requires Item of Power Level 15 (60 Points).

With the Points he has left, Devinder needs to beef up Karna's attack and defence abilities, plus anything else he feels Karna should be able to do. He selects Attack Combat Mastery Level 8 (24 Points), Combat Technique (Blind Fighting, Block Ranged Attacks, Deflection, Reflection, Hardboiled, Lightning Reflexes) Level 6 (6 Points), Defence Combat Mastery Level 9 (18 Points), Extra Attacks Level 1 (8 Points), Extra Defences Level 2 (6 Points), Massive Damage (Item of Power) Level 3 (6 Points), and Tough Level 4 (8 Points). He's an excellent fighter, like Midnighter, but he specialises through his particular Combat Techniques to use his power armour to the best of his ability. Similarly, his Massive Damage only enhances his power armour's weapons, unlike Midnighter who gets a bonus no matter how he attacks.

Devinder then gives Karna Gadgeteer Level 6 (12 Points), so he can design and fix the Item of Power, Mind Shield 4 (4 Points), Heightened Senses (Hearing x2, Sight x2, Infravision) Level 5 (5 Points), Special Defence (Pain, Poison) Level 2 (2 Points), and Superstrength Level 3 (12 Points).

With of all this, he's actually 5 Points short, even without any Defects — Devinder figures he'll need some extra Skill Points, so puts those 5 Points into Highly Skilled Level 5 (5 Points) to balance Karna for the moment. If he is wrong, or adds other Defects, he'll have to return to this step to spend the extra Points.


THERE IS A LESSON PASSED DOWN FROM DOCTOR TO DOCTOR... BUT, AS TIME MOVES ON, DOCTORS HAVE EVER SHORTER LIFE SPANS, AND TEACHING THEM THE MOST VITAL LESSONS TAKES PRECEDENT.
WE SAVE THIS LESSON, BECAUSE THE TIME IT REFERS TO HAS EVER BEEN DISTANT FROM OUR DESCENDANTS.
BUT YOU, LITTLE DOCTOR; YOU LIVE ON THE CUSP OF THE MILLENNIUM. WE SHOULD HAVE TAUGHT YOU THIS FIRST:
WE *INHERITED* THIS EARTH. *WE DO NOT OWN IT.*

Step 5: Select Skills

Your character's Skills represent his or her extensive training and experience in a particular field. There are two different systems for determining your characters proficiencies presented here: Skill Groups and Skills.

Skill Groups are a more abstract way of defining a character's knowledge and training. Rather than detail the minutia of how well the Engineer knows her physics compared to her biology or her anatomy, the player instead chooses the Technical Skill Group. A Skill Group broadly relates to all aspects within a certain field.

Skills, conversely, more precisely define what a character knows, and to what extent. If using Skills, the Engineer would have expertise in Biological Sciences, Computers, Electronics, Medical, Physical Sciences, etc.

The two systems are mutually exclusive, and the GM will inform the players which system is being used.

Skills vs. Skills Groups

Which is better? It's a matter of style and preference. We believe that for a high-stakes, full-burn game like *The Authority RPG*, Skill Groups are a better choice. Although a more abstract mechanic, they allow GMs and players to gloss over the minutia, making the game go more quickly, and thus keeping it exciting. Apollo can sterilise the Moon — do we really need to know that he has Stealth Level 1 and Military Sciences Level 2? Additionally, he has Acrobatics Level 3, Navigation Level 5, Seduction Level 1, Ranged Defence Level 2, Special Ranged Attack Level 3, Unarmed Attack Level 2, and Unarmed Defence Level 1.

Or is it sufficient to say he has the Skill Groups: Military Level 1 and Adventuring Level 1? Although a large degree of granularity is lost in this process, we have to remember the scope of these characters. The high-tension moments in *The Authority* do not occur in a poker game when trying to bluff the Russian in a no limits game of Texas Hold'Em — they come when Hawksmoor and Midnighter face off against Regis, the Duke of All Tears, or when Jenny tells an alien god larger than the Moon to back down.

Similarly, although it's fun from a crunchy game perspective to know that the Midnighter has Interrogation Level 5, Intimidation Level 5, Police Sciences Level 2, Military Sciences Level 5, and Urban Tracking Level 3 (plus other Skills), it's a lot faster to say he has the Skill Group: Military Level 4. While he might lose a bonus on occasion (Intimidation Level 5 provides a +5 bonus, while his Skill Group only provides a +4), he also ends up a few extra bonuses for the sake of convenience.

Skill Groups are very broad, but the character's background should dictate the exact knowledge he or she has. Can the Midnighter pick a lock? It is reasonable to assume his black-ops training would cover that, so no problem. Can he properly dust for fingerprints? This would likely be outside of his area of expertise, however, so ... no, he gets no bonuses to do this with his Military Skill Group.

Skills

We realise, however, that some people do prefer the detailed Skills, and thus we have provided a full list of Skills for each character. If using the characters' Skills, you should ignore the note concerning Skill Groups and the Power Bonus Attribute.

Skill Groups

We want to emphasise the fabulous adventures that the Authority has, and not quibble over bookkeeping. Therefore the character write-ups on pages 310-334 have an optional listing Skill Groups (instead of Skills). There are two minor difficulties with this, however. The first is a point balancing issue. When using Skills, characters get 30 free Skill Points, and use the Highly Skilled Attribute for additional Points. If using Skill Groups, simply ignore all Skills and the Highly Skilled Attribute.

The second is that Combat Skills and the Power Usage Skill are not represented by Skill Groups. The solution to this is simple, however, and involves giving characters additional Levels in Attack Combat Mastery or Defence Combat Mastery (with Reductions, if appropriate), and the Power Bonus Attribute.

Non-Authority Games

For other games using these rules — like a lowered power adventure or a StormWatch game — Skills might be preferred to Skill Groups. When characters are built with fewer Points, it's often better to differentiate them with individualised Skill lists. By providing full Skill lists for the Authority, however, the characters should be transferable across any game.

PAGE 161

Skill Groups

Some Game Masters and players prefer a less-rigid Skill system for their campaigns — one with which they can indicate general knowledge within an area of expertise without assigning specific Skills. To accommodate this preference, you can use the Skill Groups we provide below ... or create your own custom Groups.

A Skill Group represents a broad area of learning that provides dice roll bonuses the same way that normal Skills do (see page 193). Skill Groups do not, however, provide combat bonuses. Rather than specific Skills, however, a Skill Group relates to all aspects within the field, as agreed upon by the GM and player. For example, the Scientific Skill Group usually indicates high levels of competency in: biological sciences, physical sciences, medical sciences, natural sciences, theoretical sciences, etc. A character may possess several Levels in multiple Groups when appropriate.

Skill Groups are acquired with Character Points rather than Skill Points. If Skill Groups are used in your game, Skill Points will probably not be used at all (and perhaps the GM will even award each character 3 Bonus Points to spend on Skill Groups, thus balancing the normally free 30 Skill Points); we do not recommend mixing individual Skills and Skill Groups. Like normal Skills, Skill Group assignments can range from Levels 1 through 5. Skill Groups do not have any Specialisations, however.

Skill Groups do not cover Combat Skills, nor the Power Usage Skill. To increase one's combat prowess or talent with a power, the character should be assigned Attack Combat Mastery (page 101), Defence Combat Mastery (page 107), or Power Bonus (page 135).

Skills

If the Game Master and players prefer, Skills can be used rather than Skill Groups. Skill Points, not Character Points, are used to acquire them.

A starting character receives 30 Skill Points plus an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 120) that he or she possesses. A character with the Unskilled Defect (page 187) has 10, 20, or 30 fewer Skill Points. Non-player characters created by the GM may have any number of Skill Points. Minor characters will usually have only 5-15 Skill Points, for example, while a major, recurring villain may have 100 or more.

The different Skills are divided into Levels 1 through 5. Increasing the value of a Skill by one Level requires 1-12 Skill Points, depending on the Skill. The higher the Skill Level, the better your character is and the broader his or her knowledge within the field.

Very brief descriptions of the Skill Groups are included below:

Everyman	Skills that are often obtained without formal education, and that have applications in daily life.
Philosophy	Skills related to artistic endeavours and the social academic fields.
Business	Skills that cover a wide variety of business applications, including management, sales, policy, and savvy.
Diplomatic	Skills common to world travellers and those with political interests.
Street	Skills that reflect familiarity with underworld elements as well as urban culture and survival.
Technical	Skills related to gadgets and their functioning, including aspects of mechanics, electronics, and computers.
Military	Skills connected to organised troop efforts, espionage, and combat support.
Scientific	Skills appropriate to trained academics in quantitative fields, such as biological, physical, medical, and natural sciences.
Adventuring	Skills that apply to a broad spectrum of high-risk explorations of the unknown in urban or wilderness environments.
Detective	Skills relating to police sciences, investigations, urban immersion, and subterfuge.

Table 3-14: Skill Group Cost

Everyman	2 Points/Level
Philosophy	2 Points/Level
Business	3 Points/Level
Diplomatic	3 Points/Level
Street	4 Points/Level
Technical	4 Points/Level
Military	5 Points/Level
Scientific	5 Points/Level
Adventuring	6 Points/Level
Detective	6 Points/Level

Table 3-15: Skill Level Descriptions

Skill Level 1	Well-Trained. The character has had moderate training and practice with the Skill.
Skill Level 2	Expert. The character has had significant training and practice with the Skill.
Skill Level 3	Veteran. The character has had extensive training and practice with the Skill.
Skill Level 4	Master. The character has had exhaustive training and practice with the Skill.
Skill Level 5	Grand Master. The character has unparalleled ability and knowledge with the Skill.

Skills and Specialities

General and Combat Skills have a number of associated Specialisations , which describe the different ways that the Skill may be used. For example, Gun Combat is divided into Auto-fire, Pistol, and Rifle. When you assign a Skill to your character, choose one of the listed Specialisations or create a new Specialisation with GM approval. Your character will be significantly better in the chosen Specialisation than he or she will be in the other aspects of the Skill. A Specialisation is usually recorded in parentheses after the Skill, for example, "Gun Combat (Pistol) Level 3."

Instead of improving a Skill by one Level, it is possible to take an extra Specialisation. Each extra Specialisation costs only one Skill Point regardless of the Point cost of the Skill. If your character has Skill Points to spare, however, you may find it more advantageous to add an extra Skill Level rather than take many extra Specialisations .

Using Skills

Each Skill has its own description, which indicates game effects and the Stat which is usually most relevant to the Skill's use, should a Skill check be needed. Game mechanics for using Skills in play are described under Skill checks (page 193), but there is no need to worry about them while designing a character. Simply choose those Skills that most closely fit your concept.

A player should not assign a particular Skill to his or her character to justify some familiarity within the field. Even a Level 1 Skill assignment reflects a significant amount of training, and will demonstrate that your character is quite knowledgeable or capable in the chosen area. If a character has only limited capabilities within a specific area, he or she should not possess the relevant Skill. For example, anyone can throw a punch or fire a gun without necessarily having any real talent. A character that knows how to drive a car safely on city streets does not automatically need the Driving (Car) Skill nor does someone with a first year university course in physics necessarily have Physical Sciences (Physics).

A character who is a "natural" or "prodigy" in a particular field may have a high Skill Level after only a small amount of formal training. Conversely, a character may have high Skill Levels without any formal training, because he or she has used the Skill in daily life for many years (such as a brawny farm worker having the Powerlifting Skill). Minor characters should rarely possess Skills at Levels 4 or 5 — this Level of ability reflects an incredibly high degree of proficiency. A character with Skill Level 5 is widely regarded as the best in his or her field. Someone with a Master's Degree in a chosen field would have a Skill Level of 1 or 2 so ensure that a character's capability matches the Skill Level assigned.

Skill Point Costs

In the Tri-Stat System, the Point cost of a Skill is based on its utility in the game and not on the difficulty of learning the Skill (see Table 3-15 for the per Level Skill costs). Thus, in a typical Authority-type setting, action, scientific, and combat-oriented Skills are fairly costly at 8-12 Skill Points per Level, while other less useful Skills only require 1-6 Skill Points per Level. Skills are subdivided into General Skills and Combat Skills to help highlight the importance of combat knowledge within the genre.

Table 3-15 is a guideline for determining how much a particular Skill should be worth in a specific campaign.



Table 3-16: Skill Point Costs

Skill	Cost	Relative Stat
Acrobatics	6	Body
Animal Training	1	Soul
Architecture	2	Mind
Area Knowledge	3	Mind
Artisan	2	Body/Soul Average
Biological Sciences	4	Mind
Boating	1	Body/Mind Average
Burglary	3	Body or Mind
Climbing	2	Body
Computers	4	Mind
Controlled Breathing	1	Body or Soul
Cultural Arts	2	Mind
Demolitions	5	Body or Mind
Disguise	3	Body, Mind, or Soul
Domestic Arts	1	Mind or Soul
Driving	2	Body or Mind
Electronics	4	Mind
Etiquette	1	Mind
Foreign Culture	2	Mind
Forgery	4	Mind
Gaming	1	Mind or Soul
Interrogation	4	Mind or Soul
Intimidation	3	Body, Mind, or Soul
Languages	1	Mind
Law	3	Mind
Management/ Administration	1	Mind
Mechanics	4	Mind
Medical	3	Mind
Military Sciences	4	Mind
Navigation	2	Mind
Occult	2	Mind
Performing Arts	2	All Stat Average
Physical Sciences	5	Mind
Piloting	2	Body/Mind Average
Poisons	4	Mind
Police Sciences	4	Mind
Power Usage	8	Body, Mind, or Soul
Powerlifting	6	Body
Riding	1	Body, Mind, or Soul
Seduction	3	Body or Soul
Sleight of Hand	3	Body
Social Sciences	2	Mind
Skill	Cost	Relative Stat
Sports	1	Body
Stealth	3	Body
Street Sense	2	Mind or Soul
Swimming	1	Body
Urban Tracking	3	Mind
Visual Arts	2	Body, Mind, or Soul
Wilderness Survival	1	Mind
Wilderness Tracking	2	Mind
Writing	1	Mind/Soul Average

Combat Skill	Cost	Relative Stat
Archery	7	None
Gun Combat	8	None
Heavy Weapons	9	None
Melee Attack	7	None
Melee Defence	7	None
Ranged Defence	12	None
Special Ranged Attack	10	None
Thrown Weapons	8	None
Unarmed Attack	8	None
Unarmed Defence	8	None

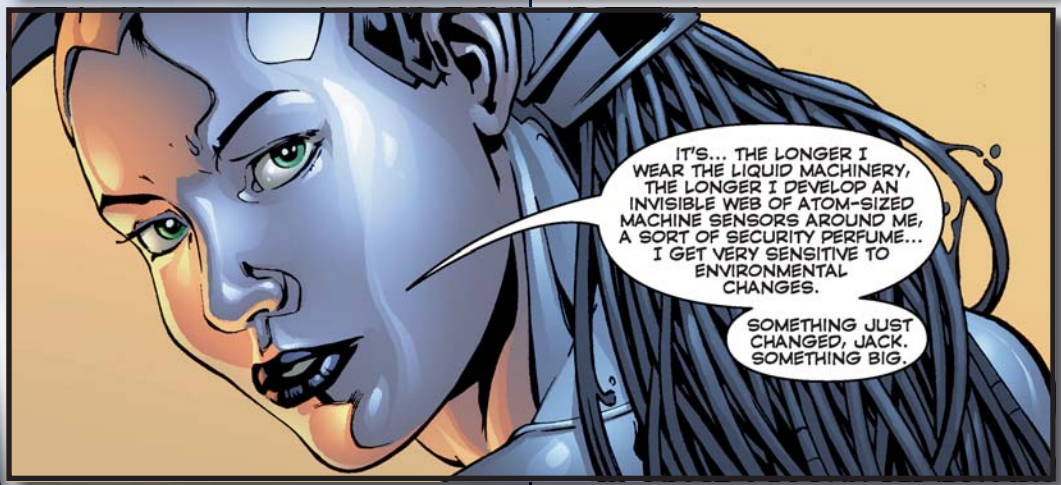


Table 3-14: Skill Costs Descriptions

6-12 Points/Level	This is appropriate for Skills that define a particular campaign setting and will be vital in nearly all aspects of a story. Examples: Acrobatics, Powerlifting, most Combat Skills.
5 Points/Level	This is appropriate for Skills that will be used multiple times in a particular game session, or give characters extreme advantages. Examples: Demolitions, Physical Sciences.
4 Points/Level	This is appropriate for general adventuring Skills that characters will find useful in most story lines, or give characters significant advantages. Examples: Biological Sciences, Computers, Mechanics, Police Sciences.
3 Points/Level	This is appropriate for Skills that are specialised enough that a character might use them only once in a typical session, but which are either of general utility or are likely to be important to the campaign. Examples: Area Knowledge, Disguise, Law, Medical, Stealth.
2 Points/Level	This is appropriate for Skills that may be beneficial, but for which opportunities for use will probably not come up frequently. Examples: Cultural Arts, Foreign Culture, Social Sciences.
1 Point/Level	This is appropriate for Skills that are mainly used to flesh out character backgrounds, but which will not usually be important to play. Examples: Boating, Domestic Arts, Languages, Riding, Sports.

General Skills

Acrobatics

Cost: 6 Skill Points/Level
Relevant Stat: Body
Specialisations: Balance, Flexibility, Jumps, Tumbling

The ability to perform feats of agility with minimal chance for injury. Includes jumping, flipping, contorting, and reacting quickly.

Animal Training

Cost: 1 Skill Point/Level
Relevant Stat: Soul
Specialisations: Any single animal such as dogs, dolphins, horses, etc.

The ability to teach and train animals with an intellect above that of instinctive insects. An animal usually has a Mind Stat of 1-2.

Architecture

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

Area Knowledge

Cost: 3 Skill Points/Level
Relevant Stat: Mind
Specialisations: One specific area (city, neighbourhood, forest, sea, desert, mountain) within the area

Knowledge of the geography and people of a single area (choose one area), and a specific locale within it. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.

Artisan

Cost: 2 Skill Points/Level
Relevant Stat: Average of Body and Soul
Specialisations: Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking

This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects not electronic or mechanical in nature.

Biological Sciences

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology

This field covers scientific knowledge of how living things function.

Boating

Cost: 1 Skill Point/Level
Relevant Stat: Average of Body and Mind
Specialisations: Hovercraft, Large Ships, Small Boats, Submarines

The ability to safely operate a watercraft.

Burglary

Cost: 3 Skill Points/Level
Relevant Stat: Body or Mind
Specialisations: Breaking-and-Entering, Hot-Wiring, Safe Cracking.

The ability to open locks, quietly cut glass, hot-wire car ignitions, etc. The ability does not cover disarming electronic security systems, which is handled by Electronics (Security) Skill.

Climbing

Cost: 2 Skill Points/Level
Relevant Stat: Body
Specialisations: Natural Surfaces, Poles, Vegetation, Walls

The ability to scale vertical surfaces with or without the use of specialised climbing equipment.

Computers

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming, Systems Operation

Practical knowledge of computer use. Systems Operation covers digital electronic systems such as radars, sensors, and sophisticated communications gear. Computer engineering (hardware) is covered by Electronics.

Controlled Breathing

Cost: 1 Skill Point/Level
Relevant Stat: Body or Soul
Specialisations: Cyclic Breathing, Holding Breath, Slow Heart Rate

The ability to control respiratory functions in order to maximise breathing efficiency or to perform tricks such as "playing dead."

Cultural Arts

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: Archaeology, Art Appraisal, History, Literature, Urban Legends

Knowledge of aspects of human culture (or another species' culture).

Demolitions

Cost: 5 Skill Points/Level
Relevant Stat: Body or Mind
Specialisations: Artificial Structures, Bomb Disposal, Natural Structures, Safe Cracking, Underwater

The ability to set explosive charges without getting hurt in the process or inflicting undesired collateral damage. It is also used for deactivating explosives set by someone else.

Disguise

Cost: 3 Skill Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Costume, Make-up, Prosthetics

The ability to change one's personal appearance in an attempt to deceive others.

Domestic Arts

Cost: 1 Skill Point/Level
Relevant Stat: Mind or Soul
Specialisations: Cleaning, Cooking, Decorating, Home Budgeting

The ability to efficiently organise and run a domestic household.

Driving

Cost: 2 Skill Points/Level
Relevant Stat: Body or Mind
Specialisations: Big Rig (large tractor/trailer trucks), Car, Motorcycle, Small Truck (vans, pick-ups, hi-cubes), Tank

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

Electronics

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Communications, Computers, Consumer Electronics, Nanotechnology, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high Levels, design) electronic equipment.

Etiquette

Cost: 1 Skill Point/Level
Relevant Stat: Mind
Specialisations: Lower Class, Middle Class, Upper Class

The knowledge of polite, proper, and inoffensive behaviour in social settings.



Foreign Culture

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: One Specific Culture

Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures: one foreign culture at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, and more than nine at Level 5. Naturally, less than the maximum number of cultures can be assigned. Thus, multiple Specialisations may be listed for Foreign Culture.

Forgery

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Electronic Documents, Handwriting, Paper Documents

The ability to counterfeit documents and papers. This Skill can be used in conjunction with the Computers Skill.

Gaming

Cost: 1 Skill Point/Level
Relevant Stat: Mind or Soul (Body for some video games)
Specialisations: Board Games, Computer Games, Gambling/Card Games, Military Simulations, Role-Playing Games

The ability to play various games and simulations well.

Interrogation

Cost: 4 Skill Points/Level
Relevant Stat: Mind or Soul
Specialisations: Drugs, Physical, Psychological

The ability to convince someone to provide information against their will. Can also be used to help withhold information when being Interrogated by an enemy.

Intimidation

Cost: 3 Skill Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Business, Political, Street

The ability to convincingly project a "tough guy" image. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present — they may respond with respect, fear, hatred, or amusement.

Languages

Cost: 1 Skill Point/Level
Relevant Stat: Mind
Specialisations: Any one language, Braille, Code Language, Sign Language

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign language at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, and more than nine at Level 5. Thus, multiple Specialisations will be listed for Languages — the first is the character's native language (a free Specialisation), while the others are foreign languages.

Law

Cost: 3 Skill Points/Level
Relevant Stat: Mind
Specialisations: Civil, Criminal, Customs, Family, International, Political

Knowledge of legal procedure and practice. GMs may assume that anyone with Level 3 or more has a license to practice law. In addition to lawyers, many police officers, politicians, and superbeings have the Law Skill at Level 1 or 2. All Specialisations , except International, are specific to one country or region only (for example, "Japanese Criminal Law").

Management and Administration

Cost: 1 Skill Point/Level
Relevant Stat: Mind
Specialisations: Accounting, Banking, Executive, Fraud, Government, Marketing, Small Business

The ability to organise, run, and understand part or all of an organisation (such as a business, government, or association). For mercenary or superhero groups or private detectives, this Skill is useful for locating new employees.

Mechanics

Cost: 4 Skill Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps

The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

Medical

Cost: 3 Skill Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary

Knowledge of how to heal the body. GMs may assume that anyone with Level 3 or more has a license to practice medicine. A typical general practitioner would Specialise in Diagnosis, while most police officers or paramedics Specialise in Emergency Response.

Military Sciences

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork

The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often include individuals who pick up similar Skills (and often recruit ex-military personnel).

Navigation

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: Air, Highway, Sea, Space, Urban, Wilderness

The ability to read maps or use specialised navigation equipment. The Navigation Skill will help a character find the fastest/safest route to a destination.

Occult

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: Astrology, Channelling, Numerology, Rituals, Spirits, Tarot, Voodoo, Witchcraft

Knowledge of the arcane and mystical arts, and their applications in both historical and modern society.

Performing Arts

Cost: 2 Skill Points/Level
Relevant Stat: Average of Body, Mind, and Soul
Specialisations: Comedy, Dance, Drama, Music, Public Speaking, Singing, Fast Talking

The ability to perform well before an audience, and to evoke an emotional response through the art form.

Physical Sciences

Cost: 5 Skill Points/Level
Relevant Stat: Mind
Specialisations: Astronomy, Biochemistry, Chemistry, Engineering, Geology, Mathematics, Physics

Scientific training in the way the universe works, including the necessary background knowledge.

Piloting

Cost: 2 Skill Points/Level
Relevant Stat: Average of Body and Mind
Specialisations: Heavy Airplane (usually multi-engine), Helicopter, Jet Fighter, Light Airplane (usually single-engine), Lighter than Air Craft, Spacecraft, Vertol

The ability to operate air or space vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc. Vertol craft are capable of vertical takeoff, and often used for anti-grav vehicles, hover platforms, and so forth.

Poisons

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Alien, Natural, Synthetic

The ability to recognise, concoct, apply, and neutralise a variety of poisons and toxins.

Police Sciences

Cost: 4 Skill Points/Level
Relevant Stat: Mind
Specialisations: Ballistics, Criminology, Forensics

This is the science behind detective work. Ballistics is the study of the damage inflicted by projectiles; criminology focuses on studies of criminal behaviour and strategies; forensics covers evidence gathering (including hair-and-fibre, fingerprint and DNA-based identification techniques).

Power Usage

Cost: 8 Skill Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: One specific Power Attribute only

Unlike other Skills, Power Usage only offers a Check Value bonus to the Stat check (not Combat check) for one specific Power Attribute, which is also the Specialisation. To receive a bonus on multiple Powers, this Skill must be assigned multiple times at 8 Points/Level. The Skill is useful to a character who may not have a high Stat (such as Mind) that is associated with one of his or her Attributes (such as Mind Control or Telepathy). When the character must make a Stat check for the specific Attribute, the Power Usage Skill adds a bonus to the Check Value as though the Stat check is actually a Skill check.

Powerlifting

Cost: 6 Skill Points/Level
Relevant Stat: Body
Specialisations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)

The ability to perform feats of strength with minimal chance for injury. Includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

Riding

Cost: 1 Skill Point/Level
Relevant Stat: Body, Mind or Soul
Specialisations: By species (Camel, Horse, Tiger, etc.)

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous manoeuvres safely and without balking, and how to best pace it for long distance rides.

Seduction

Cost: 3 Skill Points/Level
Relevant Stat: Body or Soul
Specialisations: Alien, Female, Male

A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether or not the subject actually responds will depend on his or her own romantic inclinations and sexual preferences.

Sleight of Hand

Cost: 3 Skill Points/Level
Relevant Stat: Body
Specialisations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Social Sciences

Cost: 2 Skill Points/Level
Relevant Stat: Mind
Specialisations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology

Understanding of the way people function in society as well as societal behavioural patterns.

Sports

Cost: 1 Skill Point/Level
Relevant Stat: Body (sometimes Mind or Soul)
Specialisations: Baseball, Basketball, Cricket, Football, Hockey, Volleyball, etc.

The ability to play well with others in a team or individual sporting event with specialised rules.

Stealth

Cost: 3 Skill Points/Level
Relevant Stat: Body (sometimes Mind)
Specialisations: Camouflage, Concealment, Silent Movement

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person and the ability to move silently.

Street Sense

Cost: 2 Skill Points/Level
Relevant Stat: Mind or Soul
Specialisations: Gang Activity, Influential Individuals, Territorial Divisions (all by region)

The knowledge of street activity within a particular region or city. This is a vital survival Skill for a person on the streets.

Swimming

Cost: 1 Skill Point/Level
Relevant Stat: Body
Specialisations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkelling

The character is skilled at swimming or diving. The GM may assume that any character in a modern setting can swim even without this Skill. A swimmer can usually move at a speed equal to his or her Body in kilometres per hour for short distances.

Urban Tracking

Cost: 3 Skill Points/Level
Relevant Stat: Mind
Specialisations: Academic, Corporate, Residential, Underworld

Urban Tracking is the ability to "shadow" someone (or follow a vehicle in another vehicle) through an industrialised, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.

Visual Arts

Cost: 2 Skill Points/Level
Relevant Stat: Body, Mind, or Soul (often an average)
Specialisations: Animation, Drawing, Flower Arranging, Painting, Photography, Sculpting, Video

The ability to produce a work of fine or commercial art in a particular visual field.

Wilderness Survival

Cost: 1 Skill Point/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify wild plants and animals.

Wilderness Tracking

Cost: 2 Skill Points/Level
Relevant Stat: Mind (sometimes Soul)
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

Writing

Cost: 1 Skill Point/Level
Relevant Stat: Average of Mind and Soul
Specialisations: Academic, Fiction, Journalistic, Poetic, Technical

The ability to communicate ideas or emotions in a written work.

Combat Skills

Archery

Cost: 7 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Bow, Crossbow

The ability to accurately shoot with a bow or crossbow. This is an Attack Combat Skill.

Gun Combat

Cost: 8 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Auto-fire, Pistol, Rifle

The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Auto-fire applies to firing bursts of fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock including rifles and shotguns. This is an Attack Combat Skill.

Heavy Weapons

Cost: 9 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

The ability to accurately fire vehicle-, shoulder-, or tripod-mounted weapons such as a tank cannon or heavy machine gun, and to perform routine maintenance. This is an Attack Combat Skill.

Melee Attack

Cost: 7 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

The ability to attack effectively with a hand-to-hand melee weapon. This is an Attack Combat Skill.

Melee Defence

Cost: 7 Skill Points/Level
Relevant Stat: None (uses Defence Combat Value)
Specialisations: Axe, Baton/Club, Knife, Improvised Weapons, Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

The ability to defend well with a hand-to-hand melee weapon. This is a Defence Combat Skill.

Ranged Defence

Cost: 12 Skill Points/Level
Relevant Stat: None (uses Defence Combat Value)
Specialisations: Personal, Air Vehicle, Ground Vehicle, Water Vehicle, Space Vehicle

The ability to avoid ranged attacks, but this does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover. This is a Defence Combat Skill.

Special Ranged Attack

Cost: 10 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: One specific Special Attack

This Skill is used for weapons created using the Special Attack Attribute (page 142) that emanate from the character's body, rather than a device or weapon. For example, eye beams, fireballs fired from the hand, or sonic blast shot from the mouth would qualify, but a laser gun or a deadly boomerang would not. This is an Attack Combat Skill.

Thrown Weapons

Cost: 8 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Blades, Cards, Grenades, Rocks, Shields

The ability to accurately throw weapons or objects at a target. This is an Attack Combat Skill.

Unarmed Attack

Cost: 8 Skill Points/Level
Relevant Stat: None (uses Attack Combat Value)
Specialisations: Strikes, Holds, Throws, Grappling

The ability to attack without weapons. This is an Attack Combat Skill.

Unarmed Defence

Cost: 8 Skill Points/Level
Relevant Stat: None (uses Defence Combat Value)
Specialisations: Strikes, Holds, Throws, Grappling

The ability to block armed or unarmed melee attacks without using a weapon. This is a Defence Combat Skill.

Example of Skill Selection

Midnighter — Julian has planned ahead and taken Highly Skilled Level 20, which gives his Midnighter 230 Skill Points! Starting with Midnighter's combat Skills, Julian selects Gun Combat Level 1 (8 Points), Heavy Weapons Level 1 (9 Points), Melee Attack Level 2 (14 Points), Melee Defence Level 1 (7 Points), Ranged Defence Level 2 (24 Points), Unarmed Attack Level 3 (24 Points), and Unarmed Defence Level 3 (24 Points).

Julian then determines what else Midnighter knows: Acrobatics Level 4 (24 Points), Climbing Level 4 (8 Points), Interrogation Level 5 (20 Points), Intimidation Level 5 (15 Points), Military Sciences Level 5 (20 Points), Police Sciences Level 2 (8 Points), Stealth Level 5 (15 Points), Urban Tracking Level 3 (9 Points). All together, this is 229 Points — Julian still has to choose Specialisations for all these Skills, and will just take an additional Specialisation for one Skill at the cost of +1 Skill Point.

Julian now needs to assign 12 Bonus Points in Defects to balance Midnighter.

Karna — Devinder has assigned Highly Skilled Level 5 to Karna, plus his base 30 Skills Points, which gives him 80 Points to use. Karna has some technical knowledge to go along with his combat abilities. He chooses: Acrobatics Level 2 (12 Points), Biological Sciences Level 1 (4 Points), Demolitions Level 2 (10 Points), Driving Level 4 (8 Points), Electronics Level 3 (12 Points), Gaming Level 4 (4 Points), Mechanics Level 4 (16 Points), Physical Sciences Level 1 (5 Points), Seduction Level 2 (6 Points), Melee Attack Level 3 (21 Points), Melee Defence Level 2 (14 Points), and Unarmed Attack Level 1 (8 Points). The total is 120 Skill Points, so Devinder has overspent by 4 Points. Rather than reduce his Skills, he chooses to increase his Highly Skilled to Level 9, and will have to now assign 4 Bonus Points in Defects to make up the difference.



Step 6: Character Defects

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities. The Defects that have "Linked to Power Attribute" in their description are direct limitations on your character's Powers, rather than more general disadvantages (BP returned by linked Defect cannot exceed Attribute cost, and all Attributes must cost at least one Character Point).

By taking a Character Defect you can gain several Bonus Points (BP) to use when acquiring Stats or Attributes. The number of Points you receive is directly proportional to how much the Defect hinders your character; Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the soil of planet Neptune) are not worth any Bonus Points. After you have selected your character's Defects, return to the previous steps to use your Bonus Points.

My Overconfident, Lazy, Stubborn, Honourable Character

No, you don't get any Bonus Points for creating overconfident characters in Tri-Stat. Or truthful ones, or sadistic ones, or shy ones. Less desirable personality traits should appear in the game through role-playing, not Points on a character sheet. If your character is a coward, then portray him or her as cowardly. It's just that simple.

Defects represent disadvantages over which your character has little or no control (i.e. no free will). One example is Phobia — a person with an irrational fear has no choice but to be afraid of the specific trigger. A Phobia is not a personality trait.

It is recommended that you assign no more than 10 Defects to your character (this limit does not apply to Defects linked to a Power). In most cases 3-8 Defects are appropriate, although certain characters like Jack Hawksmoor, the Doctor, and Regis break the 10 Defect ceiling; players who desire such characters should consult with their GM.

Table 3-18: Character Defects

Defect Name	Progression	Defect Name	Progression
Achilles Heel	BP 1-3	Maximum Force	BP 1-3
Activation Time	BP 1-10	Nemesis	BP 1-3
Awkward Size	BP 1-10	Not So Tough	BP 1-3
Backlash	BP 1-3	One-Way Transformation	BP 1-3
Bane	BP 1-3	Owned	BP 1-3
Blind Fury	BP 1-3	Part of Body	BP 1-3
Burns Energy	BP 1-10	Permanent	BP 1-3
Concentration	BP 1-3	Phobia	BP 1-3
Conditional Ownership	BP 1-3	Physical Impairment	BP 1-3
Confined Movement	BP 1-3	Recurring Nightmares	BP 1-3
Cursed	BP 1-3	Red Tape	BP 1-3
Dependent	BP 2,4,6	Restriction	BP 1-3
Detectable	BP 1-3	Sensory Impairment	BP 1-3
Diminutive	BP 2,4,6	Significant Other	BP 1-3
Famous	BP 1-3	Skeleton in the Closet	BP 1-3
Inept Attack	BP 3,6,9	Special Requirement	BP 1-3
Inept Defence	BP 2,4,6	Unappealing	BP 1-3
Involuntary Change	BP 1-3	Unique Defect	BP 1-3
Ism	BP 1-3	Unreliable Power	BP 1-3
Less Capable	BP 1-10	Unskilled	BP 1-3
Limited Use, Instantaneous	BP 1-3	Vulnerability	BP 1-3
Limited Use, Ongoing	BP 1-3	Wanted	BP 1-3
Marked	BP 1-3	Weak Point	BP 1-3



Defects and Dual Identities

If a character maintains a dual identity through the Skeleton in the Closet (Secret Identity) Defect, some other Defects may not affect him or her in one of the identities. For example, a masked vigilante may be wanted by the police on murder charges (the Wanted Defect), but his or her alternate identity may be a respected politician. In these instances, the character will receive Bonus Points at a reduced amount.

If either the character's normal or secret identity (but not both) suffers from a Defect, the Bonus Points granted are reduced by 1 BP. If both identities suffer from the identical Defect, at the same or different BP Levels, the character is granted Bonus Points equal to the higher BP Level. If a character only has one identity, the Defects return Bonus Points as normal.

Defects and Alternate Form

Defects associated with an Alternate Form (page 97) usually provide Bonus Points directly to the Form's Point total. The GM may decide that some of these Defects function the same as they do for the Skeleton in the Closet Defect (as above), rather than apply to the Alternate Form directly.

Achilles Heel

The character loses twice as many Health Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a fire-based villain taking extra damage from water, or an alien's weakness to weapons from his or her home planet. The GM must approve any Achilles Heel Defects. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

1 BP The attack form is rare.

2 BP The attack form is uncommon.

3 BP The attack form is common.

Activation Time

Linked to Power Attribute. A character with this Defect cannot use one of his or her Attributes whenever desired because the Power requires a short time to activate. Once activation has started, only the character can stop it from becoming active when the appropriate time is up. This could represent a physical change that is not instantaneous, the collection of spiritual energies to perform a task, a device that takes time to "power up," or an Attribute that only works when the character is mentally prepared (or angry, or overcome with another emotion).

Activation Time extends to Level 10 following the Time Progression Chart, starting at 10 Initiative (1 BP) and increasing to 1 month (10 BP). Additionally, the Defect may return an additional 1 or 2 Bonus Points to the character. 1 additional BP is granted if the activation can be interrupted temporarily, but restarted where it left off. One example of this is an Item of Power body suit that the character must put on. If the character stops activating the Power (i.e. stops dressing) to make a phone call, he or she can continue afterwards. 2 additional BP are granted if the activation must start again from the beginning if it is interrupted before the Activation Time has elapsed. An example of this is a spell that must be chanted completely before the Power activates; if it is interrupted, the spell must be started again from the beginning. The Concentration Defect (page 177) is often linked to these two applications of Activation Time.

Awkward Size

This Defect means the character is notably larger than an ordinary human. A character with Awkward Size may have trouble fitting through doors and moving through narrow hallways, and does not fit into many vehicles. A character with Awkward Size is also much easier to notice. The larger the character, the more BP this Defect will be worth. In most cases, Awkward Size above 1 BP is not appropriate for human characters, only for robots, aliens, giant monsters, or similar entities.

Awkward Size extends to Level 10 following the Slow Magnitude Chart, starting at 2.5 to 4 metres tall (x2 height; Level 1) increasing to 2000 metres tall (1000x height; Level 10). Mass increases proportionately as a cubed function of the height multiplier, starting at 0.8 tonnes (Level 1) increasing to 2,700 tonnes (Level 5), and finally to 100 million tonnes (Level 10). An elephant, for example, would be Awkward Size Level 2.

Backlash

Linked to Power Attribute. The character suffers from an unfortunate side effect whenever an associated Attribute fails to work. If the character fails his or her Stat check when using the Attribute, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, Stat drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should determine the game effect of the Backlash.

1 BP The backlash occurs if the character fails the check by 6 or more.

2 BP The backlash occurs if the character fails the check by 3 or more.

3 BP The backlash occurs if the character fails the check by 1 or more.

Bane

A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character's background or Powers in some way.

The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common, such as a holy symbol, Buddhist scripture, or rare element, the damage is also doubled. If it is even more rare such as one particular artefact, the damage may be tripled or quadrupled.

1 BP The Bane causes minor damage (20 points/round of exposure).

2 BP The Bane causes moderate damage (40 points/round of exposure).

3 BP The Bane causes severe damage (60 points/round of exposure).

Blind Fury

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat." Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Soul Stat check, or could be an automatic reversion. Examples of return conditions include: no opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

1 BP Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.

2 BP Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.

3 BP Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.



Burns Energy

Linked to Power Attribute. The character's Energy Points are used to power a particular Attribute. The Energy Points will either be reduced after the Attribute's use (for immediate effects, such as Teleportation or Special Attack), or while the Attribute is used (for Attributes that are used over a period of time, such as Flight or Invisibility).

Burns Energy extends to 10 BP. For immediate effects, reduce the Energy Points by: 1 (1 BP), 2 (2 BP), 5 (3 BP), 10 (4 BP), 15 (5 BP), 20 (6 BP), 30 (7 BP), 50 (8 BP), 80 (9 BP), or 100 (10 BP).

For Attributes used over a period of time, reduce the Energy Points as follows: 1/two hours (1 BP), 1/hour (2 BP), 1/30 minutes (3 BP), 1/6 minutes (4 BP), 1/minute (5 BP), 1/two rounds (6 BP), 1/round (7 BP), 5/round (8 BP), 10/round (9 BP), or 30/round (10 BP).

There is a minimum cost of 1 Energy Point to use an Attribute regardless of the time spent. Additionally, Energy Points cannot be recovered (page 213) while the character is using an Attribute that Burns Energy.

Concentration

Linked to Power Attribute (or the Activation Time Defect, page 175). The character must concentrate while using a specific Attribute that functions over a period of time; it does not apply to Attributes with an instantaneous effect. If the character's concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

1 BP The Attribute requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Attributes that also require Concentration.

2 BP The Attribute requires intense concentration. The character can move at a slow speed and talk with others while using the Attribute, but cannot perform any complex actions or use any other Attribute.

3 BP The Attribute requires full concentration. The character cannot do anything else while using the Attribute; he or she must remain still and devote full attention to the Power.

Burns Energy! In Play

The Burns Energy rule is used to represent Apollo collapsing after his fight with the cavalry of Sliding Albion, or the Doctor falling unconscious after executing a tremendous magical effect.

Unfortunately, using Energy Points can potentially bog the game down due to excessive bookkeeping, as players feel the need to track every expenditure of Energy. If the game slows down, it can lose the cinematic feel of the comic.

There are several options. One is to discard the Energy Point rules. There is nothing wrong with this, but it means that character burnout becomes a decision of mature player choice ("My character has been fighting on the mountain top for 12 straight hours — as soon as he defeats the next squad, he's going to collapse") or GM fiat ("Apollo has been fighting too long at night and hasn't recharged; after his last energy blast he falls unconscious"). The first puts the onus on the players to remember what they've done and be honest, and when caught up in an exciting battle they may not want to have to sit out and recover. The latter requires more trust from the players, and they may feel the GM is doing them a disservice, leading to arguments:

Apollo's player, *"That's not fair. We had a few hours of downtime. I would have orbited the Earth then, to recharge."*

GM: *"But you didn't tell me that."*

Player: *"You didn't ask."*

One option is to assume that only big expenditures of Energy need to be recorded. In this manner, any time a character uses an Attribute that burns only a few Energy Points, and during a non-stressful scene, he or she doesn't have to worry about keeping track of the Energy. If Apollo wants to enhance his Telescopic Vision while lazily flying over the white sands of Sabang Beach, don't worry about the Energy Points it costs. If the situation should suddenly turn into a crisis, however, with a mile high tidal wave or fundamentalist, cyborg-terrorists, Apollo's player should then take note of how many Energy Points his actions require.

Similarly, even if the situation seems serene, but the action is significant — such as Apollo blasting away full strength with his eyebeams in order to test his strength in a controlled environment — the player should keep notes. That way, if the GM decides to spring something unusual on the players, his trap isn't telegraphed by hinting that the players should keep track of their characters' Energy Points.

In this way, much of the micromanaged bookkeeping is ignored, while significant expenditures, and Points spent in the heat of battle, are recorded.

Conditional Ownership

Linked to Characteristic Attribute. This Defect can only be acquired by a character who possesses either the Item of Power or Gadgets Attributes (pages 124 and 117). The character's possessions granted by those Attributes actually belong to another person or organisation. They are issued to the character, but the agency imposes "mild," "strict," or "severe" conditions on their use.

"Mild conditions" indicate that the character can use the objects for some personal business (such as travelling), but if he or she is released from the organisation or disobeys direct orders, the objects can be taken away. The character can also be assigned different objects at any time. For example, a police detective might have conditional use of an unmarked police car.

"Strict conditions" indicate that the character is only permitted to use the objects for activities as ordered by the organisation. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, he or she will receive a severe reprimand.

"Severe conditions" indicate that the character can only use the objects under specific orders. A government owned time travel device would probably fall under these conditions. Using the objects at any other time results in incarceration, physical punishment, or even death.

1 BP Mild conditions are imposed on the objects' ownership and usage.

2 BP Strict conditions are imposed on the objects' ownership and usage.

3 BP Severe conditions are imposed on the objects' ownership and usage.

Confined Movement

This Defect prevents the character from leaving a narrowly defined area. This may represent an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or a government-licensed superhero that is only registered for travel in a specific region.

1 BP Restricted to a large area (100 km radius), such as a single county or large city.

2 BP Restricted to a small area (1 km radius), such as a small town or large, multi-structure complex.

3 BP Restricted to a tiny area (100 m radius), such as a small village or single building.

Cursed

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

1 BP The character suffers from a slight disadvantage.

2 BP The character suffers from a moderate disadvantage.

3 BP The character suffers from a severe disadvantage.

Dependent

Linked to Power Attribute. The character cannot use the chosen Attribute without first using a second (or more) Attribute. If the character fails a Stat check to activate the second Attribute, he or she cannot use the other one either. Examples of the Dependent Defect include: a character who can fly after activating his Force Field (Flight Dependent upon Force Field), a character who gains additional Armour when invisible (Armour Dependent upon Invisibility), a character that can run much more quickly after stretching his or her legs and growing (Speed Dependent upon Elasticity and Grow), etc. The player must justify the Dependent Defect to the GM to avoid silly combinations.

2 BP The Dependent Attribute cannot work until 1 other Attribute is activated.

4 BP The Dependent Attribute cannot work until 2 other Attributes are activated.

6 BP The Dependent Attribute cannot work until 3 other Attributes are activated.

Detectable

Linked to Power Attribute. While using a specific Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may make a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques include: astral; ethereal; human sight, hearing, or sense of smell; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration; and others. The Special Attack Attribute (page 142) is an exception to this Defect — characters must acquire an Attack Ability to make the attack undetectable.

1 BP The Attribute's use can be detected using 1-2 methods.

2 BP The Attribute's use can be detected using 3-5 methods.

3 BP The Attribute's use can be detected using 6-9 methods.

Diminutive

The character is permanently smaller than a human. Although a Diminutive character is physically weaker than an average human, he or she is able to get into spaces that a human cannot and may be small enough to hide in someone's pocket. The Level progression is similar to the Shrink Attribute (page 140), but Diminutive is a disadvantage — the character does not have the option of shrinking to different Levels whenever desired, since the Defect is permanent.

Diminutive provides 2, 4, or 6 Bonus Points.

2 BP The character is the size of a cat or small dog. His or her running speed and weapon range is reduced to 20%, and he or she can only lift up to one hundredth (1%) normal capacity (for an average human, this is approximately 1 kilogram). Any damage the character inflicts using physical melee attacks is reduced by 10, while attacks from human-sized enemies inflict an additional 10 damage. Enemies making ranged attacks, however, suffer a -4 Attack penalty. Finally, he or she suffers a -6 penalty on any Body Stats checks that require lifting, carrying, or grappling with objects larger than cat size.

4 BP The character is the size of a rodent. His or her running speed and weapon range is reduced to 5%, and he or she can only lift up to one ten thousandth (0.01%) normal capacity (for an average human, this is approximately 10 grams). Any damage the character inflicts using physical melee attacks is reduced by 15, while attacks from human-sized enemies inflict an additional 15 damage. Enemies making ranged attacks, however, suffer a -6 Attack penalty. Finally, he or she suffers a -12 penalty on any Body Stats checks that require lifting, carrying, or grappling with objects larger than cat size (-6 penalty for larger than rodent size).

6 BP The character is the size of a bug. His or her running speed and weapon range is reduced one two hundredth (0.5%), and he or she can only lift up to one ten millionth normal capacity (for an average human, this is approximately 10 milligrams). Any damage the character inflicts using physical melee attacks is reduced by 20, while attacks from human-sized enemies inflict an additional 20 damage. Enemies making ranged attacks, however, suffer a -8 Attack penalty. Finally, he or she suffers a -18 penalty on any Body Stats checks that require lifting, carrying, or grappling with objects larger than cat size (-12 penalty for larger than rodent size; -6 penalty for larger than bug size).

Famous

The character is recognisable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant disadvantage for a superhero or supervillain — especially one that maintains a secret identity.

1 BP The character has regional fame.

2 BP The character has national fame.

3 BP The character has international fame.

Inept Attack

This Defect reflects a character's poor judgement in offensive combat situations, which makes it much more difficult to strike an opponent successfully. A character with the Inept Attack Defect suffers a penalty to the Attack Combat Value. The penalty cannot lower the Value below 1. See Step 7: Derived Values for more information on the Attack Combat Value. Inept Attack provides 3, 6, or 9 Bonus Points.

3 BP The character's Attack Combat Value is decreased by 1 Point.

6 BP The character's Attack Combat Value is decreased by 2 Points.

9 BP The character's Attack Combat Value is decreased by 3 Points.

Inept Defence

This Defect reflects a character's poor judgement in defensive combat situations, which can often place him or her in precarious positions. A character with the Inept Defence Defect suffers a Defence Combat Value penalty. The penalty cannot lower the Value below 1. See Step 7: Derived Values for more information on the Defence Combat Value. Inept Defence provides 2, 4, or 6 Bonus Points.

2 BP The character's Defence Combat Value is decreased by 1 Point.

4 BP The character's Defence Combat Value is decreased by 2 Points.

6 BP The character's Defence Combat Value is decreased by 3 Points.

Involuntary Change

This Defect is only available to characters who have the Alternate Form Attribute. The character may accidentally change from human form to super form (or vice versa), or an external trigger (opponent, ally, natural force, etc.) may induce the change. This Defect may represent a character who: transforms between identities upon hearing or uttering a specific sound or word, reverts to normal form when a particular chemical in the body is in low quantities (such as sugar or salt), transforms when a button on a gadget or Item of Power is pushed, transforms in times of stress, etc.

This Defect is assigned once to indicate the character can accidentally change from human to super identity, or from super to human identity. The Defect is assigned twice if the character can transform both ways unintentionally.

1 BP It is difficult to trigger the Involuntary Change.

2 BP It is moderately easy to trigger the Involuntary Change.

3 BP It is very easy to trigger the Involuntary Change.

Ism

Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: age-ism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

1 BP The character experiences a small degree of discrimination.

2 BP The character experiences a large degree of discrimination.

3 BP The character experiences a severe degree of discrimination.

Less Capable

Currently, the three game Stats indicate the same level of ability in all aspects of each Stat: the Body Stat represents all physical aspects, the Mind Stat represents all mental aspects, and the Soul Stat represents all spiritual and willpower aspects. Some characters may have one or more aspects of a Stat at a less proficient level than the rest of the Stat aspects, however, and this is where the Less Capable Defect comes in.

For example, a bulky brawler might have a high strength, excellence endurance, fast running speed, good manual dexterity, and healthy immune system ... but be rather clumsy. This would fit a character with a Body Stat of 8 or 10, with the Less Capable (Agility) Defect at 2 BP. Similarly, a witty, perceptive, and insightful academic genius that happens to have a surprisingly bad memory might have a Mind Stat of 9, with the Less Capable (Memory) Defect at 1 BP.

Every Stat has a multitude of aspects associated with it, that are considered either Major Aspects (aspects that arise frequently in a game) or Minor Aspects (aspects that arise infrequently). For each BP Level of the Less Capable Defect, Stat or Skill checks for which the specific Major Aspects is important suffer a -3 penalty, while Stat or Skill checks for which the specific Minor Aspects is important suffer a -6 penalty. Less Capable can typically extend to 6 BP for Major Aspects or 3 BP for Minor Aspects. Derived Values are not recalculated.

Each Stat has three Major and three Minor Aspects listed below. Players may create additional Aspects with the Game Master's input.

Body

Strength, Agility, Endurance (Major); Manual Dexterity, Running Speed, Immune System (Minor)

Mind

Intelligence, Wits, Perception (Major); Memory, Intuition, Savvy (Minor)

Soul

Luck, Willpower, Charisma (Major); Presence, Empathy, Composure (Minor)

All Stat Aspects

There are rare occasions in which a character may need the Less Capable Defect to apply to all aspects of a specific Stat. This usually applies to characters that undergo a radical change from one form to another, such as that induced by the Alternate Form Attribute (page 97). For example, a scientist character with a Mind Stat of 11 who transforms into a hulking beast may need to reduce his or her Mind Stat to 3 with a Less Capable Mind Defect. For this application, a -1 is applied to the character's specific Stat checks for every 2 BP Levels of the Less Capable Defect assigned. All Derived Values must be recalculated for this application of Less Capable.

Limited Use, Instantaneous

Linked to Power Attribute with an instantaneous effect. The character can only use a specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute more often than indicated by this Defect. This Defect is usually incompatible with the Burns Energy Defect.

1 BP The character can only use the Attribute three times a day.

2 BP The character can only use the Attribute twice a day.

3 BP The character can only use the Attribute once a day.

Limited Use, Ongoing

Linked to a Power Attribute that can be used on an ongoing basis. After the character uses a specific Attribute, he or she cannot use it again for a specific period of time; the longer the Attribute is used, the longer the rest period must be. For example, the muscles of a character with Superstrength may need time to recuperate after use, or an Item of Power that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute again before the waiting period has elapsed. This Defect is usually incompatible with the Burns Energy Defect.

1 BP For every minute the character uses the Power, he or she must wait 1 minute before the Attribute functions once again.

2 BP For every minute the character uses the Power, he or she must wait 5 minutes before the Attribute functions once again.

3 BP For every minute the character uses the Power, he or she must wait 10 minutes before the Attribute functions once again.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Defect.

1 BP The mark is easily concealable because it is small or in an inconspicuous location.

2 BP The mark can be concealed, but this is difficult because it is large or in an obvious location.

3 BP Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

Maximum Force

Linked to Power Attribute. The character cannot use a specific Attribute at the lowest end of its power range. This could represent a character who is too talented for his or her own good, an item that only functions within certain parameters, a powerful character who pushes the Attribute's limits so often that he or she has forgotten how to use it at a low Level, or something different.

This Defect is only appropriate for the following Attributes: Animal Summon/Control, Creation, Dynamic Powers, Elasticity, Flight, Grow, Hyperflight, Illusion, Jumping, Mass Decrease (Insubstantial), Mass Increase, Plant Control, Projection, Shrink, Special Attack (applies to damage only), Speed, Teleport, Transmutation, and Water Speed.

Maximum Force extends to Level 10, providing 1 BP each Level. The restriction on an Attribute's use is given below, where X is the number of Bonus Points granted and (X+1) is one Level higher than the BP Level.

X BP The character cannot use up to Level X of the Attribute. The Attribute must be at Level (X+1) or higher.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favour of the character's boss. The Nemesis could also be personal; for example, a villain may be pursued by a specific superhero who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbearing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Advancement Points (see page 216) to eliminate the Defect permanently.

1 BP The Nemesis is merely annoying and/or interferes infrequently.

2 BP The Nemesis may actively try to harm the character and/or interferes frequently.

3 BP The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

Not So Tough

The character is less durable than his or her Body and Soul Stats would otherwise suggest. This Defect is appropriate for characters with a "glass jaw," or those who succumb to physical trauma easily.

1 BP The character's Health Points are decreased by 10 Points.

2 BP The character's Health Points are decreased by 20 Points.

3 BP The character's Health Points are decreased by 30 Points.

One-Way Transformation

Linked to Power Attribute. This Defect can only be taken in conjunction with the Alternate Form, Elasticity, Grow, Invisibility, or Shrink Attributes. Once the character has transformed from a normal state, he or she cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

1 BP It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.

2 BP As 1 BP, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.

3 BP As 2 BP, but the process takes several days.

Owned

Free will has little meaning for a character who is Owned by a corporation, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning body.

1 BP The organisation has partial ownership of the character; the character is subject to slight punishment for opposing the owners.

2 BP The organisation has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.

3 BP The organisation has total ownership of the character; the character is subject to severe punishment for opposing the owners.

Part of Body

Linked to Power Attribute. Only part of the character's body is affected by a specific Attribute, most commonly used for: Adaptation, Alternate Form, Armour, Damage Absorption, Damage Conversion, Invisibility, and Superstrength. For example, a character might only receive Armour benefits against abdominal attacks, possess the ability to turn his or her left arm invisible, or have bionic legs with Superstrength.

1 BP The Attribute affects a large part of the body (torso, both legs, both arms, etc.).

2 BP The Attribute affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)

3 BP The Attribute affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

Permanent

Linked to Power Attribute. A specific Attribute is always functioning, and the character cannot turn it off. This Defect only applies to Attributes that would inconvenience the character if the Power was always active, such as: Force Field, Invisibility, or Nullify. The player and GM should discuss the problems and limitations associated with an eternally active Power.

1 BP The Attribute is a slight inconvenience to the character.

2 BP The Attribute is a moderate inconvenience to the character.

3 BP The Attribute is a severe inconvenience to the character.

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 BP The character has a slight phobia or one that is encountered infrequently.

2 BP The character has a moderate phobia or one that is encountered frequently.

3 BP The character has a severe phobia or one that is encountered constantly.

Physical Impairment

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 BP The impairment is a slight inconvenience to the character.

2 BP The impairment is a moderate inconvenience to the character.

3 BP The impairment is a severe inconvenience to the character.

Recurring Nightmares

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may

not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 BP The nightmares occur infrequently and have a slight effect on the character's lifestyle.

2 BP The nightmares occur frequently and have a moderate effect on the character's lifestyle.

3 BP The nightmares occur constantly and have a severe effect on the character's lifestyle.

Red Tape

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law-enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take "after the fact" to appease the organisation to which he or she belongs. For example, a supercop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A supervillain may be required to pay a percentage of his or her take to the regional crime organisation or face some very strict penalties.

The Red Tape Defect is inappropriate for characters created via the Henchmen or Sidekick Attributes.

1 BP The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.

2 BP The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.

3 BP The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

Reduction

Linked to Characteristic or Power Attribute. One of the character's Attributes is limited greatly, resulting in a Reduction of its Point cost per Level. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the game ramifications and the Attribute's new Level costs.

Each Attribute description provides one sample Reduction. This entry is only a suggestion, and does not represent the only Reductions available. A list of suggested Reductions are shown in Table 3-19: Sample Reductions.

Unlike other Defects, Reduction does not return Bonus Points to the character; the Attribute cost changes instead. The Point cost change is directly related to the original cost of the Attribute. For example, a Reduction that limits a 4 Points/Level Attribute to half of its power might be a 2 Points/Level Reduction; the same limitation on a 10 Points/Level Attribute could be a 5 Points/Level Reduction. This Defect is not usually appropriate for 1 Point/Level Attributes.

Table 3-19: Sample Reductions

- Fewer sub-Points awarded
- Less frequent usage
- Limited control
- More than one but less than all
- One aspect
- Partial effectiveness
- Power always used in same way
- Very specific utility



Restriction

Linked to Characteristic or Power Attribute. One of the character's Attributes is associated with one or more disadvantages that limits its use. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction. A list of suggested Restrictions are shown in Table 3-20: Sample Restrictions.

Each Attribute description provides a short list of three of the more commonly associated Restrictions. These entries are only suggestions, and do not represent the only Restrictions available. The GM may increase the Bonus Points returned to the character to an alternate progression (such as 2 BP, 4 BP, 6 BP; or 3 BP, 6 BP, 9 BP) if the Attribute this Defect is restricting has a high Character Point cost at each Level (see Dynamic Powers, Extra Attacks, or Power Flux



for examples). Severe limitations on an Attribute, which will affect the Point cost per Level, is covered by the Reduction Defect (see above).

1 BP The Attribute has a minor Restriction.

2 BP The Attribute has a moderate Restriction.

3 BP The Attribute has a major Restriction.

Table 3-20: Sample Restrictions

Cannot use on oneself
Check needed to maintain control
During specific times of the day
Easy to counteract
Flawed results
In particular locations
Limited functioning
Loss of specific effect
Naked form only
Requires consumable focus
Requires maintenance
Requires special equipment
Requires Stat checks
Restricts movement
Specific targets
Time limit
Under certain conditions
Usage inflicts pain
Use weakens character

Sensory Impairment

One or more of the character's senses (sight, hearing, taste, touch, smell) is either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (diminished hearing, 1 BP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (deaf, 2 BP) instead.

1 BP The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).

2 BP The character has completely lost a primary sense (sight or hearing), has two diminished primary senses, or has completely lost multiple secondary senses.

3 BP The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

Significant Other (S.O.)

A character with this Defect has someone for whom he or she will go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy- or girlfriends, superhero partners, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 3 BP Defect by the GM in terms of the frequency with which it affects the game.

The S.O. Defect is inappropriate for most Henchmen and Sidekick characters.

1 BP The S.O. is rarely placed in grave danger and appears infrequently.

2 BP The S.O. is often placed in grave danger and appears frequently.

3 BP The S.O. is always placed in grave danger and appears constantly.

Skeleton in the Closet

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of BP gained from this Defect is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Defect or Defects worth at least as many BP as Skeleton in the Closet.

For example, most criminals have a 1 BP Skeleton in the Closet: they have committed crimes that could send them to jail or worse, but usually there is no easily available evidence. If their secret is discovered, they will usually have Skeleton in the Closet replaced by an equal or higher value Wanted Defect. A 3 BP Skeleton is usually reserved for characters who face destruction or death if their secret is discovered, such as a flesh-eating alien living among humans or an undercover superhero that has infiltrated a villain's organisation.

If a character has a secret identity, the Skeleton in the Closet Defect applies. The number of Bonus Points associated with the identity depends on the consequences

if the secret is revealed, and thus is heavily Dependent on the nature and actions of the character. For instance, if a public hero's identity is revealed, villains can target the character and his or her family more easily. Whether this is a 1, 2, or 3 BP Defect depends on the position of the character, popularity of the character, how many enemies he or she has, how easily the character can maintain a normal lifestyle, etc. When in doubt, assume that most characters who have secret identities gain the 2 BP Defect.

The Skeleton in the Closet Defect is inappropriate for most Sidekick characters.

1 BP The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.

2 BP The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.

3 BP The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated.

Special Requirement

This Defect means the character must meet a Special Requirement in order to function, such as taking a particular drug, drinking blood, draining life force, or recharging with electricity. This can represent an addiction, a medical condition, or a non-human metabolism. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

1 BP The Special Requirement is easy to obtain and/or needed infrequently.

2 BP The Special Requirement is difficult to obtain and/or needed frequently.

3 BP The Special Requirement is extremely difficult to obtain and/or needed constantly.



Unappealing

An Unappealing character may find it difficult to blend into a crowd because their appearance is distinctive. The term "unappealing" does not necessarily mean ugly but can also refer to a bad smell, manner of speech, or even an unpleasant habit that provokes a consistently negative reaction.

This Defect is often taken in conjunction with the Marked Defect (page 181). A monstrous, ugly creature is usually both Unappealing and Marked. On the other hand, a beautiful, winged superhero would be Marked (the presence of wings) but not Unappealing.

1 BP The character is slightly unappealing. He or she receives a -2 penalty on any Seduction Skill use.

2 BP The character is moderately unappealing. He or she receives a -4 penalty on any Seduction Skill use.

3 BP The character is severely unappealing. He or she receives a -6 penalty on any Seduction Skill use.

Unique Defect

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

1 BP The Defect occurs infrequently and/or has a slight effect on the character.

2 BP The Defect occurs frequently and/or has a moderate effect on the character.

3 BP The Defect occurs constantly and/or has a severe effect on the character.

Unique Defect Example: Hard Coding

A character with the Attack Restriction Defect has limitations on whom he or she can attack due to a reduction of free will (such as "hard coded" commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Defect obviously does not apply to heroic characters who will not "attack innocent people."

1 BP The character's restriction applies to very few people, or the character has slight reservations.

2 BP The character's restriction applies to many people, or the character has strong reservations.

3 BP The character's restriction applies to a large group of people, or the character has extremely strong reservations.

Example

The Carrier has a Unique Defect: Amnesia, worth 3 BP. Her black box/memory has been wiped clean, and she knows nothing about her past.

Unreliable Power

Linked to Power Attribute. One of the character's Attributes frequently does not function when desired. Before the character can use the Attribute, he or she must make a successful Stat check with a penalty. If the Attribute does not have a "Relevant Stat" entry, the character's Soul Stat should be used as a default. If the Stat check fails, the character can try to use the Attribute again during the next round (when the character is in combat), or in a short period of time (when the character is not in combat).

At the GM's and player's discretion, Unreliable Power can also represent an Attribute that does not always function in the manner desired. For example, a character with Grow might not always grow to the desired size, or a Force Field might not always appear in the correct place. For this alternative, the Stat check determines if the Attribute operates properly; a failed check indicates that it activates in an unexpected manner.

1 BP The character suffers a -2 Stat check penalty. In non-combat situations, the character cannot attempt to use the Attribute again for 1-10 minutes.

2 BP The character suffers a -4 Stat check penalty. In non-combat situations, the character cannot attempt to use the Attribute again for 10-30 minutes.

3 BP The character suffers a -6 Stat check penalty. In non-combat situations, the character cannot attempt to use the Attribute again for 30 minutes to 2 hours.

Unskilled

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute.

1 BP The character has 10 fewer starting Skill Points.

2 BP The character has 20 fewer starting Skill Points.

3 BP The character has 30 fewer starting Skill Points (normally none).

Vulnerability

The character has a critical weakness to a specific object, environment, thought, activity, or condition.

When in close proximity to the Vulnerability, it can temporarily strip the character of his or her Power Attributes. The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

1 BP The character's accessible Attribute Levels all drop by up to 3 Levels when affected by the Vulnerability.

2 BP The character's accessible Attribute Levels all drop by up to 6 Levels when affected by the Vulnerability.

3 BP The character cannot use any Attributes when affected by the Vulnerability.

Wanted

The character is wanted by the law, a powerful criminal, or private organisation that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character (depending on the circumstances).

1 BP The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.

2 BP The reward, contract, or other incentive offered to hunt the character is significant.

3 BP The reward, contract, or other incentive offered to hunt the character is extreme.

Weak Point

The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If the weak point is ever hit during combat with a Called Shot (see page 199), the result is an automatic critical hit (see page 207). If the attacker rolls a natural critical hit (a natural 2), the target is immediately reduced to 0 Health Points and falls unconscious. The opponent, or even the character, may not be aware the weak point exists, however, until its presence is discovered by accident or through careful study.

1 BP The weak point is tiny (-6 Called Shot Attack check penalty).

2 BP The weak point is small (-4 Called Shot Attack check penalty).

3 BP The weak point is large (-2 Called Shot Attack check penalty).

Example of Defect Selection

Midnighter — Julian needs to assign 12 Bonus Points to Midnighter to balance the Character Points. Julian decides on the social problems Midnighter faces first, and selects Ism (Gay; 1 BP), Famous (3 BP), and Significant Other (Apollo; 1 BP). Then he realises that if Midnighter's fight computer is ever negated, he should lose most of his Powers, and takes Vulnerability (2 BP).

Then he looks at the Attributes he's assigned, and chooses to limit Midnighter's Speed — he can move fast in short sprints, but not most of the time. He adds the Reduction (-4; Short bursts), which actually lowers the cost of Speed. He adds a Restriction (Only for tactical analysis; 1 BP) to his Sixth Sense (Precognition). He also notices that he doesn't like the way he chose Regeneration — Midnighter does seem to heal from grievous wounds quickly, but it doesn't appear that his cuts instantly heal. So Julian changes it by increasing it to Level 6 so that he can heal massive trauma, but gives it a large Reduction (-4; Only 6 Health Points per round) so he doesn't heal that quickly.

With 12 Bonus Points of Defects assigned, Midnighter is now a balanced 250 Character Point hero.

Karna — Devinder only has to take 4 Bonus Points in Defects to balance Karna. He chooses Recurring Nightmares (1 BP), Skeleton in the Closet (Black ops committed for Bendix; 2 BP), and Marked (Bar code tattoo; 1 BP), all of which tie to his background. If his secret is discovered, the Skeleton in the Closet may be replaced with Wanted or Nemesis, as appropriate, or the GM might let Karna spend Advancement Points to redeem himself in the eyes of the world.

Either way, now that Karna is balanced, Devinder is ready to play him.

Step 7: Derived Values

Calculate the character's Derived Values. These numbers are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of Point distribution.

Combat Value

This value governs all facets of physical conflict including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts and ranged weapons. There are two separate components of the Combat Value — Attack and Defence. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term Combat Value refers to both Attack and Defence.

Increased skill in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind, and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defence, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. For example, a petite female standing five feet tall with martial arts training can take down an opponent nearly twice her size; knowledge and determination are just as important as brute force.

To calculate the base Attack Combat Value, add together all the Stat Values and divide by three, rounding down. **([Body + Mind + Soul] ÷ 3)**

The base Defence Combat Value is two less than the Attack Combat Value. **([Body + Mind + Soul] ÷ 3 – 2)**

Health Points

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character is knocked

unconscious or dies). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if he or she does not receive medical attention. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5. **([Body + Soul) x 5])** Attributes or Defects may further modify Health Points.

Henchmen Rule

To reflect the ease with which unimportant NPCs are dispatched in combat, the GM is encouraged to assign such "extras" the Not So Tough Defect at 1-3 BP, therefore reducing their Health Points by 10, 20 or 30. The GM will decide which characters constitute minor NPCs.

Shock Value

If a character suffers an amount of damage equal to his or her Shock Value, there is a danger that the character will be stunned. If the attack penetrates the skin (such as from a bullet or knife), the Shock Value also represents the damage necessary to inflict a major wound, which, if untreated, can result in the character bleeding to death. For more information on Shock Value and its applications, see page 208. The Combat Technique: Hardboiled (page 102) gives a bonus to the Shock Value.

The Shock Value is equal to the character's maximum Health Points divided by 5. **([Health Points] ÷ 5)**

Energy Points

This Derived Value describes the personal reserve of energy a character has that is depleted when carrying out difficult tasks. Energy Points are needed to fuel any Attributes associated with the Burns Energy Defect (page 177). If your character's Energy Point total is ever reduced to 0, he or she will fall unconscious from exhaustion.

Caution! The use of Energy Points can slow the pace of a game and greatly increase the amount of bookkeeping.

To calculate your character's initial Energy Point total, add together the Mind Stat and Soul Stat and multiply by 5. **([Mind + Soul] x 5)** Energy Points may be further modified by the Energy Bonus Attribute (page 111).

Example

Midnighter — Julian calculates Midnighter's base Attack Combat Value as 11 (13 + 11 + 10 = 34; 34 ÷ 3 = 11.3, rounded down to 11), and his base Defence Combat Value as 9. Adding his Attack Combat Mastery Attribute Level 10 gives a final ACV of 21, and adding his Defence Combat Mastery Attribute Level 7 gives a final DCV of 16.

Midnighter's Health Point base is 115 (13 + 10 = 23; 23 x 5 = 115). Adding 120 Health Points for the Tough Attribute Level 6 gives a final total of 235.

Midnighter's base Shock Value is 47 (235 ÷ 5 = 47), modified by his Combat Technique (Hardboiled x2) for a total of 67 (47 + (10 x 2)).

Midnighter's base Energy Points are 105 (11 + 10 = 21; 21 x 5 = 105).

Karna — Karna's base Attack Combat Value is 12 (15 + 13 + 8 = 36; 36 ÷ 3 = 12), and his base Defence Combat Value is 10. Adding his Attack Combat Mastery Attribute Level 8 gives a final ACV of 20, and adding his Defence Combat Mastery of 9 gives a final DCV of 19.

Karna's Health Point base is 115 (15 + 8 = 23; 23 x 5 = 115). Adding 80 Health Points for the Tough Attribute Level 4 gives a final total of 195.

Karna's base Shock Value is 39 (195 ÷ 5 = 39), modified by his Combat Technique (Hardboiled) for a total of 49 (39 + 10).

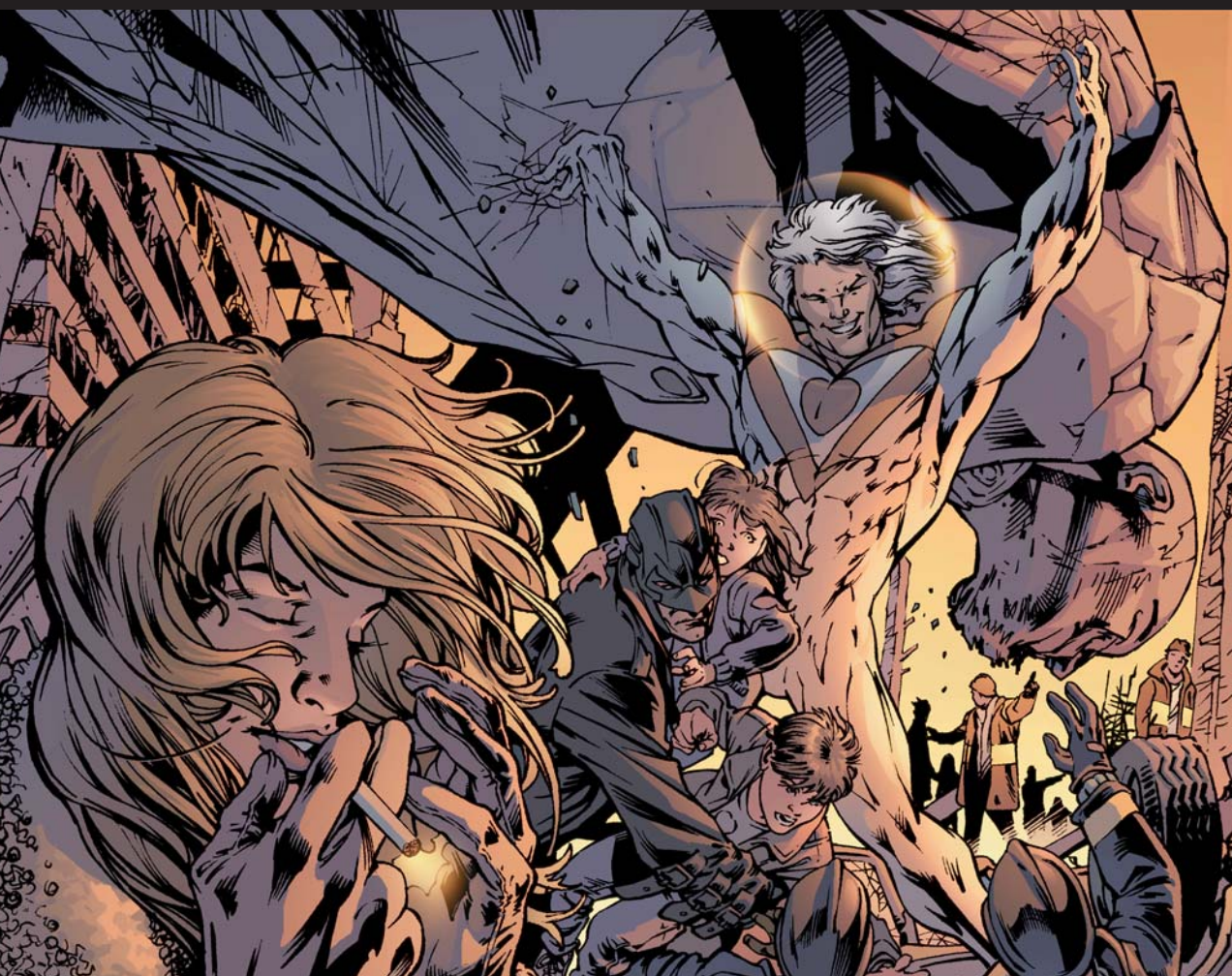
Karna's base Energy Points are 105 (13 + 8 = 21; 21 x 5 = 105).

In the end, Midnighter and Karna are both soldiers, and thus share many similar traits. The differences lie in the details, however, and will affect how each player handles his (or her) character.

Step 8: Background Points

Now that the numerical component of your character is complete (Stats, Attributes, Defects, Skills, and Derived Values), you should concentrate on fine-tuning his or her personality, while still leaving room for the character to grow in the future. One of the most effective ways to better visualise your creation is to provide detail through a background history, a character story, or a character drawing. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. Additionally, your Game Master might hand out a character quiz for you to answer. As an incentive, the GM will award you 1-3 Background Points for each contribution that you complete, which are then distributed among the Character Attributes. If any of your character's Stats are changed after using the Background Points, you must recalculate the three Derived Values.

This final step in character creation also serves as your last chance to answer important character questions before game-play begins. Why/how did he or she join the Authority? Where does he or she live? What does/did he or she do for work? How does he or she earn money today? What are your character's likes? Dislikes? What about family? Friends? Romantic interests? Enemies? Details add depth to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.



CHAPTER 4
GAME MECHANICS

Introduction

In a role-playing game, most character or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking "in character" and describing what their characters are doing. In the GM's case, he or she describes what the characters are seeing, hearing, smelling, touching, and tasting.

In the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character's car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people fight, who wins?

A character's Stats, Attributes, Skills, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. In some situations, the GM may elect to determine the results by simple fiat, without rolling dice (see When to Roll Dice, page 195). The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The rules for combat are extensive, giving players a greater sense that they are in control of their characters' every step. If they lose, they will know the GM has not arbitrarily killed or injured their characters. The GM can also follow a similar procedure with any other actions that affect a character's fate: treat routine activities in passing and delve into more detail whenever an action influences the player character physically or emotionally.

The Passage of Time

"In game" passage of time in a role-playing game is fluid, just as in a comic book. In some situations, like a conversation between two characters, the movement of game time normally matches real world time. More often, the amount of time that passes depends on the characters' activities as set by the players' actions and dictated by theory of "comic time" — things happen as soon as dramatically appropriate. Climbing a high mountain takes about one splash page and two additional panels. It does not take the several hours that climbing a mountain would really take. The GM should telescope time until something interesting happens: "Two weeks pass while you party on the Carrier, awash in the celebrations of your last victory. Then, the sun flickers and begins to die out...." Finally, in very dramatic situations such as combat, the GM may keep very precise track of time, using individual "combat rounds" (see Combat, page 196). GMs may go back in time as well to employ flashback scenes. A flashback is a useful tool to establish the background for a story without simply recounting the information in dry lecture fashion, allowing the player to work through the event.

Scene, Round, and Initiative

Three common measures of game time in *The Authority RPG* are scene, round, and Initiative. A scene is any situation where the events remain linked, moment-to-moment. Think of it in movie terms — a scene lasts until the camera cuts to an entirely new setting, potentially with new characters. If, for example, a character is speaking with an informant in a dance club, the conversation constitutes a scene. Once the GM switches scenes to the character entering a back alley, following up on the informant's lead, the club scene ends and a new scene begins in the back alley. If the conversation was interrupted by a villain attacking the informant, intent on silencing him before he could reveal any important information, the scene would not yet end when the character chased after the villain down a back alleyway. Since the events are still linked moment-to-moment, it is still a part of a scene although the setting has changed.

A round is a measure of time of approximately 1-10 seconds in length (usually averaged to 5 seconds), while an Initiative is one specific moment in time. When combat occurs, characters roll Initiative (see page 191) and each is allowed to act on his or her Initiative. The round is broken into a number of Initiatives equal to the highest Initiative rolled for the round.

For example, in a combat between three characters who roll an 11, 19, and 24, the combat round has 24 Initiatives. The round remains 5 seconds in length, but for the purposes of action within the conflict, there are 24 potential individual moments — 24 instances where a character could decide to act. On the following combat round, when the characters roll 16, 23, and 39, there are now 39 Initiatives within the round.

Taking Action

Every character is capable of performing or attempting a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building), or combat activities (fighting, dodging, shooting). The

Combat section covers Combat action in detail and thus is not discussed here. Additionally, players can assume that characters carry out routine skilled activities successfully on a regular basis unless specified otherwise by the GM. For example, the GM can assume that characters with the Gun Combat Skill routinely keep their weapons clean, safely stored, and properly maintained.

Every GM has a preferred method for having players describe their characters' actions. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Conversely, players are responsible for relating their characters' intended actions to the GM. In return, the GM will describe the results of those actions or will request a Stat or Skill check to determine the outcome.

Consider the three action descriptions below:

Action 1: *"My character, Jack Hawksmoor, is going to search for the alien princess."*

Action 2: *"My character, Jack Hawskmoor, is going to search for the hopped-up alien princess in the glass gardens behind the citadel."*

Action 3: *"My character, Jack Hawksmoor, is going to quickly search for the hopped-up alien princess throughout the citadel, phasing through walls as he needs to. He knows she was muttering about 'poppies, poppies, poppies' so he'll head directly for the glass gardens, but if she's not there, he'll criss-cross the citadel as fast as possible to find her quickly."*

All three accounts involve Jack Hawksmoor looking for the alien princess, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as the exact speed at which Jack Hawksmoor is running in Action 3), but sometimes a little detail can greatly alter the GM's interpretation of the event.

Superpowers and Actions

In some situations, it is important to know how many superhuman Powers a character can activate at one time and how quickly he or she can activate the Power. Innate Powers, such as Armour or Superstrength, are considered always active, unless the character selects a Restriction (see page 184) whereby the Power is not always active. Powers which must be activated but do not usually require a dice roll, such as Force Field, can be activated at a rate of one per Initiative; these activations do not require the character to use an action. Powers that must be activated and do require a dice roll demand focus, and thus the character must spend one or more actions to activate the Power. A character can have any number of Powers active at any moment, though GMs may wish to impose penalties if the character is focusing on too many things. It is usually obvious which Powers fall into which category, but the final classification is at the Game Master's discretion.

Using Attributes at Reduced Levels

Unless a character assigns the Maximum Force Defect (page 181) to an Attribute, he or she can voluntarily use the Attribute at reduced Levels and PMV Ranks. For example, a character with Level 6 Teleport (maximum distance of 1,000 km) could choose to teleport any distance up to 1,000 km. Similarly, if the character also assigned a Targets PMV of Rank 4 (50 people/1 tonne) to Teleport, he or she could use the Power on any number of people or objects up to 50 people/1 tonne.

Fractional Power Use

The GM might also allow the character to use a fraction of an Attribute's effect. A character with Level 10 Mass Decrease (Insubstantial), for instance, may only want to turn a single body part, such as a hand or head, incorporeal. The GM could decide that fractional Power use is more or less difficult than using a Power's full effect, assigning appropriate Check Value modifiers (see Table 4-2: Check Value Difficulty Modifiers).

Dice and Dice Rolls

The Authority RPG uses two twelve-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 24 can be generated. The distribution of values almost follows a bell curve, with the middle value of 13 generated most frequently (12 times out of 144 possibilities or 10% of the time). There are three major types of dice rolls, or checks, a GM or player may use during game play: a Stat check dice roll, a Skill check dice roll and an Attack/Defence Combat check. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of check is most appropriate.

In most cases, a player rolls dice to determine the success of an action his or her character performs, while the GM rolls the dice to determine the results of NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the GM should simply decide what happens rather than rolling dice.

In some circumstances, the GM may roll the dice to determine the results of a character's action instead of having a player roll, keeping the actual dice roll — and the reason for rolling — secret. This is normally done when the player rolling would give away an event that should remain unknown to the character. If, for example, there is something hidden that the character may or may not notice, the GM can secretly roll dice to see if the character spots it. If the GM allowed the player to roll the dice, the player would know that a clue existed even if the character did not succeed in noticing it.

Stat Checks

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number. For actions that fall under the domain of an Attribute, the relevant Stat is usually given in the Attribute description (see page 93 of Chapter 3: Character Creation).

A successful Stat check involves the player rolling less than or equal to the Check Value on two dice. The base Check Value is equal to the appropriate Stat or Stat average, as determined by the GM. The Stat check is unsuccessful if the dice roll generates a value greater than the Check Value. The greater the difference between the Check Value and the dice roll, the greater the degree of success or failure (see Table 4-1: Degrees of Success).

Check Value Difficulty Modifiers

The GM has the option of modifying the Check Value should the action the character is undertaking be particularly easy or difficult (see Table 4-2: Check Value Difficulty Modifiers). Difficult actions gain a negative modifier to the attempt, while easier actions receive a positive modifier.

Critical Success or Failure

Regardless of the actual Check Value, an unmodified or "natural" roll of 2 always succeeds (it is considered at least a "marginal success"), and an unmodified roll of 24 always fails (it is considered at least a "marginal failure").

This rule is important in a superhero game, because it reflects the extreme possibilities that even the most talented characters sometimes fail in their tasks, while even the most awkward characters can succeed.

Table 4-2: Check Value Difficult Modifiers

Check Value Modifier	Difficulty of the Action
+10	Practically Guaranteed (why roll dice?)
+8	Extremely Easy
+6	Quite Easy
+4	Easy
+2	Below Average Difficulty
0	Average Difficulty
-2	Above Average Difficulty
-4	Difficult
-6	Quite Difficult
-8	Extremely Difficult
-10	Practically Impossible

Contested Actions

If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a Stat check. The character with the greatest degree of success (or least degree of failure if both characters fail) is considered to have the advantage over the contested action.

Skill Checks

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill Group or Skill (see Chapter 3). For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check would be made.

The GM is responsible for deciding which Stat, Skill Group, or Skill and Specialisation are relevant to a particular task, using the Stat and Skill Group descriptions given in Chapter 3: Character Creation. Since these questions can often be tricky, the GM should listen to the player's reasoning why a particular Skill Group or Skill Specialisation might apply. The final decision belongs to the GM, however.

Table 4-1: Degrees of Success

Roll is greater than the Check Value by 8+	Overwhelming Failure
Roll is greater than the Check Value by 6 or 7	Extreme Failure
Roll is greater than the Check Value by 4 or 5	Major Failure
Roll is greater than the Check Value by 2 or 3	Minor Failure
Roll is greater than the Check Value by 1	Marginal Failure
Roll is equal to or 1 less than the Check Value	Marginal Success
Roll is less than the Check Value by 2 or 3	Minor Success
Roll is less than the Check Value by 4 or 5	Major Success
Roll is less than the Check Value by 6 or 7	Extreme Success
Roll is less than the Check Value by 8+	Overwhelming Success

Skill Groups

If the Engineer had to determine how to operate a quantum-field drive, she would roll a Mind Stat check — a task governed by the Technical Skill Group. In game terminology, this action would require a "Mind-Based Technical Skill Group check." The base Check Value of a Skill check is equal to the appropriate Stat. Thus, for a Mind-based Skill check, the base Check Value is the character's Mind. If the character possesses Levels in the appropriate Skill Group, he or she receives a bonus to the Check Value equal to the character's Skill Group Level. A successful Skill check involves the player rolling less than or equal to the modified Check Value on two dice. The degree of the action's success or failure is determined by the difference between the Check Value and the dice roll (see Table 4-1: Degrees of Success, page 193).

For example, to succeed the Engineer would need to roll less than or equal to 21 — her Mind of 17 + Technical Skill Group Level 4 — on two dice.

Skills

If the GM is using individual Skills rather than Skill Groups, the process is very similar. For example, determining the origin of an exotic blood spatter would require a Mind Stat check, but this task is governed by the Police Sciences Skill (more specifically, the Forensics Specialisation). In game terminology, this task would require a "Mind-Based Police Sciences (Forensics) Skill check." If the character possesses the appropriate Skill (without the specific Specialisation), he or she receives a bonus to the Check Value, equivalent to the character's Skill Level; if the character has the correct Specialisation, he or she receives an additional +1 bonus.

In this example, the Midnighter has a Police Sciences Skill of 2, with a Specialisation in Criminology. Thus to succeed, his player must roll less than or equal to 14 — his Mind 12 + Police Sciences Level 2, but does not get a Specialisation bonus.

Unskilled Attempts

Often, a character will attempt an action for which he or she does not possess the relative Skill Group or Skill. The Check Value in these situations is dependent on the nature of the action.

Familiar Action

If the character is undertaking a familiar action, the Check Value is simply equal to the relevant Stat. The familiarity should have been established previously, such as in the character's background story, or be consistent with the character's role within the setting. The player should explain to the GM why his or her character is familiar with the current task. The GM, of course, has final say whether the character is sufficiently familiar to avoid an unfamiliar action Check Value penalty (see below).

For example, a career air force officer undoubtedly has at least a cursory familiarity with many related fields, such as strategy, history of war, piloting, airplane mechanics, etc. Similarly, almost all characters living in Los Angeles will be familiar with the process of driving a car, even if they do not possess the Adventuring Skill Group or the Driving Skill; in North America, attempting car-related actions is familiar to nearly everyone. A hermit living in the depths of the Amazon, however, is likely not familiar with motor vehicles and therefore driving would be an unfamiliar action.

Unfamiliar Action

If the character is undertaking an action with which he or she is unfamiliar, the task should be treated as a normal Stat check with an unskilled penalty applied to the Check Value. This reflects how difficult it is for an unskilled character to accomplish the task. The unskilled penalty should range from -2 to -10, depending on how much the GM feels training is required and how background aspects of the character could affect the attempt. This unskilled penalty is in addition to any penalty (or bonus) that is applied as a reflection of how easy or difficult the task itself is to accomplish.

For example, keeping a plane in the air after the cabin crew suddenly falls unconscious is a daunting task for anyone who is not trained as a pilot. An average character might therefore suffer a -8 penalty to the Check Value. A character who is an aficionado of combat jets and aircraft documentaries might only suffer a -4 Check Value penalty ... even if he or she has never actually piloted a plane before.

Required Skill

The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill Group or Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

Power Usage Skills

Characters can normally increase their ability with one or more of their Powers by assigning the Power Bonus Attribute (page 135). In games that use Skills, however, characters should instead select the Power Usage Skill (page 169) for the same effect. This Skill provides a bonus when the character makes any check involving the specific Power. Unlike other Skills, Power Usage does not provide an additional +1 bonus for Specialisations.

For example, a teleporter with a Mind Stat of 9 and the Power Usage (Teleportation) Skill at Level 3 makes Teleportation checks against a Check Value of 12 (a Mind Stat of 9 plus 3 for his Level in the Power Usage Skill).

Additional Modifiers

GMs should remember to also apply normal Check Value difficulty modifiers based on how easy or difficult the task is (see Table 4-2: Check Value Difficulty Modifiers).

For instance, landing a crippled airliner on an icy runway at midnight during a blizzard might be a quite difficult task (-6 penalty). Landing the same crippled jet during daylight in fair weather might not incur a difficulty penalty. Any difficulty modifiers that are assigned to a character's task are cumulative with his or her Skill Group or Skill Level bonus.

Combat Dice Rolls

The combat check resolves any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat check is very similar to a Skill check except the Check Value is now the character's Attack Combat Value (for Attack Combat checks) or Defence Combat Value (for Defence Combat checks) rather than a Stat. A successful combat action involves the player or GM rolling less than or equal to the Check Value on two dice. The attack or defence is unsuccessful if the dice roll (after any modifiers) is greater than the Check Value.

A character can attack or defend with a weapon (or unarmed) even if he or she does not possess the Attack or Defence Combat Mastery Attributes (or the relevant attack combat Skill in games that use them), since combat is a Familiar Action. Consequently, attacking or defending characters lacking the appropriate Attribute (or Skill) do not suffer a Check Value penalty; a character without the appropriate combat Attribute (or Skill) simply does not receive a Check Value bonus.



Other Attributes may also provide modifiers as well, as the situation warrants. The GM also has the option of modifying the Check Value should the attack or defence be particularly easy or difficult (see Table 4-2: Check Value Difficulty Modifiers, page 193). A natural dice roll of 2 ("snake eyes") is a critical success and cannot be negated by an opponent's defence (the defender does not even have the opportunity to make a Defence check).

Using Attributes

If an Attribute does not specifically require a Stat or Skill check or a Combat check, GMs can assume they function automatically in most situations, though the Game Master may decide that a Stat or Skill check is necessary in unusual circumstances. For example, a character with the Features (Appearance) Attribute always looks good, but the GM might require a Soul Stat check were he or she attempting to attract someone's attention.

Certain Attributes occasionally require Stat checks (or sometimes Skill checks) to properly use the Attribute. Other Attributes provide favourable modifiers to Stat checks or Skill checks. If an Attribute interacts with Stat or Skill checks, this is noted in the Attribute's description in Character Creation.

When to Roll Dice

It is important for the GM to realize that not all actions require Stat, Skill, or Combat checks. Obviously mundane activities, such as hammering a nail, riding a horse along a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task (the only way the character can fail is if the player rolls a critical failure — a natural 24), then the GM should consider whether the check is really necessary. While it is true that the character might fail — the player could roll a natural 24 — having the player roll the dice will slow the game down. Thus, GMs should recognize when a character is almost certainly going to succeed at a task and, in those situations, not request the check and allow game play to continue, uninterrupted.

Conversely, one might think that if a character only succeeds if the player rolls a critical success (natural 2), then the GM should similarly not request a check and, instead, state that the action fails. This, however, is not the case — player characters should almost always be given that one slim chance of success, even at difficult tasks that seem doomed to failure (with the exception of tasks that the GM deems require a specific Skill, see Unskilled Attempts, page 194). While the dice roll may slow game-play down a bit, that slim chance of success allows characters to accomplish heroic feats that will be remembered for years. GMs may wish to allow only player characters to make this roll, even in the face of near-certain failure. Since NPCs are not the stars of the comic book,

they should not be allowed the same chance of pulling off superhuman feats.

The following is a list of suggestions when the dice should and should not be rolled. If a check is unnecessary, the character should gain an automatic success for the action.

Roll dice when...

- the unpredictability of dice adds to the excitement of the game
- the action is foreign to the character
- the action has been a weakness for the character in the past
- the character is distracted or cannot concentrate
- another character or NPC is working directly against the character
- only pure luck is involved (requiring a Soul Stat check)
- the action is not of trivial difficulty
- outside forces influence the actions
- the player wants to roll the dice

Do not roll dice when...

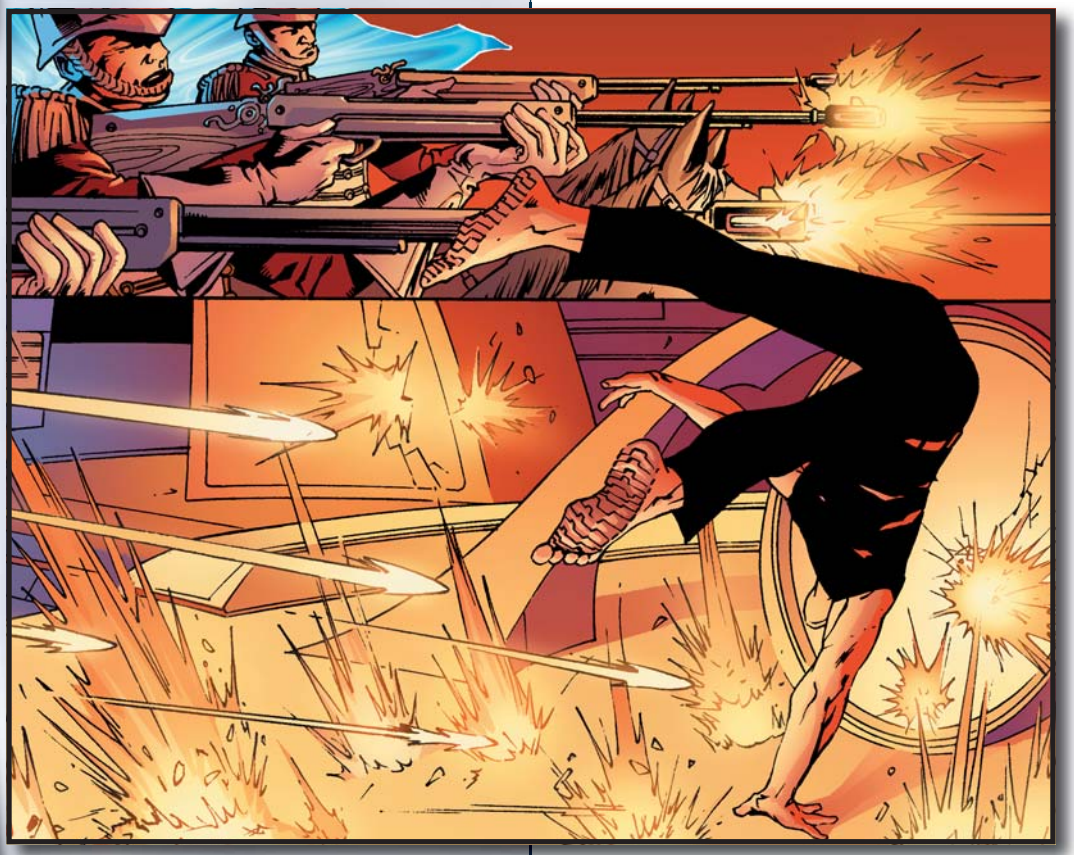
- a roll would reduce the enjoyment of the game
- the action is routine for the character
- the action requires a trivial amount of talent compared to the character's Stats or Skill Group Level
- the character has a +10 or better Check Value bonus

Combat

Conflict is an essential component of any role-playing game, and certainly of a superhero game. Physical conflict, or combat, is an important element of *The Authority RPG*, but important is not the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time.

The combat rules for the Tri-Stat System were designed to mimic dynamic, fast-paced combat. Whenever a character enters physical conflict with another character or NPC, the physical Combat Phase begins. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant; a five-second round is usually appropriate). Characters are permitted to take one offensive and one defensive action each round. They may also choose to take more than one defensive action, but suffer a Check Value penalty to each subsequent attempt (see the Defence section). Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four parts: Initiative, Character Action, Defence, and Damage.



Initiative

Initiative determines the order in which characters act and is checked at the beginning of each round. Each player involved in the fracas rolls two dice and adds the result to his or her character's Attack Combat Value. A bonus is applied if the character possesses the Combat Technique (Lightning Reflexes; page 102) or Speed (page 153) Attributes. The GM does the same for any NPCs engaged in the conflict. The GM may also grant bonuses or penalties if he or she believes the situations calls for it. Alternatively, the players and Game Master can roll once at the beginning of combat to determine their characters' Initiatives for the entire battle (i.e. their Initiatives will remain the same every round).

The character with the highest total has "gained Initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means both characters attack and deliver damage at the same time; if one character drops below zero Health Points as a result, he or she still acts before falling unconscious.

A character may delay his or her action until any time later in the round to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends in a dramatic stand-off and a new one begins.

If a character holds one or more actions until the end of a round and does not act, he or she acts on the first Initiative in the next round. The character does not gain an additional action — he or she simply acts first regardless of Initiative rolls. All held actions occur during the first Initiative. If two (or more) characters hold their actions until the following round, then both characters act simultaneously (assuming neither continues to hold their action) and then everyone else involved in the combat acts based on Initiative rolls.

Character Action

Characters act in the sequence determined by the Initiative roll. When it is time for a character to act, he or she may make one offensive action (i.e. attack) or one non-combat action, unless the character has the Extra Attacks Attribute (page 112). Attacks are normally against a single target, though some weapons or attack Abilities may allow the character to engage multiple targets simultaneously.

Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character uses (if any), and the target. If the character is trying something unusual (such as a Called Shot or attacking with two weapons), he or she should specify this beforehand.

To successfully attack an opponent, the player (or GM for an NPC) must roll less than or equal to his or her character's Attack Combat Value on two dice as described under Combat Dice Rolls on page 195. Remember to include all relevant Attribute, Skill, Defect, Weapon Ability/Disability, and difficulty modifiers (refer to Table 4-5: Attack Check Modifiers, page 203).

If the Attack check succeeds, the character is on target and will hit unless the opponent can defend against the attack. Refer to Defence checks, page 204, for more information. If the target fails the Defence check or does not defend at all, he or she suffers the effects of the attack. This is normally damage and/or any other special effects associated with the attack. To reflect some of the brutally successful attacks demonstrated in *The Authority* comics, a natural dice roll of 2 is a critical success and cannot be negated by an opponent's defence.

If an Attack check fails, the character has missed. The attacker's action is over, and the attack has no effect, though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (this is up to the GM). A natural roll of 24 will always miss and may result in an exceptional failure, such as hitting an innocent bystander or a weapon malfunctioning.

Melee vs. Ranged Attacks

Some attacks are useful at a distance, while others are limited to close, hand-to-hand fighting. For simplicity, ranges are grouped into the four categories listed below. It is up to the GM to decide whether he or she wishes to track ranges and distances, or abstract them.

The distance given for each attack range is the effective reach of that attack. Many may be fired out to twice that range at -4 penalty or five times the distance at -8, though the GM may decide that some attacks or weapons cannot exceed their listed ranges.

Melee

The attack is only usable against adjacent opponents within touching distance (usually one to five metres). This is the range for swords, melee combat, etc.

Short

The attack has an effective range out to about 50 metres. Most pistols, shotguns, grenades, submachine guns, and hurled weapons such as a thrown rock or throwing knife, are short-ranged.

Medium

The attack has an effective range out to about 500 metres. Most superhero energy blasts as well as bows, crossbows, rifles, and machine guns are medium-ranged. This is the default range for weapons if none other is listed.

Long

The attack is effective out to considerable ranges: about 5 km (or more if specifically noted). A surface-to-air missile, an anti-tank rocket, or a tank's main gun are examples of this.

Special Combat Situations

The following are special situations that can occur during combat.

Attacking Multiple Targets with One Attack

When a character absolutely must take down a number of targets but he or she does not have enough Extra Attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 Attack Combat penalty. Only one Attack Combat check is made, not one check per target. Each target, however, is allowed to make a Defence Combat check as normal. Additionally, any damage inflicted is reduced by 2 ranks, to a minimum of 0% (see Amount of Damage Inflicted, page 206). Thus, if a character attempted to swing his energy sword and strike three people in one blow, he would make one Attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by 2 ranks.

Attack Multiple Weaker Opponents

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a superpower battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 50 Character Points lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 100 Character Points lower than the attacker. Obviously the attack description has to be reasonable, and damage is still reduced by 2 ranks.

For example, Apollo wants to barrel over a half dozen koroshi *knife warriors. Apollo is a 400 Point superpower, while the* koroshi *are merely 150 Point thugs. As they are all more than 100 Character Points lower than Apollo, he is able to rush them all with a single attack at no penalty.*

In another example, the Midnighter crashes into a bar crammed full of thugs. His player informs the GM that he lands swinging with feet, fists, and a length of chain. Although there are more than 50 gang members in the room, the GM decides Midnighter can only strike 10 in the first wave. Midnighter is 300 Points, while the thugs are all approximately 50 Character Points — far more than 100 Points lower than he). Thus the Midnighter suffers no penalty to his one attack roll, and if successful, he strikes all 10 mooks in one dizzying assault.

Attacks With Two Weapons

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -8 Check Value penalty if the attacks are aimed at the same target or a -12 penalty if aimed at different targets. If a character has Extra Attacks, he or she can only use this option with one attack and not every attack.



Called Shots

An attacking character may opt to suffer an unfavourable difficulty modifier to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armour (by attacking a small, unarmoured spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

Called Shot — Disarming

A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits and the opponent fails his or her Defence check, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4, but the target may make a Body Stat check to retain control of the weapon. If the Body Stat check succeeds, the weapon's user still suffers a -4 Check Value penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

Called Shot to Partial Armour

Some armour may provide partial protection, like a flak vest only protecting a person's torso. An attack aimed at a thin or unarmoured area suffers a -4 Attack check penalty and ignores the effects of the armour if successful.

Called Shot to Vital Spot

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers a -8 Attack check penalty, but, if successful, the attack inflicts full, 100% damage. If the character rolls a natural 2 on this Attack check, subtract 6 from his or her dice roll for determining the effects of the critical hit (see page 207).

Called Shot to Weak Point

If the character knows his or her enemy has a Weak Point Defect (page 188), a Called Shot can be made to hit it in combat. The Attack check penalty depends on the size of the Weak Point: a tiny spot gives a -6 penalty; a small spot gives a -4 penalty; and a large spot gives a -2 penalty.

Combined Attacks

Sometimes, characters will find themselves facing an extremely tough opponent whose Armour or Force Field is tough enough to prevent the characters from inflicting harm. In these situations, characters will often coordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defences. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their Attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an Attack Combat check to see if he or she hits the target. If the character hits, determine how much damage is inflicted by the attack normally (see page 206). All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully coordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by two ranks (minimum of 0% damage). If the character misses, no damage is delivered.

The target of a successful combined attack may avoid all damage from the attackers' combined effort with a single Defence Combat check. If he or she is successful, all damage from the combined attack is avoided. A penalty of -1 is applied to the roll for each opponent who successfully participates in the combined attack. Any failed combined attacks, however, must be defended against separately.

Extra Aim

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move or Defend during that period, he or she receives a +2 Attack check bonus, or +3 if using a scope. If an aiming character chooses to make a Defence check or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

Striking to Incapacitate

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her Attack Combat check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Body Stat check. If the target succeeds on this Body check, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is then divided by 10, rounding down.

For example, Jack Hawksmoor wants to capture a villain's henchman so he strikes to Incapacitate. His punch normally inflicts a maximum of 69 points of damage. He rolls to hit with a -6 penalty and successfully hits (and luckily inflicts maximum damage), forcing the target to make a Body Stat check. Regardless of whether or not he remains conscious, the henchman takes 6 (69÷10=6.9, rounded down) points of damage from the blow.

Striking to Wound

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 point (known as striking to wound). He or she may not attempt this with attacks possessing the Area Effect, Auto-Fire, or Spreading Ability, or the Maximum Force Defect, however.

Throwing Heavy Things

A character with the Superstrength Attribute (or a high Body Stat) can lift heavy things — up to 10% of his or her maximum capacity — and throw them to deliver damage. It takes one action to grab and lift a large, awkward object, and another to throw it. Consequently, throwing objects is slower than firing most weapons. The advantage of throwing an object is that big things are harder to dodge than smaller ones. The GM should assign objects a number of BP of Awkward Size based on their size and mass; see Awkward Size on page 175. Defence Combat checks suffer a penalty of -1 for each BP of Awkward Size of the object thrown (or equivalent). Damage delivered to both the target and the thrown object is equal to the attacker's Combat Value, plus bonuses for Superstrength and Massive Damage, plus 10 for each BP of Awkward Size Defect of the thrown object.

Total Attack

A character can take this option in conjunction with an attack. It means he or she focuses completely on an offensive action with no thought given to defence. The character may opt to forfeit one defence action to perform a Total Attack, gaining a +2 bonus to his or her Attack check. Only one defence may be forfeited per attack, though a character with both the Extra Attacks and Extra Defences Attributes can initiate more than one Total Attack each round.

Touching a Target

Some Attributes require a character simply touch his or her target. It is much easier to just touch a person than it is to physically strike him or her with enough force to cause damage. Thus, any character who is simply attempting to touch an opponent gains a +6 bonus to his or her Attack check. Touching a specific part of a target's body may require a Called Shot (page 199). This assumes the character is simply attempting to make physical contact with the target. If prolonged contact is required, the target must either be willing or the character must grapple the target (see page 201).

Trick Shots

Some characters are known to make trick shots (such as ricocheting weapons or energy blasts off several walls before striking the target, or even pulling off a dazzling feint). Trick shots make the attack much harder to defend against, but likewise it is harder for the attacker to successfully hit. If the attacker takes a voluntary penalty to his or her Attack Combat Check Value, reflecting the difficult nature of the trick shot, the defender will suffer the same penalty to his or her Defence Combat Check Value.

Table 4-3: Trick Shot Modifiers

Trick Shot Degree of Difficulty	Attacker's Penalty To Hit	Defender's Penalty To Evade
Fancy Trick Shot	-2	-2
Challenging Trick Shot	-4	-4
Complex Trick Shot	-6	-6
Difficult Trick Shot	-8	-8
Fantastic Trick Shot	-10	-10



Grappling

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone and pin him or her. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object not in an individual's Sphere of Control (see page 213) does not require a full action.

Game Masters resolve a grappling attempt like a normal attack, using the Unarmed Attack (Grappling) Skill, if applicable. If the attack hits and the target's defence (if any) fails, then the attacker successfully grabbed his or her opponent. The target of a grappling attack defends by making a Defence Combat check, using the Unarmed Defence (Grappling) Skill, if applicable. The attacker gains a grappling advantage if he or she has more free hands than the defender. "Free" means not holding weapons or other objects, or not otherwise incapacitated. In this case, the defender suffers a cumulative -2 Attack or Defence check penalty for each free hand the attacker uses to grapple in excess of the number of free hands the defender is using. The maximum penalty assigned for this disadvantage is -8.

For example, if Apollo (two hands) tries to escape from the grasp of a mutant Martian lizard (four hands), he suffers a -4 Defence check penalty (4-2 = 2; 2 x -2 = -4). If the Martian lizard is holding an object in one of its four hands, however, Apollo only suffers a -2 Defence check penalty (3-2 = 1; 1 x -2 = -2). Characters with the Elasticity Attribute (page 111) gain a bonus to attempts to grapple.

The attacker can hold a grabbed character relatively stationary. The target suffers a -4 penalty on all Attack and Defence checks when performing most melee attacks or defences (including grabbing, biting, kneeing, etc.) or -8 when attempting to perform other tasks requiring freedom of movement like using hand-held equipment. Exception: if the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, his or her penalty is halved, and the character can still move freely. The GM may consider a character much stronger if his or her Body Stat is at least four Levels higher or if the character has Superstrength at a higher Level. For this purpose, each Level of Less Capable (Strength) counts as a -3 to Body. Thus, a small child (Body 2) could not stop a strong man (Body 6) from pinning him or her while the strong man would be able to move freely if grabbed by the small child. It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when grappling).

Grappling Manoeuvres

Once a character grabs an opponent, he or she can attempt a grappling special manoeuvre (Lock, Throw, or Pin) as his or her next attack.

Lock

Instead of attacking normally, a character who (on a previous attack) successfully grabbed his or her opponent can choke, crush, or strangle that foe. This attack automatically hits and inflicts damage equal to the character's Combat Value plus bonuses from Superstrength and Massive Damage.

Throw

Instead of attacking normally, a character who has already grabbed an opponent and is standing can hurl the foe to the ground. A character must make an Attack check at a +4 bonus, modified by the Unarmed Attack (Throws) Skill, if applicable. If successful, the opponent receives a Defence check, using the Unarmed Defence (Throws) Skill, if applicable. A throw delivers damage equal to the Attack Combat Value plus 5 additional points of damage (as well as bonuses from Superstrength). Additionally, if the defender fails his or her Defence check, the attacker may throw the character out a window or off a ledge, and the GM can assign extra damage based on the situation. If the attacker throws the opponent at another enemy, the target must make a Defence check or suffer equal damage as well. A throw normally breaks the grip on the target unless the attacker attempts to maintain a hold and succeeds in a check with a -4 penalty (which must be made whether the throw is successful or not).

Pin

A character who has grabbed someone may attempt to improve his or her hold during the next attack by completely immobilizing the opponent in a pin. Game Masters may treat this manoeuvre the same as the first grab attack. If the attack succeeds and the opponent fails to defend, then the foe is pinned, usually under the weight of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier for definition of much stronger). Once a character pins an opponent, the target suffers a -6 penalty on checks when attempting to escape. A pinned character cannot attack or defend.

Biting

Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. Game Masters should treat this as a normal attack that inflicts only one half of the Attack Combat Value in damage (round down), unless the aggressor is using a Natural Weapons Attribute (Fangs, Beak, or Mandibles).

Escaping

A grabbed character may attempt to struggle free. On the character's Initiative to act, he or she can attempt to escape instead of attack. Both characters roll a Body Stat check, using the Unarmed Attack (Grappling) Skill, if applicable. The character with the highest degree of success (or least degree of failure) wins. If the grabbed

character wins, he or she escapes, and may also attack or take another action. If the characters tie, the grabbed character escapes, but forfeits his or her current action. If the grabbed character loses, he or she is immobilized and forfeits one attack action and one defence action that round. If a grabbed character chooses to attack the person who grabbed him or her (with appropriate penalties) and inflicts damage equal to or greater than his or her foe's Body Stat, he or she escapes the grab.

Fighting from the Ground

Fighters thrown to the ground or who are otherwise forced to fight from a prone position defend and make all attacks at a -4 penalty.

Disarming via Grappling

A character can try grabbing an opponent's weapon instead of the opponent's body. He or she makes the attack at a -2 Attack check penalty. The opponent earns a +2 bonus to the Defence check if holding onto the weapon with two or more hands. A successful attack might dislodge the weapon, but the defender is allowed a Body Stat check to maintain his or her grip. If the defender fails, he or she drops the item; if successful, the defender is at a -4 penalty to use the weapon until the end of his or her next action (after which time, the defender can use the weapon without penalty, unless the attacker attempts another disarm manoeuvre).

Movement in Combat

The GM decides whether he or she wishes to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances — a general idea of the overall situation is sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you're behind him and in melee range" or "you can reach her in three rounds, if you hurry." The GM should judge how quickly range shifts from rules-derived speeds to speeds determined by dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can allow the character who keeps winning Initiative to increase the gap gradually between him or her and the other runner. A good way to resolve long distance chases is for the GM to establish a certain number of combat rounds between the starting point and the goal. It then becomes a simple matter of reaching the target first.

If the GM wishes to keep precise track of movement and distances, assume an average human adult can sprint approximately 6 metres per round times his or her Body Stat over short distances (one metre times Body Stat if swimming or crawling). The speed is reduced when a character is running a long distance. This guideline assumes five seconds per round, but the GM can modify exact speeds when necessary.

Jumping

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a person can jump about two metres forward, or one up or back, with range doubled on a short running start. A successful Body Stat check allows a fast (60+ kph) moving character (or vehicle) with a running start to jump, in metres, one-quarter of his or her current speed in kilometres per hour — an average character can reach 5 kph times his or her Body. A failed Stat check means the character falls short. A wheeled or tracked vehicle or a boat can only jump if it has a ramp.

Movement Attack Penalties

When a character is moving in combat, he or she may incur penalties to Attack and Block Defence checks. The penalty incurred depends on how quickly the character is moving relative to his or her maximum movement ability. The following chart indicates the movement rates and penalties incurred. For a normal character who does not have or is not using a superhuman Power to move (Speed, Flight, Water Speed), the character's movement rate is dictated by his or her Body Stat, as outlined in the Normal Character column. Characters who are using a movement Power refer to the Movement Attribute column to determine their rate of movement.

If a character is sprinting, he or she incurs a -4 penalty to Attack and Block Defence checks. If the character is running, he or she incurs a -2 penalty on Attack and Block Defence checks. Characters who are jogging do not incur penalties. Additionally, characters do not incur penalties when attempting Parry/Dodge Defence checks regardless of their speed. GMs do not need to keep exact track of movement rates unless they wish; they may simply keep movement abstract.

Table 4-4: Movement-Related Combat Penalties

	Normal Character	Movement Attribute	Penalty
Jogging	up to Body x 4 metres per round	Up to Maximum Attribute Level -2	no penalty
Running	Body x 5 metres per round	Maximum Attribute Level -1	-2
Sprinting	Body x 6 metres per round	Maximum Attribute Level	-4

Table 4-5: Attack Check Modifiers

Attack Situation	Modifier
Attacker is:	
Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action	0, -2, or -4 per additional target
Attacking with two weapons (same target)	-8
Attacking with two weapons (different targets)	-12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4
Attacker is Attempting a Trick Shot:	
Fancy Trick Shot	-2
Challenging Trick Shot	-4
Complex Trick Shot	-6
Difficult Trick Shot	-8
Fantastic Trick Shot	-10
Attacker is:	
Jogging: At Body Stat x 4 metres per round or lower	no modifier
Running: At Body Stat x 4 to Body Stat x 5 metres per round	-2
Sprinting: At Body Stat x 5 to Body Stat x 6 metres per round	-4
Jogging: At two Levels below maximum Attribute movement rate	no modifier
Running: At one Level below maximum Attribute movement rate	-2
Sprinting: At maximum Attribute movement rate	-4
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6
Target is Moving at:	
up to 99 kph (Flight 1 or 2)	no modifier
100 to 499 kph (Flight 3; Speed 1)	-2
500 to 999 kph (Flight 4; Speed 2)	-4
1,000 to 4,999 kph (Flight 5; Speed 3)	-6
5,000 to 9,999 kph (Flight 6; Speed 4)	-8
10,000 to 49,999 kph (Flight 7; Speed 5)	-10
50,000 kph or more (Flight 8+; Speed 6+)	-12
Target beyond melee range, and:	
Concealed by trees or brush	-2
Concealed by darkness, fog, or smoke	-4
Taking cover	-2 to -6
Range Modifiers:	
Attacking at up to twice range	-4
Attacking at up to five times range	-8

Firing Weapons from Moving Vehicles

Characters who are inside a fast-moving vehicle fire their weapons at a penalty. Firing weapons when moving at moderate speeds incurs a -2 penalty, while moving very quickly earns a -4 Attack check penalty. Game Masters should impose an additional -4 penalty for characters also piloting the vehicle while firing.

Attacking Moving Targets

Attempting to hit a target that is moving at exceptional speeds is very challenging. When attempting to hit a target that is moving quickly, the character suffers an Attack Combat check penalty. See Table 4-5: Attack Check Modifiers for the appropriate penalty based on the target's speed.

Attack Check Modifiers

The GM may impose appropriate modifiers when the players make an Attack check. An attack action normally assumes characters are engaged in active combat — dodging enemy attacks, making quick strikes when the opportunity arises, moving about, etc. The GM should not apply any penalties for this sort of normal combat-related activity. If circumstances are such that a character's aim or concentration seems likely impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down), the GM may assign penalties to the Attack check. Likewise, in stress-free situations (such as whacking an immobile victim, or target range shooting with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success.

A number of possible penalties or bonuses are described on Table 4-5: Attack Check Modifiers. The GM may adjust or ignore these modifiers if he or she prefers.

Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Players may also use non-combat actions to safely withdraw from melee combat, provided the opposition does not attack at a later Initiative number in the same round. Note that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM can require a Stat check, or Skill check to determine whether it succeeds. Some non-combat actions may require several rounds to perform at the GM's option.

Other Actions

Some activities do not count as attack or non-combat actions. A character can perform all of the following activities in addition to an attack or non-combat action:

- Move a short distance or manoeuvre his or her vehicle.
- Say anything that fits within the span of 1-10 seconds.
- Perform Defensive Actions in response to any attacks against him or her. Note that if the character performs more than one Defensive Action in a round, subsequent Defensive Actions after the first (or later, if he or she has the Extra Defences Attribute, page 114) in the same round suffer penalties.

Defence

If a character is the target of a successful attack, he or she may attempt to defend against it with a Dodge/Parry Defence (avoiding the attack by moving out of the way, or using a weapon to push the attack to the side or "off-line"), a Power Defence (see page 215), or a Block Defence (interposing an object between the attack and the target). Defensive actions are not dependent on Initiative order but resolved immediately after the attack before the attack damage is calculated or revealed.

To successfully defend, the player must roll less than or equal to the character's Defence Combat Value. Each character can attempt a defence only once against a particular attack (including grapples). A character may defend against more than one attack in a round, but with an appropriate penalty to each Defence after the first (unless the character has the Extra Defences Attribute; the penalty then applies to each defence after the final bonus defence). Should the opponent not defend (perhaps in anticipation of a more powerful attack still to come), he or she cannot change that decision later in the round.

When defending against multiple attacks in a single round, each defence after the first incurs a cumulative Check Value penalty of -4: -4 for the second defence, -8 for the third, -12 for the fourth, etc. This means that even the greatest fighter may be overwhelmed if badly outnumbered. Remember to include all relevant Attribute, Skill, Defect, and difficulty modifiers. If successful, the defender blocks, dodges, or otherwise negates the attack, and may avoid all damage (see Margin of Success).

Margin of Success

The degree by which someone avoids an attack depends on how well a character defends against it. To completely defend against an attack, the player must score a Margin of Success equal to or greater than the attacker's Margin of Success on the attack check. If successful, the defender blocks, dodges, or otherwise negates the attack completely, and suffers no damage.

If the defender makes a successful defence combat check but scores a lower Margin of Success than the

attacker's Margin of Success, then the defender partially avoids the attack and only suffers half damage (rounding down). This reflects the character successfully blocking a punch but still taking some damage (perhaps blocking the blow with an arm), or someone who dives through a window to avoid being shot, etc. If the defender fails his or her defence combat check completely, then he or she does not avoid the attack and suffers normal damage.

Defence Skills

For games that use individual Skills, use the following guidelines. When a character defends against a ranged attack, the relevant Skill is Ranged Defence. For a hand-to-hand or other melee-ranged attack, the relevant Skill is either Unarmed Defence (if the character is dodging, or blocking the attack with his or her body), or Melee Defence (if the character is using a weapon to parry or block).

Piloting Defence

If a vehicle is the target of an attack, its driver or pilot makes the Defence checks. If a vehicle is unable to manoeuvre (trapped in a confined space, for example) the GM may rule that it cannot defend at all. Likewise, a vehicle cannot normally defend against attacks made by a character who is riding in or on it.

Critical Failure

A Defence Combat check of a natural 24 is an automatic failure, regardless of the modifiers. In this case, the GM may decide the character automatically suffers full damage from the attack or perhaps even double full damage.

Block Defence

Rather than attempting to avoid an attack with a Dodge/Parry Defence, the character may instead choose to block the attack with a shield or other suitably large and resistant object (a Block Defence). When a character attempts to block, he or she gains a +2 bonus to his or her Defence Combat check. If successful, the character has interposed the object in front of the attack. The object's Armour Rating provides protection to the character. Thus, a plank of wood can be used to block a powerful energy blast but, if the attack does more damage than the wood's Armour Rating, it will still strike the character, inflicting reduced damage. See Breaking Objects (page 252) for suggested Armour Ratings of common items or Table 5-5: Armour and Protective Devices (page 238) for shields. If the attack delivers five times the object's Armour Rating, the object is destroyed. Characters may only attempt to block melee or unarmed attacks unless they have the Block Ranged Attack Combat Technique (see page 102).

Indefensible Attacks

A character may not attempt a Defence check if he or she is unaware of the attack, unable to move, or is struck with a Critical Hit (see page 207).

Total Defence

A character can make fewer offensive or non-combat actions in a round to improve his or her chances of avoiding an attack. Instead of attacking or engaging in another activity, he or she concentrates completely on defence. A character performing a Total Defence may still move normally, but may not attack or take non-combat actions; the character is dodging and weaving, parrying frantically, ducking, and hiding. The character receives a +2 bonus to all Defence checks for each attack sacrificed. This lasts until the character acts again next round. Additionally, a character who is employing Total Defence reduces any Knockback suffered (see page 146) by half, representing the character bracing for the attack. Total Defence is a good tactic for anyone retreating, or someone buying time until his or her allies arrive.

Table 4-6: Defence Check Modifiers

Defence Situation	Modifier
Dodge/Parry Defence	No Modifier
Block Defence	+2
Total Defence	+2 per attack sacrificed
Defending Against Additional Attacks	-4 per additional attack (cumulative)
Defending Against Undetectable Assailant	-8
Defending When Surprised	Defence Check Not Possible
Defending Against Critical Hit	Defence Check Not Possible

Defending Others

A character can defend the target of an attack in three ways: by pushing/pulling him or her out of the way, by interposing an object (such as a shield, or the character's body) between the target and the attacker, or using an Attribute. The first two methods are described below, while the final method is detailed under Defending With an Attack (page 215).

The first option, pushing or pulling (or grabbing a target as the character flies by), is similar to a Dodge/Parry Defence. The character uses a defence action, and rolls a defence check. It is difficult to defend someone else, however, and the attempt usually suffers a significant penalty (see Table 4-6). Obviously the action has to make sense — if the character has no way to reach a target, he or she cannot defend the individual.

To shield another person is akin to a Block Defence. Like any other Block Defence, the character gains a +2 bonus to his or her defence combat check, and must have the Block Ranged Attacks Combat Technique in order to defend against ranged attacks. A character can Block for another person with a Shield, weapon, extendable Force Field, or simply by standing in the way and absorbing the brunt of the attack.

If the character is out of defence actions, however, he or she normally cannot attempt to defend another (although in dire situations a GM might allow the character to make a roll with the normal cumulative penalty for additional defences, plus any other modifiers).

Table 4-7: Defending Others

Defence Situation	Modifier
Target (or attacker) is within reach	-2
Target (or attacker) is at medium range	-4
Target (or attacker) is at long range	-6
Target (or attacker) is in awkward position	-2
Defender is in awkward position	-2
Target concealed by trees or bush	-2
Target concealed by darkness, smoke	-4
Defending against additional attacks	-4 (cumulative)
Defender is surprised	Defence Not Possible
Defending against undetectable assailant	Defence Not Possible

Damage

Characters suffer damage through combat, accidents, or other hazards. Damage ratings indicate the maximum amount of damage that an attack can inflict. The target character subtracts any damage inflicted from his or her Health Point total if the attack successfully penetrates Armour.

Amount of Damage Inflicted

Each attack has a Maximum Damage Rating, which is equal to the base damage of the attack (which includes a weapon's damage value) plus any bonuses from Massive Damage and Superstrength, as is appropriate for the attack. When the character successfully strikes an opponent, he or she rolls on Table 4-8: Damage Percentage to determine the amount of damage the attack inflicts (always round fractions up). The character's Attack Combat Value, a reflection of the balance between Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas), and Soul Stat (determination and luck), is added to that value to determine how much damage is inflicted upon the target. The Maximum Damage Rating for normal, unarmed attacks by characters lacking Superstrength and Massive Damage is zero — the only damage delivered is equal to the character's Attack Combat value (do not roll on Table 4-8). For a Special Attack with the No Damage Disability (page 149), it is still important to determine the damage percentage, since the result determines the effectiveness of the attack's other Attack Abilities.

Characters may choose to inflict less damage than the dice roll indicates, if they desire. Thus, a heroic character who scores a crushing blow against an opponent on his last legs can reduce the damage inflicted to ensure that he does not kill the villain by mistake, rendering him unconscious instead.

Some effects reduce the percentage of damage delivered by one or more ranks. Each rank of reduction reduces the damage delivered by 25% to a minimum of 0% damage, though the attacker's Attack Combat Value is still added to this result.

If an attack delivers a percentage of damage, such as a Special Attack with the Burning Ability (page 144), the percentage of damage is based on the Base Damage of the attack, not on the amount of damage that the successful attack inflicts upon the target. If an attack inflicts multiple hits, such as Special Attacks with the Auto-Fire Ability (page 144), each additional hit inflicts the same percentage of damage as the first hit.

Players should record, on their character sheets, the Maximum Damage as well as the 25%, 50%, and 75% damage values of each of their attacks to avoid slowing down game play.

Table 4-8: Damage Percentage

Dice Roll	Result
2-6	Maximum Damage
7-12	75% of Maximum Damage
13-19	50% of Maximum Damage
20-24	25% of Maximum Damage

Unarmed Combat

The attack's Maximum Damage is equal to the character's bonuses for Superstrength and Massive Damage. The character's Attack Combat Value is added to the damage inflicted.

Melee Weapons

The attack's Maximum Damage is equal to the weapon's damage value, plus bonuses for Superstrength and Massive Damage. If the weapon has Abilities or Disabilities, refer to the relevant section (pages 143-150) for their effects. See

Table 5-2: Weapons (page 222) for damages delivered by various melee weapons. The character's Attack Combat Value is added to the damage inflicted.

Ranged Weapons

The attack's Maximum Damage is equal to the weapon's damage value, plus bonuses for Massive Damage. A Superstrength bonus may also be added when appropriate (such as for thrown weapons). If the weapon has Abilities or Disabilities, refer to the relevant section (pages 143-150) for their effects. See Table 5-2: Weapons (page 222) for damages delivered by various ranged weapons. The character's Attack Combat Value is added to the damage inflicted.

Special Attacks

The attack's Maximum Damage is equal to the Special Attack's damage value, plus bonuses for Superstrength (as appropriate), and Massive Damage. The character's Attack Combat Value is added to the damage inflicted.

Impact Damage

Damage may also result from a non-combat action such as crashing a speedboat into land or falling from a tree. Characters always suffer the maximum damage indicated from falls and crashes — do not roll on Table 4-8: Damage Percentage. Naturally, some non-combat actions may result in an NPC's death, but these events should only kill a player character in exceptional circumstances.

Crashing

During the course of an adventure, a character moving at incredible speeds or character driving a vehicle may accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space. GMs should assess whatever damage they deem appropriate upon the character or characters and vehicles involved in a crash. The Armour and Force Field Attributes may protect against this damage. Similar damage can be applied to a character who jumps or is pushed from a speeding vehicle, or is struck by one.

Table 4-9: Crashing and Falling Damage assists the GM in determining the damage for hitting the ground, water, a building, or some other immovable object based on how fast the character or vehicle was moving during that round. If a speed falls between two damage values, use the greater of the two.

Falling

A character who falls a great distance will suffer damage depending on the height he or she plummeted. He or she may also make an Acrobatics Skill check, with success halving the sustained damage to indicate a properly broken fall. The Armour and Force Field Attributes may protect against this damage (GM's discretion).

Table 4-9: Crashing and Falling Damage

Speed	Falling Distance	Damage Delivered
20 kph	3 to 4 meters	10
30 kph	5 metres to 9 metres	20
50 kph	10 metres to 29 metres	30
100 kph	30 metres to 59 metres	50
150 kph	60 metres to 149 metres	70
200 kph	150 metres to 499 metres	90
500 kph	500 metres (or greater)	120
1,000 kph		150
2,500 kph		180
each additional 2,500 kph		+30

Armour or Force Fields and Damage

If a character has Armour (page 100) or a Force Field (page 115), this reduces the delivered damage from each successful attack by an amount equal to its rating. The character suffers any damage not negated by the Armour or Force Field, subtracting it from his or her current Health Point total. See Effects of Damage (below) for the result.

Critical Hits

In the event of a natural attack dice roll of 2, the attacker automatically hits, preventing the target from making a Defence Combat check at all. The target also receives increased damage from the attack. The increased damage inflicted is a multiple of the attack's Maximum Damage plus the character's Attack Combat value — do not roll on Table 4-8 when an attacker rolls a critical hit.

The attacker rolls two dice and consults Table 4-10: Critical Hits (which columns is determined by the GM). If the attacker made a successful Called Shot to Vitals and also rolled a natural 2, subtract 6 from the dice roll. Game Masters must decide if they want critical hits to have a minor (Results A or B) or a major (Results C or D) influence on combats, since the choice may determine how long a combat will last. Player characters should rarely be killed as a result of a critical hit.

Table 4-10: Critical Hits

Dice Roll	Result (A)	Result (B)	Result (C)	Result (D)
2-5	175%	250%	200%	400%
6-11	150%	200%	200%	300%
12-20	125%	150%	200%	200%

Effects of Damage to a Character

Total loss of Health Points can cause a character to pass out or die. Should a character or NPC's Health Points ever drop below zero, he or she suffered a severe wound and is rendered unconscious.

Death

If a character is reduced to the negative value of his or her Health Points, he or she has suffered a mortal wound and will die unless medical attention arrives immediately. The GM may allow the character to linger long enough to say a few last words or perform some other final, heroic action.

Wound Difficulty Penalties (Optional Rule)

The GM may wish to assign difficulty penalties to characters who have been injured in combat. When the character's Health Points are reduced to 75% of their original value or less, all tasks suffer a -2 penalty. This penalty applies to all Stat, Skill, and combat checks. At 50% Health Points, tasks suffer a -4 penalty; at 25%, tasks suffer a -6 penalty.

Second Wind

If an event occurs during the course of combat that induces a powerful emotional response in an injured character, the character is given an opportunity to refocus on the combat and eliminate all damage difficulty penalties — getting a "second wind." The GM decides which events are significant enough to evoke such a reaction. In these situations, the penalties are removed if the character makes a successful Stat check, without any modifiers, against his or her highest Stat Value.

If a character drops below one of the remaining damage tiers (50% or 25% of original Health Points) after getting a second wind, he or she will immediately suffer from the corresponding damage difficulty penalties once again: -4 at 50%, or -6 at 25%. A character can only get a second wind once during a combat scene.

Table 4-11: Damage Difficulty Penalties

Percentage of Original Health Points	Modifier
100%-76%	0
75%-51%	-2
50%-26%	-4
25%-0%	-6

Death in Comics

Death in comics can occur rarely, often, or never, depending on the tone and theme of the story in question. The default rule of *The Authority RPG* is that death is a real consequence of extreme actions, and is not an infrequent occurrence when superpowers clash.

The default and optional rules of this game — Shock Value, death at negative Health Point total, Margin of Success Combat, Wound Difficulty Penalties, and choice of Critical Hit chart — can be scaled up or down, included or excluded, to make the game as deadly as players and GMs want. For example, death could occur at 0 Health Points, tremendously increasing its occurrence, while the Margin of Success rule could be ignored to make combats last longer.

Keep in mind that while the Authority members often terminate their enemies in brutal fashion, and they themselves can suffer tremendous injury, the team members frequently avoid death by the skin of their teeth. While there is nothing wrong with players assuming their characters won't meet messy deaths regularly, the group should discuss how likely it is for the heroes to die. Certain Attributes like Armour, Combat Technique: Hardboiled, Divine Relationship, Force Field, Regeneration, Reincarnation, Divine Relationship, and Tough can all help ensure a character's survival.

Shock Value and Critical Injury

Caution: the rules for Shock Value and Critical Injuries are appropriate for dark and gritty games where superpowers lay waste to each other in massive numbers. GMs may prefer not to use them if running a game of high adventure.

If a character suffers an amount of damage equal to his or her Shock Value, there is a danger that the character will be stunned, or even bleed to death. Shock Value is based on the character's maximum Health Points (divided by 5) and modified by the Combat Technique: Hardboiled (see page 102).

Shock

If a character suffers more damage from a single attack than his or her Shock Value, he or she must make a Soul Stat check. If the check fails, the character is stunned and will collapse. The character will also let go of anything he or she is holding. The character's incapacitation will last for a number of rounds equal to the amount by which the Soul Stat check was failed. An incapacitated character is effectively out of



action, either knocked out or awake but immobilized by pain or shock. He or she may not take any offensive, defensive, or non-combat actions. The duration of incapacitation from multiple failed Soul Stat checks from several injuries occurring in a short period of time is cumulative.

Critical Injury

A character that suffers more damage than his or her Shock Value from an attack that breaks the skin (such as from a bullet, knife, arrow, grenade fragment, etc.) has taken a critical injury. A character who suffers a critical injury loses one additional Health Point every round (every minute, if out of combat) until given successful first aid. Just stopping the bleeding through first aid is not enough, however — it only slows the loss of Health Points. A critically injured character that has undergone successful first aid will lose one Health Point every 10 minutes until he or she undergoes successful surgery (best performed in a hospital). Thus, a character who is badly hurt might die because of shock and internal injuries before he or she can be stabilized. A character can suffer multiple critical injuries. If so, each must be treated separately, and Health Point losses are cumulative.

Medical Treatment for Critical Injuries

If a character suffered a critical injury, he or she will lose one Health Point every round (or every minute if out of combat) until treated via first aid. First aid can be covered by any of the following Skill Groups: Adventuring, Detective, Everyman, Military, or Scientific; if Skills are being used, use Medical (Emergency Response). This requires a successful Mind/Body-average based check. Each attempt takes 10 rounds (or one minute); several tries can be made until successful. If the character is trying to perform first aid on him or herself, apply a -2 penalty. If the character does not have an actual first aid kit handy but is forced to improvise dressings, etc., apply an additional -2 penalty.

As mentioned before, a critical injury that is treated will still result in the loss of one additional Health Point every 10 minutes until the character undergoes surgery. Surgery is normally covered by the Scientific Skill Group, or Medical (Surgery) Skill. This requires a Mind/Body-average based check. There is no penalty if performed with a full staff in a modern hospital, but a -4 penalty applies if it is performed with less adequate medical facilities (for example, in a doctor's office or a poor third-world hospital) or -8 if performed with completely improvised equipment. Each attempt will take at least 10 minutes. Success stabilizes the patient while failure causes him or her to lose additional Health Points equal to twice the margin of failure. Another try is possible, however.

Optionally, a character who has been badly injured (negative Health Points) because of cumulative Health Point loss may also require treatment, even if he or she did not suffer a critical injury. This may be dependent on the nature of the injuries — someone who was badly burned



Instant Death

There are some wounds that are so terrible they cause instant death, such as when a character takes grievous injury to the brain or heart. Often these are descriptive (having your heart ripped out, having your head cut off) or situational (standing at ground zero of a nuclear explosion, shooting a bound and helpless captive). In these cases, GMs may rule that the character's Shock Value check either fails automatically or suffers a significant penalty; conversely, GMs may also rule that death is instantaneous, no matter the Health Points or Shock Value.

This latter option should be used extremely rarely. It is at these times that the Health Points mechanic becomes cumbersome, and may interfere with the story.

For example, to get the Doctor to embrace his powers, Jenny Sparks put a gun to her temple and pulled the trigger. The biggest handguns in this game do 12 — 14 damage, plus any character bonuses (in this case, Jenny adds +15 for her ACV), so Jenny does roughly 29 damage at 100%. If she rolls a critical hit, she will inflict anywhere from 175% — 400% additional damage (see Critical Hits, page 207), or 50 — 116 damage. With 100 Health Points, can she actually kill herself? In this type of situation, the answer is yes. Jenny does not need to score 200 damage to die (double her Health Points, see Death, page 208).

Do we know if Jenny died outright, or whether she was mortally injured and would die momentarily? That's for the GM to decide — but clearly she wasn't far enough gone that the Doctor couldn't revive her. Trying to determine specifically how much damage she received only slows the story down; the GM knew that Jenny wanted to kill herself, and therefore it's described descriptively, without worrying about the rule mechanics.

Catastrophic Damage (Optional Rule)

If a single injury inflicts more damage than a character's normal Health Point maximum, the player must make a Soul Stat check. If unsuccessful, the character dies (or is dying, at the GM's option), even if his or her Health Points have not reached the negative value death threshold.

may be in worse condition than someone who was beaten up. The GM can rule that keeping the character alive until adequate medical attention is available requires a successful application of first aid and that full recovery (at doubled healing rate) will require surgery (both as detailed above).

Knockback (Optional Rule)

Blunt attacks (such as punches, kicks, or blunt melee weapons) and Special Attacks with the Knockback Ability (see page 146) inflict Knockback upon a successful hit. Attacks such as a slash from a sword or a piercing spear do not normally inflict Knockback. The target is knocked back one metre for each point of damage delivered after rolling on Table 4-8: Damage Percentage (before adding the attacker's Attack Combat Value, unless the character has the ACV Knockback Combat Technique, see page 101). This distance is reduced by the target's Body Stat, in metres. Additionally, the Immovable Attribute (page 122) and Force Fields without the Full Impact Disability (page 116) reduce Knockback.

Table 4-12: Knockback Distance (in Metres)

Add:

+ Damage delivered (see Table 4-8: Damage Percentage)
+ Attacker's Attack Combat Value (only if the character possesses the ACV Knockback Combat Technique)

Multiply by:

x Critical Hit damage multiplier, if the attack delivered a critical hit (page 207) or Called Shot to Vital Spot (page 199)

Subtract:

- Target's Body Stat
- Target's Immovable Attribute Level x 20
- Target's Force Field Attribute Level x 20 (only for Force Fields without the Full Impact Disability)

Knockback Impact Damage

Characters who are knocked back usually tumble along the ground or sail through the air, but do not suffer any additional damage. When a character is knocked back into an object, however, he or she suffers 1 point of impact damage for each metre of Knockback, up to a maximum of five times the Armour rating of the object into which he or she is knocked (see Breaking Objects, page 252).

Other Knockback Effects

If a character is knocked high into the air, off a building, or some other similar situation, additional damage may be suffered when the character falls to the ground. The Special Movement (Cat-Like) Attribute and Adventuring Skill Group (or Acrobatics Skill) can mitigate damage (GM's discretion). If a character is knocked up into the air, reduce his or her Knockback distance by half; the character falls back to the ground and suffers full damage from the fall. A character that falls to the ground as a result of Knockback only suffers damage from the fall (see Table 4-9: Crashing and Falling Damage, page 207), not the Knockback impact damage outlined above.

Additionally, if the character can fly and is knocked back a great distance, the GM can determine if he or she is able to recover his or her senses soon enough to begin flying before colliding with an obstacle. The GM may require a successful Body or Mind Stat check for a character to accomplish this (possibly with penalties on the check).

GMs may, however, alter any of this to reflect specific situations or game styles, as is appropriate. For example, a GM may decide that a character who is knocked back 80 metres and comes to a skidding stop on the pavement will still suffer some damage (perhaps equal to one tenth the Knockback distance), even if he or she does not collide with a building or object.

Environmental Damage

Superhero characters often suffer damage from the surrounding environment, or attacks from enemies not covered by the Special Attack Attribute. Since the conditions under which this damage is inflicted vary greatly from scene to scene, strict damage values cannot be listed for each event.

The entries in this section should help GMs and players determine the appropriate damage values, but are only a general guideline. The important question to ask oneself when determining damage is "how quickly do I think an average human would be knocked unconscious or die under this condition?" An average human has 40 Health Points and will thus fall unconscious at 0 Health Points (40 damage) and die at -40 Health Points (80 damage).

Acidic/Basic Chemicals

Acids (such as sulphuric, hydrofluoric, and hydrochloric) and bases (such as sodium hydroxide, bleach, and potassium hydroxide) cover a wide range of chemical concoctions that cause severe damage, or "burning," to skin and organ tissue ... even sometimes penetrating to the bone. Most laboratory chemical exposure is limited in scope, causing localized damage that will scar flesh but is unlikely to kill a human. Full-body exposure to chemicals or complete immersion in a chemical vat can cause extreme burning and kill within several rounds. Since many chemicals are viscous, they will stick to the body and continue to burn until washed away thoroughly. Particularly nasty chemicals will penetrate deeply into the body immediately and destroy living tissue within.

An average chemical exposure localized to a small area will inflict 2 points of damage each round until washed away, with maximum damage capped at 20 points. Extreme exposure will inflict 5-30 points of damage each round, depending on the strength of the chemicals.

Cold

Under normal circumstances, a human body can survive in cold environments for long periods (hours) before severe damage (including frostbite — the freezing of body tissue) or death occurs. Damage will depend on the air temperature: for every 10˚ C below 0˚ C, the character receives 1 point of damage every 10 minutes. For example, a character exposed to -40˚ C temperatures will suffer 4 points of damage every 10 minutes, or 24 points an hour. Strong wind chill factors can double or triple this damage, while warm clothing can reduce it significantly.

Exposure to cold liquids will result in even greater damage: for every 10˚ C below 0˚ C, the character receives 1 point of damage every round. For example, characters will suffer the following damage each round of exposure: 18 in liquid oxygen (-183˚ C), 20 in liquid nitrogen (-196˚ C), 25 in liquid hydrogen (-253˚ C), 27 in liquid helium (-269˚ C).

Electricity

The voltage and current of an electric shock varies greatly, from common household outlets, to high tension wires, to powerful lightning strikes. The damage is directly related to the amount of electricity that flows though the character's body, and thus grounded characters (with good connections to the Earth) will take 5 times more damage than insulated characters (with a weak or no connection to the Earth). Approximate damage inflicted each round (insulated/grounded): residential current 1/5; average commercial current 5/25; strong commercial current 10/50; and lightning strike 10-20/50-100.

Fire

Like acid/base damage, fire can burn and scar a character's skin very quickly, but death is only likely after long exposure. The damage values listed in this section relate only to heat damage, either through direct skin contact or heated air; secondary damage, such as smoke inhalation or lack of oxygen, can inflict additional damage. Small fires with localized damage can rarely exceed 40 points total. Approximate damage inflicted each round: candle flame (2); small fire (4); medium fire (8); large fire (12); blazing inferno (20).

Oxygen Deprivation

The body's lungs, heart, and brain need a constant supply of air (or oxygen) to continue to function. Should that supply be removed, the body will quickly die. A character can hold his or her breath, without suffering damage, for approximately 10-20 seconds (2-4 rounds)

multiplied by the Body Stat. After that point, the body will be starved for oxygen and the character will receive damage. Should the character's lungs fill with a gas or liquid other than air, such as water or chemicals, he or she will not only be deprived of oxygen, but also cannot breathe again until the offending substance is removed. For each round of oxygen deprivation, the character will receive 5 points of damage. This damage is doubled to 10 if another liquid or gas enters the character's lungs as well.

Pressure

The human body can withstand a wide range of pressures (often measured in "atmospheres"), but bones will break and lungs will collapse under extreme conditions. The amount of pressure applied to the body is difficult to intuitively estimate unless the character is underwater: pressure increases about one atmosphere for every 10 metres of water depth. Characters do not suffer any pressure damage up to 10 atmospheres; additional atmospheres of pressure inflict 1 point of damage each round. For example, a character who is teleported 400 metres underwater (40 atmospheres) will suffer 30 points of damage each round (40 - 10 = 30).

Radiation

In comic books, high-energy radiation will either harm a character (as it does in real life) or give him or her superhuman powers. Harmful radiation, such as that emitted by nuclear reactors and radioactive chemicals, causes extreme damage to the human body. The majority of the damage inflicted by nuclear bombs at or near ground zero results from heat and shock wave rather than the nuclear fallout. Exposure to extreme radiation has very little immediate effect upon a character. Within hours or days, however, the cellular damage becomes painfully clear; humans will usually die within a week as the body shuts down. Low levels of radiation exposure will eventually cause radiation sickness, cancer, and death, but these effects can take months or years to develop.

Vacuum

A vacuum is a low-pressure area with little or no air to breathe, such as the vast infinity of space. In comic book reality, the following damage can be experienced by a character in a vacuum: unconsciousness, frozen eyeballs, frostbite, boiling blood, and even exploding limbs. In partial vacuums, such as those artificially created in Earth laboratories, characters suffer 2-5 points of damage each round. In near-complete vacuums, such as outer space, characters suffer 5-10 points of damage each round.

Mind Combat

Mind combat is a special type of conflict that uses the Telepathy Attribute (page 155) to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Attribute with the Mind Attack Ability. The most rudimentary type of mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the Mind. Each round of mind combat covers from 1 to 10 seconds of time from the characters' perspectives. The exact time scale is not relevant, since one round of physical combat should cover the same amount of time as one round of mind combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Attribute (requiring a Mind-based Stat check, with any bonuses due to high Levels of Telepathy). Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind contact, the character cannot initiate any other actions for one round — including defending in mind combat — and must make a successful Mind Stat check with a -4 penalty. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round (including attack, defence, and non-combat action), he or she can attack through mind combat.

A successful attack requires the player to make a successful Stat check using the average of his or her Mind and Soul Stats. ([Mind + Soul] ÷ 2)

The target can attempt to defend with a Stat check using the average of his or her Mind and Soul Stats with a -2 penalty. ([Mind + Soul] ÷ 2 - 2)

The psychic damage of a successful attack is equal to the average of the attacker's Mind and Soul Stats. ([Mind + Soul] ÷ 2) This damage is subtracted from the target's current Energy Points. If Energy Points are not being used, it is removed from the character's Health Points. If a character is ever reduced to or below zero Energy (or Health) Points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories,

or similar large scale remodelling should take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Mind-based Philosophy Skill Group check, or use the Social Sciences (Psychology) Skill. The GM may impose a penalty if the alteration is particularly severe or drastic. The character's Margin of Success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Attribute (see page 131) provides a bonus to the character's attempt to resist mind combat and mental alterations, as well as Armour against mind combat damage.

Recovery

A character who suffers lost Health Points due to damage may heal naturally (or be repaired, for mechanical characters).

Recovering Health Points

Health Points regenerate at a rate equal to the character's Body Stat for each hour (or day for more "realistic" campaigns) of rest. For example, a character with a Body Stat of 5 rejuvenates 5 Health Points every hour while resting. The healing rate doubles if the character is in the care of someone with the Scientific Skill Group (or Medical Skill) but halved if he or she does not spend time resting.

Recovering Energy Points

Energy Points regenerate at a rate equal to the average of the character's Mind and Soul Stat (rounded up) every hour, whether the character rests or not. A character with a 7 Mind Stat and a 3 Soul Stat, for example, regains 5 Energy Points every hour (7+3=10; 10÷2=5).

Note: A character cannot regain Energy Points when actively using an Attribute that Burns Energy.

Repairing Equipment

Equipment, such as weapons, vehicles, or other gadgets can become damaged in the course of fighting crime. Characters can repair damage to equipment by making a Mind-based Technical Skill Group (or Mechanics Skill) check. If the object has Health Points, each Skill check repairs 10 Health Points. Each Skill check should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required. Most mechanical, or non-organic, characters do not recover Health Points, and must also be repaired.

Using Powers in Combat

In some situations, players will want to use various Powers in inventive ways in the middle of a fight. The following rules outline the use of Powers in combat. In many instances, the appropriate Power Bonus Attribute (page 135, or the Power Usage Skill on page 169) can influence the chances of success.

Using Powers Against Opponents

Creative characters can use a number of seemingly inoffensive Powers in very effective ways in the middle of combat. Special Attacks are obviously designed for offensive use against an opponent, but what about Teleportation? Could a character not teleport an opponent in front of a moving truck or simply out of a fight entirely? When a character wishes to use a normally inoffensive Power against an unwilling opponent, the character must give up a non-combat action and make a Stat check using the relevant Stat for the Power. If the check is successful, the target is allowed a Soul Stat check to resist the effect (Body or Mind can be substituted if the GM deems it appropriate). If the target fails the Soul Stat check, he or she is affected by the Power. Otherwise, the target resists the effect entirely.

Characters must have PMVs at a Level sufficient to be able to accomplish their desired effect. If a teleporter does not have the Targets PMV, for example, he or she cannot use the Power against an opponent.

Sphere of Control

If a character attempts to use a Power on an object within the sphere of control of another character, the second character is allowed to make a Soul Stat check to resist the effect as though he or she was the target of the attack. For example, a teleporter who wished to teleport the bullets out of an opponent's gun would still be required to make a Mind Stat check and the person holding the gun would be allowed a Soul Stat check to resist the effect. Other common objects usually in a target's sphere of control include: the ground beneath the target, air around the target, objects the target holds or carries, etc. The GM determines what objects are under the defender's sphere of control.

All-or-Nothing or Partial Effects

When a Power is used against a group of targets, GMs may use one of two options for resolving the resistance

check. When a large group of people attempt to resist the effect of a Power, the GM makes one check, using the average Soul Stat value of the targets. Important characters (player characters or key NPCs) should be allowed to make individual rolls for themselves to prevent villains from teleporting a group of 50 people, including the players characters, thereby using the more vulnerable citizens to avoid the player characters' higher Stats. In this way, either all of the targets are affected by the Power (on a failed Soul Stat check) or none are affected (on a successful check).

Alternatively, the GM may wish to use one dice roll that is used as the same roll for each character's check — characters with high Soul Stats within the group may successfully resist the effects of the Attribute while characters with low Soul Stats are affected.

Power vs. Power

When two characters pit their Powers against each other, who wins? In most situations, the character with the highest Level wins.

For example, a villain is attempting to make his get-away by Flight. The hero grabs the villain and tries to hold the character back, preventing him from flying away. The hero has Superstrength at Level 5 while the villain has Flight at Level 3. The hero, therefore, is strong enough to prevent the villain from escaping.

If the two Powers are close in Level (usually the same or differing by one Level), the GM may request an opposed Stat check to see who wins the contested action.

Using the above example, if the villain's Flight Level was 4, instead of 3, the GM could request an opposed Stat check. The villain makes a Body Stat check (since Body is the relevant Stat for Flight) and scores a Margin of Success of 4. The hero must now make a Body Stat check (again, since Body is the relevant Stat for Superstrength) and score a Margin of Success greater than 4 to prevent the villain from escaping.

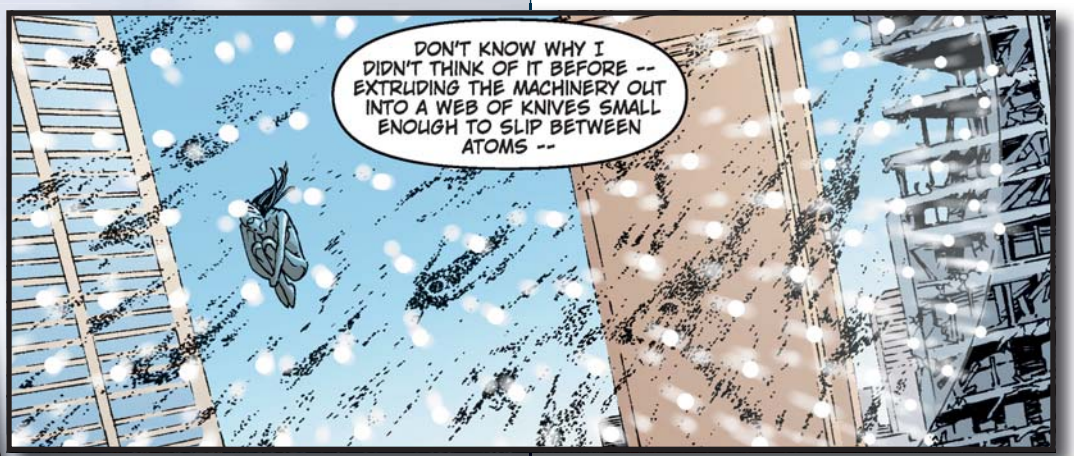
What if a character has two or more Powers that can be used in the opposed check? What if the villain, in the first example, also has Superstrength at Level 4? In a situation like this, the GM should simply add the two Attribute Levels together to determine who wins the opposed action.

Thus, the villain has Flight at Level 3 and Superstrength at Level 4 for a total of 7 which is much higher than the hero's Superstrength Level of 5. The villain is therefore able to make his escape (possibly lifting the hero into the air or simply breaking free of his hold, depending on the GM's discretion).

Note: Superstrength provides a +4 bonus to Body Stat Checks. Do not apply this bonus in Power vs. Power contests — it is only applied when the character is attempting something like breaking open a door or bending steel bars.

Using Powers as Attacks

In comic books, characters regularly use seemingly passive, non-hostile Powers to attack opponents, causing harm. A character who can teleport may disorient foes by teleporting them repeatedly within one combat round or selectively teleporting portions of villains away, causing massive trauma, for example. The list of possible attack applications of a Power is endless — heroes and villains alike are well known for pushing the bounds of innovation. Most Powers, however, do not account for these offensive tricks and stunts — they are accomplished using Special Attacks. A Special Attack is not limited simply to powerful energy blasts — it can be any "attack" that causes harm or detriment to an opponent. The teleporter who repeatedly teleports a target in a combat round may have a Special Attack with the Drain Body Ability and the No Damage Disability, reflecting the disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the teleporter is capable of teleporting just a select portion of a target away causing harm to the target, the Special Attack may be designed to do an incredible amount of damage. By using the Attack Abilities and Disabilities, players can create any sort of attack, which will account for the numerous and creative ways that heroes and villains utilize their abilities. Some Special Attacks designed this way will have the Dependent Defect (see page 178) — the character must first activate his or her Teleportation before being able to use his or her Special Attack: Teleportation Disorientation, for example.



Using Powers Defensively

Just as characters can find imaginative ways to use their Powers against opponents, they are just as likely to think of ways to use their Powers to defend themselves from harm. Automatic Powers are those that work without a necessary Stat check. A teleporter, for example, is capable of teleporting him or herself without the necessity of a Stat check. Thus, in combat, if an attack is directed against him or her, the character can teleport out of harm's way. The character must attempt a Defence Combat check and, if successful, activates his or her teleportation and vanishes before the attack hits home. The Defence Combat check is used to determine whether or not the character activates the Power in time to avoid the attack, not whether or not the Power activates at all. If the character fails the Defence, the Power may still activate after damage is delivered. The character defends him or herself from attacks exactly the same way all characters do — with a Defence Combat check. This may, however, provide a rationale for a high Level of Defence Combat Mastery.

Defending with an Attack

By holding an action until attacked by an opponent, a character can defend him or herself with the offensive use of a Power. This simultaneous attack and defence option combines the advice under Using Powers Against Opponents and Using Powers Defensively into a single action. To succeed, the character must activate the Power with an appropriate Stat check (the target can make a Soul Stat check to resist as normal) and also make a successful Defence Combat check to time the effect properly. For instance, when a hero attacks a villain who has a held action remaining, the villain might attempt to use Teleportation to place a bystander between him and the hero's power blast. The villain must first make a successful Mind Stat check to see if the Teleportation works. If the attempt is successful, and the bystander fails to resist with a Soul Stat check, a Defence Combat check determines if the villain activates the Teleportation in time.

Defending Others With Powers

If a character wishes to use one of his or her own Powers to defend another person (or object), the character is usually required to make two checks — one to see if the character can activate his or her Power, and the second to see if the character activates the Power in time. The character must expend both an offensive action (to activate the Power) and a defensive action (to react in time) to use a Power to defend another character.

For example, a character with Teleport wishes to move an ally out of the way of an enemy's power blast. The character must first make a Mind Stat check to teleport the ally character. If the check is successful, the character must then make a Defence check to see if he or she teleports the ally away before the enemy's blast hits. If successful, the character teleports his or her ally out of the way just in time, avoiding the blast. If the character fails, he or she still teleports the character away (having still succeeded on the attempt to activate the Power) but does so after the attack hits and inflicts damage.

The two rolls are only required if the character is attempting to defend a character instantaneously (same Initiative as the attack). Otherwise, the character uses an action and, assuming he or she acts before the attacker, the character proactively uses his or her Power to defend an ally. For example, the teleporter knows that an enemy will attack an ally later in the round. Rather than wait for the villain to attack, the teleporter, who has a higher Initiative than the villain, simply teleports his ally to safety. If the villain, however, had the higher Initiative, the teleporter would be forced to use an offensive and defensive action and make the required two checks to teleport his ally to safety in time.

If the character attempts to use the Power to defend him or herself, see Using Powers Defensively (page 215). If, however, the character attempts to use the Power to defend him or herself plus others (such as teleporting with a group of allies out of danger), the character must make both checks — to activate the Power and react in time. The character is still attempting to use the Power on additional targets, despite the fact that the character is also affecting him or herself as well.

Failing Easy Tasks

Suppose a character attempts to do something that is in line with his or her range of abilities. For example, what if the Engineer decides to split her consciousness amongst several drone bodies in order to perform a task more quickly. Can the Engineer fail?

In most cases, the character wouldn't need roll a Stat check — he or she would succeed automatically. In the above example, Angie's meta-Attribute, Power Flux, is based on her Mind. For the times she has to roll the dice, the GM will ask her to make a Mind check modified by the Power Bonus Attribute (or the Power Usage Skill). Angie should have little trouble accomplishing her task in a normal, stress free situation and consequently her player should not make an unnecessary Stat check.

If Angie is doing something new, however, and is in a critical and stressful situation like combat, the GM may decide a roll is required. If it is a very difficult or unusual action the roll may suffer penalties, but if it's just a minor difference (fashioning a new type of Gatling gun) then the GM should provide bonuses.

The sections Using Attributes, When to Roll Dice, Using Powers as Attacks, and Using Powers Defensively give explicit advice on handling these situations.

PAGE 215

Pushing Powers

"Sterilize the Moon."
"Can you ... can you actually do that?"
"Beats the Hell out of me."

— Jenny, Jack, and Apollo, *The Authority* #10

The characters in *The Authority* routinely take their phenomenal powers and push them to higher levels. To encourage players to develop their characters through role-playing, superpower characters may push themselves beyond their normal abilities, sometimes exerting their Powers beyond their normal limits and other times pushing them in ways they have never done before.

Any time the character wishes to push a Power, the character expends 5 Energy Points times the Level he or she wants to achieve (new Level x 5). Thus if the Doctor wanted to push his Dynamic Powers from Level 12 to 13, he would need to expend 65 Energy Points (13 x 5 = 65). Pushing to Level 14 would require another 70 Energy Points (14 x 5 = 70), for a total of 135 Points.

Pushing Powers is not easy, however, and in addition to the expenditure of Energy Points the character becomes physically drained and exhausted. Immediately after the character exerts him or herself successfully, his or her Stats and Combat Values drop (see Table 4-13) for as long as dramatically appropriate (one scene to one hour is generally acceptable).

Table 4-13: Exhaustion

Pushing an Attribute by	All Stats/Combat Values drop by
1 Level	25%
2 Levels	50%
3 Levels	75%
4 Levels	All Values drop to 1; character falls unconscious

Pushing Stats

Though characters can normally only push their Attributes, under special circumstances, GMs may allow characters to push their Stats. In this case, characters spend 10 Energy Points to raise a Stat by 1 value. The new Stat value can be used during Stat checks but it does not affect any of the character's derived values (Combat Value, Health Points, etc.). Characters can push a Stat up to 3 values in this fashion. This advantage may last from a few seconds (1 round) to a full scene (the duration of an important task).

When the action is completed, the Stat the character pushed drops as on Table 4-13, normally tiring the character for about an hour.

Character Advancement

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve the Stats, Skill Groups, and Attributes of their characters. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

The GM is encouraged to award all characters one Advancement Character Point every two to four role-playing sessions. Each player can assign these Character Points to Stats or Attributes immediately (GM's discretion) or accumulate them for future use.

The Point cost for increasing a Stat, Attribute, or Skill Group is identical to the cost during character creation. Players are encouraged to assign Advancement Points to Stats, Attributes, or Skill Groups their characters use often. Alternatively, players can rationalize their decision to the GM should their characters acquire a new Attribute or Skill Group. The GM may require a character to perform certain activities to rationalize the acquisition of a new Attribute. In particular, the GM should not allow characters to acquire any Attributes that would disrupt the balance of the game. At the GM's option, players can also use Advancement Points to remove Defects that are no longer appropriate to their characters' concepts.

The GM may allow characters with the Item of Power or Gadgets Attributes to "swap" existing items for other items of similar Point value during or between sessions if a good story rationale exists. For example, a technological inventor who uses a suit of power armour to fight crime may make some modifications to his suit between adventures, swapping Points in Flight to increase the armour's Special Attack Level — the Point cost for the suit of armour remains the same but the character has simply designed the Mark II version. Swapping Points requires the expenditure of in-game resources (favours, money, time, captured enemy gear, etc.) and (often several) Technical Skill Group checks before this can be completed. Additionally, this exchange is a time consuming process that can take several days or weeks of work, depending on the extent of the change attempted (though the Gadgeteer Attribute can reduce this time considerably).

GMs can award Points more frequently for faster character advancement as they desire. The GM also has the option of rewarding exceptionally talented or active players with an extra Advancement Point. Finally, players that complete contributions for the game should receive additional Bonus Points as well.

Example of Combat

The following dialogue illustrates many of the rule mechanics associated with combat. Since this example is intended to instruct the reader, the combat is more complex and "forced" than normal play. This is a continuation of the Example of Play on page 6.

There are four players — Julian (Midnighter), Sam (the Engineer), Adam (the Doctor), and Devinder (Karna; his own character) — and the Game Master (or GM), Heidi.

Having lost communication with the Carrier and Apollo, the characters fly to her last known location in a jury-rigged space shuttle. Rather than the Carrier, they discover a ship of similar size, but of an ominous design. Heidi describes it as if the Carrier were a classic '62 Ferrari GTO, this would be a cutting edge Lamborghini Murcielago. It looks sleeker, faster, and meaner, and its hull swirls with a mottled black and red pattern.

The Engineer forces an airlock, and they board the ship and split into two groups. The Doctor and Karna head towards the Junction room; meanwhile Midnighter and Engineer seek out the bridge ... only to encounter Regis and a half dozen koroshi *warriors!*

The Midnighter, unfazed by these ghosts of the past, rushes to attack, assuming the Engineer will back him up.

First Combat Round

Heidi: Because Midnighter is moving to attack, I want Julian and Sam to roll Initiative. (to Karna and Adam) You guys may get a chance to influence things, but hold tight for now.

Julian: (rolls dice) Midnighter rolls a 9. He has Lightning Reflexes x3, which gives him +15, and his ACV is 22, for a total of 46.

Sam: (rolls dice) Engineer rolls 9, plus her ACV of 15, for a total of 24.

Heidi: You guys are fast! (She secretly rolls Initiative for Regis, and once for the group of koroshi; final results are 45 for Regis, and 23 for the koroshi) Midnighter is first with 46. I prefer to divide multiple actions over the entire round, when possible, unless they are very similar in nature. You have 4 actions in total, so you'll go on about 46, 36, 26, and 16. What are you doing?

Julian: I don't care about the stupid koroshi — I'm going straight for this poor-man's impersonation of Regis. I'm going to dodge between the mooks, then launch a flying kick at Regis, forfeiting a Defence to make this a Total Attack.

Heidi: It's a complicated manoeuvre, but since you have the Steady Hand Combat Technique you don't suffer any movement-related penalties. The Total Attack gives you a +2. Roll.

Julian: Midnighter's ACV is 22, and he has Unarmed Attack (Strikes) Skill at +3, plus the Total Attack bonus. I'll only miss on a critical failure. (rolls) 15, no problem!

Heidi: You came upon them unawares, and launched your assault before anyone even realised you were there. You fly over the railing, zip past several koroshi, and Regis is too surprised to defend — your boot connects heavily with Regis's chin. Roll your damage percentage.

Julian: (rolls) I got 14, that's 50% of Maximum Damage, which is only for his Superstrength and Massive Damage. So that's 50% of 50, or 25, plus his ACV of 22 for the kick, so he does 47 damage.

Heidi: (Looks at Regis's character sheet; he has Armour Level 4, which stops 40 damage, so Midnighter's kick only inflicted 7 damage. With 218 Health Points remaining, Regis barely felt that. Simultaneously, Midnighter's kick does 25 metres of Knockback, minus Regis's Body of 16 — Regis stumbles back 9 metres, but his Armour prevents any further harm). Regis stands up, and wipes away a thin line of blood from a broken lip. (as Regis) Hah! The little white meat is back for a second thrashing. Where's your bastard friend got to? I owe him for killing me last time!

Julian: Uh-oh. (as Midnighter) Christ, where is Hawksmoor when you need him? (to Heidi) Do I know if radiotelepathy is still working?

Heidi: It was last time you checked, a few minutes ago. It should be fine, unless something has changed since then. As you're pondering that, Regis pulls back a mighty fist and lashes out with a powerful blow. (Regis is making a Trick Shot, based on his combat telepathy; he would normally suffer a -6 penalty to his attack check and force the same penalty on Midnighter's defence check, but his Accuracy x3 Combat Technique allows him to do it at no penalty to himself, since he reads Midnighter's mind in a split second; rolls a 16, which is under Regis's ACV of 22 plus his Unarmed Attack Skill Level 3). He's going to hit, unless you try to defend!

Julian: Damn straight. I duck and weave. (rolls dice)

Heidi: As you start to dodge, suddenly Regis seems to be everywhere, overloading and countering your fight enhancements. You have a -6 penalty to your defence.

Julian: Yuck. I rolled a 16. My DCV is 17, plus 4 from Unarmed Defence (Midnighter has Level 3, but this is covered by his Specialisation "Strikes," so he has a +1 bonus). With that -6, I miss by 1.

Heidi: Regis's fist smashes into your jaw. (rolls for damage percentage and gets 75% of Maximum Damage of 60, his Massive Damage plus Superstrength, or 45, plus his ACV). You take 67 damage to the chin!

Julian: Ow. My Armour reduces that by 30, so I take 37 damage — that's well under my Shock Value (his Health Points are reduced from 280 to 243). (as Midnighter) I haven't been hit like that since grade school.

Heidi: Due to the force of the blow, you get hurled 31 metres back across the room. Your Armour stops 30 damage, so you take single Point of damage.

Heidi: Julian, Midnighter is still fastest. What's your next move?

Julian: Can I talk to the Doctor via radiotelepathy while kicking this guy's ass?

Heidi: If the conversation is short, and if Regis lets you keep any teeth, sure.

Sam: Ouch.

Julian: Hah. Hah. (as Midnighter) Doctor, are you there? We seem to be fighting the ghosts of Christmas Past here — what the hell is going on?

Adam: (as Doctor) Oh geez. What?

Julian: (as Midnighter) Dammit Doctor, we're fighting Regis and a small wing of Gamorra's terrorists. Do something!

Adam: Okay, I'm going to try to ask the Doctors in the Garden of Ancestral Memory.

Julian (to Heidi) Okay, I have two knives — I want to rush back at Regis, and use two attacks to go for his eyes.

Heidi: (to Adam) I'll get back to you shortly. (to Julian) You snap out two combat knives and lunge. Roll — that's a Called Shot, or two of them, so each attack is at -8.

Julian: Accuracy can lessen that, right? (Heidi nods). Okay, I have Accuracy x3, so that's only a -2. (rolls) My ACV is 22 +2 Melee Attack, -2 from the called shot. I got a 15 and a 23; but I'm going to use Divine Relationship to reroll the 23 (Heidi agrees) and I got a 17. Two hits.

Heidi: Luckily — for Regis — he has Extra Defences. (rolls successfully twice and gets a critical roll of 2 on the second) He bats your first knife away, and then grabs your second in his meaty fist. You hear the metal snap, and he lets the ruined blade fall to the floor.

Julian: I hate this guy!

Heidi: (rolls; Regis's ACV is 22 + 4 for Unarmed Attack: Grapple) Regis reaches out to grab you, Midnighter. Same -6 penalty. Do you defend?

Julian: You bet. (rolls) Damn, I missed again!

Heidi: He grabs you by the face, and (rolls; a Throw attack, which has a +4 bonus) throws you across the room!

Julian: (rolls) Okay. I made that Defence roll, I twist in the air and land in a crouch.

Heidi: Good save. (to Sam) Engineer, what are you doing?

Sam: Oh god. I've got my hands turned to machine guns, and that gives me Extra Attacks Level 1, so I'm going to strafe two of the koroshi.

Heidi: Fine. Because the two attacks are similar in nature, roll both now.

Sam: (rolls twice) My ACV is 15 +4 from Special Ranged Attack (Nanotech machine guns). I hit twice, with an 18 and a 2!

Heidi: Nice shots. (rolls for the first koroshi; the Special Attack has the Spreading Ability, so the koroshi defend with a penalty of -1; gets a 14) The first one fails to dodge, and the second one can't, because you scored a critical hit. Roll damage percentage and your critical hit — we're using Column D, for exaggerated effect.

Sam: Okay, the guns do 20 damage, but are also Auto-Fire. So the first gun hits twice, since I made the roll by one. I got 75% of Maximum Damage, so the first shot does 15 + 15 for my ACV, or 30. While the second one just does 15 (Subsequent Auto-Fire shots do not add any bonuses).

Heidi: The shots are counted separately for Armour purposes, but he doesn't seem to be particularly tough as your bullets tear through him (the koroshi's 50 Health Points are reduced to 5; 45 damage is well over his Shock Value of 10, so Heidi checks for shock, and he fails to make his Soul check by 5; he will be immobilised by pain for 5 rounds, and lose one Health Point per round due to Critical Injury, unless someone helps him). He falls to the ground, having sprung about a dozen leaks. He's still clinging to life, but is completely stunned.

Sam: Great! For my critical hit, I get 300% damage! That's 60 + 15 for the primary hit, and I made the hit by, uh, 17 ... so those all do 60 damage.

Heidi: Yes, although Auto-Fire does a maximum of ten other shots. So you do, ahem, about 675 damage to this poor, poor man, who has now become a fine red paste. The rest of his buddies, however, turn to face you.

Julian: Wait, did Regis throw me near the koroshi?

Heidi: Close to some of them, yes.

Julian: I know they are supposed to go first, but I did have a much higher Initiative. Can I do something for my last action?

Heidi: Like what?

Julian: As they turn to blast Engineer, I want to grab one and turn his head so he shoots Regis, instead.

Heidi: (thinks about it briefly) Okay. That's cool. I'm going to give you a penalty of -4 on top of the called shot of -8 to grab the head, though. Roll a grapple attack.

Julian: (rolls) Okay, that's effectively a -6, I rolled a 12 — that's no problem.

Heidi: The four remaining koroshi turn to eyebeam Angie. Their eyes glow and three pairs of beams stab at you, while the fourth (rolls to defend) fails to avoid Midnighter, and is suddenly shooting Regis! (Heidi rolls for their attacks, and all four succeed). Do you want to defend?

Sam: Yup! I have one Extra Defence, so the first two are made normally, but the third will be at a -4 penalty. Ahh. I got a 16, a 14, and a 14. Two failures.

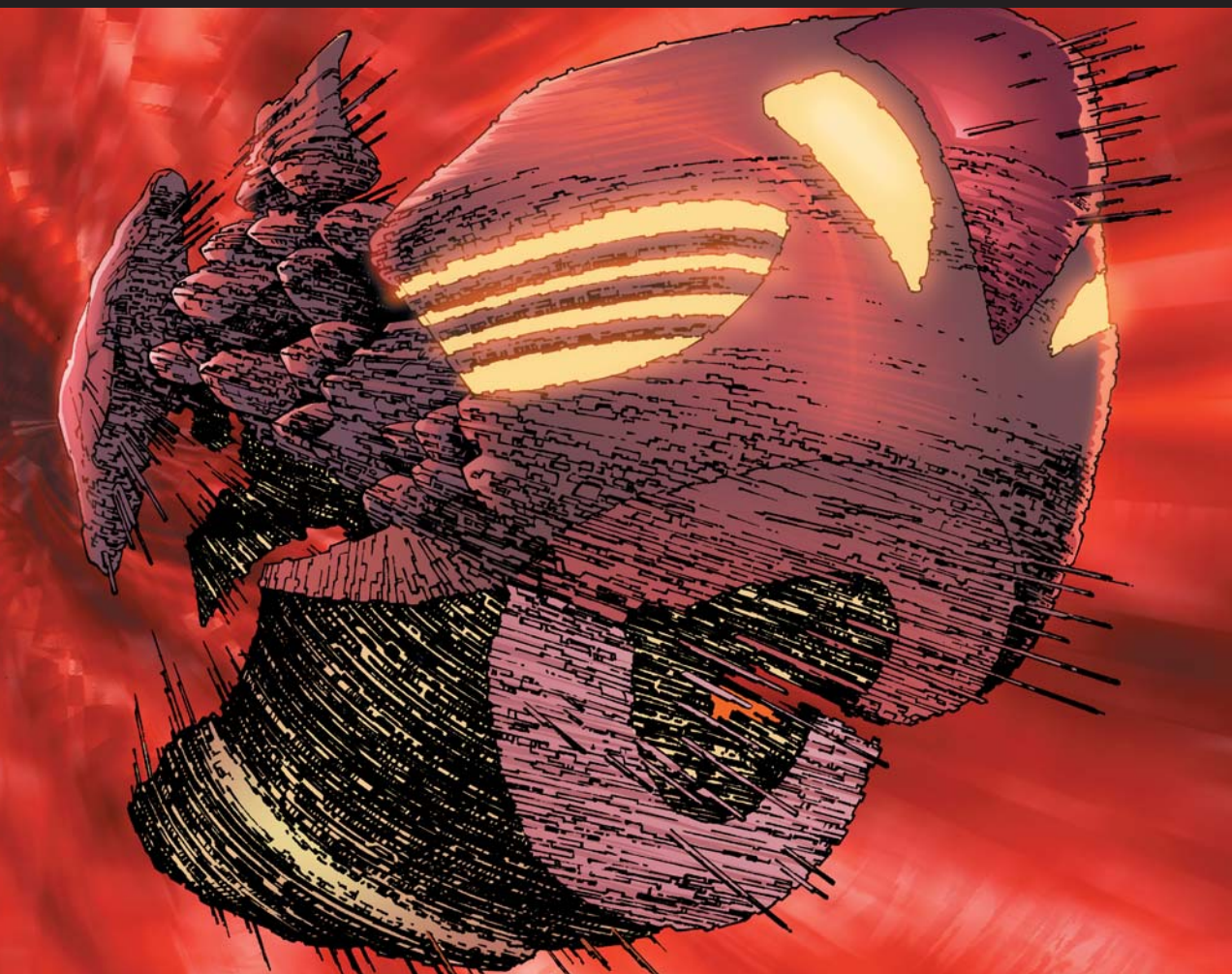
Heidi: (rolls for damage percentage and gets 50%; and rolls for Regis's third and final defence — he fails) The attacks do 63 damage, and penetrate through 10 Points of Armour. Regis shouts in surprise and pain (Regis takes 33 damage, which burns, but is under his Shock Value).

Sam: Ow. Ow. Ow. (Engineer takes 66 damage, reducing her Health Points from 80 to 14. Sam makes two Soul checks because of potential shock, and just barely makes both). Okay, that sucked. Time for superarmour mode!

Heidi: I believe that's the round. Roll Initiative you two. Meanwhile, what are Karna and the Doctor doing?

The game continues from that point ....





CHAPTER 5
EQUIPPING THE CHARACTER

Equipping The Character

What would a superhero world be without the sleek vehicles and high-tech toys that so many of the characters wield in their adventures? It would be incomplete.

The following section provides quick and simple rules that help players and Game Masters create a plethora of weapons and vehicles with which to outfit characters. The equipment created with the following rules is intended for use with the Gadgets Attribute (page 117). If a character requires a more powerful item, such as power armour or a magical ring, it should be created using the Item of Power Attribute (page 124). Item of Power reflects magical or supertech items that are exceedingly difficult to create. Gadgets, however, may be high-tech or incredibly expensive, but are within the ability of modern science. While a character's vehicle may be the best car on the road, anyone with enough funding and skill could build one. The Gamorran teleporter bays, however, require far more than than money and skill to create. Ensure that the desired item is, in fact, a Gadget before attempting to build it using the Gadget rules.

Weapons

Table 5-2: Weapons lists the damage values and other characteristics of common weapons. If a weapon is not listed, the GM should assign a damage value based on one that is similar in form and function.

Some weapons possess Abilities and Disabilities to reflect their unique capabilities. Full descriptions of these modifiers are on pages 143-150. Note that special or magical weapons might cause additional damage or possess unique abilities beyond those listed here.

The Armour Ratings and Health Points of operation weapons, such as firearms, are indicated in the table as well (page 222).

Improvised Weapons

In combat, it is not uncommon for an exceptionally strong character to pick up a nearby object and wield it is a weapon. It is impossible to account for every conceivable weapon that the player characters may decide to throw at their opponents, but Table 5-1: Improvised Weapons provides commonly encountered examples of improvised weapons and their statistics. GMs are encouraged to use this table as a guideline should their players decide to grab something in the middle of combat that is not listed. Naturally, most weapons have the Melee Disability (page 149) as well, though they can be thrown in combat if necessary.

Weapon Table Notes

"Damage" is how much punishment the weapon inflicts (the damage of the attack).

"Abilities" or "Disabilities" are any special capabilities or limitations the weapon possesses. See pages 143-150. Unless noted otherwise, a weapon has Medium range. All Improvised Weapons have the Muscle-Powered Ability. All weapons except Ordnance are hand-held. Fixed weapons must be aimed by turning the vehicle rather than the weapon.

"Skill" is the Skill and Specialisation that provides a bonus when firing the weapon.

Table 5-1: Improvised Weapons

Object	Damage	Abilities	Disabilities	Strength Requirement
Bus	30	Area Effect	Inaccurate Low Penetration	Superstrength Level 4
Car	24	Area Effect	Inaccurate Low Penetration	Superstrength Level 2
Dumpster	18	-	Inaccurate Low Penetration	Superstrength Level 2
Manhole Cover	24	-	Low Penetration	Body 16 or Superstrength Level 1
Park Bench	8	-	Low Penetration	Superstrength Level 1
Steel Girder	30	Spreading	Inaccurate	Superstrength Level 3
Stop Sign	6	-	-	Body 10 or Superstrength Level 1
Telephone Pole	20	Spreading	Inaccurate	Superstrength Level 2

Table 5-21: Weapons

Weapon	Damage	Abilities	Disabilities	Skill
Melee Weapons — Bladed Weapons				
Axe	10	Muscle-Powered	Inaccurate Melee	Melee (Axe)
Broadsword	12	Muscle-Powered	Melee	Melee (Sword)
Cavalry Sabre	10	Muscle-Powered	Melee	Melee (Sword)
Knife or Dagger	6	Concealable Muscle-Powered	Melee	Melee (Knife)
Long Sword	12*	Muscle-Powered	Melee	Melee (Sword)
Short Sword	8	Concealable Muscle-Powered	Melee	Melee (Sword)
Spear	10	Muscle-Powered	Melee	Melee (Polearm)
Melee Weapons — Blunt Weapons				
Bo, Staff, or Pipe	6*	Knockback Muscle-Powered	Melee	Melee (Polearm)
Club, Baseball Bat	6	Knockback Muscle-Powered	Melee	Melee (Club)
Nunchuku or Chain	6	Flexible Muscle-Powered	Melee	Melee (Whips/Chains)
Whip, Rope, or Belt	4	Concealable Flexible Muscle-Powered	Low Penetration Melee	Melee (Whips)
Bows (2 Armour, 20 Health Points)				
Crossbow	12	none	Slow, Limited Shots (1)	Archery (Crossbow)
Long Bow	10	none	Limited Shots (1)	Archery (Bow)
Guns — Pistols (4 Armour, 30 Health Points)				
Light Pistol	8	Concealable	Low Penetration Short Range	Gun Combat (Pistol)
Heavy Pistol	12	Concealable	Short Range	Gun Combat (Pistol)
Machine Pistol	10	Auto-Fire Concealable Spreading	Inaccurate Limited Shots (6) Short Range	Gun Combat (Auto-fire)
Magnum Revolver	14	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)
Medium Pistol	10	Concealable	Short Range	Gun Combat (Pistol)
Revolver	8	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)
Albion Pistol	10	Auto-Fire Concealable	Short Range	Gun Combat (Auto-Fire)
Guns — Rifles (5 Armour, 35 Health Points)				
Hunting Rifle	14			Gun Combat (Rifle)
Light Rifle	8			Gun Combat (Rifle)
Sniper Rifle	20	Accurate	Limited Shots (6)	Gun Combat (Rifle)
Albion Rifle	15	Auto-Fire		Gun Combat (Auto-Fire)
Assault Rifle	14	Auto-Fire Spreading	Limited Shots (6)	Gun Combat (Auto-fire)

Weapon	Damage	Abilities	Disabilities	Skill
Heavy Assault Rifle	18	Auto-Fire Spreading	Inaccurate Limited Shots (6)	Gun Combat (Auto-Fire)
Chemical Laser Rifle	40	Accurate	Limited Shots (6)	Gun Combat (Rifle)
Guns — Assault Weapons (5 Armour, 35 Health Points)				
Personal Defence Weapon (PDW)	6	Auto-Fire Penetrating Spreading	Short Range	Gun Combat (Auto-fire)
Submachine Gun	10	Auto-Fire Spreading	Limited Shots (6) Short Range	Gun Combat (Auto-fire)
Guns — Shotguns (5 Armour, 35 Health Points)				
Shotgun	18**	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Heavy Shotgun	22**	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Guns — Machine Guns (5 Armour, 35 Health Points)				
Light Mini-Gun	16	Accurate Auto-Fire Spreading x2	Limited Shots (6) Static	Gun Combat (Auto-fire)
Heavy Mini-Gun	22	Auto-Fire Spreading x2	Limited Shots (6) Static	Gun Combat (Auto-fire)
Machine Gun	20	Auto-Fire Spreading	Static	Heavy Weapons (Machine Gun)
Heavy Weapons (4 Armour, 30 Health)				
66 mm LAW Light Anti-Tank Weapon	40	Area Effect Burning Penetrating	Inaccurate Limited Shots (1) Self-Destruct Slow Static	Heavy Weapons (Launcher)
Stinger Missile	60	Area Effect Homing Long Range Penetrating	Backblast Limited Shots (1) Only Air Targets Self-Destruct Slow Static	Heavy Weapons (Launcher)
Thrown Weapons				
Concussion Grenade	30	Area Effect x3 Concealable	Limited Shots (1) Self-Destruct Short Range	Thrown Weapons (Grenades)
Thrown Knife	4	Concealable	Limited Shots (1) Short Range	Thrown Weapons (Blades)
Non Lethal Ranged Weapons (3 Armour, 25 Health)				
Pepper Spray	12	Concealable Irritant Stun	Melee Range Limited Shots (6) Toxic	none

Weapon	Damage	Abilities	Disabilities	Skill
Tear Gas Grenade	30	Area Effect x2 Enduring	Inaccurate Limited Shots (1) Self-Destruct Slow Stun Toxic	Heavy Weapons (Grenades)
Taser	12	Stun	Low Penetration Short Range Slow	Gun Combat (Pistol)
Ordnance (15 Armour, 85 Health)				
20mm Gatling Gun	40	Auto-Fire Spreading x2	Fixed Limited Shots (6)	Heavy Weapons (Gunnery)
30mm Autocannon	60	Auto-Fire	Fixed Limited Shots (6)	Heavy Weapons (Gunnery)
120mm Tank Gun: HEAT	80	Area Effect Burning Long Range Penetrating	Limited Shots (1)	Heavy Weapons (Gunnery)
120mm Tank Gun: Sabot	100	Accurate Long Range Penetrating x2	Limited Shots (1)	Heavy Weapons (Gunnery)
Albion Fighter Guns	120	Accurate Long Range		Heavy Weapons (Gunnery)
Albion Cruiser Guns	120	Accurate Long Range x2		Heavy Weapons (Gunnery)
AMRAAM Missiles	80	Area Effect Homing Long Range x4	Limited Shots (4) Only Air Targets Slow Stoppable	Heavy Weapons (Launcher)
Anti-Tank Missile Launcher	100	Area Effect Burning Homing Long Range Penetratingx2	Backblast Limited Shots (4) Self-Destruct Slow Stoppable	Heavy Weapons (Launcher)
Sidewinder Missile	100	Area Effect Homing Long Range x3	Limited Shots (4) Only Air Targets Stoppable	Heavy Weapons (Launcher)
Smart Bomb Load	160	Area Effect Homing Long Range Penetrating	Limited Shots (4) Self-Destruct Slow Air Dropped***	Heavy Weapons (Launcher)
533mm Torpedoes	160	Accurate Area Effect Homing Long Range x3 Penetrating	Limited Shots (2) Only in Water Slow Stoppable	Heavy Weapons (Launcher)
Sub-Launched Cruise Missile	140	Accurate x4 Area Effect x3 Long Range x8 Penetrating x2	Limited Shots (2) Slow Static Stoppable	Heavy Weapons (Launcher)

Weapon Table Notes (continued)

* Requires two hands to wield properly; delivers +4 damage when wielded two-handed.

** Some shotguns are "double-barrelled" and can fire both barrels at once. If so, an additional 8 damage is delivered. Double Barrelled shotguns have the Limited Shots (2) Disability.

*** The bomb's range cannot exceed twice the altitude at which it was dropped.

"Strength Requirement" indicates the minimum Body Stat or Superstrength Level required to wield the object as a weapon effectively. If any improvised weapon is thrown, it is treated as a Short Range weapon. The range increases by one category every 3 Levels of Superstrength above the Strength requirement. For example, if a supervillain character who has Superstrength Level 6, threw a manhole cover, it would be treated as a Long Range weapon (Short increased to Medium for 3 Levels above the minimum Strength Requirement and then to Long for an additional 3 Levels above the Requirement). Conversely, if the character throws a car, which requires Superstrength Level 2, it would be treated as a Medium Range weapon. If he wished to throw a bus at an opponent, it would be treated as a Short Range weapon because he only has 2 Levels above the Superstrength Requirement to wield a bus as a weapon.

Weapons usually count as minor Gadgets. The exceptions are assault rifles, all heavy weapons, and all machine guns (which each count as major Gadgets). Ordnance is normally built into vehicles rather than available separately; see the vehicle descriptions.

Customising Firearms

Sometimes, nothing gets the trick done like a reliable firearm. The following options can be added to weapons to enhance performance or otherwise alter them. Each accessory or feature normally counts as a minor Gadget. Some options are considered "mundane" (their advantages and disadvantages cancel), and do not cost Points.

Options for weapons are classed as either accessories or features. A feature is a change to the basic weapon template that reflects a particular factory model, or extensive after-market customisation. This requires the Mechanics (Gunsmith) Skill to install, and may require several hours or more. An accessory is something that can be easily attached or removed from the weapon within a few seconds to several minutes. Weapon options are available for any class of weapon except Ordnance unless otherwise noted.

Accurised

Modification Type: Feature

The weapon has been specially modified (custom grips, improved sights, polygonal rifling, heavier barrel, etc.) to improve its accuracy. This is typical of target pistols and competition or sniper rifles. This modification grants a +1 bonus to any attack check when firing single shots, but no bonus if used with Auto-Fire. An accurised weapon must be in excellent condition with its sights precisely aligned — it will lose its bonus if knocked about, dropped, or otherwise mistreated.

Bayonet

Modification Type: Accessory

The weapon is fitted with a lug to accept a bayonet (included with this option). When attached, the weapon is a bit more awkward, but it can be used in melee combat as a spear. When detached (requires one round), the bayonet is also usable as a knife. A bayonet is available for any rifle.

Bipod Attachment

Modification Type: Accessory

When the bipod is unfolded, the weapon is treated as if it is Accurate (cumulative with any other Accurate bonuses) and Static. The weapon must be fired at rest with the shooter lying prone behind it. Folding or unfolding the bipod requires one round. A bipod is available for any rifle. All machine guns are assumed to come with bipod attachments at no extra cost.

Brass Catcher

Modification Type: Accessory

This attachment collects cartridges as they are fired out of the weapon, and thus either saves them for hand loading or prevents any incriminating ballistics evidence from being left behind. A brass catcher is available for any rifle, assault weapon, or machine gun.

Briefcase-Firing

Modification Type: Accessory

The weapon is designed to be concealed in and fired from a briefcase or attaché case without removing it, using a hidden trigger in the case handle. The weapon must be an auto-loading pistol, machine pistol, or a submachine gun. The weapon suffers a -4 penalty to the attack check when fired from within a briefcase. The gun can usually be unclamped from the case and used normally (takes one round). GMs may use similar rules for umbrella guns or other disguised weaponry.

Carbine-Format

Modification Type: Mundane Feature

The weapon has a shorter barrel and stock. A carbine format subtracts 1 damage but allows the weapon to be concealed under a long coat (see Concealable Ability, page 144) as if it were a submachine gun. A carbine-format weapon is available for any rifle.

Flash Suppressor

Modification Type: Accessory

The hot gasses produced when a bullet is fired are quite visible at night. A flash suppressor is a long device that can be attached to the end of a weapon, masking this signature. A weapon with a flash suppressor attached is easier to detect if hidden (+1 bonus). A flash suppressor is not available for a grenade launcher, LAW, taser, or mini-gun.

Flashlight Attachment

Modification Type: Accessory

This attachment allows any weapon to be used with a flashlight, and permits illumination of targets at short range so that attackers can target them without any penalties for darkness. Of course, someone using a flashlight at night can also be detected at a greater distance.

Folding or Telescoping Stock

Modification Type: Feature

The stock on the weapon can be folded or telescoped down, making it handier and more concealable. Unfortunately, a weapon with this feature also suffers from the Inaccurate Disability (-2 penalty) when firing at targets at over half its effective range. It requires one round (one attack if the character has the Extra Attacks Attribute) to fold or unfold the stock. If the weapon is also carbine-format, sawed-off, or a submachine gun, there is an extra -1 penalty to any check to spot the weapon while concealed, which is cumulative with other modifiers. This feature can be assigned to any rifle, shotgun, or assault weapon.

Laser Sight

Modification Type: Accessory

A laser sight projects a small, bright dot of laser light exactly where the weapon is pointing, which helps the attacker determine whether or not he or she is on target. In game terms, the attacker receives a +1 bonus to their appropriate attack check in situations where they can see the laser dot on the target (usually up to Short Range unless combined with a scope). Laser sights with an infrared beam (visible only to people with night vision scopes or goggles) are also available.

Night Vision Scope

Modification Type: Accessory (counts as 2 minor Gadgets)

This scope uses thermal imaging or light intensification technology to "turn night into day." This functions exactly like a regular scope, except that it also eliminates any penalties for darkness.

Sawed-Off Barrel

Modification Type: Feature

This modification is for shotguns only. Sawing off the barrel of a shotgun means that it is easier to conceal, but is also shorter ranged. A sawed-off shotgun can be concealed under a long coat (see Concealable weapon Ability, page 144) as if it were a submachine gun. At up to Melee Range (5 metres or less) it has a wider spread of pellets (+1 bonus on attack checks), but suffers -4 penalty to damage at ranges beyond Melee Range.

Snub-Nose

Modification Type: Mundane Feature

A snub-nose is a shorter-barrel versions of any auto-loading pistol, revolver, or machine pistol. The weapon suffers a -2 attack check penalty at any range greater than 5 metres and delivers less damage (-1 to damage), but is substantially easier to conceal (-1 penalty to spot the hidden weapon, cumulative with other bonuses or penalties of the weapon).

Scope

Modification Type: Accessory

A telescopic sight mounted atop the weapon gives the shooter an extra +1 bonus to his or her attack check when taking an entire turn to aim at a target (page 199). This bonus only applies to targets further away than Melee Range (over 5 metres). Scopes are available for all guns.

Silencer

Modification Type: Accessory

A silencer, or more technically, a sound-suppressor, is a tube that attaches to the weapon's barrel and reduces the noise the weapon makes while firing. A silenced weapon cannot be heard at a range of greater than 5 metres unless a nearby character makes a successful Body Stat check. The GM should modify this distance/check for conditions such as ambient noise, range, and Heightened Senses. Pistols (other than most revolvers), machine pistols, submachine guns, and rifles may be fitted with silencers. A silenced weapon cannot be concealed or holstered until the silencer is removed, which requires one round.

Speed Loader

Modification Type: Accessory

A speed loader is a device that holds a number of revolver cartridges and permits them to be rapidly inserted into a cylinder. If a character has this minor Gadget, he or she can ignore the Limited Shots Disability of any revolver.

Trigger Lock

Modification Type: Mundane Feature

An integral lock that prevents the gun from being used without the right key or combination. It takes an extra round to unlock the gun before it can be ready to fire. In some areas, the law may require trigger locks on some or all firearms.

Types of Ammunition

It is assumed that characters have access to ammunition of whatever type they need for their standard weapons. Standard ammunition for auto-loading pistols, revolvers, rifles, and machine guns is a lead bullet; this type of bullet is called "ball" in military parlance. Standard ammunition for shotguns is shot. If characters have more than one type of ammunition, each extra type that is carried counts as a minor Gadget.

Armour Piercing (AP)

This is a bullet specifically designed to punch through armour, using a steel or tungsten core rather than jacketed lead. Some brands of armour-piercing ammunition are Teflon-coated, but contrary to myth, the coating on

AP bullets has nothing to do with the armour-piercing qualities — it simply helps protect the rifling inside the gun from the tougher material from which the bullet is made. Weapons using AP bullets are assigned the Penetrating (Armour) Ability (page 147). AP bullets are somewhat less lethal against flesh, and thus the actual damage is always halved (round up) after the effects of Armour are considered. These bullets are available for auto-loading pistols, machine guns, shotguns, revolvers, and rifles. AP pistol or revolver ammunition ("cop killer bullets") is usually illegal.

Bird Shot

The statistics given for shotguns assume they are using buckshot, which is the usual combat load. If using birdshot (with a greater number of smaller pellets) damage is reduced by 5 (minimum 1 damage) but the attacker gains a +1 bonus to his or her attack check. Bird shot is only available for shotguns.

Blanks

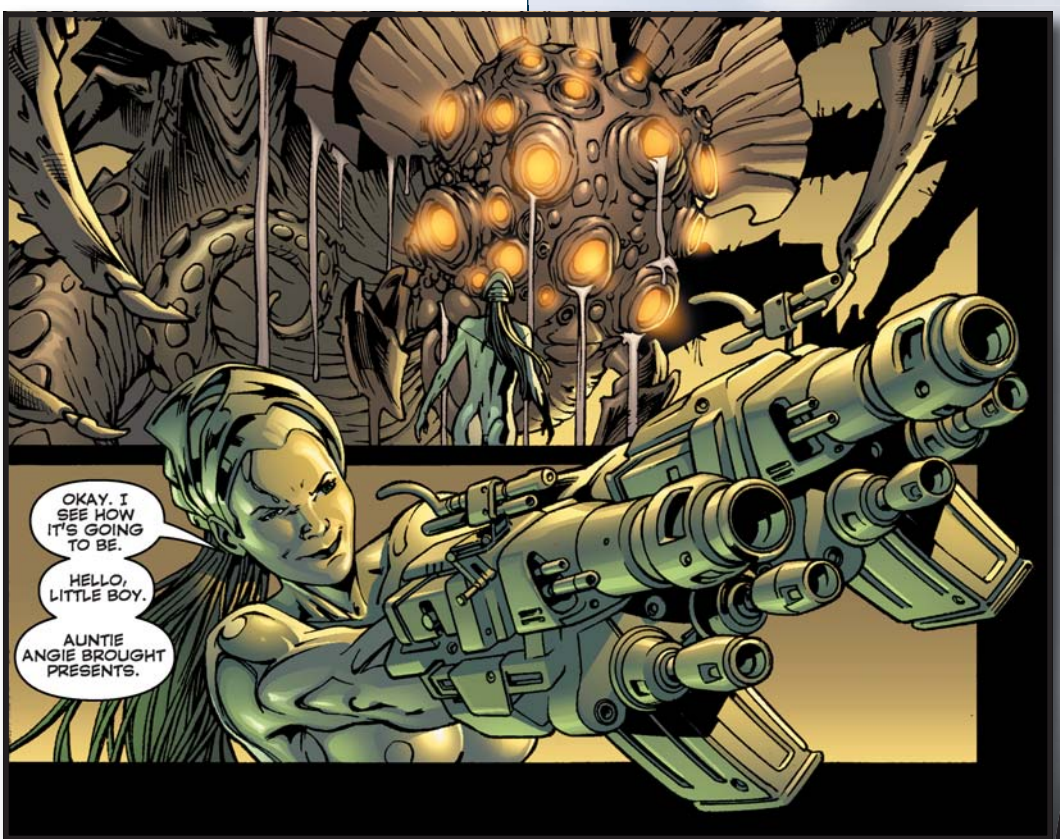
A blank is a cartridge without the bullet that also has a reduced powder load. A blank normally does not deliver any damage when fired, but if the gun's muzzle is directly in contact with someone, the hot gasses expelled can still be dangerous or fatal. When a character is using a blank-firing gun in combat, the gun is treated as if it is firing a rubber bullet, but range is limited to Melee Range. Blanks are available for auto-loading pistols, machine guns, revolvers, rifles, and shotguns.

Hollow Point (HP)

This is a bullet designed to expand after entering a target, therefore doing greater damage. Hollow Point bullets are known by various trade names, and include bullets described as "expanding," "dumdum," or pre-fragmented rounds such as "safety slugs." HP ammo is standard issue in many police departments, since the rounds are better man-stoppers and are less likely to pierce walls and injure bystanders on the other side. The Hague Convention prohibits HP bullets for military use in international conflicts. Hollow Point bullets have less Armour-penetrating power: Armour protection is doubled against the bullets. These disadvantages are cumulative with any Low Penetration modifiers. If even 1 damage succeeds in penetrating Armour, however, or if the target was unarmoured, 5 bonus damage is added to the damage that a living target suffers (the bullets "mushroom" inside living tissue). No extra damage is inflicted on machines or structures by HP bullets. HP bullets are available for auto-loading pistols, machine guns, revolvers, and rifles.

Rubber

These are bullets encased in rubber or plastic, which are designed to be "less lethal." A weapon using rubber bullets automatically suffers from the Low Penetration Disability (page 149) and delivers 5 less damage (minimum 1 damage). Rubber bullets are available for auto-loading pistols, machine guns, revolvers and rifles, and for shotguns firing slug ammunition.



Shotgun Slugs

A shotgun can fire big bullets instead of shot. Police will often use slugs to stop cars or blow open barricades. When using slugs, a shotgun loses both the Spreading Ability (page 147) and the Low Penetrating Disability (page 149). Slugs are available for shotguns only.

Incendiary Shells

Special shells are also available for shotguns; these shells contain phosphorous chemicals that convert the shotgun into an improvised flamethrower. Damage is reduced by 5 (minimum 1), but if any damage penetrates Armour, the target receives fire damage, and suffers one quarter (round up) the basic damage per round for the next five rounds. This damage is also very painful, imposing a -2 penalty on all checks. The ammunition tends to foul the gun after use, however. Any further shots fired before the gun can be carefully cleaned suffer a -2 attack check penalty, and the gun will jam on any roll of 1 or 2 (requiring cleaning before the gun can be reused). These shells are available for shotguns only.

Grenades and Explosives

The user throws these hand-held explosive weapons at a target. Their use uses the Thrown Weapons (Grenade) Skill. All of these explosives count as minor Gadgets except a satchel charge, which is treated as a major Gadget.

Concussion Grenade

This grenade is filled with high explosives. 30 damage is delivered to everyone in a six-metre radius who fails a defence check. Even if characters make the defence check, they still may suffer some blast damage (see Area Effect, page 143) unless there is sufficient cover (GM's option).

Tear Gas Grenade

This grenade bursts to fill a room-sized area (three-metre radius) with (usually) non-lethal irritant gas. Damage is the same as concussion grenade (30 damage), but is "stun only" — it wears off after a few minutes, and it does not affect non-living things or anyone wearing a gas mask. Anyone exposed to the gas also suffers a -2 penalty on all checks due to irritation if they fail a Body Stat check. This penalty lasts for a number of rounds equal to the amount by which the check was failed. Tear gas grenades also release a lot of smoke and may occasionally (GM's option) start fires if they explode next to paper or other flammable substances.

Flash-Bang Grenade

These special grenades produce a brilliant firecracker effect, stunning people with sound and light. This weapon is a favourite of hostage-rescue teams. No physical damage will be suffered, but the victims must make a Body Stat check or be blinded and deafened for a number of combat rounds equal to the difference between the Check Value and the roll. The character suffers a -1 Check Value penalty if he or she is right next to the grenade when it explodes. Characters wearing anti-flare goggles (such as a welding mask) and ear protectors will receive a +6 bonus to their check to avoid the grenade's effects.

Smoke Grenade

This grenade fills a room-sized area (three-metre radius) with non-toxic chemical smoke for 3 to 8 rounds (depending on wind). Anyone without night vision goggles or a night vision scope will suffer a -4 attack check penalty when attacking a target obscured by smoke.

Dynamite Stick

This explosive functions like a concussion grenade, except the blast covers only a three-metre radius, and it delivers 20 damage.

Satchel Charge

This is a knapsack full of plastic explosive or multiple dynamite sticks. The explosion is treated as a concussion grenade, but the blast covers an eight-metre radius and the maximum damage is 40. Unlike a grenade, a satchel charge is too heavy to throw far, so its range is limited to melee range for average humans — the attacker will be caught in the charge's blast unless it has a timer.

Timed or Remote Detonator

This device is used to explode a satchel charge (or other bomb) from a distance, either at a specific time or in response to an electrical or radio signal. Attaching the detonator to the explosive and properly setting it requires a Demolitions Skill check, with failure indicating a late or premature blast.

Vehicles

Along with their specialised weaponry, many modern era characters use rigged and modified vehicles. Additionally, many international organisations use high-tech vehicles in their quests to keep their interests safe.

This section describes the standard vehicles likely to appear in a modern-day game. Some vehicles are suitable for use as personal vehicles by characters, while a desperate individual may commandeer others (such as a city bus) when no better transportation is available. This section concentrates on general types that are in common use, rather than providing individual statistics for specific models. All costs are approximate current day US dollar (USD) values, which can vary greatly.

Each vehicle counts as a major Gadget, with the exception of the motor scooter and ultra-light (minor Gadget). These basic templates can be modified using the Customising Vehicles guidelines (pages 234). Using the customisation options, the vehicle can be further modified to match the character's personal vision (adding options such as supercharged engines or armoured glass

windows) with each option normally considered to be a minor Gadget.

Speed is the top speed in kilometres per hour. Pickup trucks, sport/utility vehicles, and dirt bikes move at half speed off-road. Other non-military ground vehicles are road-bound and can move a maximum of one-quarter speed off road.

MB is the Manoeuvre Bonus. +1 means a +1 bonus to Initiative rolls (only), while a -1 or -2 means that penalty is applied to both Initiative rolls and to Driving Skill checks.

Size is the Awkward Size Defect possessed by the vehicle, and thus a relative measure of the vehicle's mass and volume. "0" means the vehicle is about the size of a motorcycle; you could drive it through a house's door, or stow it in the back of a van (a few hundred kg). "1" means it is about the size of a car or pickup truck, and you can park it in a normal garage (masses a tonne or so). "2" means it is the size of a large truck (uses multiple parking spaces, often masses 5-10 tonnes when loaded). "3" means it is even larger, such as a big tractor-trailer combination that might haul 20+ tonnes. "4" is exceptionally large (30 metres plus and a few hundred tonnes), 5 is huge, the size of a small ship (a few thousand tonnes). 6 is enormous, the size of a large ship (several thousand tonnes).

People is how many people the vehicle is designed to seat, including the driver or pilot.

Cargo is how many tonnes or kilograms of cargo the vehicle can typically carry without suffering movement penalties. An ** indicates that the cargo area can be converted into passenger space at a ratio of 5 people per tonne.

Armour is the number of damage points that the Armour stops. An * indicates that the Armour only protects the vehicle, not the driver or passengers. *** A heavy tank gets only 30 armour against most superpowered attacks, since they can easily target the top, sides, or rear. The true armour of its front body and turret (against tanks and similar frontal attacks) is 80.

Health Points indicate how much damage the vehicle can sustain before it ceases to function. The vehicle is not necessarily destroyed when its Health Points are reduced to zero — it has merely sustained enough damage to shut the engine down, hinder the control systems, or in some other way prevent the vehicle from working. For rules on destroying a vehicle, see Breaking Objects, page 252.

No range is listed, since all vehicles except the ultra-light can operate for 3-10 hours before requiring refuelling. The ultra-light's endurance is under one hour. Oversized vehicles (trucks, big rigs, busses) usually burn diesel fuel, while most other vehicles use gasoline.

Table 5-3: Vehicles

Vehicle	Speed	MB	Size	People	Cargo	Armour	Health Points	Skill
Automobiles								
Compact Car	160	-	1	4	100 kg	4	50	Driving (Car)
Passenger Car	160	-	1	5	200 kg	5	60	Driving (Car)
Pickup Truck	160	-	1	3	1 tonne	6	70	Driving (Car)
Race Car	300	+1	1	1	-	5	60	Driving (Car)
Sports Car	200	-	1	2	200 kg	4	50	Driving (Car)
Sport/Utility	160	-	1	6	200 kg	6	70	Driving (Car)
Stretched Limousine	160	-1	1	6	500 kg	5	60	Driving (Car)
Van	150	-1	2	2	1 tonne **	7	80	Driving (Van)
Motorcycles								
Dirt Bike	140	+1	0	2	-	3*	40	Driving (Motorcycle)
Scooter	120	+1	0	1	25 kg	2*	30	Driving (Motorcycle)
Motorbike	180	+1	0	2	50 kg	3*	40	Driving (Motorcycle)
Oversized Vehicles								
Big Rig	150	-2	3	2	10 tonnes	10	110	Driving (Big Rig)
Bus	120	-2	3	30-50	1 tonne	9	100	Driving (Big Rig)
Heavy Truck	150	-1	2	2	5 tonnes	8	90	Driving (Van)
Helicopters								
Combat Helicopter	300	+1	2	2	2 tonnes	10	80	Piloting (Helicopter)
Light Helicopter	200	+1	1	3	250 kg	4	50	Piloting (Helicopter)
Utility Helicopter	200	-	2	2	2 tonnes **	7	80	Piloting (Helicopter)
Helicar	400	+2	2	2	100 kg	6	60	Piloting (Helicopter)

Vehicle	Speed	MB	Size	People	Cargo	Armour	Health Points	Skill
Airplanes								
Supersonic Combat Jet	2,500	+1	2	2	5 tonnes	16	100	Piloting (Jet Fighter)
V/STOL Combat Jet	1,200	+2	2	2	4 tonnes	16	100	Piloting (Jet Fighter)
Light Airplane	350	+1	1	4	250 kg	4	50	Piloting (Light Airplane)
Heavy Airplane	300	-3	3	4	40 tonnes **	11	120	Piloting (Heavy Airplane)
Ultra-Light	100	+1	0	1	-	2*	30	Piloting (Light Airplane)
Shiftships								
Rocket Shiftship	3,000	+1	3	5	4 tonnes	10	120	Piloting (Spacecraft)
Fighter Shiftship	3,000	+1	4	3	50 kg	10	100	Piloting (Jet Fighter)
Cruiser Shiftship	1,500	-2	6	100	10 tonnes	20	240	Piloting (Spacecraft)
Hover Sledge	140	+2	0	1	100 kg**	6*	40	Piloting (Vertol)
Space Shuttle								
Shuttle Orbiter	28,100	-4	5	7	24 tonnes	10	120	Piloting (Spacecraft)
Speed Boats								
Off-shore Racer	180	-	2	6	500 kg	7	80	Boating (Small Boat)
Recreational Boat	80	+1	1	3-4	100 kg	4	50	Boating (Small Boat)
Submarines								
Nuclear Attack Submarine	40	-2	6	130	10 tonnes	20	240	Boating (Submarine)
Parasite Fighter Submarine	50	-	3	4	200 kg	20	120	Boating (Submarine)
Research Submarine	10	-2	3	6	200 kg	20	100	Boating (Submarine)
Military Ground Vehicles								
Armoured Personnel Carrier	70	-	2	13	2 tonnes	20	120	Driving (Tank)
Heavy Tank	80	-2	3	4	2 tonnes	30***	200	Driving (Tank)
Hover Platform	40	+1	0	2	200 kg**	5*	40	Piloting (Vertol)

Automobile

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. Standard features on modern vehicles include headlights, seat belts, air bags, and air conditioning.

Passenger Car

An ordinary compact or mid-sized automobile. Cars are available in coupe (two doors, often with a hatch back and extra cargo space), sedan (four door), or station wagon (extra room in back, but reduced rear visibility for driver) body styles. Year 2004 cost: $12,000+ USD. For an expensive luxury car, add custom options such as Big Engine and Luxury Interior.

Sub-Compact Car

A small, somewhat cramped passenger car. It seats four, but with a lot less comfort than a comparable mid-sized vehicle. It is easier to park, but not as robust. Year 2004 cost: $10,000+ USD.

Pickup Truck or Sport/Utility Vehicle

A light truck with cab seating (2-3 people), off-road suspension, and four-wheel drive and either an open cargo bed (pickup truck) or extra passenger capacity (sport/utility vehicle). Year 2004 cost: $20,000+ USD.

Race Car

A dedicated race car (such as a Formula 1 racer or funny car) with an aerodynamic body, a single seat, and very powerful engine. Such a vehicle is not "street legal." Race cars are "hangar queens" that require periodic maintenance every few hours just to keep their finely tuned engines and transmissions in working order. Year 2004 cost: $100,000+ USD.

Sports Car

A car with good aerodynamics, a powerful engine, and superior transmission and suspension. Some sports cars carry two people, while others sacrifice already-meagre cargo space to carry an extra person or two in cramped back seats. Year 2004 cost: $50,000+ USD.

Stretched Limousine

An oversized passenger car. It will usually have a number of posh features, such as a luxury interior. Year 2004 cost: $50,000+ USD.

Van

A light panel truck or mini-van, with one or two big rear doors and sliding side doors. Use this template with appropriate customisation for ambulances. Year 2004 cost: $15,000+ USD.

Motorcycle

A two-wheeled bike powered by a gasoline engine. Standard features include headlights and rear-view mirrors.

Motorbike

A big bike with a reasonably powerful engine. A second person can usually be carried without much difficulty. Year 2004 cost: $3,000+ USD for a standard bike, or $15-20,000+ USD for a luxury model.

Scooter

A small bike with an anaemic engine. Scooters are suitable for a single rider only. A minor gadget. Year 2004 cost: $2,000+ USD.

Dirt Bike

A motorbike designed for off-road operations. Dirt bikes include the Off-Road Suspension option (page 236) at no extra cost. Year 2004 cost: $4,000+ USD.

Oversized Vehicle

A big ground vehicle with six or more wheels, usually powered by a diesel engine rather than gasoline engine (diesel fuel is cheaper, and less flammable). Standard features include headlights, seat belts, airbags, and air conditioning.

Big Rig

An 18-wheel tractor-trailer combination, with a powerful tractor cab designed to tow a big trailer. With trailer, a big rig may be 20 metres long. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. If the trailer is unhooked from the "fifth wheel" (this takes at least two rounds outside the vehicle to do this), the rig's speed can increase by 10-20 kph. Year 2004 cost: $60,000+ USD.

Bus

A city, school, or excursion bus. In action comics, these usually make their appearance when someone hijacks or plants a bomb on them, or they threaten to careen off a cliff or bridge. A typical bus seats 35-45 people (with plenty of standing and cargo room) and is about 10-15 metres long. Year 2004 cost: $50,000+ USD.

Heavy Truck

A large truck, bigger than an ordinary van. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. A heavy truck may also be a cement mixer, dump truck, street cleaner, fire engine, etc. Year 2004 cost: $30,000+ USD.

Helicopter

A rotary winged vehicle. Modern helicopters are usually powered by a gas turbine engine, and require a pilot's license to operate. They have a horizontal main rotor that provides lift and (by tilting the helicopter) propulsion, and a small vertical tail rotor to act as a stabiliser. A helicopter is capable of executing vertical takeoffs or landings, and hovering. Standard features include landing lights (treat as headlights), seat belts, and often air conditioning.

Combat Helicopter

A devastatingly offensive helicopter (such as the AH-1W Super Cobra), typically used in battle against combat forces and either very powerful or very large monster threats. A combat helicopter counts as three major Gadgets excluding its weaponry. Its weapons will count as an extra 4 major Gadgets for its primary weapon (usually a 20mm Gatling or 30mm Autocannon) and an extra Major Gadget for each alternate weapon (usually a launcher for anti-tank missiles or rockets slung under its stub wing). Year 2004 cost: $10,000,000+ USD.

Light Helicopter

A small helicopter that can carry a couple of people. This is a typical news or police helicopter. Year 2004 cost: $100,000+ USD.

Utility Helicopter

A larger helicopter that is often a civilian version of a military troop-carrying model. These choppers are designed to carry a dozen people or a decent cargo load. Helicopters of this sort are often used as air ambulances. Year 2004 cost: $1,000,000+ USD.

Helicar

A high-speed, "advanced technology" winged helicopter built by the British Space Group in the 1950s as a PR gimmick to explain away sightings of Sliding Albion shiftships.

Airplane

An airplane relies on wings for lift and a propeller or jet engine for propulsion. It requires a smooth, flat runway for takeoffs and landings. While airborne it must maintain a minimum speed (usually about 1/10 its maximum speed) to avoid stalling. Standard features include landing lights (treat as headlights), seatbelts, emergency parachutes, and often air conditioning.

Supersonic Combat Jet

Combat Jets are often the first military forces to respond when Earth is threatened. These statistics are for standard two-seater heavy supersonic fighters. US Navy F-14 Tomcats and USAF and Marine F-4 Phantoms were used against Sliding Albion's invasion force, while USAF F-15 Eagles also appeared to help fight off 70th Century Kansas City. With a full load of weapons it counts as 10 major Gadgets. Unarmed (such as a recon plane) it counts as four. Typical weaponry is a 20mm Gatling Cannon, four short-range Sidewinders and either four long-range AMRAAM missiles or four 500-pound smart bombs Year 2004 cost: $25,000,000+ USD (the most expensive Stealth bomber, the B-2 exceeds $1 Billion USD).

V/STOL Combat Jet

This is a subsonic combat jet such as the Harrier or Yak-38 Forger, designed for vertical/short takeoff and landing. This allows the fighter to land or take off from a very small area, such as a helicopter pad on a ship or a tennis court. Harriers were used in the counter-attack against 70th Century Kansas City. A typical mission warload might be a four short-range Sidewinder missiles (or Russian equivalents) and four smart bombs. With a full load of weapons including a Gatling Cannon or 30mm Autocannon, it counts as nine major Gadgets. Year 2004 cost: $25,000,000+ USD.

Light Airplane

A single-engine propeller-driven passenger airplane, capable of operating out of grass strips or landing on a smooth stretch of highway if necessary. Light aircraft are a favourite of drug runners. Use Pilot (Light Plane) Skill. Year 2004 cost: $100,000+ USD.

Heavy Airplane

A large plane, often with two or four engines, which is used primarily to transport large numbers of people or cargo. Heavy airplanes often require longer runways in order to take off or land. A heavy airplane counts as two major Gadgets. Year 2004 cost: $10,000,000+ USD.

Ultra-Light

A small one-man powered hang-glider that is used mainly for recreation. Counts as a minor Gadget. Year 2004 cost: $10,000+ USD.

Space Shuttle

The space shuttle consists of a reusable orbiter vehicle, large main fuel tank, and two booster rocket engines. The boosters and fuel tank are dropped as the shuttle blasts into orbit. The orbiter returns to Earth as an unpowered glider.

Space Shuttle Orbiter

In 2004, NASA has two functional shuttles — Atlantis and Discovery — that can be used to transport large payloads and crews into low orbit. The newest shuttle, Endeavour (built in 1991) is lost when the alien god's heralds attack. A space shuttle counts as five major Gadgets. Year 1991 Cost: $2.1 billion USD.

Speed Boats

Boat designs come in a variety of shapes, depending on their desired function. Speed boats have sleek hull designs and powerful engines in order to travel at high speeds. Standard features include a VHF radio (treat as a CB radio), convertible tops, running lights, and lifejackets.

Recreational Speed Boat

A medium-sized powerboat, usually with an outboard engine. These boats are often used for water-skiing. Year 2004 cost: $10,000+ USD.

Offshore Racer

These large race boats, usually measuring between 10 and 18 metres in length, are used in offshore racing. Smugglers often utilise these sleek, fast boats to transport illegal goods. Year 2004 cost: $80,000+ USD.

Submarines

These are used for underwater travel, combat, and exploration. They range from cruiser-sized nuclear submarines used by the major navies of the world to small, deep-diving research and salvage vessels.

Nuclear Attack Submarine

This is a large nuclear-powered attack submarine. It is over 100 metres long, can cruise for months at a time underwater (limited only by the stored food supply aboard), and is armed with four torpedo tubes and a mix of two dozen anti-ship torpedoes, anti-ship missiles, and land-attack cruise missiles, all of which can be launched while underwater. Some late-model nuclear submarines also have vertical launch tubes for additional missiles. It can dive to a depth of 300 metres, and has active and passive sonar with an underwater range of 20-50 km; its periscope also includes infrared and telescopic sensors that can observe targets while it is submerged. A nuclear submarine counts as 20 major gadgets. Year 2004 cost: $1 billion+ USD.

Parasite Fighter Submarine

This is a fast, sleek submarine of the sort used by the Tapeworm City dwellers within the bloodstream of the alien god. It could also represent an advanced terrestrial "fighter sub." Usual weapon is blaster (perhaps a laser beam), although terrestrial designs might carry torpedoes instead. Costs 3 major Gadgets, plus weapons.

Research Submarine

A small salvage or research sub. It is slow but highly manoeuvrable, may be capable of diving several hundred metres, and often has a pair of manipulator arms (with Superstrength Level 1). Costs 2 major Gadgets. Year 2004 cost: $3-5 million+ USD.


LOS ANGELES;
1999

Military Ground Vehicles

When battling against foreign incursions or giant monsters, the army will come to the rescue with their awesome firepower.

Armoured Personnel Carrier

A lightly armoured, full-tracked, air-transportable personnel carrier designed to carry and protect personnel and certain types of cargo. Counts as three major Gadgets, excluding any weapons. Typically adds a weapon mount (page 238) with a machine gun (a major Gadget). Year 2004 cost: $500,000+ USD.

Heavy Tank

Heavy tanks (such as the M1 Abrams) are the backbone of military forces. They provide strong mobile firepower while providing heavy protection for their crews in almost any environment. A heavy tank chassis counts as three major Gadgets; the weapons — a 120mm cannon that can fire HEAT or Sabot ammunition, a machine gun controlled by the same gunner, and two more machine guns controlled by different gunners (loader and commander) — typically count as an additional six major Gadgets, for a total of nine. Year 2004 cost: $4,000,000+ USD.

Shiftships

These are vessels capable of travelling between dimensions, and flying in air or space. They can shift into the Bleed, travel through it (which may take only seconds, or minutes or hours if travelling to unknown coordinates) and then emerge out into a location in the new dimension, often parallel to the point where they entered the Bleed.

Fighter Shiftship

A single-seat fighter used by Sliding Albion in their raids against Earth; see Sliding Albion Technology, page 247. Counts as eight major Gadgets (with weapons).

Rocket Shiftship

A combination rocket plane and Shiftship, somewhat larger than the fighters, but more agile. These were used by Sliding Albion from the 1920s until their first World War. See Sliding Albion Technology, page 247. Counts as eight major Gadgets (with weapons).

Cruiser Shiftship

A large aerial cruiser, much larger but far less manoeuvrable than fighters or rocket ships. Cruisers can hold a large crew and carry tremendous cargo. See Sliding Albion Technology, page 247. Counts as 12 major Gadgets (including weapons).

Hover Sledge

These one-man flyers are used by Sliding Albion Cavalry in battle. They cannot cross the Bleed under their own power, but can travel in the wake of a larger shiftship. They are designed for vertical/short take off and landing, and can presumably hover. A second person can likely be carried with some difficulty. Each costs one major Gadget.

Customising Vehicles

Options can be added to different types of vehicles to enhance performance or give them additional capabilities. Unless otherwise noted, each accessory counts as one minor Gadget and can only be taken once.

Table 5-4: Vehicle Customisations

- Airfoils
- Armour
- Artificial Intelligence (A.I.)
- Big Engine
- Burglar Alarm
- Citizen's Band (CB) Radio
- Consumer Electronics
- Convertible Top
- Door Mount
- Electronic Countermeasures
- Engine Rebuild
- Extra Capacity
- Extra Endurance
- Furnishings
- Global Positioning System (GPS)
- Hidden Cargo Space
- Improved Brakes
- Improved Shocks
- Lights and Siren
- Luxury Interior
- Manoeuvrable
- Manual Transmission
- Nitrous Oxide Tank
- Off-Road Suspension
- Police-Band Radio
- Pontoons
- Radar Detector
- Rocket Engine
- Rotating License Plate
- Sidecar
- Slick Tires
- Smoke Screen/Oil Slick
- Special Tires or Puncture-Resistant
- Stretchers and Medical Equipment
- Stripped
- Sun Roof
- Supercharger
- Tow Winch
- Trailer
- Turbocharger
- Weapon Mount — Light
- Weapon Mount — Heavy

Note that Engine Rebuild, Turbocharger, and Big Engine have approximately the same effect in game terms. A fast vehicle may have all three options assigned, however.

Some vehicles possess supertechnology, which grants them abilities beyond those outlined below. These abilities are covered using the Item of Power Attribute (page 124). Creating a vehicle such as this not only requires minor and major Gadgets for the base abilities of the vehicle plus any modifications but also requires a Level in Item of Power sufficient to purchase the Attribute(s) granted by the supertechnology.

Airfoils

An aerodynamic feature (airdams, spoilers, etc.) that improves traction by increasing the downward force on a car. Gives a +1 bonus to any Drive (Car) Skill check at speeds over 100 kph. Airfoils are available for any automobile and some exceptionally fast boats.

Armour

The vehicle is retro-fitted with armoured panels, Kevlar inserts, and bulletproof glass on the windows. Each time the armour is assigned, the extra weight reduces top speed by 10 kph but increases the vehicle's Armour Rating by 5. Armour is available for any vehicle except an ultra-light aircraft, and counts as two minor Gadgets.

Artificial Intelligence (A.I.)

This can be assigned more than once. For one major Gadget, a vehicle can be given one Stat Value in Mind or Soul to a recommended maximum of 10 for each Stat. The A.I. customisation enables a vehicular computer to achieve a limited form of self-operation and eventually self-awareness. For these purposes, the Mind Stat represents processing power and database/knowledge access while the Soul Stat represents consciousness, self-determination, and free will. If an A.I. assists a character in the completion of a task, one-half the A.I.'s relevant Stat is added as a bonus to his or her Skill check (or Stat check).

Big Engine

An upgraded engine, such as a big V8 in a passenger car, or a V12 in a sports car. The engine often differentiates an ordinary passenger car from a luxury model, or a basic sports car from a racer. A big engine adds 20 kph to the top speed of any vehicle, or for airplanes and helicopters, +10% to top speed.

Burglar Alarm

If a door, trunk, or window is opened without the proper key, an alarm will sound to alert (and annoy) everyone in the vicinity. Defeating the alarm requires a Mind-Based Electronics (Security) Skill check. Marginal failure means the thief realises he or she cannot disarm it while a worse failure means will trigger the alarm.

Citizen's Band (CB) Radio

With a range of a few miles, truckers favour CBs for exchanging information on road conditions, speed traps, and general gossip. Unlike a personal cell phone, a CB broadcasts to everyone in the area — it is not useful for private communication, but is great for distress calls. A similar option can be taken for taxi dispatcher radios. A CB radio can be installed in any vehicle.

Consumer Electronics

These electronic gadgets include small TV sets, a vehicular computer, fax machines, etc. A CD or MP3 player in a car can be considered a fairly mundane item. Electronics can be added to any vehicle, provided the size seems reasonable.

Convertible Top

The vehicle with this option has a removable or retractable plastic, fibreglass, or fabric top. Removing the top gives a better view and nice breeze, but also means that the driver and passengers are now "partially exposed," and are at the mercy of the weather. Exposed occupants are also completely unprotected from overhead attacks and can be attacked (bypassing vehicle Armour/Health Points) more easily from the side or rear (-4 attack check penalty to ignore the car's Armour). On the plus side, those occupants can also fire out of the vehicle without any difficulty, and jump in or out more easily. This feature is available for automobiles; recreational speed boats and most offshore racers automatically possess this option.

Door Mount

This option is a post and bracket for mounting a light or heavy machine gun out a helicopter's or van's open side door.

Electronic Countermeasures

This advanced defence system enables the vehicle to avoid detection by radar and other sensors. Any attempt to mechanically detect the vehicle (except through the basic senses such as sight or hearing) incurs a -6 penalty.

Engine Rebuild

A rebuild is major custom upgrade to the engine, rather than just simply increasing its size. In a car, this may involve removing and completely cleaning the existing system (including "hot tanking" the engine block in a chemical bath to remove grime), then adding various modifications (known as "blueprinting"). Other engine "buzz-words" include forged dome pistons, tuneable fuel injection, strengthened rods and bearings, adjustable or hot cam socket, tubular headers, custom intake manifolds, big valves, and a bored-out throttle body. This option adds 20 kph to the top speed of any vehicle, or for airplanes and helicopters, +10% to top speed.

Extra Capacity

Some vehicles are customised to contain more cargo or passenger capacity. Each time this option is assigned, the capacity of the vehicle is doubled. Capacity for one passenger is approximately equivalent to a quarter-tonne of cargo space.

Extra Endurance

Most vehicles can operate for 3-10 hours before requiring refuelling (one hour for an ultra-light). Each time this option is assigned, the maximum time between refuelling is doubled.

Furnishings

Furnishings include a mini-bar, mini-fridge, kitchenette, chemical toilet, bunk bed, etc. For larger furnishings (kitchenette, bunks, etc.) each one added also requires replacing one or two seats, depending on the size. Furnishings can be added to any vehicle with Size 2 or more.

Global Positioning System (GPS)

This option uses satellite systems to provide precise navigational coordinators, which prevents the driver from becoming lost. Naturally, it is still possible to miss a turn or make a mistake through human error. A GPS can be added to any vehicle.

Hidden Cargo Space

This space is often used in vehicles that are designed to smuggle goods across borders or past highway patrols. Up to 10% of the vehicle's cargo capacity can be considered "hidden" under fake panels and bogus fixtures. Hidden space can be added to any vehicle with cargo capacity.

Improved Brakes

This option includes high quality brakes, drag chutes, or spiked tires that allow the vehicle to stop faster than normal. Those breaks provide a +2 bonus to Drive Skill checks on any manoeuvre where sudden, sharp deceleration is important. Improved breaks can be added to any ground-based vehicle.

Improved Shocks

Some vehicles have high quality or adjustable shock absorbers or springs, which provide an extra +1 bonus to Drive Skill checks in any circumstance where the suspension would be important (such as crossing over obstacles).

Lights and Siren

Any vehicle can be fitted with a noisy siren and flashing lights. This option can also provide a powerful spot search light.

Luxury Interior

Leather upholstery, lots of chrome, extra head room, or other items on a vehicle are a sure way to impress someone special. Many luxury options are available for most vehicles.

Manoeuvrable

A vehicle with Manoeuvrable has superior handling characteristics that give it a bonus of +1 to Initiative each time it is assigned. This bonus is cumulative with the vehicle's Manoeuvre Bonus (see Table 5-3: Vehicles).

Manual Transmission

There are two types of transmissions: manual and automatic. An automatic transmission is assumed to be standard issue for automobiles (but not other vehicles), and means that the gear mechanism changes by itself. In a manual transmission, the driver must shift the gears on his or her own, usually with a stick and the clutch pedal. In the case of automobiles, a manual transmission gives an additional -1 penalty to characters who are trying to do something else while they drive, such as shoot a gun. If, however, a vehicle with an automatic transmission and one with a manual transmission are competing in a race, the GM should give any driver who has both the Drive Skill and a manual transmission an extra +1 bonus to reflect the greater speed control the manual transmission provides. This is a mundane option for automobiles.

Nitrous Oxide Tank

This option adds a nitrous oxide tank and push-button injection system. Nitrous oxide ("laughing gas") can be injected into the engine, which releases more free oxygen and improves cylinder pressures and engine temperature. This action allows extra fuel to be burned in a more controlled fashion, resulting in a quick power boost for a short sprint. A single injection adds 30 kph to speed and +2 to Initiative on any round it is used. A tank can be used for up to five rounds before depleting the nitrous oxide bottle. This performance enhancer is available for any vehicle except helicopters, combat jets, heavy aircraft, or tracked military ground vehicles.

Off-Road Suspension

A raised suspension and special tires allow the vehicle to drive cross-country at two-thirds of the on-road top speed. The extra suspension weight also means -5 kph to road speed. For airplanes, this option corresponds to Rough-Field Landing Gear that lets the aircraft land without a proper runway. Off-road suspension is available for any ground vehicle or light aircraft.

Police-Band Radio

This radio allows the driver to listen to, and communicate on, police and emergency frequencies. If the cops find one of these in a vehicle, they may be a little suspicious, however. This radio is available for any vehicle.

Pontoons

Pontoons allow an aircraft to land in, or take off from, water. The extra air drag reduces the aircraft's top speed by 5 kph. Pontoons are available for any helicopter or light airplane.

Radar Detector and Radar Warning Receiver

A detector can warn the driver if a police radar trap is within a few miles. Recent models also detect police laser scanners. A military Radar Warning Receiver (RWR), capable of detecting military tracking and missile radars (or lasers) counts as two minor Gadgets.

Rocket Engine

The vehicle is outfitted with a rocket engine (either replacing propellers for an airplane or as a booster rocket for ground vehicles). The engine drastically increases the speed of the vehicle by an additional 100 kph but the expensive modification counts as a major Gadget. Additionally, for ground based vehicles, the driver incurs a -2 penalty on all Drive Skill checks while the rocket booster is activated. Not available for tracked vehicles such as the APC or heavy tank.

Rotating License Plate

With a flick of a switch, the license plate can flip to reveal an alternative identity for a vehicle. This illegal modification is available for any automobile or oversized ground vehicle.

Sidecar

Sidecars are attached to motorcycles, allowing an extra person to ride. This option reduces the top speed by 10 kph. A motorbike sidecar requires three rounds to attach or detach.

Slick Tires

A vehicle may be outfitted with flat racing tires (no grooves) for better traction. Slicks give a +1 bonus to any Drive checks on smooth, dry tracks, but unfortunately have a poor grip on wet roads: an additional -2 penalty is assigned to any penalties suffered by a vehicle for the weather conditions. Slicks are available for any wheeled ground vehicle.

Smoke Screen/Oil Slick

This option releases smoke behind the vehicle, obscuring view in a cloud about 10 metres in diameter. The screen will last for 1-6 rounds depending on the wind. Alternatively, it could act as an oil slick, which creates a slippery area that hampers the control of any vehicle driving through it. A driver may avoid the oil slick if he or she spots it in time. At GM's option, a character caught in a smoke screen/oil slick might be required to make a successful Driving Skill check to avoid an accident. A fully charged smoke screen/oil slick is good for three rounds of use, and is available for any automobile or oversized ground vehicle.

Special Tires or Puncture-Resistant

Tires may be designed with various special abilities. These include solid puncture-resistant tires that run while flat (halve penalties for losing a tire) or special snow tires (reduce or negate any penalties that the GM may assign for manoeuvring on snow or ice). Any wheeled ground vehicle can be equipped with special tires.

Stretchers and Medical Equipment

This option differentiates ambulances from regular vehicles. Each stretcher replaces two seats for passenger capacity purposes. Medical equipment can be added to any van or utility helicopter.

Stripped

These vehicles are carefully stripped down to improve their power to weight ratio. In a car, this might mean removing glass from side windows (replacing them with nets), taking out the headlights, stripping out the doors (the driver will now climb through the window), modifying the seats, and otherwise removing items that are required for regular driving but unnecessary or unsafe for a high-speed race. Stripping a vehicle will add 20 kph to top speed if the vehicle is still "street legal" or 30 kph if enough stuff is removed so that the vehicle no longer meets minimum safety standards. All vehicles, except an ultra-light, can be stripped.

Sun Roof

A sun roof is an open hatch in the top of the vehicle, which can be added to any car or van. Characters who lean out the opening can be attacked, but receive a benefit for partial cover (-4 penalty to the attacker's check). A sun roof is available for any automobile or oversized ground vehicle.

Supercharger

A supercharger is designed to increase an engine's power. The supercharger uses a belt-and-pulley mechanism linked to an engine's crankshaft. It functions by forcing extra air and fuel into the engine's combustion chambers. A supercharger adds 20 kph to top speed and the extra acceleration gives a +2 Initiative bonus. Superchargers count as two minor Gadgets, and are available for any speed boat, automobile, motorcycle, or oversized ground vehicle.

Tactical Radio

This radio allows the vehicle occupants to listen to, and communicate on, military frequencies. It is also secure and frequency agile, defeating normal eavesdropping or jamming. This radio is available for any vehicle.

Tow Winch

A winch allows the vehicle to tow other vehicles of equal or smaller size (similar to pulling a trailer — see Trailer below). A winch is available for any pickup truck or oversized ground vehicle.

Trailer

A trailer lets the vehicle tow extra cargo. A typical trailer is designed for a car or van and can hold a half-tonne (for a car-sized trailer) or 1-2 tonnes (for a larger trailer). The vehicle's top speed will be reduced by 25 kph and it will have a -1 Initiative penalty while towing the trailer. Trailers can be added to any automobile or oversized vehicle.

Turbocharger

This device uses the engine's exhaust stream to drive an air compressor, which increases the engine's power output. This extra power adds 20 kph to top speed, but there is no extra initiative bonus, due to "turbo lag" — the delay it takes for the turbocharger to respond. Turbochargers are available for any speedboat, motorcycle, automobile, or oversized ground vehicle.

Weapon Mount — Light

A weapon mount is a bracket or pintle for mounting a machine gun or mini-gun on the vehicle's roof, deck, or the underside of a wing.

Weapon Mount — Heavy

This mount is used for mounting heavy weapons such as Sidewinder missiles, Anti-Tank Missiles, Gatling Cannon, or Autocannon.

Fighting Inside A Vehicle or Base

Some vehicles, structures or even creatures are big enough that a battle could rage inside them.

Fighting inside a large vehicle like the Carrier is just like fighting indoors, except that characters might damage the vehicle in the process.

Any ranged shot that misses will automatically count as a hit on the vehicle or base, as will any Area or Spreading attack whether it hits or misses. The vehicle or base's force field does not offer any protection, and any armour (from internal bulkheads, etc.) is at half effect.

Characters can deliberately try to wreck crucial parts of the "container." If inside an important part (like a brain, cockpit or engine room) the GM may rule attacks do damage as if the vehicle, base or creature had no armour and the Weak Point Defect (page 188). GMs may decide that shooting certain controls or other equipment can knock out specific Attributes even if the "host" is not destroyed.

If trying to blowing a hole in an internal wall or door, assume the average door or wall has approximately 50 Health and 10 Armour. Vital sections may have thicker armour, up to the armour value of the external armour.

Body Armour and Protective Devices

Most armour only covers some of the body, leaving the face and often other extremities unprotected. An attacker can aim for an unprotected spot in exchange for suffering a penalty on his or her attack check (see Called Shot to Partial Armour, page 199). The Armour values listed in this section represent average-quality construction and materials. Shoddy workmanship, poor construction techniques, or weak materials can penalise the given Armour values by -1 to -4. Exceptional workmanship, advanced construction techniques, or resilient materials can increase the given Armour values by +1 to +4.

Table 5-5: Armour and Protective Devices

Armour Type	Armour Value	Penalties
Ancient Armour		
Light Mail	6	-2 on Body-related checks
Partial Metal Armour	10	-4 on Body-related checks
Full Metal Armour	12 to 16	-6 on Body-related checks
Modern Armour		
Leather Jacket	2	None
Soft Body Armour	8	-2 on Body-related checks
Tactical	16	-4 on Body-related checks
Shields		
Buckler	8	None
Standard Shield	12	Requires one free hand to use
Heavy Shield	16	Requires one free hand to use, -4 on Body-related checks
Tactical Shield	20	Requires one free hand to use, -2 on Body-related checks

Ancient Armour

Light Mail

A light shirt of fine metal links that can be hidden under a normal jacket and stops 6 damage. Due to the armour's weight, the character suffers a -2 penalty on Body-related checks. Minor Gadget.

Partial Metal Armour

A mail hauberk or cuirass, open helmet, and arm or leg protection. It stops 10 damage. Due to the armour's weight, the character suffers a -4 penalty on Body-related checks. Minor Gadget.

Full Metal Armour

A complete head-to-foot suit of metal armour, similar to those worn by medieval knights in battle. It stops 12 to 16 damage. Full metal armour is uncomfortable to wear all the time, and characters will not be able to rest and relax while wearing it. Someone who wears the armour for several hours on a hot day may have to make Body Stat checks to avoid passing out from heat stroke. Due to the armour's bulk, the character makes Body-related checks at a -6 penalty (except those to avoid heat stroke). Major Gadget.

Modern Armour

Leather Jacket or Riding Suit

This mundane item stops 2 damage from melee attacks or concussion damage.

Soft Body Armour

This armour is a light-weight ballistic-fibre "flak jacket" or "bulletproof vest." The armour works by catching the bullet in fibres and rapidly distributing the impact energy, often turning a potentially lethal penetration into a bruising blow. Armour is usually made of polyaramid plastic fibres (Kevlar or Twaron) or extended-chain polyethylene (Spectra). A typical vest subtracts 8 from the damage inflicted on the character, but can be worn concealed under a jacket or coat. It is cumbersome, however, and penalises the wearer with a -2 penalty on Body-related checks. Spotting the armour requires a Mind Stat check; it will be obvious if anyone does a pat-down search. Minor Gadget.

Tactical Armour

This armour is a heavy armoured outfit (with a helmet) of the sort worn by SWAT teams and soldiers. It consists of a rigid ballistic jacket, usually made of composite material such as Spectra Shield (Spectra fibres held in a special Kraton resin), sometimes with ceramic or metal plate inserts. The armour is resistant to nearly all pistol fire and some less powerful rifle rounds. Tactical armour cannot be concealed — everyone seeing the character will know he or she is wearing body armour. Tactical armour is uncomfortable to wear all the time, and characters will not be able to rest and relax while wearing it. Someone who wears the armour for several hours on a hot day may have to make Body Stat checks to avoid passing out from heat stroke. Tactical armour subtracts 16 from the damage inflicted to the wearer. The armour requires at least three rounds to strap on or take off, and is sufficiently heavy to penalise the wearer with a -4 penalty on Body-related checks (except those to avoid heat stroke from wearing the armour). Major Gadget.

Shields

Shields stop a significant amount of damage if they are interposed between an attack and the target with a successful Block Defence (page 205). If the damage exceeds the Armour rating, the remaining damage is delivered to the intended target. This damage can reflect several events: penetration of the weapon through the shield; damage delivered to the target's arm through a forceful impact; the shield slamming against the head or body of the target; a piece of the shield splintering away into the target; a target's physical exhaustion after successive shield impacts; etc. The reason why the target receives the excess damage is best determined by the combat situation.

Buckler

This small shield can be strapped to a character's arm and be used to block attacks. Since it is strapped to the character's arm, it does not require a free hand to use. Stops 8 damage. Minor Gadget.

Standard Shield

This shield is approximately 1 metre in diameter and provides excellent protection for the character. Due to its size, however, the character must have one free hand with which to wield the shield. Stops 12 damage. Minor Gadget.

Heavy Shield

This shield is approximately one to two yards in height and acts as a virtual wall, protecting the character from damage. Not only does it require a free hand for use, but its large size also makes it difficult for the character to accomplish Body-related checks, imposing a -4 penalty. Stops 16 damage. Minor Gadget.

Tactical Shield

This modern version of a Heavy Shield is built from light-weight materials. Due to its advanced construction, it not only provides greater protection but also is easier to wield, imposing only a -2 penalty on Body-related checks. Stops 20 damage. Major Gadget.

Special Protective Devices

Goggles and Ear Protectors

This gear provides a +6 Check Value bonus to resist the stunning effects of flash-bang grenades, but prevents the character from hearing any normal conversations. They require one round to put on or remove. Minor Gadget.

Gas Mask

A gas mask protects against tear gas and similar attacks, but imposes a -4 penalty on all Check Values for actions requiring peripheral vision. It requires one round to put on or remove. Minor Gadget.

Infrared Goggles

These thermal imaging goggles allow the wearer to see in the dark, though he or she is effectively colour blind when activated. This is equivalent to the Heightened Senses (Infravision) Attribute. It takes one round to switch the goggles between normal vision and infrared. Minor Gadget.

Thermal Imagers

In prosperous countries like the United Kingdom, rescue workers (page 330) may be equipped with specialised equipment such as infrared thermal imaging devices that can detect buried individuals by their heat signatures. Their readings can be blocked if a victim is buried too deeply, or covered by metal or cold water. Minor Gadget.

Supertechnology

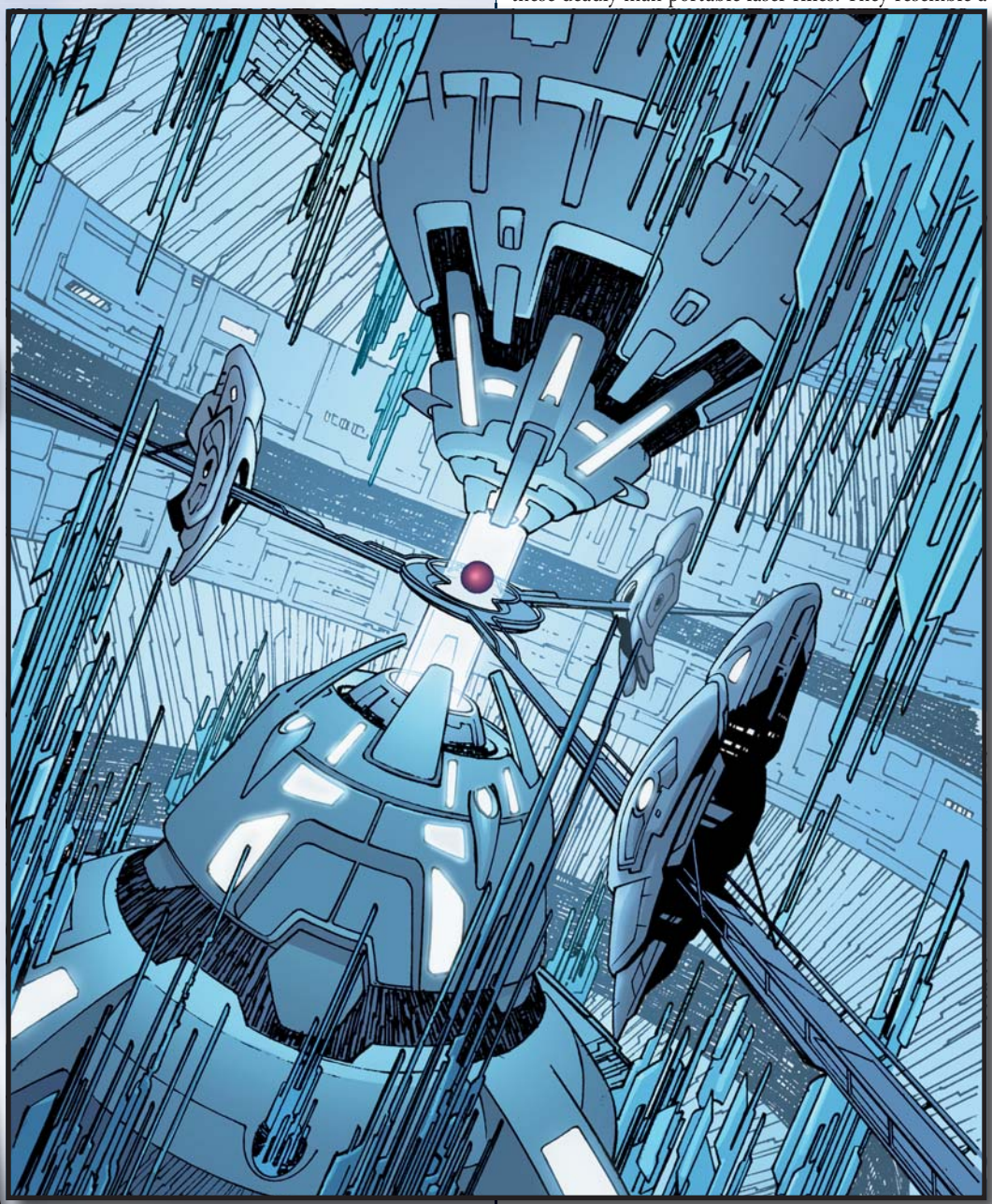
The technology of the Authority and adversaries such as Gamorra and Sliding Albion is significantly advanced compared to the rest of humanity.

Secret Black Ops Weaponry

Special units, like Colonel Pruzhany's black ops soldiers, are often outfitted with the latest in high tech weaponry.

Chemical Laser Rifle

The reaction of highly energetic and corrosive chemicals such as hydrogen peroxide or molecular fluorine power these deadly man-portable laser rifles. They resemble a



high-tech rifle connected to a flamethrower-like backpack (with biohazard symbol), which houses the chemicals. The tank has 5 Armour and 20 Health Points. If destroyed, it bursts and the corrosive chemicals inflict 30 damage (with the Burning Ability) to the wearer. The weapon counts as two major Gadgets and can be equipped with the same accessories (scopes, for example) as other rifles. Chemical Laser Rifles are used by some elite commando teams, such as Colonel Pruzhany's black ops soldiers (page 334).

Hover Platform

These are circular flying platforms about 2.5 metres in diameter, powered by four jet engines with computerised controls to remain stable in flight. One and two-seat models exist; a third person can stand up on the platform in lieu of cargo. Single-seaters usually have a weapon mount (page 238) instead of the second seat. They are used by Colonel Pruzhany's black ops team and other high-tech covert organisations. Each costs one major Gadget. Year 2004 cost: $100,000+ USD.

United Nations Intelligence Office

The Authority sometimes calls on their contacts in the UN's Superhuman Security and Intelligence Advisory Office for data. Located in the UN building in New York, it is equipped with a pair of computer banks, each with three networked computers and monitors. It is tied into global communications and media channels for monitoring incidents world wide.

The Authority's Technology

The Engineer's nanotechnology and their possession of the Carrier, the ultimate vehicle in this or any other reality, provides the Authority with a technological edge.

StormWatch Black Training Camp

This undersea training camp formerly belonged to StormWatch, and was used to train their covert operatives. Due to its classified nature, it may not be registered in anyone's books, although Jackson King and Christine Trelane are likely aware of its existence.

It was used by the Authority as a preliminary base before they acquired the Carrier (page 44). It occupies an undisclosed location on the sea floor. Described by Jenny as "rent-free, self-contained and 20,000 leagues away from nosy neighbours," its only downside is that, as with all such bases, it is cold and one's clothes end up stinking of fish. The facility includes a conference and briefing room (with a nice set of portholes giving a view of the ocean) and sophisticated holographic audio-visual systems.

It is a Size 4 building with 25 Armour (see Buildings, page 253).

The Engineer's Toys

The Engineer uses her Power Flux (Nanotechnology) to create almost any machine she can imagine. Examples of devices she has built (along with their Point costs as powers) include:

Dual Machine Guns

To engage multiple targets the Engineer creates two advanced large-calibre machine guns, one mounted on the end of each arm. These replace her hands and forearms when in use:

Dual Machine Guns (19 Points)

LVL	PTS	ATTRIBUTES
4	16	Special Attack "Paired Machine Guns" (Damage 20, Auto-Fire, Spreading, Limited Shots: Reload instantly).
	-2	• Restriction (Guns replace both her hands)
1	8	Extra Attacks
	-3	• Restriction (Paired machine guns only)

The Engineer's Gatling Gun

The Engineer's preferred weapon is a tri-barrel mini-gun she manifests on either arm:

The Engineer's Gatling Gun (23 Points)

LVL	PTS	ATTRIBUTES
6	24	Special Attack "Gatling Gun" (Damage 40, Auto-Fire, Spreading x2, Limited Shots: Reload instantly)
	-1	• Restriction (Gun replaces one hand)

Sensor Web

The Engineer routinely deploys an invisible web of atom-sized machine sensors around herself. This "security perfume" can sense major changes to the Earth's environment, such as aliens tinkering with the planet's ecosystem.

Sensor Web (10 Points)

LVL	PTS	ATTRIBUTES
1	10	Sixth Sense (Global environmental changes; Area 9)

Engineer's Shift Door

The Engineer built a shift door to open a portal between Earth and Sliding Albion, which allowed Jenny Sparks and Hemingway to rescue the kidnapped Albert Einstein. The device required bulky machinery that filled an auditorium-sized room, and created a two-way portal about 10 metres across in mid air. It is assumed that this particular portal can only be maintained for about 12 hours maximum before the device burns out.

Engineer's Shift Door
(6 Points)

LVL	PTS	ATTRIBUTES
3	9	Item of Power (Shift Door)
	-3	• Restriction (Static; Cannot move)
1	19	Dynamic Powers (Portals, minor; Area 3, Duration 6)
	-3	• Restriction (Single destination)
	-1	• Detectable (Radiation Signature)

Web of Subatomic Knives

The Engineer can spin out a nearly invisible web of knives small enough to slip between atoms. The web forms a protective sphere around her. This is especially lethal to any poorly armoured foe who blunders into it.

Web of Subatomic Knives
(32 Points)

LVL	PTS	ATTRIBUTES
8	32	Special Attack "Web of Subatomic Knives" (Damage 60, Area Effect x2, Aura, Penetrating: Armour, Undetectable, Melee, Static)



Radiotelepathy Implant

These gadgets — which she implants in her teammates' heads — allow instant, silent communication between teammates. Range is unspecified, but is probably about 1 km. Authority members using these implants can stay in touch at much greater distances, however, if a Carrier door — even a tiny nanodoor (see Junction Room, page 245) — has been opened within their range.

This also allows them to call for a new Junction door to be opened next to them. Each radiotelepathy counts as a minor Gadget; two Levels provide enough to equip the entire team. Note: as these are so cheap and easy for the Engineer to manufacture, she did not pay any Points for them.

Radiotelepathy Implant
(2 Points)

LVL	PTS	ATTRIBUTES
2	2	Gadgets (Radiotelepathy implants)

Extra Lungs

The Engineer grows new artificial lungs inside her body to adapt to surviving within the primeval atmosphere created by the African spore (page 250).

Extra Lungs
(1 Point)

LVL	PTS	ATTRIBUTES
1	1	Adaptation (Noxious Gases)

Re-terraforming machines

This swarm of nanomachines is created to repair environmental damage inflicted on the Earth by the alien god's servants. "Re-terraforming" involves repairing the ravages of alien machines and restoring Earth's environment. This can be considered a "bandage" — if the duration is sustained for long enough, though, the environment will be restored and continue to function normally even after the machines expire.

Re-terraforming Machines
(10 Points)

LVL	PTS	ATTRIBUTES
1	20	Environmental Influence (Re-Terraforming; Area 6, Duration 10, Range 3)

Space Flight System

The Engineer designs this combination space suit and huge twin-engine rocket pack capable of supporting her life in space in order to blast off from Earth to the Moon. This is actually a combination of powers: a rocket pack that can reach escape velocity, and an environmental suit.

Space Flight System (38 Points)

LVL	PTS	ATTRIBUTES
4	4	Adaptation (Intense Cold, Intense Heat, Radiation, Vacuum)
8	32	Flight
2	2	Special Defence (Air x2)

The Carrier

The Carrier is the Authority's mobile base, a huge shiftship — a dimension-sailing vessel — 50 miles long, 35 miles high, powered by a caged baby universe. She vaguely resembles a dog's snout, or from some angles, a weird deep sea fish. She is silvery-grey with numerous glowing patches.

The Carrier's origins are mysterious, even to her own self. Her "black box" memory bank was almost completely erased. It is known that she was a trading ship abandoned in the Bleed, where she was discovered by the Doctor and the Engineer. Alive and sentient, if rather uncommunicative, the Carrier bonded with them, and welcomed them to use her as needed. For the most part, the Carrier flies herself, but when the Authority needs to make a request, the ship primarily responds to voice commands.

The Carrier sails the higher dimensions. In essence, she can shift from one dimension to another, and does so routinely. At the same time, the Carrier is also in orbit around Earth. She exists outside space and time, but is also locked to the locale of Earth, because of a "reality anchor" that was dropped there. (For a description of some of the alternate dimensions through which the Carrier sails, see page 78.) It can take the Carrier anywhere from moments to hours to days to move between dimensions.

The Carrier can shift from the Bleed to "real space" — that is, into Earth's own dimension, allowing her to move through space or even enter atmosphere. She can fly (probably using an antigravity effect) or move through liquid (such as a an alien god's bloodstream), although the latter puts considerable strain on her superstructure, which limits "underwater" speed. If necessary, she can be used as a mountain-sized battering ram capable of levelling an entire city.

Reality Anchor

The Carrier can be deliberately tethered to a single world. This means that even though the Carrier is shifting between alternate universes, she is still linked to a particular point in space. At present, the reality anchor is tethered to Earth's three-dimensional location and chronal procession — that is, time on the Carrier moves at the same speed as on Earth.

The Carrier can shift — transition — to different parallel Earths, such as Sliding Albion, and higher dimensions, like the Mind Barrier Reef, without lifting anchor. The Carrier does not usually wish to leave Earthspace, but the Authority can take control if they want ... at least, to an extent. The Engineer has been known to connect herself with the Carrier's controls to help the ship stay on track to the right alternate Earth.

If the Carrier "weighed anchor" from Earth (or its equivalent spatial location in another dimension), she could leave Earthspace and shift to more peculiar extraterrestrial dimensions, or even different times. Her Junction doors would no longer be able to open onto the planet until she returned, however. Persuading the Carrier to do this is quite daunting, though. Note: Attempting to use the Carrier for time travel would probably lead to an alternate past or future Earth rather than allow the changing of existing reality.

Piloting

The Authority believes the Carrier is still waiting for whoever abandoned her to return, and thus needs to be coaxed to move away from Earth orbit. Persuading the Carrier to leave Earth's vicinity requires some effort by the two team members to whom she feels closest, the Doctor and Engineer.

The first time this is done, the Doctor enters into a telepathic rapport with the Carrier to persuade the ship to let the Engineer physically merge with her and convince her to leave orbit and move through space. Under the Engineer's direction, the Carrier then extrudes a set of customised instruments and navigation systems that are mentally tuned to a specific pilot (in this case, Swift).

These instruments allow Swift to precisely control the Carrier as a vehicle — that is, she is able to use her own Stats and Skills for piloting and navigation.

Sensor Array

The Carrier has sophisticated sensors capable of navigating through normal space and other dimensions.

These sensors can create real-time 3D maps of the interiors (and presumably exteriors) of planet-sized objects. They can also be set to watch for and pinpoint unusual types of radiation at a range of several thousand kilometres, such as residual traces from teleportation effects (such as when they detected teleportation signals emanating from Gamorra). The sensors can also trace the origins of shift doors that open nearby, such as those used by Sliding Albion. Tracing the "corridor" left by a closed door is much harder than opening a door on a location with known coordinates, and can take several minutes or even longer.

Communications

The Carrier has the ability to send priority radio and television signal transmissions that break across all commercial and private frequencies in all languages. The Authority uses this technique to update the world on their activities (and counter hostile propaganda with the truth). The Carrier can also be used to communicate with nonhuman intelligences, by transmitting signals preceded by a mathematical key that advanced civilisations can quickly decode.

The Carrier can also transmit radio signals through nanodoors (see Junction Room, page 245), allowing her occupants to communicate across the dimensions while still in range.

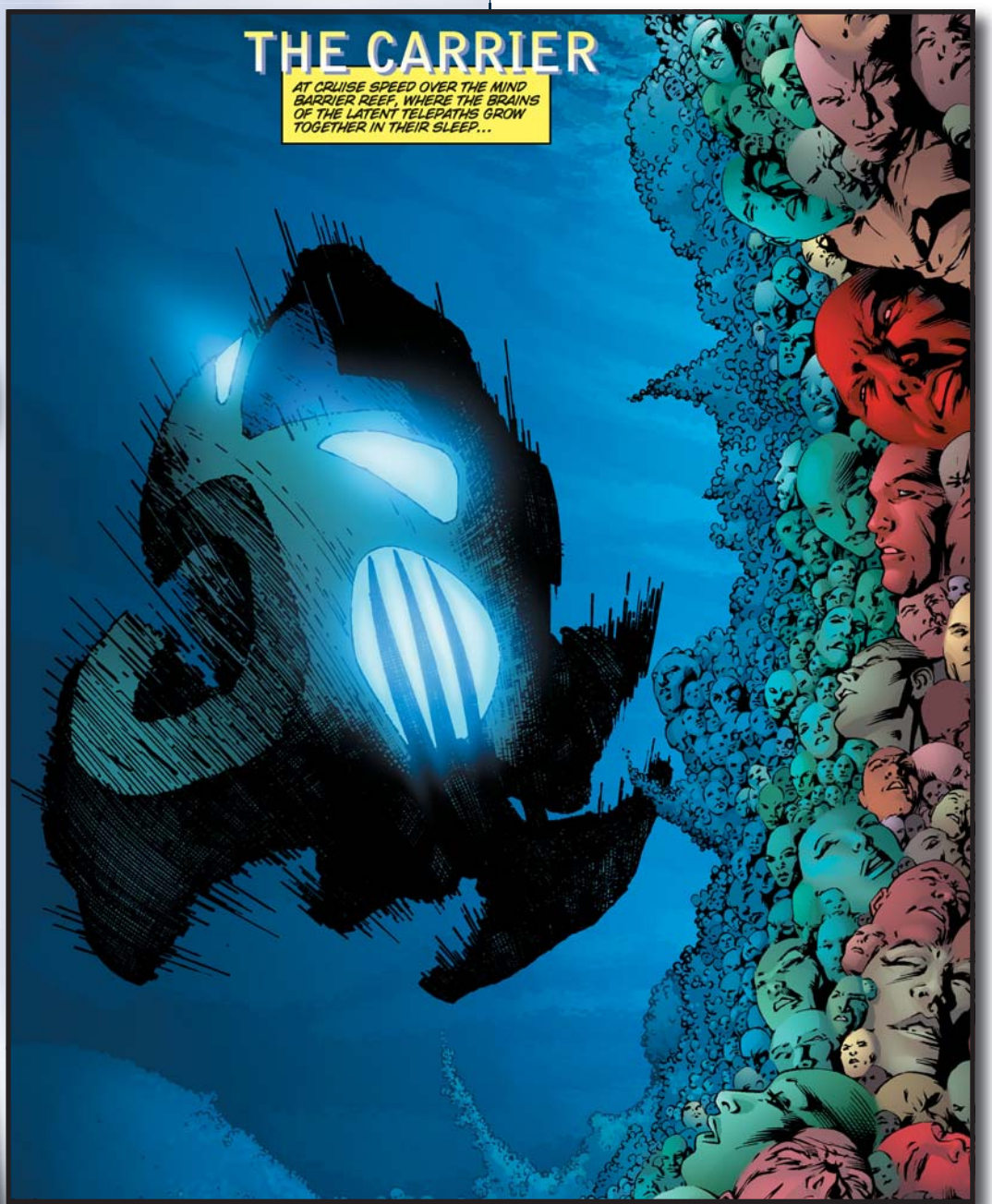
Self-Healing

The Carrier is able to slowly heal any internal damage she suffers. This process can be accelerated with the help of the Engineer and the Doctor.

Life Support and Motility

The Carrier maintains an Earth-normal environment inside and has artificial gravity. On occasions when the Carrier's propulsion systems were given full power, the artificial gravity has briefly flickered.

The Carrier is the size of a small island, so it can take quite a while to traverse its length and breadth, and one could easily become lost within her enormous interior.



Corridors of varying size and shape, but most often three to six metres wide and high, form a labyrinthine maze throughout the Carrier. Inexplicable machinery is spaced along the walls. Corridors are lit by glowing panels or rings. Escalators exist for travel between different levels.

Mission Control

Mission Control is a large, silvery, ovoid room, several metres long and wide. Smooth, rounded consoles and machines with glowing panels emerge from the floor and walls. A giant holographic projector displays a 3D globe of the Earth. Red padded couches are available for the station's occupants.

Mission Control displays data from the sensor array on the holographic globe.

If Mission Control is damaged (as it was when Sliding Albion cavalry boarded the Carrier) the ability of the Carrier to respond to requests or remain on course after weighing anchor is seriously compromised.

Map Room

The Map Room is a spherical room about 15 metres in diameter. The room is covered with programmable voice-controlled curved-panel displays that show digital maps of Earth, television broadcasts, and other data. A holographic projector in the centre of the room can also be used to project images in mid-air. The Map Room can also be used to display sensor data.

Junction Room

The Junction Room is a circular chamber about eight metres in diameter. The sides of the room each have multiple shift doors.

Each shift door is a teleport portal that can reach across at least one dimension. To use it, someone must request a destination and walk through. This allows the Carrier to transport the user to the world her reality anchor is tethered to — currently Earth. When anchored, the doors can open on any point on the planet.

Shift doors can be created in various sizes. A "nanodoor" — microscopic and thus effectively invisible, but transparent to radio signals — is normally kept open to allow Authority team members to stay in touch with the Carrier.

Shift doors are very useful, but they do have certain limitations. First, exact spatial locations must be known. A user cannot say "take me to Apollo" — he or she would have to know where Apollo is.

Secondly, since the Authority does not use doors for tactical movement (that is, they are not constantly teleporting back to the Carrier, then out again, in the middle of a battle) it seems to takes the Carrier several seconds to lock onto a person, open a door through which they can teleport to the Carrier, then teleport them back somewhere else. In time the Authority may learn to make better use of the Junction Room's full potential.

Additionally, artificial teleportation — whether from shift doors, Gamorran teleport-technology, or StormWatch transfer bays — leaves a particular kind of residual radiation that lingers for some time afterward.

Shift doors operate on a particular frequency, which can be tracked back to the source with the correct instruments (such as those possessed by Sliding Albion and built into the Carrier's sensor array).

Large Chambers

Also within the Carrier are many huge chambers — cargo bays, meeting halls, engine rooms, and unfathomable spaces — that are hundreds of metres across. Additionally there are observation decks and lookout points to provide spectacular (and perhaps tactical) views of the dimensions as the Carrier passes through them.

Private Rooms

The Carrier contains numerous private rooms useful for conferences, meditation, or as quarters. These have chairs, couches, tables, and other furnishings comfortable for human occupation. As the Authority becomes more comfortable with the Carrier, members add their own personal touches to their apartments.

Gun Ports

The Carrier is not a warship, but like the East India trading vessels of old, she is armed in case she meets interference. Her weapons are a battery of energy beam projectors capable of firing multiple simultaneous precision shots from as far away as low Earth orbit (about 100 km).

Engine Room

An enormous chamber, perhaps a kilometre or more across. In the centre of three interconnected walkways is a transparent tube containing a reddish glowing sphere about six metres across. This is the caged baby universe: an entirely new, artificially-created miniature cosmos. The Carrier draws on the power of a universe-worth of young suns that are contained within it. If the Carrier's engine room was ever destroyed, there is a risk that the baby universe would expand out and interpose itself over our own, effectively erasing reality. The expansion might be instantaneous, or it might merely be as fast as the speed of light. If destroyed in another dimension, such as the Bleed, the effect could be less — or more — cataclysmic.

The Carrier in Combat

The Carrier's huge size makes it a formidable weapon. It can be used as a physical battering ram to crush a city, and possesses capable firepower. Nevertheless, it is not invulnerable. Its weak points are its windows and view ports, which if targeted will bypass most of its armour (as seen by the attack by the alien god's antibodies). Anyone who can teleport or otherwise enter the Carrier's interior can also wreak havoc — see Fighting Inside Vehicles (page 238).

Note: The Carrier is powered by the entire energy output of a universe-worth of young suns. In game terms, it has an unlimited energy source, although it clearly cannot access all of this power at once. This is represented by the Unique Attribute: Unlimited Energy Source, which is only worth 1 Point. While the baby universe could potentially be uncaged, becoming a weapon of tremendous potential as it scribbles over the existing universe, this would effectively force the game to restart, and thus there is little reason to pay many Points for this effect.

The Carrier

The Carrier is worth 400 Character Points as a distinct entity. If created as a Servant, it would be Level 80, costing 80 Points. As an Item of Power, the Carrier would be Level 80, costing 240 Points. Because it is an integral part of the game, the Authority does not have to pay for these Points.

The Carrier's statistics can be found on page 311.

Shared Item of Power

If you prefer the players to account for supertechnology like the Carrier, consider using the following rule. Two or more players can pool some or all of their character's Item of Power Levels to acquire a more powerful device, or a group of devices they own and operate in common. This is usual for a large ship that has a multi-person crew.



Gamorran Technology and Installations

The technology developed by Clan Gamorra is far in advance of standard terrestrial technology.

Gamorra Tower

This high tower is in the downtown heart of Gamorra Island, and packed with scientific wonders. Gamorra Tower is the centre of power for Kaizen Gamorra and his army of vat-grown terrorists. The tower's foundations extend for miles underground.

The Tower itself is bulldozed by the Carrier, but enough of the ultra-tech mass teleport and bioreactor complex remains intact to give UN inspectors something to pore over for years to come.

The tower is Size 8 with Armour Rating 40.

Command Centre

The upper levels of the tower hold a huge room some hundreds of metres across. It features an oversized video display screen, multiple communication and sensor operator consoles, and display terminals. These are used for command and control of operations and to monitor intelligence data.

A raised command station is used by Kaizen to supervise his terror operations.

Several smaller command rooms and offices also exist for use by Kaizen and his staff.

Bioreactor Complex

A massive two-mile long chamber capable of growing superpowered adult human clones inside thousands of growth tanks, this facility is completely automated and uses robot manipulators.

It can grow thousands of clones at once. All Gamorran clone warriors are based on the genetic material of Kaizen's dead brothers, Sum and Wai, and his mother, spliced in with superhuman genetic traits.

Injection Field Chamber and Mass Teleporter

Inside Gamorra Tower is a giant circular chamber containing a mass teleport system with global range. It is used to transport and receive teleporting *koroshi* terrorists, who travel through a teleport bay near the ceiling. The system can teleport hundreds of people to a single location simultaneously, or retrieve them. These must have special "teleport netting" woven into their costumes in order for

the system to lock onto them. Medical crash teams (and morgue units) are on standby to heal the injured and remove the dead.

Injection Field Chamber and Mass Teleporter (30 Points)

LVL	PTS	ATTRIBUTES
11	33	Item of Power (Mass Teleporter)
	-3	• Restriction (Static; Cannot move)
8	58	Teleport (Area 4, Targets 6, Range 8)
	-1	• Detectable (Radiation Signature)
	-4	• Restriction (Subject must have Teleport Netting)

Teleport Netting

Teleport netting built into the uniforms of the *koroshi* terrorists allows the teleport projector in Gamorra to lock on and transport them to Earth locations. The teleport netting can be destroyed by attacking the uniform instead of the wearer (it has Armour 5, Health 10). It is a minor Gadget; the mass teleporter (above) is the real source of their ability to teleport.

Gamorran Force Field

A nearly impermeable solid force field "curtain" that surrounded Gamorra Island, this field is visible as a purple glow when activated. A force field of similar quality (the Storm Door) used to surround StormWatch's Skywatch Station.

The field generator provides Force Field Level 16 (Stops 340; Both Directions; Area 7; Duration 4) with the Detectable Defect (Sight; 1BP) and the Restriction (Only one size for Force Field; 4 BP).

Sliding Albion Technology

Sliding Albion's technology is a hybrid of the decadent Blue's alien science and native terrestrial industry. Albion in 1999 is highly advanced in inter-dimensional and aerospace technology, including anti-gravity, but less mature in the field of electronics and computers (comparable perhaps to a 1940s level). They also have biological weapons and are familiar with nuclear weapons. Their artefacts are best described as "Golden Age sci-fi meets Victorian England."

Shift Doors

These are inter-dimensional doorways created by Sliding Albion technology to reach the Bleed across parallel dimensions. They require a great deal of energy (which Albion could not sustain during their world wars) and are presumably generated by large installations similar to the Junction Room in the Carrier.

The first shift doors were used to reach Earth in 1920. Later, in 1953, Albion attempted to open a huge shift door to shunt a bacterial cloud targeted for Sliding London onto Earth's London (what Jenny Sparks termed "the vent").

Today, Sliding Albion has reacquired the technology to open doors. They also have the ability to track doors. They detect the opening of the Carrier's door and backtrack it to the source, then open a shift door inside the Carrier itself. Opening a door within the Carrier has the side effect of knocking out communications within it — equivalent to Sensory Block (Radio; Area 7; Duration 4).

The limits of Albion shift door technology is never fully explored in the comic, but the capabilities are probably very similar to those of the Carrier's junction doors, albeit on a larger scale.

Rocket Shiftships

Albion's first shiftships were quite baroque designs able to carry a small crew. These vessels were used to make contact with Earth in the 1920s, and Jenny Sparks later stole one to escape from Albion. Their engines relied on rocket propulsion, producing a very visible exhaust. They were capable of travelling into the Bleed on their own power, and then exiting again to another dimension. For game values, see page 230.

Fighter Shiftships

These are sleek, wingless, finned single-seat fighter aircraft. The presence of air-intakes suggest they use jet engines. They can also cross from Sliding Albion through the Bleed to Earth's dimension. Their speed and agility is superior to a top-line Earth jet fighter, and they mount a blaster rather than guns and missiles. They are highly manoeuvrable, but lightly armoured, and vulnerable to conventional guns, missiles, and superhuman attacks. Shiftships are equipped with radios, and probably have radar as well. For game values, see page 230.

Cruiser Shiftships

These are much larger shiftships used by Sliding Albion. They are aerial battleships the size of a terrestrial guided missile cruiser. The technology is a curious mix of alien and antique British, with sleek advanced hulls, weapons, and propulsion systems, but 19th-century interiors, including engines that run on cylinders (perhaps a steam-based nuclear turbine). Shiftships use a ship's wheel for steering and periscopes for vision, and have controls with analog dials, gauges, and switches instead of computerised displays.

These cruisers have a half dozen bridge crew and probably a large complement of gunners, engine room mechanics, damage control personnel, and marines. They are trained for shore operations, and the ships carry weapons, survival and terrorism packs.



They carry "black boxes" that record their experience. These are designed to be recovered in the event of disaster.

Shiftship firepower is never clearly displayed, but they appear to mount several batteries of beam weapons similar in power to those of the fighters, each with their own gun crew. For game values, see page 230.

Sliding Albion Personal Weapons

Albion pistols resemble mid-19th century single-shot pistols in their outward design, but are actually capable of rapid fire.

Albion rifles are carried by cavalry and cruiser shiftship crews. They resemble late 19th century breechloading rifles, but, like their pistols, are capable of rapid automatic fire.

Sabres are used by horse cavalry, nobles, and officers.

Terrorism Packs are mentioned as standard equipment for shiftship crews on raiding missions. They likely consist of a satchel charge and/or multiple grenades. For game values, see page 222.

Living Cities

Cities, under the right circumstances, can awaken to terrible life.

70th-Century Kansas City

This is a 200 mile (320 km) diameter sentient mobile city, controlled by 50 million brains. It wiped out all rivals in the 70th century, then travelled back in time to erase humankind in the past.

The city is a "post-communicative" consciousness motivated by a religious desire to eradicate every past form of life on Earth. It does not negotiate — it destroys.

Due to the energy required, the city's time travel ability is limited to jumping back no more than 50 centuries. For statistics for Kansas City, see page 328.

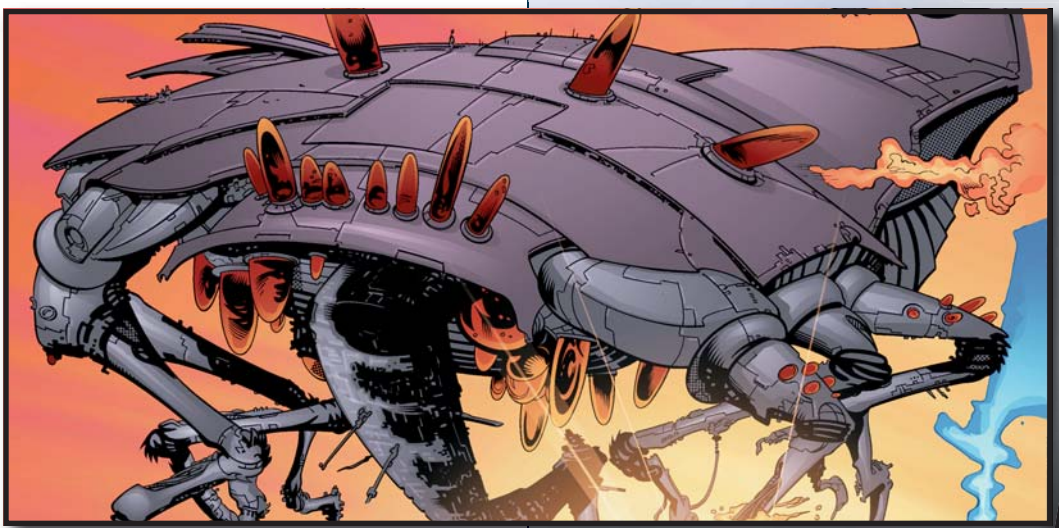
Battlesuit Tokyo

What if cities were giant living battlesuits, with a blood supply made up of millions of tiny people? This describes the city of Tokyo, after it absorbed Jack Hawksmoor and transformed into a colossal 200 mile-tall humanoid war machine designed to defeat the 70th-Century Kansas City.

Battlesuit Tokyo is an Item of Power Level 30, although, as a one-time plot device, Jack Hawksmoor does not have to pay Character Points for it.

Battlesuit Tokyo (150 Points)

LVL	PTS	ATTRIBUTES
16	48	Armour
20	40	Enhanced Body (Adds to Hawksmoor's Body)
10	40	Special Attack "City-sized Fists" (200 Damage, Muscle Powered, Melee Attack)
10	40	Superstrength
5	10	Toughness (Adds to Hawksmoor's Health Points)
	PTS	DEFECTS
	-17	Awkward Size
	-4	Inept Defence
	-3	Marked (Japanese metropolis-mecha)
	-4	Unique Defect: Physically Self-Contained (Hawksmoor uses the Battlesuit's Levels of Armour and Superstrength alone, rather than adding his values to its Attributes)



God and its Heralds

The Authority, via the Doctor, discovers that the creator of Earth is an ancient and terrible alien creature, from beyond space and comprehension. "God" is a giant pyramid-shaped organism slightly larger than Earth's Moon. Its mind directed the formation of Earth from the proto-matter of the young solar system. Earth was intended as its retirement home, after it toured the universe for billions of years. It didn't count on life evolving here; and so, when it returned and found Earth crawling with "pests," it decided to fumigate.

Watch Spore of God

The watch spore was left behind by the alien god to safeguard its "retirement home" — the Earth. These plans were foiled when a rogue planet struck the Earth early in its history and blasted large chunks of our world, including the watch spore, into orbit, forming the Moon.

The watch spore, a large entity-cum-mother base, sleeps beneath the lunar surface until it is awakened by the approach of the alien god. Then it dispatches a swarm of creatures — called "heralds" by the Doctor — to cleanse the Earth of human contagion and "reverse terraform" the planet to what it was like before life evolved.

The entity resembles a vast bio-mechanical blob, mostly buried beneath the lunar soil. Dozens of sharp-tipped writhing tentacles (and other parts of the entity) will occasionally emerge into view. Its tentacles make quick work of a group of unwary astronauts, and are ultimately sterilised by Apollo.

See page 329 for stats for the watch spore.

Spore Pods

These "flying turds" are the transportation of the heralds. They are launched in waves hundreds strong from the watch spore against Earth. Each is a biomechanical spacecraft that transports a dozen or so killer heralds, or the seeds that grow the African spore (see below).

See page 329 for stats for the spore pods.

Killer Heralds

These flying creatures have sharp, spade-shaped heads and serpentine, tentacle-like bodies. They fight by impaling their victims with their heads (treat as horns in combat). Thousands of them landed on Earth — starting with Tokyo — and began killing humans. The Authority feared they would breed.

See page 329 for stats for the killer heralds.

African Spore

This hill-sized silver-grey organic blob grows out of a herald that lands in the African veldt. It seems to be an infant version of the watch spore on the Moon.

The African spore is an "un-terraforming" bio-machine that begins altering the environment around itself, creating explosive geysers in the ground and belching out poisonous gas. This creates a toxic atmosphere for several hundred metres around it, with the poisoned air resembling the sulphurous emissions of the black smoker vents found in deep ocean trenches. The result is an ever-expanding barren, poisoned landscape, a process the Engineer dubs "turdscaping." The entity is capable of rapid growth, and as it matures, the area it affects also increases in size.

The African spore can give birth to smaller tentacled monsters, although this takes tremendous effort.

See page 328 for stats for the African spore.

Alien God

The alien god is a great old one, too big to have actual statistics. For external attacks, see the rules for Destroying Worlds (page 253), treating the alien god as a Moon-size object. The alien god may also have external defences if its surface is attacked with force sufficient to injure it; these are left to the GM's discretion.

The best way to defeat the alien god is an "inside job" — just as an insect cannot hurt a man from the outside, but a tiny parasite can burrow within until it reaches the brain....

God's Surface

The surface of the alien god is pockmarked with craters (equivalent to pores on a human being) some of them big enough for the mountain-sized Carrier to enter.

God's Guts

The interior of the alien god includes an arterial system, some four thousand hearts, and a single brain.

The arteries of the alien god are hundreds of miles in diameter, large enough for a ship the size of the Carrier to travel through. For movement purposes, the alien god's bloodstream is treated as water.

Tapeworm City

The alien god is so big and old that an entire civilisation of intelligent parasites has evolved inside its guts, colonising its cell structure.

Tapeworm cities are composed of giant pillars, or strands, of thousands of linked spherical structures.

The parasites have also built an armed fleet of hundreds of combat submarines. Little else is known about them. They would presumably be able to survive after the alien god was lobotomised.

God's Antibodies

These are large, spiny spheres that patrol the alien god's arterial system. They will eventually appear in ever-increasing numbers to battle intruders. Their spines can extend to form tentacles strong enough to rip through metal.

See page 329 for stats for the antibody.

God's Brain

The only vulnerable point of the alien god is its brain. Reaching it requires several hours journey through the arterial system to the blood-brain barrier, then cutting through cells into the brain.

The brain itself has 80 points of Armour and Health 240 with the Achilles Heel (Electricity) Defect. Reducing it to 0 Health will give the alien god a lobotomy; destroying it will kill the alien god.

It is possible that the alien god's body may be able to survive for years or even centuries after being killed, especially if Tapeworm City takes action to preserve its "host."



Breaking Objects

Battles between powerful foes often result in a great deal of collateral damage. How effective is a manhole cover as a shield? How much damage can a telephone pole deliver before it breaks?

Objects are divided into two main categories: static and operational. Static objects are those that exist without working parts, such as most melee weapons, furniture, buildings, etc. Operational objects are things that have moving parts that work together in some way to accomplish a task. Examples include firearms, vehicles, computers, and other similar objects.

Static Objects

Static objects possess an Armour Rating. This is an amount of damage that the object is capable of stopping. If the object is hit with more damage than this, it suffers damage up to its Armour Rating and any remaining damage passes through it (possibly injuring characters behind it). Though the object is damaged, it still maintains its structure but will require repairs later. If an object suffers repeated damage, roughly 5 to 10 times within a short period of time (GM discretion), it has suffered sufficient damage to break. If the object suffers five times its Armour Rating in damage in one attack, it is completely destroyed — it is beyond repair and must be completely rebuilt or replaced.

Operational Objects

Operational objects have both an Armour Rating and Health Points. If the object suffers more damage than its Armour Rating, the excess damage is deducted from its Health Points. If its Health Points are ever reduced to zero, it ceases to function in its given task; a car will no longer run, a gun will no longer fire, etc. The object is not destroyed — it is simply rendered non-functional. It can be repaired later and returned to normal. Additionally, as with Static objects, if the item suffers five times its Armour Rating in damage in one attack, regardless of how many Health Points it has remaining, it is completely destroyed — it is beyond repair and must be completely rebuilt or replaced.

Penetrating (Armour) vs. Objects

When a character uses a Special Attack with the Penetrating (Armour) Ability (page 147), the attack is more likely to destroy an object. Each assignment of Penetrating (Armour) reduces the multiplier required to destroy an object by 1.

For example, if a character attacks a steel girder, he or she must inflict over 75 damage (Armour Rating of 15 times 5) to destroy it. If the character had special claws with Penetrating (Armour) assigned three times, however, the character only needs to inflict over 30 damage (Armour Rating of 15 times 2 [5 minus 3 due to three assignments of Penetrating: Armour] = 30).

Armour Ratings of Objects

The Armour Rating of an object indicates how much damage the object can stop and it is dependent on the material from which the object is made, the size of the object, and how well it is constructed. A hollow aluminium pole will be far weaker than a solid aluminium pole of the same size. Table 5-6: Static Object Armour Ratings provides rough Armour Ratings for common Static objects. GMs are encouraged to use this chart as a basis when determining the Armour Rating of other objects encountered in their games, adjusting for the material from which the object is made, the thickness of the material, the quality of construction, and other similar factors. The Armour Ratings and Health Points for common operational objects are listed in Tables 5-2: Weapons and 5-3: Vehicle. In most cases, the Health Points of an operational object are equal to 10 plus five times the object's Armour Rating.

Table 5-6: Static Object Armour Ratings

Object	Armour Rating	Object	Armour Rating
Bench/Table, Metal	8	Steel Cables	8
Bench/Table, Wood	4	Steel Girder	30
Cement Barrier	30	Stop Sign	6
Door, Wooden	8	Telephone Pole, Metal	20
Door, Vault	50	Telephone Pole, Wood	16
Dumpster, Metal	18	Tree, Giant	40
Furniture, Wood	6	Tree, Large	30
Ladder, Metal	8	Tree, Medium	20
Manhole Cover	24	Tree, Small	10
Melee Weapons	Equal to the weapon's maximum damage, see Table 5-2: Weapons		
Buildings	See Table 5-7: Building Armour Ratings		
Planetary Objects	See Table 5-8: Planetoid Armour Ratings		

Damage to Weapons

When a character uses a melee weapon against an armoured foe, there is a risk of the attack's force breaking the object. The damage from an attack must either be delivered to the target, or (if the target is armoured) delivered to the weapon itself. If the target's Armour prevents damage equal to five times the weapon's Armour Rating in one attack, the weapon breaks, snapping under the strain. When a character scores a critical hit (page 207), his or her weapon will not break, regardless of any damage prevented.

Breaking Items of Power

Items of Power are treated as if they possess an additional 5 Armour per Level of the Item of Power when determining whether or not they break

For example, a character with a long sword that is a Level 4 Item of Power attacks a dragon. The character strikes a fantastic blow, delivering 42 damage. The dragon has 45 Armour. Under normal circumstances, a typical long sword, which can inflict a maximum of 8 damage, would break if 40 damage was prevented (5 times the Armour Rating of its maximum damage value of 8). Since the character's sword is an Item of Power, however, it will only break if 140 damage is stopped by an attack (8 Armour Rating + 5 damage per Level of Item of Power = 28; 28 x 5 = 140).

Exception: Items of Power that are described as vehicles or entities such as the Carrier have whatever Armour and Health values they were built with.

Destroying Buildings

Characters usually gain automatic successes when they target a building in a melee or ranged attack. Most buildings, whether they are mainly comprised of stone, brick, wood, or steel, have 5 Armour for each size ranking. If a building suffers more damage than its Armour rating, it has suffered structural damage; there will be holes in walls and/or floors, powered systems begin to cease working, etc. If the building ever suffers five times its armour rating in damage in one attack, some or all of the building will collapse. For example, a mid-sized office building partially collapses if it suffers 125 damage in one attack. Characters within or adjacent to a collapsing building may suffer damage equal to the building's original Armour rating, unless they can reach safety (GM's discretion). As with normal Static objects, repeated damage may eventually destroy a building (page 252).

Weapons without the Area Effect or Spreading Abilities are much less effective against large structures such as buildings: any damage that penetrates the building's Armour is localised, representing the attack only damaging a small area of the structure.

Table 5-7: Building Armour Ratings

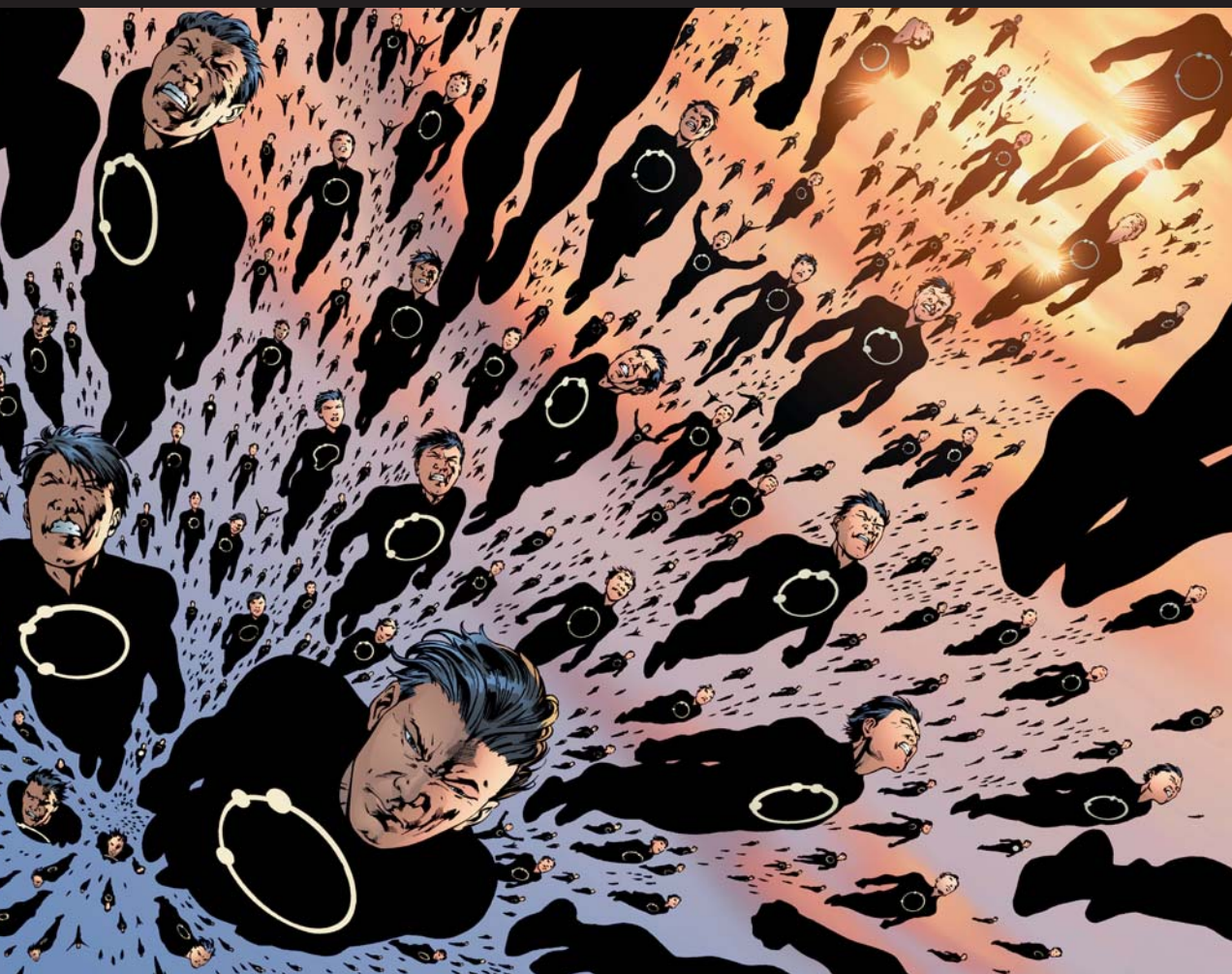
Type of Building	Size Ranking	Armour Rating
Phone Booth	1	5
Wood Shed	2	10
Three-Bedroom House	3	15
Small Office Building (6 Floors)	4	20
Mid-Sized Office Building (12 Floors)/Clock Tower	5	25
Large Office Building (24 Floors)	6	30
Skyscraper (50 Floors)	7	35

Table 5-8: Planetoid Armour Ratings

Size of Object	Awkward Size	Armour Rating
Meteor (100 metre radius)	6	90
Small asteroid (1 km radius)	9	135
Medium asteroid (10 km radius)	13	195
Big asteroid (100 km radius)	16	240
The Moon or Mercury	21	315
Mars	23	345
Earth or Venus	24	360

Blowing Up Worlds

Really large and dense objects like an asteroid, moon, or planet have an exceptionally high Armour rating (15 Points for each size ranking) representing the massive thickness of rock or gas that surrounds its core. In order to do any significant damage to the planet itself (rather than just blowing away cities, vegetation, or other surface features) this Armour value must also be penetrated. Only weapons with Area Effect assigned multiple times are useful — all other attacks simply do not affect a large enough section of the object to be noticeable. Table 5-7: Planetoid Armour Ratings shows the armour rating of planetoids. If an attack delivers more damage than this value, the object has suffered damage necessary to blow away its atmosphere, cause massive earthquakes and (if it has oceans) tsunamis, and other similar disasters. If an attack inflicts five times this value in one blast, it will actually destroy the world, blasting it into smaller chunks or an asteroid belt. As with normal Static objects, repeated damage may eventually destroy a planetoid (page 252).



CHAPTER 6
PLAYING A SUPERPOWER

Playing a Superpower

"This is about making a better world." — Warren Ellis, *The Authority* #1

The kind of heroes who are part of an organisation like the Authority aren't just superheroes. They are superpowers. The power each member of the Authority wields is on par with that of a small country, and as a team they comprise a force that no nation on Earth can ignore.

Where *Silver Age Sentinels* concentrates on traditional superheroes that most people known and love, *The Authority RPG* is a post-modern riff on that familiar beat. Comics in the Silver Age rarely questioned why the heroes didn't do more to save the world. The heroes faced off against threats ranging from common thugs to cosmic dictators, but issues such as poverty, hunger, and fascist governments were regularly ignored.

Part of this was due to a practical concern about keeping the fictional world as close to reality as possible. If the heroes really did manage to change the world for the better, then their world and ours would deviate so quickly that the fictional world would not resemble ours for long. This is particularly a problem for a comic company concerned more about continuity issues than epic tales.

In *The Authority*, though, the whole idea is to make a better world. That's why Jenny Sparks founded the group. That's the dream that brought the team together. That's why your hero is here, too.

This chapter explores in depth what it means to be a superpower in a world in which you really can make a difference. It examines not only who the heroes are but also what motivates them, how they work together, and how they deal with the stresses inherent in making the choices that lead them to such places.

Think Big

Superhero games can range from street level on up, but they tend to be limited in their scope. Even if the villain involved is bent on world domination, the path to that goal lies directly through the heroes or the heroes' homes or friends.

Heroes who are part of the Authority are different. They are not concerned about street crime or even foiling the plans of a mob boss. They deal with conflicts on a scale that is global or greater.

When superpowers become embroiled in a fight, the destruction left in their wake is nothing short of total. Entire cities are levelled in the course of these battles. In some cases, whole worlds or entire dimensions fall victim to these conflicts. The loss of life boggles the mind.

These conflicts are writ large in a way that even the "cosmic" battles of some traditional comics fail to capture. They move with a speed and brutality unseen elsewhere. Superpowers use their abilities to meet unflinchingly the worst the universe has to offer. They meet force with greater force and elaborate plans with sheer, razor-sharp cunning.

Authority heroes must be created large enough to face their challenges head on. Do not be shy about your ideas here. Think big, and the rest will follow.

It's Nothing Personal

The Authority rarely faces off against the typical megalomaniac who has sworn to make the heroes pay. Instead, the villains usually either do not know about the Authority or simply don't care. As the fame of the Authority grows, the heroes may have to deal with more specific threats to them. It's clear that the directness of their methods is sure to threaten those in power. When they start, though, most of the threats they face haven't even heard of them before.

The Authority doesn't battle villains as much as disasters or invasions. With a few notable exceptions, a single villain wouldn't provide much of a challenge for the forces of the Authority. Only creatures, groups, or events that would stagger the average mind are worthy of the Authority's notice.



Similarly, members of the Authority do not join due to personal vendettas. They hope to make the world a better place, not avenge wrongs done to them in the past. In the course of their adventures, they may encounter people from the old days, but they rarely allow such histories to influence their actions.

When creating your hero, keep this in mind. It's not enough to want to make the people who killed your father pay. Even tackling the crime problems of a major metropolis is thinking too small. You want the kind of hero who can hope to make a difference at the global level.

Think in terms of issues, not personalities. Perhaps your hero is concerned about peace or poverty or dictatorships or security or the environment. While these issues are expressed in adventures through the people the heroes meet and sometimes fight, they are larger than those beings involved in them.

It's likely that your hero is concerned over a host of issues at once. Most of the Authority is primarily concerned with keeping the planet safe. They live in an extremely dangerous world that faces monstrous threats regularly, which is sure to keep them busy. It's only when they get a breather from ensuring the planet's survival that they can bother with whatever secondary concerns they might have.

Think It Through

When you come up with your hero, you should think through the ramifications of what you've created. If you're the spirit of the 20th century, was there a spirit for every other century before you? What happens to you at the turn of the century? How do you embody the spirit of your century?

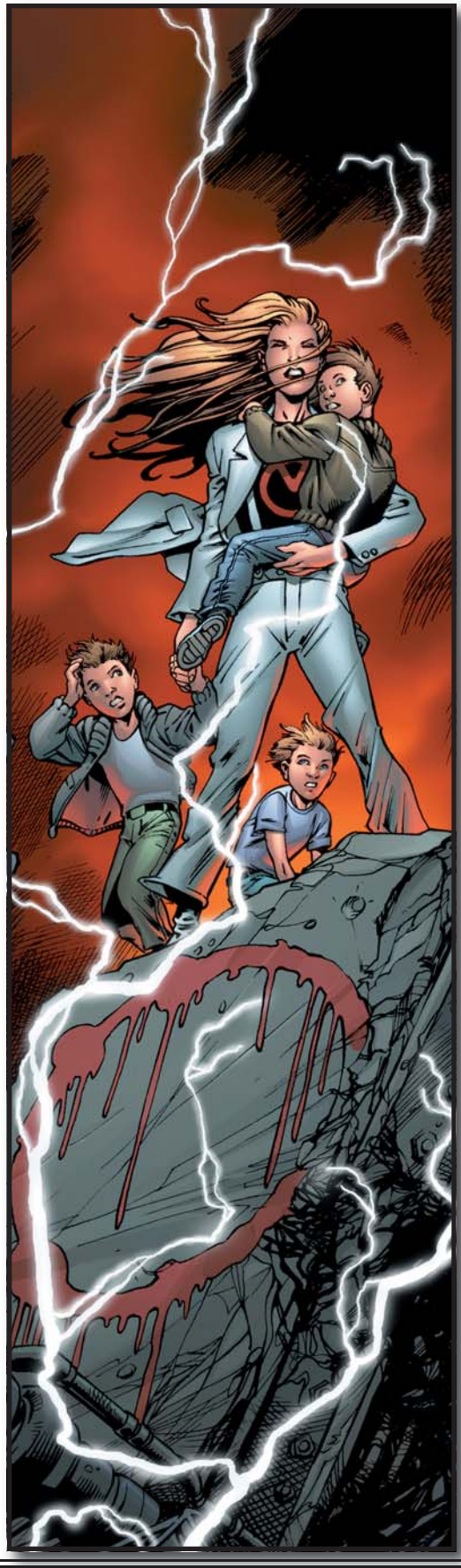
Jenny Sparks, for instance, had power over electricity, which is arguably the force that had the most impact upon the 20th century. Will the spirit of the 21st century have power over information, such as that which flows through the computers and networks that bind the world together in these early days of the current millennium? Or might her powers change as the world changes around her?

Once you have your big idea about who your hero might be, let your mind roam freely over the possibilities of what this could mean. How might it affect the world? You can start small if you like. Think about how this may affect the people closest to the character, or perhaps even in the hero's hometown, and then branch out from there.

Don't be afraid to think large. If your hero is the patron saint of automobiles, he or she should have control over every sort of car, truck, or semi on the road. This could even extend to tanks or other armoured vehicles. Perhaps the hero can talk to automobiles and learn from them in ways that most people could never understand.

Let It Dangle

Any time a hero first gains powers, a story is created around the event. Even if the hero was born with these powers, the circumstances surrounding that entry into



the world are bound to be unusual. Did your parents have powers? Did something strange happen at the moment of your birth — or conception? Why were you chosen to have these amazing abilities? What twist of fate put this destiny on your shoulders?

Just because you know what happened, though, doesn't mean you know why, nor is it particularly important to the hero's everyday life. Jack Hawksmoor was kidnapped by aliens and embedded with strange technology, but he doesn't know why they did this to him. When he's facing off against the latest threat to endanger the entire globe, it doesn't really matter. Those details are in the past, where they belong.

Sometimes, the past can come back to haunt you, but that's not what *The Authority RPG* is primarily about. Consider letting those plot threads resulting from the hero's origin dangle freely. If the Game Master likes, you can get around to tying them off at some point in the future. Even if it never happens, though, it shouldn't affect the rest of the campaign.

Archetypes

The members of the Authority are based upon certain clear archetypes that are mined liberally from the comics that came before them. You can do the same thing when creating your hero.

The Authority You Know

You can play the existing members of the Authority if you like (see pages 310-334 for their character sheets), or you can play your own versions of them. The archetypes they embody are detailed herein.

You can use these archetypes by way of example. Each of them represents a broadly defined character. Many members of the Authority are recognisable versions of archetypes found in teams in other published comics. For example, Midnighter is a variant of the "dark knight" archetype, while Apollo is based on the world's greatest hero (powered by the yellow sun). If you want to take one of these archetypes and design your own riff on it, you'd be following a time-honoured tradition.

The God of the Cities

Jack Hawksmoor is in tune with the major metropolises of the world. He can tap into their strength and use it as his own. Their materials part for his passage, allowing him to move through walls — or anything else — as if it wasn't there. He feels pain at their destruction, and he cannot live outside their bounds.

Jack can travel from any one city to another in the space of a few hours, no matter how many miles separate them. They speak to him and reveal the secrets of the people who live inside them. He is both their servant and their god.

The Maker

The Engineer is the embodiment of the creative force, with a particular emphasis on using technology toward that end. She replaced her own blood with nanites, transforming herself into a living machine. In truth, she is more like a hive-mind that controls millions of cellular-sized machines, each of which works in conjunction with her to create anything of which she can conceive.

Often the Maker is self-made. Either way, she constantly reinvents herself. She recreates herself in her own, original image and then extends from there. She is both her greatest tool and her most incredible project.

Night's Bringer of War

The Midnighter is the most incredible combatant the world has ever seen. His fight computer enables him to predict and counter a foe's every move. His body is laced with numerous implanted enhancements, all designed to make him even deadlier in combat. He is the ultimate fighting machine.

The Midnighter prefers to work under the cloak of darkness. He uses every angle he can to gain an edge over his foes, and so it's only natural that he is a master of ambush, surveying his targets before lowering the boom on them.

The Shaman

There has always been a Doctor, a shaman charged with the protection of the planet. None of them has ever worked overtly in this cause — until now.

The Doctor is the master of magic. While it seems he can do almost anything, there are limits on his powers. He can change the nature of things, but he cannot break nature's laws. Still, this gives him broad latitude, and for the most part only his mind restricts him.

The Spirit of the 20th Century

Jenny Sparks is the living embodiment of the 20th century. She was born at the dawn of the 20th century, and she is destined to die at its end (the stroke of midnight). Her powers encompass the greatest advance of the 20th century: harnessing electricity. Given a source of electric power, she can bend it to her will.

It's no coincidence that Jenny is the founder and leader of the Authority. Her optimism and drive to better the world are what cause the others to rally around her. They recognise the spirit of progress in her and respect it.

The Sun King

Apollo is named for the ancient Greek deity of the sun. He has a number of amazing, godlike powers, all of which are fuelled by his ability to absorb energy from solar radiation (sunshine).

Unlike the Midnighter, Apollo prefers to operate openly, although no less aggressively. To seek the light of day is natural and honourable for him, not just because the sun is the source of his power. It also suits his sunny personality.

The Winged Huntress

Swift resembles a modern version of a valkyrie, the Norse battle-maidens who escorted the worthy fallen to their reward in Valhalla. She can sprout wings from her back at will, and her feet can become talons. She is able to strike from above like an eagle, and her enhanced senses allow her to see and hear things no normal human can detect.

Swift's natural abilities as a huntress serve her well in combat. She has an innate understanding of strategic conflict as well as small-group tactics, making her an excellent battlefield commander.

Other Superpowers

The Authority features many of the most striking high-powered archetypes, but there are many others. Of course, you can create brand-new characters to fill the team's ranks, and you may wish to use the following archetypes as hooks to hang your character upon.

The Brain

When you need to know, learn, or discover the true facts, the Brain is the person to call. This hero is the smartest person anyone knows, always working just beyond the bleeding edge of science and information technology. Often the Brain also has powers of deductive reasoning far beyond that of national security organisations.

The Brain may be a natural leader too, plotting a course for the team and ensuring it stays on track. Sometimes this hero thinks too quickly to bother sharing the reasoning with others. Doing that would only slow the Brain down and annoy friends because they can't possibly understand half of what he or she is saying, much less follow everything that is left out. This can lead the Brain to become arrogant, but those same friends are usually ready to take him or her down a notch when necessary.

The Elementalist

This hero holds sway over one of the raw elements of nature. The four classic elements are earth, wind, fire, and water, but they can be stretched to cover other basics such as cold, electricity, sand, radiation, and more. Jenny Sparks's electrical powers define her as an Elementalist, although she is so much more.

The Elementalist has absolute control over his or her favoured element. This includes absorbing and producing the element and even bending or shaping it to the character's will. Some Elementalists can be weakened by an opposing element (water douses fire, for example), but with heroes as powerful as those in the Authority, that's not always so.

The King of the Sea

The hero is the master of the strange, mysterious deep that covers most of the globe. In his or her element, the hero is nearly impossible to beat. The hero can swim with incredible speed, and call upon allies that live in the water to come to his or her aid.

While the King of the Sea may sometimes seem like a fish out of water, this hero's ability to withstand the pressures of the deepest parts of the ocean, to see in utter darkness, and to go endless periods without air can come in handy in all sorts of unpleasant environments.

The Powerhouse

The Powerhouse exists only to hit things until they fall down or to act as a shield for more fragile members of the team. There is no finesse here. Brute strength and near invulnerability are this hero's stock in trade.

The Powerhouse doesn't often bother with strategy or planning. When you're as strong as this, those minor details are mostly meaningless. Normally, the Powerhouse is constructed like a building — wide, tall, thick, and hard as stone — but that doesn't have to be so. Sometimes Powerhouses come in surprisingly small packages instead.

The Sneak

The master of reconnaissance, a good Sneak is visible only when he or she wants to be. This allows the Sneak to get into places that no one else can and get out without anyone knowing this hero was even there. When pressed, the Sneak is a master of covert killing, always striking from surprise and at the target's weakest spot, but most often this hero prefers to avoid combat. Any fight contains an element of risk the Sneak would rather not accept.

The Sneak shuns the spotlight, letting others take centre stage. This makes it easier for this hero to do his or her job without anyone being the wiser.

The Speedster

The Speedster can move faster than most people can see. He or she can catch bullets in midair and may even be able to outrun a beam of light. By playing with the Theory of Relativity, the hero could possibly travel through time, although perhaps with mixed results.

The hero moves so fast he or she can run up walls, across the surface of a body of water, and even through walls. An aura of some sort protects the hero from the effects of his or her own speed, and this can be extended to people or objects the hero carries.

The Warrior Priestess

This heroine stands out in the man's realm of combat for her skill at violence, bloodshed, and perhaps magic. With a higher tolerance for pain, women make better warriors, and as they are more in tune with the cycle of life, they make better priestesses. She may be a mere solider, or a noble princess. The Warrior Priestess is as deadly as she is beautiful, skilled in warcraft, brawling, and weapon use.

The Warrior Princess is normally brash and bold, athletic, swift, and strong. She is often an inspiring leader, a courageous fighter, and an untouchable beauty.

The Weaponsmaster

This hero is unparalleled in his or her use of weapons. No one is better when it comes to wielding tools of

destruction. The Weaponsmaster can use any weapon with unerring accuracy, repair them on the fly, and even build them from scratch if necessary.

The Weaponsmaster can break down and rebuild an assault rifle while blindfolded and handcuffed. Given the right materials, he or she could construct a rocket launcher or a nuclear missile from scratch. Even a toothpick is a deadly weapon in his or her hands.

Origins

In the WildStorm universe, it was originally thought that there were a limited number of ways a metahuman might come by superpowers. This includes exposure (either directly or inherited) to genetically mutating chemicals, irradiation from a mysterious comet, or alien heritage.

In *The Authority RPG*, these shackles don't exist. The members of the team are part of a rare breed representing the most powerful heroes for their particular archetype. Jenny is a spark of evolution. Apollo was bioengineered. Some individuals were exposed to a bacteriological cloud (the Vent). Their origins are as varied as they are.

Begin With the End in Mind

To determine your hero's origin, you must first understand who your hero is. Once you've nailed that, figuring out how your hero came by his or her powers should be simple.

The big secret is that a hero's origin isn't all that important. It's what you can do that matters, not why you can do it. Whether your ability to manipulate electricity comes from being the spirit of the 20th century or from a near-fatal accident while stringing Christmas lights in the rain doesn't affect what your powers are and how they work (though it may affect the tone of the game).

Still, a good origin story can add to a campaign in many ways. First, it provides the GM hooks for future stories. If your powers were embedded by aliens, for instance, it's logical to suppose those aliens had a reason and that they might come back to check up on you from time to time.

Second, a solid origin story that makes some kind of logical sense can give you a reason to argue for new ways to use your powers on the fly. It also helps both you and the GM determine how new powers might manifest over time. When your powers hang together thematically at the beginning, it makes it easier to construct extensions for them later.

Work with the Game Master

Your GM may have ideas of his or her own about your hero's origins. In the course of designing the campaign, the GM has likely developed an intricate back-story that you can tap into for your hero's origins. It is more meaningful if your hero has some kind of connection to either the main villains in the campaign or even to the other heroes in your team. It creates a good reason for your hero to be fighting against the villain or alongside your friends' characters.

It can sometimes be fun to state that you don't know how your hero came by his or her powers. Put your faith in the GM instead. Let the GM come up with your hero's origin and let its nature unfold gradually during the course of the campaign. Discovering just why and how your hero came by his or her powers can be a never-ending source of adventure and intrigue.

Secret Identities

None of the members of the Authority have a secret identity, a name and position they keep set aside for a "real life." To them, the Authority is their life. They have no need to bifurcate their days with two separate identities. They don't ever leave and go home. The Authority is their home.

With heroes as high in profile as those in the Authority, maintaining a secret identity would likely be futile. In another superhero setting, this might be possible, even common, but such heroes do not reside in the grittier, more realistic world of the Authority. Every day, celebrities



undergo intense scrutiny by the media, and those are often only actors, athletes, and the like. Multiply that several times to imagine how little privacy a member of the Authority has.

Beyond the media, every major government on the planet is going to want to know everything it can about such powerful beings. Any attachments the hero has are prime blackmail material. Apollo, for instance, may be nearly invulnerable ... but is his mother?

This is the reason why both Apollo and the Midnighter have destroyed all evidence of their pasts. They no longer have any other names than their public codenames. This requires a tremendous sacrifice on their part. They can never have any further contact with anyone from their previous lives, no matter how dear those people may once have been to them.

A character could try to maintain a secret identity, but it will likely come back to haunt him or her at some point. This can put the hero in the awkward position of having to choose between the Authority and the people that he or she loves — a horror that no hero would care to experience (though if handled carefully, can make for great role-playing).

Names

Heroes who are part of the Authority have all kinds of names. They range from the evocative (the Midnighter) to the prosaic (Jenny Sparks) and all points between.

When choosing a name, choose something that rolls off the tongue nicely. Your friends are going to have to be able to use it easily in the middle of life and death conflicts, so it had better not be a tongue twister.

Some heroes stick with their given name. If they do, they should make sure everyone from their past is safe, as they are revealing their personal history every time they introduce themselves.

Other heroes prefer codenames, either alongside their given names or in place of them. Codenames should be simple, clear, and reflect the hero's archetype.

Motivations

Just because you have the power of a god doesn't mean you have the inclination to use it — or at least to use it in the service of the greater good. To make your hero a believable character, you should come up with a good reason why he or she is involved with the Authority.

Adventure

Working alongside the most powerful people in the world can be the most exciting thing one can do. Some do it for the thrills, such as adrenaline junkies always looking for their next fix. Others simply delight in the fact they live in a world filled with people with powers like their own. The Authority gives them a chance to test their powers, to push them to their limits and beyond.

The thrill can wear thin after a while. No matter how exciting it may be, having your life constantly threatened can grind you down. Some heroes start out with this motivation but mature to more profound drives before too long. If they can't find another motivation, they may retire altogether.

Altruism

Jenny Sparks founded the Authority with the idea that she and her compatriots could make the world a better place. After spending years and decades working for other organisations, she was sick of the politics that kept her from taking the direct route to help the greatest number of people. She decided to take matters into her own hands.

Not everyone with superpowers believes in using them to further the greater good. Altruistic heroes find it impossible to sit by while others suffer, for they have the ability to do something to help. They lend a hand because it is the right thing to do, and it makes them feel great to know they can make a difference.

Fame

In a world in which some people measure their worth by how well known they are, membership in the Authority can be enticing. Everyone in the world knows about the Authority and its members.

Fame is a mixed blessing (see Celebrity, page 262), but people who hunger for it seem to be willing to take the bad with the good. Still, they tend to be more focused on their images and how the media perceives them than on their actual work. This can lead to friction within the team when more serious members scoff at the fame-hunter's grandstanding.

Friendship

A hero might only be a part of the Authority for the friendships such a position comes with. To join the Authority is to become part of a family of superpowers. As with most families, the members are there for not only the world but each other. This is the kind of support that an individual superpower may find difficult to locate elsewhere.

Normal people have a hard time understanding what it's like to be a superpower, to deal with the pressures and the lifestyle that comes along with that classification. In the Authority, a hero has a sort of support group, people with a similar level of power, who are often battling with the same issues. This alone is valuable enough for some people to want to join.

Guilt

If the hero has done something horrible in the past, he or she may have a deep-seated need to expiate those wrongs. Perhaps the hero accidentally killed a number of people when his or her powers first manifested. Maybe the hero spent a few years as a villain before switching over to the other side.

Guilty superpowers tend not to talk much with others about their pasts. They take themselves and their mission with the utmost seriousness. In the end, there is rarely any way for them to make up for their past actions, but that does not stop them from trying.

Obliged

Some heroes are born, some are made, and some have their powers thrust upon them. The Doctor, for instance, was chosen by the previous Doctors to carry on in their proud tradition. He wasn't given a choice in the matter, and now that he has the power of the Doctor, he is obliged to use it in the service of humanity.

Obligations come in many different flavours. A hero can be obligated to family, friends, strangers, the government, financial backers, or whomever. The kind of obligation helps determine how and why the hero becomes involved with the team. Be careful to select an ongoing obligation if you can. If the hero can easily fulfil the obligation (completing a single mission, for instance), he or she might have to scramble to find a reason to stick with the Authority once the initial obligation is no more.

Refuge

If the hero is on the run from someone, he or she could do far worse than to turn to the Authority for help. The Authority sticks by its own, no matter their background, so once the hero is admitted into the fold he or she is under the protection of her new friends.

The hero seeking refuge is safe only as long as he or she is with the Authority, though. If the hero leaves the team, he or she will become quickly exposed to the threats that first drove the character into the team's collective arms.

To Be as Gods

The members of the Authority are as gods to the normal people of the world they work to protect. Their powers instantly and clearly separate them from the rest of humanity.

Surreal

To be a superpower is to become disconnected from ordinary life. Members of the Authority are not concerned with going to work, earning their keep, paying their rent, shopping for food, and the like. These things are taken care of for them, either by their handlers or their home, as in the case of the Carrier. A new team might not have such luxuries at first but will quickly develop them. Doing the laundry is not a good use of a superpower's time.

The things that interest most people are of little consequence to those in the Authority. Most hobbies may offer a break from the stress of saving the planet, but their importance pales when compared with defending the planet from invaders from another dimension. Normal relationships are almost impossible to carry on with people outside of the team.

Fun

Despite some of the hazards associated with being part of the Authority, it can be an amazing amount of fun. The chance to sail in the Bleed between layers of reality or to walk on the moon is something that only a tiny percentage of normal people (if any) manage to do over the course of their lives. These fantastic events happen to those in the Authority every day.

This is the aspect of being a superpower that most people think about first. To soar among the clouds, to be impervious to pain, to have the world at your feet — some would give anything for these powers and opportunities.

Overwhelming

The amount of responsibility facing the Authority can be too much for a person to take. If it weren't for their powers and teammates to give them hope, many heroes might throw up their hands in frustration. When it's up to you to save the world, time and time again, the fear that you might fail can be paralysing. Those that manage to overcome this and act, though, are true heroes, no matter what their powers might be.

Heroes can go through phases with regard to this. When confronted with the latest mind-boggling disaster or atrocity, a hero may shut down for a moment, unable to face the challenges that lay ahead. With the encouragement of teammates and friends, though, the hero should be able to rally his or her spirits to join the cause.

Worship

Heroes dedicated to saving the world may find that the people around them treat them with the respect and deference normally reserved for saints or heads of state. This expression of gratitude is only natural, though it can be disconcerting to heroes who aren't interested in this kind of eminence.

Some people may literally worship the heroes, praying to them for salvation. Most heroes don't take this sort of thing seriously, but a few might, pandering to those who see them either as agents of God or even as gods on the level of those of Mount Olympus.

Terrifying

To be a superpower means to hold the power of life and death in your hands. At a moment's notice you could kill everyone in sight with these powers, and only another superpower could hope to stop you. Because of this, although many might admire you for your past actions, they may not want to be around you for any length of time. They never know if an evil superpower might come after you, uncaring about how many innocent bystanders could be killed, or what kind of collateral damage you might cause trying to put a stop to it.

Some heroes might frighten themselves or be scared by those they end up working with on the team. When you can destroy an entire building or even a city by yourself,

you are a danger to all around you. If you should lose your temper, if you couldn't manage to control yourself, who would be able to stop you?

Addictive

Although most heroes do not care to discuss it, being in possession of such amazing amounts of power can be addictive. You can quickly get used to the idea that no one else — including the rulers of nations — can tell you what to do. Moreover, a hero who loses his or her powers is often willing to do whatever it takes to regain them.

The kinds of heroes that join the Authority usually give themselves over to it entirely. Without their powers, they are no longer valuable, contributing members of the group, and that could be too much for them to take.

Celebrity

Members of the Authority aren't just superpowers. They're celebrities too. Everyone in the world knows about them, and many people have an insatiable curiosity to know more.

Media Frenzy

Superpowers are on the cover of major news and entertainment magazines just about every week. The supermarket tabloids feature them in every issue. The television news shows are crammed with interviews, biographies, and retrospectives about these superpowers.

If you're a superpower, you may feel like you can never get away from the media. Paparazzi hound you wherever you go. News cameras are always in your face. You can never seem to say anything of substance without a press conference, or make a quip without it becoming a sound byte.

Many superpowers develop a distrust of the media early on. They quickly see how the various venues slant everything the heroes say to suit their own interests, often stirring up controversy simply for its own sake. This can cause the hero to avoid all media contact. Even this doesn't work completely, though, since the media resorts to secondary sources or even sheer fabrication in the absence of direct access. Savvy heroes attempt to manipulate the media for their own ends instead.

Fans and Stalkers

When your image is constantly thrust into the public eye, it's inevitable some people become obsessed with you. Most of the time, this is harmless. Your fans want to know all they can about you, from polite email queries to obnoxious hounding at announced public appearances. Some heroes enjoy this relentlessly positive attention. Others can't stand it.

The dark side of fandom is the chance that one of those fans might develop an unnatural attachment to you. This could end up with a fan stalking you, perhaps threatening you with violence or even attempting suicide if you refuse to return this misdirected affection. Although there's little chance such a person could hurt a superpower directly, he or she might injure other fans or any normal people you care about. Simply following you around everywhere you go can be annoying enough to send many heroes into fits.

Sometimes fans and stalkers alike get too close to you for their own good. When these people come into harm's way, it's up to you to save them. This can be the fan's ultimate dream, the chance to see you up close and in action. By saving them, you only encourage such dangerous behaviour, but letting them perish isn't much of an option.

Lack of Privacy

When everyone knows your face, you can't go to the corner store without a swarm of people forming around you. Even if these observers are respectful enough to give you a little distance, they watch everything you do. While this sort of attention can be exciting at first, it often becomes tedious quickly.

Some heroes take to wearing disguises when they go out in public. These may be as simple as a big coat, a pair of mirrored sunglasses, and a baseball cap. This is often enough to throw off people who aren't on the look-out for a celebrity. Few superpowers bother to trump up an entire new identity for themselves (see Secret Identities, page 259). They love their lives for the most part. They just want to be able to go to a movie without setting off a frenzy in the foyer of the theatre.



Other heroes don't go out into public. They stay at home or at the team headquarters unless business requires them to leave. In time, this course of action can cause a hero to feel entirely cut off from the people he or she is sworn to protect, which may result in a crisis of faith about the hero's purpose in life.

Bodyguards

While it seems silly for someone who can destroy a building to have bodyguards, some heroes engage them, particularly when attending large, public events. The bodyguards aren't there for the hero's safety as much as they are to deflect people who want to bother the hero, and by keeping crowd control they ensure the public remains safe. They form a blockade around the hero, only letting through the people of whom the hero approves.

Having bodyguards around can also help the hero to relax and enjoy an event. With someone else looking out for danger, the hero can temporarily ignore exterior threats and concentrate on the matter at hand. For many heroes, this makes bodyguards worth whatever they might charge. Such people aren't there to catch bullets, though, should violence break out. In such cases, they clear innocents from the area and let the hero take care of the threat.

Your Entourage

Some heroes embrace fame as they do their powers, fully and without reservations. They devour the attention and the life it brings. They thrive on it.

These heroes sometimes develop an entourage of friends and support staff who follow them around, enjoying the hero's reflected notoriety and power. This group can include a publicist, an agent, a personal assistant, a personal stylist, a personal trainer, an image consultant, a best friend, a lover, and more.

The trouble with an entourage is that heroes are dangerous people to be around. Every time the hero is attacked, this circle of friends and employees has to scatter (or be thinned). Worse yet, the hero must keep the members of the entourage safe, which may distract him or her from the plight of others nearby.

Socialising

Once you're famous, it's hard for you to be able to socialise with regular people. They don't live in the same world you do, either professionally or personally. It is common for superpowers to associate with other celebrities and important figures, whether they are other superpowers or not.

Certain superpowers only bother to hang out with their kind. To their minds, celebrity is a poor ghost of the totality of their personal situations. The only people who can really understand them are other superpowers.

Feet of Clay

Big heroes have big appetites — or at least no reason to hold back on the ones they enjoy. Being a superpower magnifies everything, including one's problems. Here are some of the pitfalls a character might encounter in his or her personal life while trying to better the world for everyone else.

Believing Your Own PR

When everyone in the world keeps singing your praises and telling you how great you are, you may start to believe it. This can turn your hero from a humble servant of humanity into a cocky, arrogant egotist. Eventually your friends and peers will take steps to distance themselves from you, since you are just too difficult to be around.

The worst part about it is that you might not even notice the transformation. From your point of view, the people around you are the ones changing, while you're still the same person you always were. Perhaps you feel a bit more confident and aggressive than you used to, but you count those as personal improvements.

This may cause you to effectively isolate yourself from those you need most, but even worse, you run the risk of becoming cocksure. The first time someone doesn't back down before your swaggering threats, you could find yourself in over your head. People who suffer from this problem tend to believe that there's nothing life can throw at them that they can't handle. Inevitably, life proves them wrong.

Addictions

There are a lot of reasons why a superpower might become an addict. Drugs and alcohol offer a temporary release from the worries of life, and a superpower often has enough stress to deal with to cause a dozen other people to crack. As part of humanity's final line of defence, you often must face foes of terrifying might.

Some people use alcohol to help ease their nerves, to help them forget. Other times, a hero might use amphetamines or other stimulants to stay awake during crucial periods. If the world might end within the next 72 hours, for instance, it may not make much sense to spend time sleeping.

Heroes often get hurt in the course of their adventures, and some of them may end up on prescription painkillers. This can be another path to addiction, as heroes who would never think of buying heroin on the street find themselves suddenly craving their next morphine dose.

These addictions work away at the hero, body and soul, eventually leaving him or her with little left besides the craving for drugs of choice. Worse, the hero might be under the influence of these drugs when he or she is

needed to save the world. Some heroes with recuperative powers may rely on such abilities to protect themselves from the physical ravages of addiction, but that doesn't help them with the psychological aspects at all.

Groupies

Superpowers sometimes find their fame brings with it groupies. These fans are willing to sleep with the hero simply to say that they did, and such temptations can be difficult for a hero to resist. It's easy for the hero to fall into a series of one-night stands, never making a true connection with any of the people who pass through his or her bed. Some groupies might develop long-term relationships with a hero. In such cases, both the hero and the groupie may rationalise that the groupie contributes to the hero's greatness by helping him or her to unwind after saving the world.

While this might seem like harmless fun for a while, a number of problems can arise. Enemies may find the hero's weakness for groupies is easy to exploit. Even if the villains never strike directly at the hero through a groupie, loose lips during pillow talk have brought down more than one well-crafted team. The information gleaned during such encounters can come back to haunt the hero and the team.

Sexually transmitted diseases are another large concern, especially when dealing with so many partners. Even careful heroes can find themselves infected with an incurable illness, ranging from herpes to HIV. Some heroes might be immune to such illnesses themselves while still being a carrier. These issues are only appropriate for campaigns with mature themes, but they can be important in such games.

Groupies can distract the hero from finding true love. While this may be too abstract for some to grasp, it can eat away at the hero's soul. Even if the hero is inclined to enjoy the company of a particular groupie — or even a regular date — he or she may be hard pressed to determine if the potential partner cares more about the hero or the hero's position. The two can be almost impossible to separate, which is why many heroes end up in long-term relationships with other heroes — or at least other celebrities — who aren't as fazed by the hero's fame.

Post-Traumatic Stress Disorder

Superpowers often find themselves in the middle of combat, fighting and killing to save the lives of others. The creatures or events they encounter may be so horrifying that it's all a hero's mind can do to contain itself. These heroes are prime candidates for contracting a post-traumatic stress disorder.

Post-traumatic stress disorders can come in many different forms. The hero may have recurring nightmares and memories, blackouts, or vivid flashbacks to the scarring incidents. He or she may block out particularly horrible memories or find ways to avoid ever thinking about the events, much less talking about them.

Recurring dreams about the incidents can cause the hero to lose sleep. Normal activities may lose their lustre, and the hero can become disillusioned about helping anyone. He or she might detach from emotions entirely to make sure that the worst ones can't be felt.

People who suffer from post-traumatic stress disorders become irritable, are always angry, and are unable to express why. They can have trouble concentrating on anything at hand. They might get jumpy, leaping at the slightest sound. They may also become paranoid. This can be hard to diagnose in superpowers because they often have good reason to fear that everyone is out to get them.

Moving Targets

When you're at the top of the heap, everyone wants to take you down. The higher your profile, the bigger a target you are. Superpower teams like the Authority have everyone after them all at once.

Villains

Once your team becomes well known, every villain with aspirations of making a name for him or herself is going to consider taking you on. A team like yours always stands as a direct threat to any villain's plans. Most villains like to cover their bases by removing such obstacles as early as possible. Because of this, you can look forward to both attacks from major threats as well assaults from every megalomaniacal lunatic with delusions of superiority.

The most disturbing aspect of these threats is that the villains crop up out of nowhere, and can be nearly impossible to track down. If you're worried about agents of the US government coming after you, you know where to find them — or at least their bosses. You can confront them. With seemingly random villains, though, you don't have that luxury.

While recurring villains seem to plague most superhero teams constantly, the Authority has an answer for that. They don't catch the villains and hand them over to the police, only to have the bad guys break out again the following week and go on another crime spree. Instead, the Authority stops these villains without regard for the villains' health. See "Keeping Cool" (page 266) for an examination of the moral issues behind this kind of decision.

Governments

From its first mission, the Authority set itself above petty concerns like politics and governments. These superpowers answer to no one but themselves. Fortunately, they have the best interests of the world at heart.

The decision to stay above the political fray immediately put the Authority at odds with every major government on the planet. The United States may be the homeland of many of the Authority's members, but that didn't mean everyone assumed these heroes would stand for truth

and justice, much less the American way. Most of them served with StormWatch, which was sponsored by the United Nations.

It's not in the nature of leaders to trust anyone outside their sphere of influence with the security of their people. When the Authority declares itself independent of any government, it effectively tweaks the collective noses of the most politically powerful people in the world. It's only a matter of time before that impolitic move catches up with them.

It's not too far a stretch to believe the United Nations might declare the members of the Authority international criminals the first time they make a mistake. While the Authority might not be bothered much by such a designation, it would make them clear targets for any governmental organisation that wanted to attack them. They could quickly receive visits from operatives of the CIA, NSA, Homeland Security, Interpol, Mossad, MI-6, or other lesser-known but even more powerful groups. Should the Authority spend much time in any sovereign territory, domestic agencies like the FBI or CSIS might get involved. Military forces might even be called into play, up to and including NATO or a UN-sanctioned coalition.

If the Authority refuses to fall into line with governmental requests, its members might become targets of assassination attempts. They could find their homes and personal assets seized, bank accounts frozen, standard means of communication tapped. Anyone they ever knew or cared about could become the target of a blackmail attempt. Essentially, all they held dear would be held hostage until they fell in line.

This sort of conflict can escalate quickly, and it's guaranteed to not end well. For this reason, government organisations will likely only take direct action against a member of the Authority if they figure they can not only succeed but also provide themselves with plausible deniability in the event of failure. When dealing with the Authority, they can't be too careful.

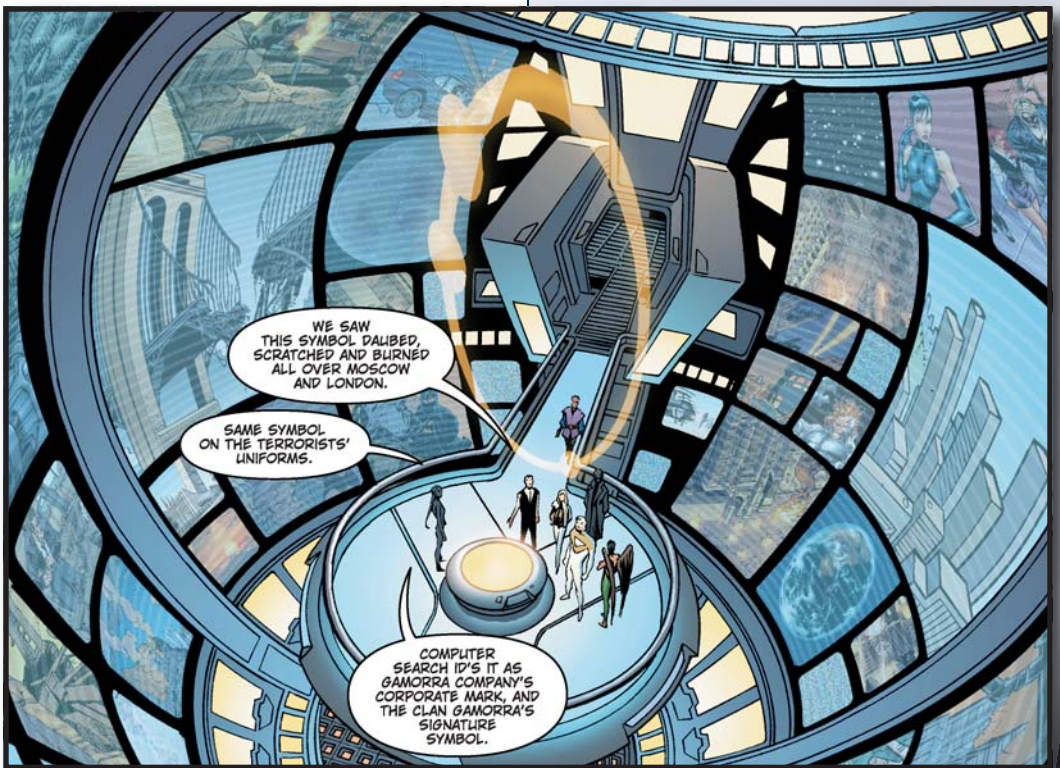
Other Organisations

All sorts of other nongovernmental organisations can come into direct conflict with the Authority. Most likely, the heroes aren't going to have to face off against the Red Cross or *Medecins Sans Frontieres* (Doctors Without Borders). Instead, it's the multinational corporations that stand to lose the most if the Authority manages to upset the status quo.

The CEOs of these corporations are often ruthless men who let nothing stand in the way of shoring up the price of their companies' stocks in time for the next quarterly report. They can stomach the loss of a few lives, although they usually prefer to buy their way out of a situation if possible. They look at bribes and blackmail not as crimes but as business investments — a slippery slope that can lead from there to hiring hitmen to handle any truly intractable problems.

Proactive Heroes

The Authority doesn't wait around for problems to come to it. It creates solutions instead. It stands ready to defend the planet against all major threats, but the world doesn't get invaded every week. When the Authority has downtime between crises, it keeps its attention focused on its founding mandate: making the world a better place.



Choosing an Issue

As a player, you don't have to wait around for the GM to present you an adventure. Instead, you can announce what it is you'd like your hero to do and then watch the world scramble to keep up with you.

To launch a part of the campaign like this, the first thing you must do is choose an issue. This can be just about anything you like, as long as it affects people on a global scale. The more urgent the cause the better, but the final choice is up to you and your teammates.

Here are some suggested issues you and your fellow superpowers might want to tackle:

- Aiding refugees
- Allaying Famine
- Alleviating poverty
- Breaking up slave rings
- Bringing war criminals to justice
- Deposing tyrants
- Destroying weapons of mass destruction
- Closing down weapons manufacturers
- Ending wars
- Eradicating disease
- Helping the World Court
- Intervening in situations of ethnic cleansing
- Preventing or reducing natural disasters
- Reducing the illicit drug trade
- Rebuilding shattered nations
- Safeguarding the environment
- Stopping terrorists

You might think that most people would stand behind such efforts and support the Authority every step of the way. In many cases, though, one can see where the best intentions might go awry. The Authority recognises that changing the world is fraught with risks, but it is determined to do the best it can to be more than the world's bouncer, called in to deliver a devastating beating.

Confronting the Powers that Be

The moment an organisation is founded, the primary goal of that organisation, like a living organism, is ensuring its continuing survival. In most cases, the status quo is there for a reason: the people in power like it that way. Change makes them nervous, as any sort of shake-up might end up with them on the bottom instead of the top.

For instance, if the heroes decide to take on destroying all nuclear or conventional weapons — or both — they will find that the most powerful governments of the world are ready to stand against them. The countries with power guard their tools of superiority jealously, and they are willing to do anything to ensure they have every possible edge over potential enemies in the future. They are not about to sit idly while a group of self-appointed saviours methodically goes about pulling their teeth.

Even dealing with rogue states or nationless terrorists isn't as simple as it might seem. These people are cutthroat survivalists, and to stop them you first have to find them, which is rarely easy. If you do manage to destroy the ruler of one of these problem nations, your job is only begun. If you leave right away, you'll invariably find that someone else steps into the missing leader's place, filling the power vacuum. This is usually one of the lieutenants of the deposed tyrant, one of the few people able to wield enough power to take over the nation's leadership.

With terrorist organisations, it's even worse. After a certain point, the leader is little more than a figurehead for recruiting new members. If he is killed, it can become yet another rallying point for attracting more terrorists. Either way, as long as there are any members of the organisation still around, the organisation lives on. Eradicating such a group can be like trying to kill off a colony of ants by stabbing each with a toothpick.

Good People Disagree

The other major obstacle in dealing with such large issues is these are complex problems that require equally complex solutions. Teams like the Authority are fantastic at using violence to solve problems, but not every situation calls for violence or can be helped by it. To the contrary, bloodshed can sometimes make the state of affairs much worse. Even if the members of the Authority stop and take the time to explore a chosen issue, to understand it inside and out, there is no assurance that they can resolve it satisfactorily.

Good-hearted people approaching the same problem can disagree widely over the best solutions to it. Chances are that the heroes might find divisions within their own group as to how they might best approach a particular problem, and the efforts of a team of superpowers that acts without a single voice are doomed from the start. It's up to the GM to properly research any issue the heroes care to tackle and to present it with the complexity that it deserves.

This isn't to say that the heroes can't make a difference in the world. That is their mission after all. But they should be prepared to be in it for the long haul when they decide to take on issues that have plagued the planet for decades if not centuries.

Keeping Cool

When you can kill someone with barely a thought, you need to exercise tremendous restraint. Otherwise, you may find yourself murdering anyone who has the gall to disagree with you. Heroes who follow that path have no place in the Authority or any similar team. They are part of the problem, not the solution.

Self-Control

Superpowers find themselves in stressful situations all the time. Not only do they have to deal with saving the world from whoever — or whatever — is threatening it this time around, but they must also contend with the various people who want to see them dead. While responding to such threats with deadly force might be acceptable, there are many other situations in which it is not.

When you have the power to destroy aircraft carriers with your bare hands, you can never let yourself go for a moment. A simple flare-up of your temper could result in those around you suffering or even dying. You need to keep your darker emotions on a tight leash, or you might find yourself destroying everything you've been working to build.

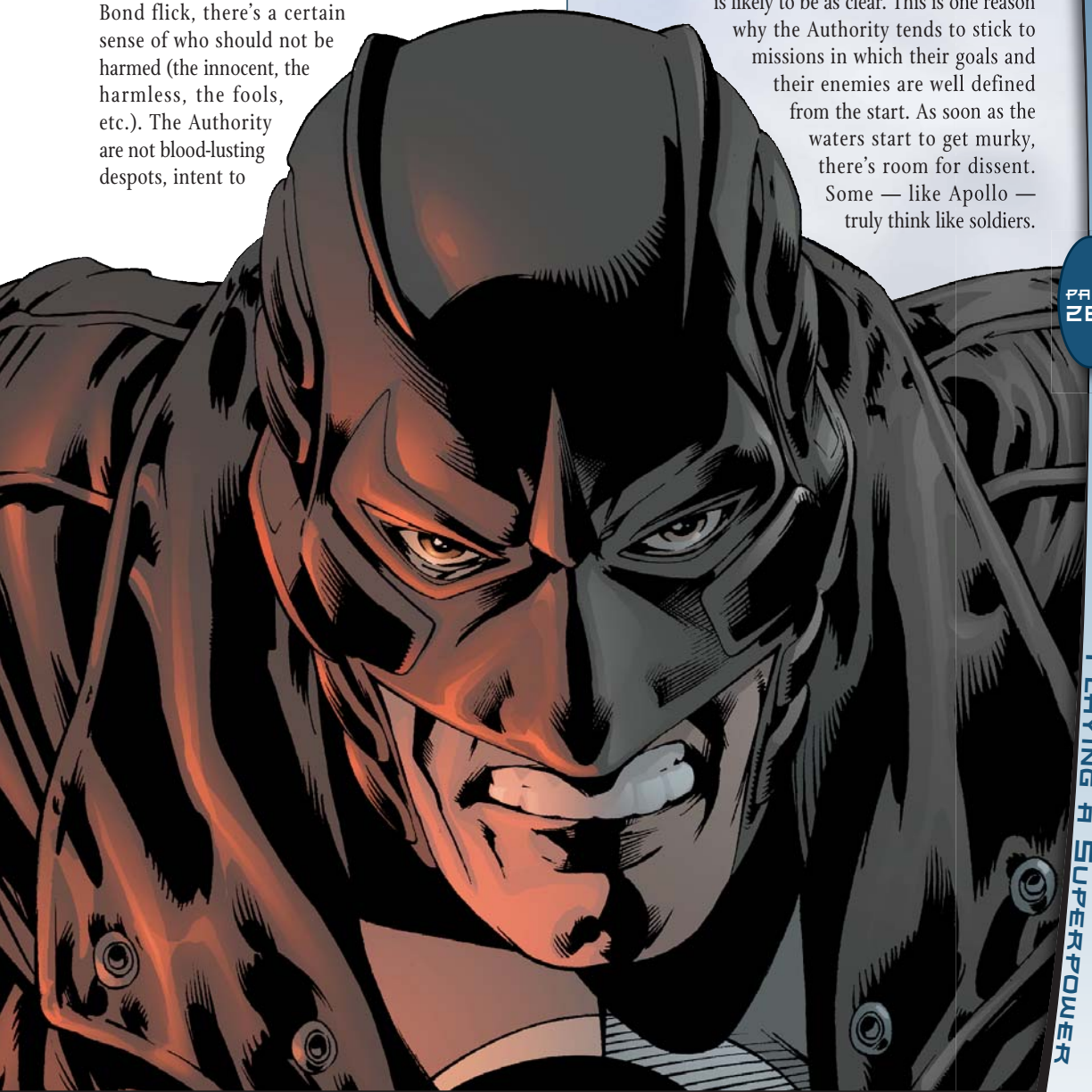
The Authority have given themselves a license to kill, but like the morality of a Western or James Bond flick, there's a certain sense of who should not be harmed (the innocent, the harmless, the fools, etc.). The Authority are not blood-lusting despots, intent to rule the world and kill any who oppose them. They are heroes, and it would beneath them to hurt those who do not deserve it.

Morality by the Numbers

The Authority sets itself above the laws of any nation. They are constrained by no politicians or countries. They answer only to themselves. Jenny Sparks set the tone of the group's morality by example. While not a cold-blooded killer, she never hesitated to use lethal force against those who actively threatened the lives of others.

In such clear-cut cases, the answers seem obvious. You need to do whatever you must to keep innocent people from being harmed. Those engaged in harming others are guilty by definition and can be summarily executed for their crimes.

Not every situation in which the heroes find themselves is likely to be as clear. This is one reason why the Authority tends to stick to missions in which their goals and their enemies are well defined from the start. As soon as the waters start to get murky, there's room for dissent. Some — like Apollo — truly think like soldiers.



Civilians will die, sometimes even as a result of his actions, caught in the backlash of his powers. Yet he knows that if he does not act decisively, the chance for greater tragedy is far greater.

Members of the Authority often express horror at the things they find themselves forced to do, but it never keeps them from following through. The more experienced members of the team show the others how to handle the mixed emotions that arise from killing to save others. They point out how many more lives would be lost if they didn't act.

Torture and Threats

It can happen that the heroes need to extract information from someone quickly. Most such subjects don't willingly give up their secrets, as they are more afraid of their bosses than of the heroes. The quickest way to get information out of such a reluctant source may seem to be via torture.

Torture, as most people think of it, isn't a particularly effective way of extracting information. Barring the application of some kind of power, it's impossible to tell if the captive is lying. Most people who crack under torture are happy to tell their tormentors anything they want to hear, just to make the pain stop. This taints the results, but sometimes it seems like the only way.

There are more sophisticated techniques available, but they take time. They involve isolating the prisoner in a cell in which his or her senses are constantly bombarded and he or she is never given a chance to rest or even be comfortable. This chips away at the prisoner's sense of self until it destroys it, at which point he or she is easier to question.

The more hardened members of the Authority will not shy from such human rights violations. The Midnighter will inflict physical pain on a subject as quickly as the Doctor might invade the subject's mind. Meanwhile, Jenny and Jack might subscribe more to emotional or psychological torture. In an ideal world, no hero would ever resort to such methods; but the Authority do not live in such a place. Whether it is right to use torture is up to the individual heroes in the team (and players in the group). It's impossible to conceive of every horrible situation in which a hero might be desperate enough to resort to such measures, and every hero has his or her own point at which crossing this line is acceptable (though some may believe it is never acceptable). Those who do use torture, however, should watch that they don't become the forces they're nominally fighting against.

Making Examples

Another technique the heroes of the Authority like to use is making an example of someone. If a villain tries to destroy the world, the Authority isn't going to slap the outlaw on the wrist. They're going to put an end to those plans in a public way. Given the chance, the heroes will tear down everything the villain has built and destroy any chance of the villain's cronies stepping up to take his or her place.

This type of lesson never stops the truly ambitious villains, however. They always think that they have a better way, that they're smarter than the last group the Authority smacked down, that they cannot lose. When this happens, the Authority is only too happy to make yet another example of that villain. The Authority is going to take the villain down anyhow. It might as well make a show of it in the vain hope that it might cause the next would-be conqueror to hesitate before he or she gets started.

Laws and Justice

The Authority deals in matters of life and death, urgent crises in which the fate of the planet hangs in the balance. At times like that, questions about law and justice aren't always relevant. It's not about catching someone who did something wrong. It's not about retribution. It's about stopping the crisis and making sure it can't happen again.

When the Authority captures someone, the heroes on the team have several choices. They can keep the captive someplace securely under their control, or turn him or her over to the authorities.

Most of the members of the Authority have no desire to be jailers or to spend their time worrying about the welfare or security of prisoners held in their custody. If the captive isn't too dangerous, they might consider turning him or her over to the United Nations, or another relevant law enforcement agency. It would then be up to the appropriate organisation to figure out what to do with the prisoner.

When captives are clearly beyond the ability of any government to contain, the Authority must examine other alternatives. They could keep such prisoners on the Carrier, but there are risks inherent in that. They might think to dump them in another dimension, somewhere unpopulated, but this means the captives might someday come back to cause them problems again, or cause problems in his or her new home. Perhaps they could transport them into the baby universe that powers the Carrier instead.

In many cases, the heroes might decide a prisoner is too terrible to let live. The members are not cold-blooded murders, and acting as executioners is not something with which most of the team feels comfortable. Yet the Authority exists, in part, to make the hard decisions that other nations and institutions cannot make due to politics. In order to make a better world, sometimes they can't turn the other cheek. They have the best interests of the world — as they understand them — at heart. They have to live with their decisions, but the tone of the comic is one of acceptance of this role, rather than constant anguish over yesterday's deeds.

Band of Heroes

If you're a superpower, you might ask why you need anyone else, even other superpowers. This section helps explain why teammates need each other. It also examines what forces might work to tear such teams apart.

Common Mission

The main reason that heroes band together to form teams is that they share a common mission — a vision of how things should be, and a plan for how they can help realise that vision. In the Authority, it's Jenny Sparks who articulates this mission, who brings the dream to the others. She does such a great job of selling it to her recruits that they not only join the group but dedicate their lives to it. No one in the Authority has a personal life to speak of — at least not anymore.

Problems arise when the heroes complete their mission. If you only band together to save the world from an alien invasion and succeed, there's little left to do at that point. It is better to develop an open-ended mission that can drive the team onward for years, decades, or more.

The Authority's stated mission is to make a better world. Such a quixotic goal is almost impossible to attain, but if ever a superteam had a chance at it, it's the Authority.

With a broad goal like that, though, it can be difficult to determine the best path toward success. Putting an end to immediate threats is easy enough. It's when no one is threatening to destroy the planet that a group can flounder, trying to find a common direction toward achieving their stated ends.

While this can be a weakness of the broad goal, it's also a strength. When establishing a new direction, the team risks losing members who may not agree with the chosen path. On the other hand, it allows a team to respond to changes it encounters as well, to redefine itself as the circumstances dictate.

Covering Your Backs

Another great reason for joining a team is that it's hard to be on your own all the time. While you may be one of the most powerful people on Earth, it's nearly impossible to be on constant guard against threats that might come your way. When you're part of a group, you don't have to. You can take some downtime and relax while others worry about protecting the world for a time ... at least until your shift comes up.

The members of a superteam like the Authority come to trust each other bit by bit until they become more like a family than a team. They know how the others think, can



guess how they might react, they care about what happens to them. They might not like each other all the time, and might even squabble amongst themselves, but when the chips are down they know they can count on each other.

When you're surrounded by people you trust, it relieves a great deal of stress. You don't have to keep an eye on them, and you know you can rely on them to come through when you need them most. This is the kind of support that no amount of power can secure.

Internal Affairs

The heroes of the Authority consider themselves above any laws. They don't even have rules of their own to regulate their behaviour. Instead, they depend on the ad hoc judgement of their leader. Under Jenny Sparks's leadership, at least, the Authority is not a democracy. It's a task force under her guidance.

The team leader asks members of the team to join, and they remain at his or her pleasure. If the leader likes, he or she can kick a member off the team at any moment for any reason. Wise leaders rarely resort to such tactics, preferring to only bring in trusted people to join in the first place. If other members of the team disagree with the leader, they are free to leave at any time.

It's conceivable that a member of the team might try to replace the leader and take over, but he or she had better make sure to line up the rest of the team's support before attempting this. Otherwise, the effort is certain to fail.

In your own campaign, you can set up the leadership of your team however you like. Some teams are more comfortable with taking votes on everything. Others debate issues until they arrive at a consensus. The path you choose is ultimately up to you and your friends.

Making one person the leader can cut down on discord within the team, making the team more efficient and directed. This assumes that the members of the team support their leader without question. Many heroes possess an independent mindset that causes them to rankle under authority other than their own. Such teams may struggle constantly against dissolution. As players, you should agree how the team will operate. There is nothing wrong with making one person the leader, as long as everyone is happy with that decision. Alternatively, you could have a rotating leadership, where a different character leads every mission. The GM should work with you to ensure the leader is comfortable with his or her role, doesn't abuse the trust of the other players, and still ensures that everyone shares the spotlight.

Greater than the Sum

Superpowers who work together can take on challenges that might overwhelm any single one of them. It might seem that such challenges might never arise, but even the members of the Authority can't be in several places



at once. The amount of attention they can direct toward any number of tasks is limited.

Only by working with others of a similar level of power can they hope to succeed against armies of foes, especially those who coordinate their attacks to hit several places at once. Working alone, each member of a superteam can do a great deal of good. Working together, they can take on tasks that would daunt any one of them. It is only then that a team can take on the most dangerous foes and hope to truly make the world a better place.

Working Together

Since this is a game, you have the luxury of designing your superpower from scratch. This means that your team doesn't have to be a random collection of powerful individuals. With a little bit of planning, you and your friends can tailor your heroes so they complement each other's abilities. Everyone on the team should be able to fight at least well enough to defend him or herself when push comes to shove.

Everybody doesn't have to be able to shrug off rocket blasts or stop a roaring train, but they should each be able to deal with most conventional threats. If your teammates must constantly protect you, you may be doing them more harm than good.

Before you sit down to create your hero, you should meet with your GM and the other players in your game to discuss what kind of game you hope to play. The GM may have specific ideas about the game and might even dictate the archetypes each of you should follow when creating your hero. This still gives you plenty of room to be creative, and it ensures the heroes fit well with the kind of campaign your GM wants to run. If the GM decides to give you a bit more latitude with your choice of heroes, it's still a good idea to talk with the other players before you start in on the character creation.

Teams work best when everyone in the team has a clearly defined role and when all essential positions are covered. Otherwise, you may find that your team lacking in essential skills or abilities when facing an implacable opponent. Here are some ideas for roles that most teams need to have filled. Some heroes can fill more than one role. For instance, many heroes may have a primary role as something else but a secondary role in combat. It's a rare hero that can take on three or more roles at once, but superpowers are rare heroes by definition.

Combat

Sometime the best solution to a problem is to simply pound on it until it gives up. That's where the combat specialists come in. When you need to defend something vital or hurt someone else, these are the people to call on. When the time to talk is over, these are the people you want on your side. Apollo and the Midnighter are the perfect combat specialists.

Intelligence

It's not enough to hit things. You need to know what to hit, when to hit it, and where its weakest spots may be. Heroes who focus on intelligence supply that knowledge. They can be detectives, seers, spies, historians, or researchers. On the occasions they don't know something immediately, they at least know where to look for it. Jack Hawksmoor specialises in Intelligence, especially when dealing with cities. The Doctor can call upon his knowledge of the lives of the previous Doctors for information, too.

Leadership

Someone has to be in charge of the team, to take care of keeping an eye on the big picture and keeping the team focused. A good leader can assess a situation rapidly and come up with a solution for just about any problem, using the resources at hand. Additionally, the leader knows where to get the help the team needs to complete the job. Jenny Sparks showed incredible leadership by simply managing to rally the other team members around her to form the Authority, but she was also a firm and decisive battlefield leader.

Medical

Even in the best teams, heroes and the people they protect sometimes get hurt. When that happens, you want to be sure you can turn to a trusted friend to get the best medical treatment possible. The Doctor is called "the Doctor" for a reason. The collected wisdom of his predecessors allows him to assess most ailments instantly and determine if there is a solution for them.

Technician

In the increasingly complex web of technology in which the heroes live, a team needs someone who understands such things inside and out and can use them all to the team's advantage. The same person can help to defend the heroes from technology used against them by analysing it and ascertaining any weaknesses the team can exploit. The Engineer is the perfect technician. Not only can she recreate herself to construct just about any kind of technology needed, she can intuitively understand technology that is several orders of magnitude more complex than any found on Earth.

Transportation

All the knowledge, power, and planning doesn't do you any good if you can't get to where you're needed in time. For that, you need someone whose job it is to get you to the party on schedule. Swift excels in transportation both personally and professionally. Her wings allow her to quickly get from one place to another — even with a passenger or two in tow — but her expertise with flying makes her the perfect person to operate any vehicle, up to and including the massive Carrier itself.

Play On

Once you create your hero and integrate that superpower into the team, your job has only just begun. This is a role-playing game, and the play is the thing. As you adventure through the universe of *The Authority Role-Playing Game*, keep in mind the lessons learned here and do your best to keep your hero on track.

As a member of a superteam, your hero has the opportunity to do some truly amazing things. Challenges are sure to arise to test the team on a regular basis. Your Game Master will make sure of that.

With luck, perseverance, and hard work, the members of your team have a chance to make a real difference in the lives of just about everyone the planet. If you keep at it with your hearts and heads in the right places, you might even fulfil the dream that caused Jenny Sparks to found the Authority in the first place. You could make the world a better place, the best that any of us could ever hope for from our lives.

Advice Summary for Players

This chapter covered a lot of territory. To sum it all up:

1. Read The Authority

Nothing quite whets the appetite for widescreen superheroics like the original comic. It will remind you that simple archetypes can make powerful characters, and what the team is striving for at the end of it all.



2. Think Big

This is a widescreen world you're playing in. Fill the available space. Unlike many traditional comics, the Authority members aren't concerned with paying rent or torn between stopping muggers and going to the prom. Not that there is anything wrong with small, personal concerns; when there is a moment's pause, consider the little things that are important to the characters. Jenny and Apollo can speak heart to heart. Angie misses sex with normal men, and carefree nights of drinking gin and bitter and eating clams. The small stuff offers contrast to their death defying adventures, making the characters more believable to the players, and helping keep the characters sane during their over-the-top conflicts.

3. Follow the Archetypes

The archetypes have stood the test of time for a reason, but skew them to make them your own. This can be as simple as reinventing the "warrior priestess" to carry a flaming sword and be styled after a phoenix, or as twisted as turning a family of fantastic adventurers into a world-ruling cabal.

4. Unique Roots Matter

Even if you're the third God of the Sun archetype around, who you are is just as important as what you can do. It may not play a huge part of the game, but having a solid background and origin is crucial to developing a strong character. Knowing where your character came from will help you play him or her in undreamed of situations, making the story more believable.

5. What's My Motivation?

Figure out why your character is a hero. What does he or she believe in? The answer to this question informs everything else you do in the game. If you can live like a god, and others live or die at your whim, why do you care about a better world?

6. Accept Your Power

Those with the power of gods have responsibilities of gods. This means that you are responsible for looking out for those weaker than you. You have been chosen, cursed, or were simply lucky enough to gain tremendous powers — don't squander them or let them go to waste.

7. Be Human

No one is perfect all of the time, even someone as powerful as you. As a player, consider adding a few Defects to your character. Flaws are realistic, and help ground your hero, making him or her more three dimensional. As a character, try to understand your flaws and work to overcome them, accept them, or revel in them. Flaws are what makes them human after all.

8. Be Proactive

Think locally, act globally — you have the power to change the planet. Make sure you change things according to the golden rule, transforming the world into a place where you'd be happy to live. Don't forget about problems in your backyard — poverty, homelessness, addiction — and realise their roots may span the globe. But also realise that simply wiping out every poppy field in the Golden Triangle won't heal broken bodies and spirits.

9. Stay in Control

You're supposed to be part of the solution, not the problem. Characters should remember they are supposed to be the good guys. As players, realise that *The Authority RPG* can deal with much more serious issues than standard superhero role-playing games. Keep in-character actions within the context of the game, but don't be afraid to discuss concerns with the other players and the GM before or after the game. Your characters may disagree on how to get things done — that's fine and character-character conflict can make for great role-playing. Just make sure the players don't take things personally.

10. Stick with the Team

You may have the power to single-handedly sterilise the moon, but remember that this game is a team effort. If everyone acts as part of a team, all the players (and the GM) will have more fun. There can still be the occasional loner character, but even the Midnighter knows he is more effective when he's working with the group. If you want to play more of an outsider, discuss it with the GM, and be prepared to slightly modify your character if he or she suggests changes. While you may wish to keep your image of the character "pure," realise that minor adjustments will make the game more fun for everyone.

11. Provide Constructive Feedback

Discuss the progress of the campaign with your fellow players and the GM regularly. Don't be rude or mean, but be honest about how you feel. If you think something works well or is particularly fun, let the GM know so he or she can include it in future games. If you dislike an aspect of the game, it is better to bring the matter up in discussion and reach a resolution rather than getting angry and stewing over it. Your GM and fellow players cannot improve without helpful criticism. Conversely, be willing to accept constructive feedback from others and work together to make the game more fun for everyone.

12. Network with Other Players

There are many fans of superhero RPGs and *The Authority* around the world, and we provide several ways for you to share your ideas. You can visit the company message boards at *http://www.guardiansorder.com/boards/*. You can also find out more about *Silver Age Sentinels* — the game on which *The Authority RPG* is based — on the *SAS* mailing list. You can join by sending an email message to *silverage-subscribe@yahoogroups.com*.



CHAPTER 7
GAME MASTERING THE AUTHORITY

Game Mastering the Authority

Everything has changed — except for the one theme that runs through the whole damn thing. This is about making a better world. It may well BE a world that's suddenly gone nuts, exploded into a widescreen two hundred million dollar fantasy of skies full of super-bastards and The God Of Cities standing side by side with a woman who's got nine pints of bacteria-sized machinery instead of blood ...

... but these stories have always been about that thing that superhero stories never seem to get around to. Making the world a finer place than it was when they found it.

The difference in The Authority *is simply that they simply have to beat up over a thousand people an issue to do it. And what's wrong with that?*

This is The Authority. *Pay Allegiance. Or get your head kicked in.*

— Warren Ellis, from the letters page of THE AUTHORITY #1

The Game Master (or GM) is the central storyteller in any role-playing game. The GM sets the stage, directs the action, judges the rules, and plays out the parts of all secondary characters. Yet he or she is not an omnipotent author; the players — who take upon themselves the roles of the protagonists — are free to act as they reasonably would inside the GM's world. GMing any game, but especially one as thematically challenging as *The Authority RPG*, is a daunting task, but this chapter provides the suggestions and guidelines you need to run your own dynamic and exiting adventures.

Game Mastering Basics

Like any multifaceted and subtle activity, GMing is a simple idea to learn but a complex one to master. It's a way to tell your own stories — in this case, stories somehow connected to *The Authority*. Instead of designing the main characters yourself, however, your players bring their character ideas to the game and inhabit your world. You invent a challenging plot, and the player characters attempt to unravel, survive, or defeat it. Role-playing games can be whimsical, serious emotional dramas, fright-filled horrors, pulpy adventures, or even tragic romances ... and they can be many of these things at the same time.

The Game Master has four main responsibilities or roles that you will have to take on: world-builder, performer, narrator, and judge.

World-Builder

The GM is the creator of one particular game or story of an infinite number of possibilities. Each person who GMs *The Authority RPG* will have a different vision, yet they may share many similarities. You are responsible for crafting the world — the secondary characters, the history, geography, geopolitical environment, and current events — that your players' characters will inhabit.

Your Authority

Why would you want to create your own version of the world, rather than just use the one from the comic verbatim? Several reasons:

• Mystery — *The Authority* is partially about surprises and supernatural enigmas. Who are these *koroshi* terrorists? How did Sliding Albion survive World War Nine? What does the alien god want? Players enjoy trying to unravel mysteries, and whatever plots you put before them will be subject to great scrutiny. If you simply used the storylines from the comic, the players would know one possible ending and many of the big secrets.

• Unknown Answers — The team at WildStorm knows a great deal about *The Authority* but the only ones who know everything are the writers, who have moved on in most cases. We know, for example, that Warren Ellis patterned the alien god after H.P. Lovecraft's *Cthulhu* mythos, but he didn't reveal if there were any other mind-shattering old ones dwelling in the universe. He isn't telling, either, nor are any of the other writers. That's for you to decide as Game Master.

• Your Own Reality — Your players, whether they are assuming the roles of the Authority or other characters in the setting, forever change the nature of the universe from the first actions they take. Once a player's version of Jack Hawksmoor marries a top Hollywood actress, your game will be forever different from the official comic. Besides, the point of a role-playing game is to make your own stories, not to be stuck to an "official" storyline. Every time you play *The Authority RPG*, whether with the same friends or new players, it will be at least a little bit different.

Setting the Stage

The most important step in running a game is deciding what kind of story you want to tell. With *The Authority RPG*, you are probably aiming at widescreen, superpowered, gritty adventure. There are many settings that lend themselves to such an atmosphere. The most common types include:

The Authority

The players all control the characters from the Authority. While new gamers might expect this as the default option, veteran gamers may be surprised at the idea of playing what are nominally non-player characters (NPCs). To jump into the action immediately, use the character sheets provided on pages 310-334. If you have more time, however, you might prefer to let the players design their own versions of the team to personalise their characters and better understand their capabilities. The Authority make great characters because they are powerful archetypes, and although many details of their histories and personalities are established, there's sufficient room for players to individualise the characters. Warren Ellis's Doctor is different from Mark Millar's, and thus there's no reason why, in your campaign, Rich's Jack Hawksmoor would sound or act exactly the same as Edwin's.

Designer's Note

Using the Authority as characters works exceptionally well at gaming conventions since no time is wasted trying to remember everyone's new names and powers. If Meredith is playing Jenny Sparks, for example, the other players automatically know how to react to her. You may wish to level off the disparity in Character Point totals, however, so that Swift's character isn't completely overblown by Apollo. Conversely, the players may be comfortable with a difference in power levels and want to replicate the comic more closely.

Stripped to the Core: The Heart of D12 Tri-Stat

Tri-Stat d12, as presented in *The Authority RPG*, is a flexible and easy-to-learn rules-light RPG system. It is also exceptionally comprehensive, with character creation options that can handle any character you can imagine.

But at what point do options move a game from comprehensive to complex?

We believe that Tri-Stat presents a nearly transparent rules system that spotlights the role-playing, rather than the number crunching, process. Once you understand the basics of its modular components, the rest falls into place. Players looking for a "fast and loose" system may be initially overwhelmed by the many pages of options presented, however; a sort of "can't see the forest for the trees" scenario.

The suggestions presented herein outline alternative ways of viewing *The Authority RPG* that may clarify our design focus.

Stats

The process of assigning Stats (Body, Mind, and Soul) to a character (page 88) is both straightforward and intuitive.

Attributes

Attributes present the widest range of options in this book, since they are the basis of character powers. Although each Attribute presents its own description and Level progression, they all follow the same basic pattern: low Levels are weak; high Levels are powerful.

You can summarize the entirety of pages 97-159 by pairing the Attribute names and Level costs listed in Table 3-5: Attributes to the effects summary in the chart below (intermediate and higher Levels can be interpolated as necessary). As the GM, you get to decide what a character can accomplish with "Moderate (Level 4) Mind Control," "Extreme (Level 8) Speed," or "Primal (Level 10) Teleportation." The Character Point cost remains equal to the Level times the cost/Level.

Level 2	The Attribute has a minor character or game effect.
Level 4	The Attribute has a moderate character or game effect.
Level 6	The Attribute has a major character or game effect.
Level 8	The Attribute has an extreme character or game effect.
Level 10	The Attribute has a primal character or game effect.

PMVs

The Power Modifier Values are a useful option to differentiate different characters with the same Attribute, but they are not necessary for play. The Area, Duration, Range, and number of Targets affected by an Attribute are dictated by the Attribute Level; the higher the Level, the more powerful or far-reaching the effect.

Continued...

You should also remember that time is a variable you can change. There's no reason you must set your game at the death of the alien god (since this book covers issues 1-12), or even concurrently with the events in *The Authority* Volume 2. Your stories could occur before the *koroshi* strikes, or between the attacks of Sliding Albion and the alien god. Angie has even demonstrated the possibility of time travel, so the only limits are your imagination.

The New Authority

Jenny dies at the end of the millennium, and now the team is one member short. Additionally, they've made some dangerous enemies and the team is looking for some new recruits. This is a perfect opportunity to add new characters that your players design to the Authority roster, bolstering their potential. Similarly, if Rich wants to play Hawksmoor and Sam wants to play the Engineer, but Devinder and Edwin want to create new characters and there's no one left to play the rest, that's fine, too. Perhaps Apollo and the Midnighter attempt to retire once more, or the Doctor needs to veg out for a few years. Any combination of new and old heroes can work together as long as the players are happy.

Children of the Authority

All people pass, eventually, and with the high-risk lives the Authority leads, their ends could be years or only moments away. Should the team fall, will anyone be left to take up their banner? Perhaps Jenny Quantum teams up with the new Doctor (a 21st century girl from Reykjavik), Angie and Jack's son (the god of the virtual city), and Apollo and Midnighter's son to form the new Authority. Of course, "children" need not be literal; the Doctor and the Engineer both inherited their powers from predecessors, and this could occur again.

Opponents of the Authority

The player characters can also operate in the same world as the Authority, but as a different team. This is a way to tell other stories in the world of *The Authority* that do not all revolve around the central protagonists of the comic. Perhaps you want the characters to be part of another

Stripped to the Core! ...continued

As a more specific alternative, you could assign values to the Area, Duration, Range, and Target variables approximating equivalent PMV Ranks given in Table 3-3: Power Modifier Values (page 92). For example, Level 6 Environmental Influence (a major game effect) could affect an Area with a 10 km radius (Area 6) up to 1,000 km away (Range 6). Similarly, Level 10 Healing (a primal game effect) could instantly heal the injuries of 10 million targets (Targets 10) anywhere on the planet (Area 10).

Special Attack

Using normal game mechanics, the Special Attack Attribute (page 142) inflicts a base damage of 20 per Attribute Level. Damage decreases by 20 each time you assign an Attack Ability and increases by 20 each time you assign an Attack Disability.

A less mechanistic approach moves the Special Attack's effectiveness, and thus Level, up or down depending on the number of other advantages (up) and/or disadvantages (down) it provides. For example, an attack that simply inflicts 120 damage has a major effect (Level 6). If it can also track its target, partially penetrate armour, strike at great distances, and affect insubstantial characters, the attack has increased from a major effect (Level 6) to a primal effect (Level 10): Level 6 + 4 advantages = Level 10. Restricting the attack with inaccurate targeting and unreliable firing mechanisms reduces it back to an extreme effect (Level 8).

Skills

Skill Groups (page 162) indicate general knowledge within an area of expertise, and can be preferable to the full Skill system.

Defects

Like Attributes, the Defect descriptions on pages 175-188 can be summarized in the chart below. You can select the Defect names from Table 3-18: Defects, assign the appropriate number of Bonus Points, and determine the game effects.

1 BP The Defect occurs infrequently, and/or has a slight effect on the character.

2 BP The Defect occurs frequently, and/or has a moderate effect on the character.

3 BP The Defect occurs constantly, and/or has a severe effect on the character.

Initiative

To reduce the number of dice rolls, participants can roll once at the outset of combat to determine their characters' Initiatives for the entire battle (i.e. they act on the same Initiative each round).

Delivering Damage

For faster combat resolution, all attacks can inflict 100% of their normal damage values (i.e. do not roll on Table 4-8: Damage Percentage). Critical hits can still deliver double damage.

team in the WildStorm universe (such as StormWatch) or a completely new team (such as the Blue Bloods, all survivors of Sliding Albion). Alternatively, you might steal ideas from another game, such as the Guard, the White Rooks, or the Order from *Silver Age Sentinels*.

These individuals' opinions on the Authority can vary greatly. They might respect them, love them, fear them, hate them ... or even ignore them. The player characters might do everything in their power to destroy the Authority, or could operate on another level entirely, and simply pass each other like ships in the night.

If the characters are equivalent to the Authority in terms of Character Points and power levels, whether or not they are directly antagonistic to the Authority, they will inevitably clash at some point. Conversely, if the characters are much lower in power than the Authority, they may need to scurry around and hope their activities are beneath the notice of these modern gods. Either option can make for some fantastic role-playing.

Performer

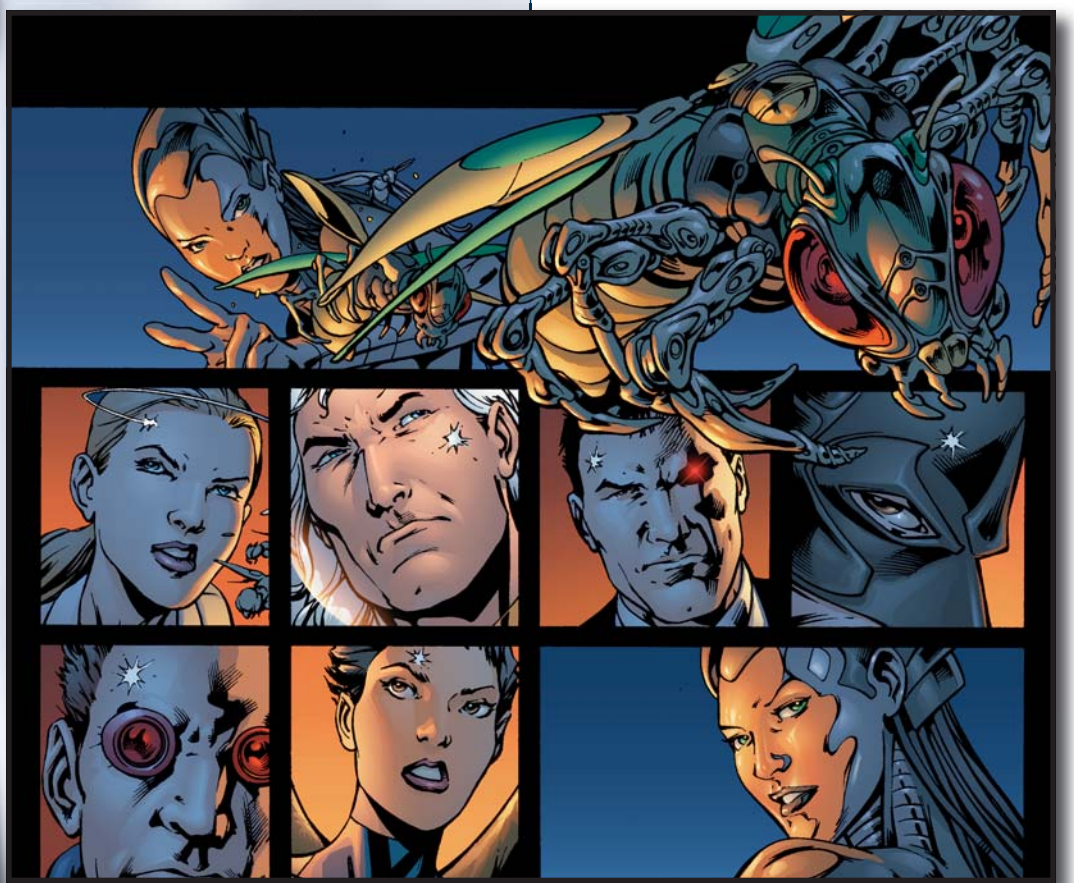
While the players take on the roles of the main characters, you have the challenge of filling in for the rest of the cast. The GM portrays the myriad non-player characters (NPCs) who flesh out the game, including the major antagonists, love interests, groupies, UN advisors, emergency services personnel, and anyone else the player characters may encounter — up to and including sentient artefacts such as the Carrier. Although some of these individuals may be almost as richly detailed as the main characters, remember that the players are the leads of this story, and should never be overshadowed by NPCs.

Different Voices

One of the keys to making a crowd of NPCs remain individualised and distinct is to give them different voices. This is not to say different accents (although if you can mimic accents well, it's a great role-playing tool), but distinct voices in an authorial sense. A hot dog vendor at the Skydome is not going to speak and act like a bank president, who should not be confused with a *koroshi* terrorist. Slang, patterns of speech, hand gestures, props, and theme music are all tools that can be used to make your NPCs stand out so the players can instantly recognise them when you "get into character."

Motivation

While background characters — emergency aid workers, Gamorran technicians, cab drivers, etc. — can be relegated to spur of the moment descriptions, it is especially important to personalise your major NPCs. These tend to be the allies, lovers, key henchmen, and dire villains the heroes will encounter. NPCs should be archetypes ideally, rather than stereotypes. The former suggests the embodiment of a role, or idea, and can



be made distinct and unique with a few non-standard descriptions; stereotypes, however, are clichéd and overdone, and the tools of weak writers and GMs.

Regis, for example, is based on the pulp warlord archetype. Making him simply "want Earth's women" would turn him into a tired pastiche, but imbuing him with a sense of nationalism and casting him as a leading expansionist makes him more believable, and thus more frightening and memorable.

One of your goals should be to focus on making the world interesting and fascinating for your players. This does not mean it should be "real" to them, but it should be internally consistent and have a degree of verisimilitude, or the appearance of reality. Breathing life into your important NPCs is a useful trick, because if you can make your players like, love, and hate the NPCs, you've hooked them into the game. If you know your NPCs' goals, dreams, fears, and ambitions, you can play them more believably. You will automatically know how they will react if the heroes confront them unexpectedly, or what choices they will make in the heat of combat.

You don't need to map out every last detail about an NPC's history and background, of course, but you should have a good idea of his or her cultural or ethnic background, childhood, education, professional experience, and long-term ambitions. These may sound pedantic at first, but you may find it sketches a helpful thumbnail of your NPCs.

Consider Regis, the King of Nails and Duke of All Tears, once again. He was born noble and lived as one of the few full-blooded Blue on Earth. His education was likely among the best possible, and he was probably tutored by the finest scholars and warmasters. He made his mark as a military commander, with great success in his invasion campaigns, and his long-term goals are to ensure a lasting empire for his brethren, where the Blue will have the space and ability to breed abundantly. To make him more interesting in a campaign, you should outline some rough details about his rule of Albion, his turn-coat son, and his hatred of Jenny Sparks. You certainly don't need to know everything about his life, though, to play him as the fearsome warlord he is.

Narrator

You have built the world and populated it, but you must also describe it to the players. You are the eyes, ears, and even senses of touch, taste, and smell for their characters. A good GM keeps descriptions lively and interesting, but does not bog the game down in endless detail.

This role involves a great deal of trust — the players rely on you to describe the situations and events their characters witness. If you mislead them, they will grow frustrated when their actions do not unfold as they expected. Only you have the complete picture of the game, and there is no gain in tricking the players. On the other hand, once the players have learned to trust you, they should give you the benefit of the doubt that you are playing fairly even when things take a turn for the unexpected. Perhaps a villain is screwing with a hero's senses, or the character is visiting an alternate dimension where the rules are different; a character's senses can lie to him or her, but the GM should use this technique carefully and sparingly.

What They See, Not Feel

A second behaviour that you should avoid is telling the players what their characters feel. Your job is to describe the scene in as much lavish detail as it calls for ... and then let the player decide how he or she reacts. It is not your responsibility to tell a player that his or her character feels angry, lustful, embarrassed, or depressed; doing so takes away from the player's options and will reduce his or her enjoyment of the game.

For example, you might say, "Jenny, you recognise the craft as shiftships — they are marked with a familiar Union Jack," hinting that "Sliding Albion" is involved. Jenny knows these ships are bad news and her player doesn't need to be told how to react. If you then ask, "What do you

Example Narration: Midnighter and Apollo on Patrol

"The sun has set, and this part of town has become almost unnaturally dark. Most of the street lamps are out, but a fire in a metal drum flickers down one alley, surrounded by two men warming their hands. The two of you pause on a rooftop of a small apartment building to survey the scene. Apollo is glowing slightly with the sunlight he's absorbed, and Midnighter is relaxed and ready for action. Suddenly, a commotion breaks out below — the men shriek pitifully as something lizard-like rushes by them, knocking over the barrel, and leaving one man clutching a deep gash in his stomach."

You have set the scene for the players — explained where they are, what they are doing, and what they see and hear — and made things happen. It is up to them to decide how to react. Do they chase down the lizard thing? Does Apollo circle around to cut it off? Do they help the wounded man, or leave him for paramedics? Do they call in for backup? The players may ask for clarification: how fast was the thing moving? How badly is the man wounded? Can he be saved? Etc. Your answers to these questions will help shape the players' reactions to the situation. You haven't told them they must save the man, or that he is worthless, and you haven't told the players their characters are enraged, terrified, or anything else; those emotions are for them to decide.

do?" Jenny's player may reply, "I shout to the rest of the team, 'Take 'em out! As fast as possible! Apollo, go!'"

This rule has its exceptions, of course. If a player isn't taking a situation seriously enough, you can stress that the character might have second thoughts about attempting something suicidal. Or perhaps the player has forgotten an important detail about past events, and you want to remind him or her that the circumstances are emotionally charged. Your job is to help everyone have a good time by telling a collaborative story, but the players are the ones who decide how their characters think, feel, and act.

Advice for Judging Games

- Read through the rules thoroughly before the game starts and discuss any optional rules or complicated ideas with the players.
- Explain to the players that if a question comes up during the game, you will make a quick decision on how to resolve it. Nothing wrecks a game more completely than long minutes spent searching for a rule, or debating how it works in play. Make a decision and stick to it for the session. Players should give you the courtesy not to question your decision (see below), but you should be open to discussing it after the game. If a better way to handle a problem is decided after the game, simply use that rule in the future.
- The most reasonable time to listen to a player's objection to a ruling during a game is when his or her character is going to be killed or severely harmed by the ruling. Consider a 10 minute break to reflect on the situation, and discuss how it can and should be resolved, then pick back up after heads are more clear.
- If you are uncertain about how to handle an issue, look to similar situations in the rules for inspiration. If you want to know how much damage a flamethrower does, look at Special Attack Abilities like Burning and Spreading, and Disabilities like Short Range and Limited Shots. If you want a benchmark for how much damage a character inflicts, look at the damages of various weapons (page 222). Similarly, if you want to know how tough a character is, look at the armour values of vehicles provided (page 229).
- If all else fails, wing it with confidence. The players should trust you to make the decision that makes the game the most fun it can be for everyone.

Judge

The last primary role a Game Master is that of judge. You are the final arbiter of all rules during game play, interpreting them for the players, and applying them fairly to the players and NPCs alike. Players will regularly ask if their Attributes (Powers and Characteristics) allow them to overcome the obstacles you put before them, and you will have to decide what is plausible within the framework of the rules (as described in Chapter 4). Of course, many situations are not covered explicitly by the rulebook, and you will have to use your best judgment in those situations.

Cheating! Just Do It!

If you want your players to think you are the best Game Master in the world, you only have one option: Cheat. Often. Never make a single dice roll without thinking to yourself, "Hmmm ... if I cheat and change the result of this roll, will I make it a better game?" In Game Mastering and role-playing, there are no rules about "being fair," "sticking to the dice roll," or "being honest with the players." There is only one rule: make your game the best it can be. *Gott würfelt nicht:* "God does not play dice (with the universe)," and neither should you. Dice are only a tool to suggest how you should make up your mind. You make the decisions, not the dice.

Campaign Architecture

Role-playing games are about telling new tales of dramatic adventure. More importantly, they allow you to create these stories with your friends. The GM's multiple roles all focus on the task of "providing the story" — one complete with dire villains, fiendish mysteries, and unparalleled danger. This section gives you the tools to help build the story you want to play.

There are three key concepts to understand, which will help you fashion memorable adventures. The first is Story, or the nature of plot composition. There are an infinite number of stories to be told, but not all of them are good stories (and not all good stories are right for *The Authority RPG*).

The second concept is the Idea — what this particular story is about and what its major themes are. This is a quick and dirty analysis of the first three storylines in *The Authority*, and how to break them down into examples of campaigns.

The final section is the actual Campaign Construction, where you take the story, built around certain themes and ideas, and then add the player characters. Done right, you'll create games that rival the best comics.

Campaign Types

What kind of game do you want to run, and how much time are your players willing to commit?

One-Shots

One-shot games, or "one-offs," are stand-alone adventures (very similar to self-contained comics) covered in a single session. The players are either given characters pre-generated by the GM (to better fit into the plot) or allowed to design quick characters for the story. As a short adventure, character development is limited, but the form's focused scope allows for horrific games with shocker endings, as no one is worried about surviving until next week's game.

To maintain intensity and drama, character personalities may be somewhat sacrificed for the sake of the game. Similarly, some character concepts just don't work in this kind of fast paced story.

One-shots are often highly structured, with a detailed hook and even rising action, although good GMs leave the endings open for many possible resolutions. One-shots are ideal for conventions for all of these reasons.

Campaigns

Players often do not want to play their characters for only a single evening, and GMs may have a long and involved story to tell. Both of these desires can be satisfied with the long form of role-playing: the campaign.

Campaigns are stories told in serial — the events of tonight's session lead into the next, and the next. They are often broken into small plot arcs, lasting 1-6 sessions in length. These multiple-story arcs are then stitched together to form a great epic.

Campaigns allow players to develop their characters and watch them grow or learn. Sometimes this takes the form of actually becoming more experienced or more powerful, and at other times it consists of forming bonds with NPCs and the other player characters. GMs have a greater palette to showcase their world and the players have the luxury to explore it.

Campaigns often start with a structured hook, and slowly open up to myriad paths for the player characters to explore. They take much more work than a one-shot game, but are ultimately more rewarding.

Story

...stories on the biggest scale we can imagine.

— Warren Ellis

A role-playing game, whether a campaign or one-shot, needs to adhere to certain basic tenets of good storytelling. An RPG is neither a pure tactical game, nor solely improvisational theatre. It mixes the fun of both by tying them together with an overarching narrative. A "story" is a recounting of events in a manner that engages the audience. In an RPG, the audience (the players) also participates, making it that much more enjoyable for you, the GM.

All good stories — no matter how complex, straightforward, serious, or trivial — have several basic components: the beginning, or Hook; the middle, or Rising Action; the final conflict, or Climax; and closure, or Denouement.

Hook

You want to start with a bang. Not necessarily a world-ending bang, but sometimes that is exactly what you need. Often, you will want a more subtle beginning, but every good story starts with a hook. The hook should be the first



step of the story, and if followed, should eventually lead through all the other parts of the narrative, finishing at the end. It sounds obvious, but isn't always.

A well-crafted story hook, like a fish hook, acts as a baited lure that ensnares and engages both the characters and the players and draws them through the entire story. A poorly designed hook, on the other hand, is missed or ignored by the heroes — or worse, doesn't logically connect with the rest of the plot. GMs need to craft an opening that will interest the characters, and pull them in, but must also be prepared for certain characters to miss, ignore, or respond unexpectedly to the hook.

Anton Chekov, the Russian playwright, said: "If a gun is hanging on the wall in the first act, it must fire in the last." In other words, if your hook starts with a Blue shiftship, by the end of the story, Sliding Albion should be encountered (or else there had better be a damn good reason why it wasn't, such as another alien race hijacking

3 Standard Hooks

There are three common beginnings to role-playing games:

Enlightened Self-Interest

What might the characters gain by investigating? In *The Authority RPG* this is less about material rewards (slaying the dragon for the hoard of gold), than it is about growing as a character (Jack learns to be part of a team). It may be about physical pleasure (if Jenny helps Jim Morrison, will he sleep with her?), but this is sometimes difficult to role-play and hardly counts as personal growth. Yet sometimes the greatest rewards are the most ephemeral, such as Apollo and Midnighter helping Jackson King in order to gain new lives.

Self-Preservation

Clearly this is similar to the first, but has less to do with gaining rewards, and more to do with saving one's own skin — or saving London, or the Earth, as the situation dictates. These hooks don't entice the characters into getting involved — they scare the hell out of them, forcing them to respond. If they don't act quickly, something devastating will occur....

Curious and Strange

For a change of pace and a slower start, the hook can be the world turning strange on the characters. This isn't as strong a hook for a new group of players, but is an excellent start for a new story arc within a campaign, or with a group of veterans. Nothing is imminently in crisis, but something weird — whether it's following a white rabbit, meeting an anarchic Brazilian transvestite shaman, or finding the Spear of Destiny in your bed — occurs that leads the characters to wonder and investigate. Any movements they take, including no movement at all, sends ripples out into the universe and causes the plot to unfold.

9 Sample Hooks

- A svelte stranger appears, claiming to have known Apollo and/or the Midnighter from before their StormWatch indoctrination — and thus knows something about their erased past. In noir fashion, the man (or woman) either vanishes or is killed shortly after, leaving a trail of clues.
- The United Nations' Secretary General sends an invitation to the Authority, proposing that they become the UN's primary peacekeepers and ambassadors. In the new world order, the UN needs to be respected.
- Having formed closer bonds with the Doctor, the Engineer, and Swift, the Carrier begins opening up and sharing greater secrets of the universe with its friends ... and she suddenly remembers how to get back home.
- The US plunges into a terrible blackout — not just power, but all signs of life vanish from the East Coast to the Midwest. Such a devastating blow to the last national superpower sends the world into hysteria.
- The Authority return to the Carrier after a mission only to find it reclaimed by its previous owners!
- What if Skywatch was never flown into the sun, but instead crashed to the Earth, spilling forth a host of superhumans infested with xenomorphic parasites? Can Jenny form the Authority to stop this peril?
- Upon a routine inspection of the Carrier, Angie notices the caged baby universe has changed — and that it's possible to enter this mini-dimension.
- Shiftship doors once again open the US, but this time, it's a trade delegation from the new rulers of Albion, wanting to negotiate interdimensional commerce with the US.
- Jenny Sparks was not the only special being to be born on January 1st, 1900. When the Authority starts to investigate that date, who else attracts their interest?

a shiftship for their own nefarious purposes). Similarly, if you want your scenario to end with the arrival of an alien god, the adventure must be seeded early on with hints of xenomorphic invaders.

"Christ, a guardian angel from the far flung future, eh? That's the weirdest thing that's happened to me all week, *that is."*

— Jenny Sparks to the Engineer, *Secret History of the Authority* #5

Rising Action

The hook moves naturally into the rising action — the body of your campaign. Stories become interesting through judicious use of conflict, tension, humour, and surprise. Boring stories are at best witty anecdotes — in *The Authority RPG* you are looking for enormous ideas splashed in high definition widescreen. You want epic tales of superbastards, not teen angst nor mundane police work.

Having caught everyone's attention with the hook, you want to increase their interest and involvement in events. The rising action resolves some of the questions that were raised in the introduction, but when properly developed, every answer should spawn more questions.

A one-shot scenario will have a limited idea — the scope of the game doesn't allow for too complex a story — and thus a contained rising action. A long-term campaign that spans weeks or months may have an extremely intricate story, however, where answers continuously expand into greater unknowns. The trick is to allow the players to feel like they are making progress, or else they may grow bored with the game. This can be achieved by having them defeat minor threats, which grow in scope until they reach the climax.

The rising action adds conflict into your story. Conflict doesn't need to be physical violence, of course, but describes any situation where two or more opposing forces meet — whether it's a clash of politics, personalities, agendas, or fists. Conflict is what makes a story interesting, because it is unpredictable. No one knows what the outcome will be and this keeps the story exciting.

If there were no threats facing the Authority, daily existence would get boring. One of the ways to keep things moving is to change the dominant motivations over the course of the rising action. Instead of enlightened self-interest, the theme becomes self-preservation (the stranger who knew Apollo turns up gruesomely murdered, and clues indicate Apollo will be next!). Or what first seemed to be a threat leads to the pursuit of personal gain (the owners of the Carrier don't want to hurt the team, rather they want to hire them).

Another element of the rising action is to change the focus of the game. "The Circle," "Shiftships," and "Outer Dark" all open with similar hooks — something big and bad is blowing cities up — yet each story feels different. In "The Circle," the Authority initially knows nothing about the threat, and has to study the devastation in Moscow for clues. Once they investigate, however, the opposition is easy to understand, and the team is left

Mundane or Momentous

The Authority is comprised of seven of the most powerful superhumans on the planet. Jenny Sparks has lived for a hundred years and battled armies beneath the surface of the Earth. She's ridden the lightning upon the back of a rogue future-city, and blasted one Buckingham Palace to flinders. Apollo can circle the globe in a minute, sterilise the Moon, and take out wings of aircraft without too much effort. Never mind about Jack and the Doctor....

Some stories don't work well at the Authority's power level. While stopping bank heists and cat burglars is a staple of some comics (and can make for great stories at a human level), such diversions won't ever stop the Authority for more than a few seconds.

With this much power at their fingertips, your players won't be frightened by run-of-the-mill monsters, natural disasters, or petty tyrants. They'll need exaggerated enemies and larger-than-life threats in order to keep them on their toes.

Conflict, however, is not all physical. Inner dilemmas and social complications also add richness to a story. *The Authority* comic often doesn't have the luxury of delving into the characters' personal lives for any extended period of time, but that doesn't mean it would be bad for a game. While you wouldn't want six sessions of Jack dithering about whether to go out with a pretty young journalist or the local coffee shop owner, introducing a romantic entanglement for Swift that plays as a recurring subplot might add levels to her character.

Likewise, in some ways, the group is primed for inter-team clashes. Will the Doctor have a breakdown after Jenny dies? Could the Midnighter and Apollo ever break up? Might the team be splintered by jealousy, envy, ambition, or disagreements over their mission? Some gaming groups are used to this kind of tension, and thrive on it, while other campaigns self-destruct from player character strife. Each group must find their own balance in order to keep the game fun for everyone.

The Authority are modern gods, and they need equally titanic threats. Remember, though, that the most interesting gods were those that had human emotions and flaws. While you may want the team to stand united, there are 196,833 angles of reality from which to draw conflict into their lives.

with two problems: how to defend L.A., and how to break through Gamorra's force field. In "Shiftships," the threat from Jenny's past makes the crisis immediately personal and the focus changes from "defeat the threat" to "improve Sliding Earth."

"Outer Dark" opens more subtly, as Angie and the Doctor know something is "wrong" without knowing what form it will take. It heightens the tension, and when Midnighter and Apollo are dispatched to Japan, at first everything seems normal, drawing out the suspense. When they finally face the first of the opposition, it immediately appears to be more dangerous than anything they've previously fought. Each revelation — the spore in Africa, the tendrils on the Moon, and finally the appearance of "God" — ratchets up the apprehension even more. That's exactly the right pacing for an epic adventure.

Climax

The rising action builds to the climax, the final resolution of the story. Endings are as important as the opening hooks, and perhaps more so because they are the final major note. The climax is the point of greatest intensity in the story, and often occurs when the characters have learned enough about what's really going on to enact a bold plan of action (such as travelling to Sliding Earth and shattering the Blue). If they are too inactive or overwhelmed, though, it may be something that is forced upon them. Gamorra isn't going to give them the time to break through his force field, for example — he's sending his *koroshi* warriors to destroy L.A. right now!

The climax should end the story satisfactorily, but this doesn't mean all loose ends have to be tied up. Unresolved issues are great springboards into subsequent adventures, but all of the major questions should be answered and the overall plot must be resolved.

The climax should be filled with the greatest tensions and uncertainty and therefore the most exciting point of the game. While the heroes win in most games and comics, that certainly isn't an absolute conclusion. Games where the player characters are defeated, or where the conflict ends in a stalemate, are just as valid. Of course, if failure means the team is killed, or the world destroyed, there's not a lot of room for a sequel (but you can never say never in comics — clever GMs can build on even this dire an ending). On the other hand, if it means the Carrier is blown up and the group is hunted by the world, you've already laid the groundwork for the next stage of the campaign.

Stalemates are likely the most unsatisfactory of conclusions, where the villain is loose to strike another day, but if enough elements have changed over the course of the campaign (characters have developed, the bad guy has been rooted out of his or her place of power, etc.) your players should be content. In *The Authority RPG* is it especially important for some change to occur, however, for the nature of the comic has never been about resetting the status quo.

Character Development

Player characters in most role-playing games gain experience as they survive myriad crises. This experience often translates into power — but it is far from the only way for characters to grow. In many ways, it's also the least interesting. Does it really matter if Apollo does 180 damage or 200 damage with his eye beams? This isn't to say gaining in power is a bad thing — Jenny clearly gets more powerful over the century — it just isn't the only thing.

Character development can occur at any time during a story, but normally sets in after the conflict begins to mount. A character's personality can change with new experiences and stresses. While characters might not mature at all in the limited scope of a one-shot, those who endure the grinder of a campaign should have plenty of opportunities to gain hope, lose faith, embrace humanity, withdraw from betrayal, find happiness, or endure tragedy. Some characters will only experience a few of these emotional states, and others may experience the entire gamut.

One of the most satisfying elements of Game Mastering *The Authority RPG* is to subject the characters to tremendous stress and see how they fare. Will they learn something about the nature of humanity and the beauty of the multiverse, or will they break, withdrawing into a personal hell? Not all games have to focus on such motifs, of course; simply watching the characters respond naturally as the players grow into them is often more than enough.

Denouement

The denouement is the quieter resolution that follows the climax. It is the final resolution of the story, wherein as many threads as possible are tied up. If you look back to your initial hook, you should be able to trace the line all the way to the denouement in a natural progression. If you can't, something may have gone awry with the tale.

The denouement in a campaign is the brief interlude before a new hook is introduced to rev things up again. In a campaign that spans months or years, you might have a hook, rising action, climax, denouement ... and then do it all over again several more times with the same characters in the same universe. This is a great way to build a grand history for your game.

Debriefing

In a one-shot or a short campaign, the denouement might not be needed at all. Alternatively, it could be very short, or might even be told partially out of character, as a way to summarise what happened from the GM's perspective. You want to ensure the players know the answers to the big questions, but you don't have to give away all your secrets!

Idea

The Authority *dares to imagine a world beyond the post-modern ironic hopelessness of endless recycled TV quotes and retro-nostalgic feedback. Welcome to a superteam with an agenda, on a scale beyond the billion dollar budgets. A superteam whose headquarters looks like a dog's nose and still kicks ass.*

— Grant Morrison, from the introduction to *The Authority: Relentless*

On what ideas was *The Authority* built when it was first created by Warren Ellis and Bryan Hitch? Ellis had played with the concept of rebuilding the world into something finer in the pages of *StormWatch*, but in the conclusion, Henry Bendix proved to be one more megalomaniac hell-bent on ruling the world. Ellis knew, whether consciously or instinctively, that the framework of a United Nations agency was not conducive to truly shaking up the world order. Therefore he blew it up so they could have a bigger playground. That's why, when you think about ideas for *The Authority RPG*, we keep stressing that you need to think BIG. What follows are three guides: an analysis of the first three story arcs from the comic; a set of unanswered questions from the comic's world; and a list of brand new ideas to plug into your particular campaign.

The Circle: In Medias Res

This is the introductory story to *The Authority*. In many ways, it is not a conventional origin issue, because the audience is simply thrown into the current crisis. "The Circle" kicks off *in medias res* — in the middle of things. A new reader would suspect that there is a backstory to all of these characters, but simultaneously realises that it isn't overly important to know what it is right now.

Many conventional comics start slowly, introducing the heroes (sometimes before they acquire their powers), revealing the world in which they live, then hinting at the first major threat. Of course, some mix it up and show the threat, and then go back to develop the hero's life.

The Authority assumes that the characters are all competent, and even brilliant in their own ways. It opens with an unknown menace (the *koroshi* attack on Moscow), and while the heroes are not prepared to respond immediately, they quickly investigate with a military precision. By the end of the issue, during the attack on London, the team acts decisively; the threat isn't ended but the heroes have clearly taken the initiative.

Parallels and Echoes

The Authority was initially built around a very rigid structure. Stories were all "widescreen" — meaning that the scale and destruction rivalled Hollywood blockbusters — and broken down into four acts (or specifically issues). With a limited time frame for progressively larger and larger stories, there was little down time for the team, as they raced from one crisis to another. Conversely, the action did slow down when it required a softer rhythm, allowing for powerful moments of drama.

GMs can parallel this structure, if they wish, although it is often difficult to depend on players. When you meticulously plan four sessions out in advance, and midway through the first they have gone wildly off course, what do you do? Our advice is not to tyrannically copy the comic, because your players will likely feel railroaded and constrained by a rigid plot, but to try to echo the feel of *The Authority*.

What is important to remember is that the comic gave the spotlight to the important issues, and glossed over the rest as needed. When a fight was significant, such as the first battle with the *koroshi*, time slowed down and scenes of comprehensive combat ensured. Similarly, the first battle with the shiftships over L.A. is a big deal, with nearly 13 pages devoted to it. When Apollo subsequently faces several wings of shiftships over Northern Europe, however, that battle is described much more briefly (although the Sun King is given room to show off his abilities.) It is enough to know that Apollo can deal with them; the audience doesn't need to see every shiftship go down in flames.

When trying to echo the affect that reading *The Authority* generates, remember that this is a pantheon of superpowers. It's easy to get bogged down in the rules, and while they are important, they are often the easiest thing to ignore for the sake of the story. When the obstacles are minor threats at best, give the player characters the benefit of the doubt. As long as they are at the heart of the action, they may never notice that you are ignoring some of the rules for the sake of their adventures.

This type of dramatic opening is good for an Authority game. The player characters need to know their teammates and companions, but it's less important to know everyone's full history. Similarly, as long as there is a hook in bringing them together (like the simple notion of Jenny forming a team to change the world), you don't need to role-play all of their initial meetings. They don't have to rescue each other in a disaster, nor do they have to be hired in a bar by a mysterious stranger. This doesn't mean you don't need any gel holding the team together, but a basic shared philosophy might be enough at the beginning.

The Menace of Terror

The villain in "The Circle" is the dastardly Kaizen Gamorra, threatening world peace with his nigh-endless army of superclones — organic weapons of mass destruction. Gamorra is a close play on the pulp archcriminal, Fu Manchu, only reinvented for a modern (pulp) context. Fu Manchu was the primordial "Oriental menace," an embodiment of racist Western fear and hatred spawned from the unknown Asian, created by Sax Rohmer in the early 1900s.

Kaizen Gamorra, similarly, represents the new Asian superpower. Although the island itself is small, the population of *koroshi*, and thus its military force, seems limitless. Gamorra cannot be comprehended by the United Nations delegation, for his atrocities are committed solely because he can. He claims to have no politics or far-reaching agenda, other than to spread fear across the globe. Gamorra is sociopathic, powerful, and inscrutable to the Western world — but he is an easy target for the Authority. Gamorra is clearly a bad guy, and the world will undoubtedly be better without him.

Shiftships: Flashback

The second story of *The Authority* takes the team's global scale and pushes through those boundaries into a much greater multiverse. The enemy behind this new attack looks familiar, yet odd, with their pale blue Union Jacks and hyper-advanced — but still very human — shiftship fighters and cruisers. Unlike Gamorra's clone army, though, these invaders are not a complete mystery. Jenny Sparks has encountered them in the past, and knows who they are and how to respond.

While this makes for a fantastic storytelling technique — it empowers the heroes and gives the reader a greater sense of Jenny's backstory — it can be very hard to successfully introduce into a role-playing game. The easiest way is to put an NPC into Jenny's role, who can give the players the hidden details about their foe. This is also the worst way to tell the story, however, because it diminishes the player characters' role, and risks turning the game into one where you seem to be favouring your pet NPCs and making them the stars of the story.



Flashback Example

For example, Devinder created a new character for the campaign, named Karna, based on the Weaponmaster archetype (page 258). Before the game, he provided Heidi the GM with a brief write-up of how Karna escaped the slave circuit in an alternate universe, and managed to stowaway aboard a trader shiftship with the help of a benevolent master. Many sessions later in the game, Heidi wants to tell a story about Karna's home, something that's never come up in the game before. As Karna retires to his rooms aboard the Carrier one night, he finds an unexpected visitor.

Heidi: You are desperately weary from the weeklong battle with the Titans of Mars. Your body is exhausted beyond sleep, and simply wants to collapse into a nice, warm coma. But home is reassuring, and the Carrier feels welcoming.

Devinder: Okay. I walk stoically and slowly back to my chambers. I'm really looking forward to a long soak in the Jacuzzi.

Heidi: You walk in and immediately your senses scream out that something is wrong. As usual, your hands instinctively move near your weapons. But you realise you recognise the man — standing before you is your old master, Gunner Boehnert, sipping a glass of red wine he's taken from your personal stock.

Devinder: What? Karna believes in always being mentally and physically pure. He doesn't drink or do drugs, ever, and certainly wouldn't have wine in his rooms.

At this point Heidi has made a potential continuity error, albeit a minor one. This has never come up explicitly in the game before, but it's hard to argue against Devinder's character concept. She can easily say, "Oops. Let me retract that," but being quick on her feet, instead says:

Heidi: As Master Boehnert begins to taste the wine, he makes a horrified face and spits it out. (As Boehnert) "What the hell am I drinking? Karna, are you trying to poison me!?"

This throws the detail back to Devinder, who can run with it — and figure out something that Karna would have in his room that could be mistaken for wine, allowing the game to roll on with a minimum of disruption.

There are two other ways to create this effect. The first is to take an element that one of the players developed for his or her character's history, and drop that into the game. The facts could come from an in-character diary the player writes up, from other contributions, or even from discussions about the character's origin. The difficulties are that it may be hard for you to know what the player had in mind from a few paragraphs of creative writing; asking for more details might telegraph your intent to make it a significant part of the game and you might end up accidentally contradicting some of the player's assumptions. The last isn't necessarily a big deal, if the group is comfortable with improvising on the fly, but not all groups enjoy that level of freeform role-playing.

The final way to add personal character history to a plot takes considerably more planning, but when done properly is the most rewarding: role-playing flashbacks.

In most mediums, flashbacks just happen. In role-playing games, the players don't want to hear the GM narrate for 30 minutes without interacting directly with the story. Therefore the way to do a flashback is to involve them in the events. You have an end goal in mind with a flashback (you want to introduce certain information or create a particular mood), and thus it's okay to be a bit more heavy-handed or narrativistic in your approach. Letting the player characters directly act out the flashback gives them a stronger sense of what the characters should be feeling about a particular person, object, or event.

Most flashbacks will only feature one or two of the main player characters, so the GM has to decide whether to pull these players aside, try to cover the material out of normal game time, or find a way to let the other players have fun. If it's a short scene, the other players can simply watch; for extended scenes, however, you might let the other players take control of minor NPCs. Quick index cards with a brief description of the NPC and what he or she is supposed to do is enough for most players. This lets the whole group participate, and even help flesh out the story with their own touches.

The Merciless Blue

The Blue from Sliding Albion make great villains for the Authority. They are powerful, exotic, militant individuals who wish nothing more than to exploit Earth in the basest of fashions. They are styled after the science-fantasy villains of the early 1930s, such as *Flash Gordon*'s Ming the Merciless. Although much of the Blue's trappings appear antiquated and quaint, they have mastered deadly weapons technologies and are able to overwhelm conventional forces. If the Authority hadn't acted so quickly, the Blue might have established a beachhead in California, from which they could have expanded to threaten all of Earth. Their blitzkrieg strikes only fail due to the Authority's level of power.

Additionally, while Regis has been slain, the state of Sliding Earth remains uncertain. Are the people willing to call upon the Authority for aid, and if they do, does

the Authority respond in time? If any of the true Blue, or their closely allied children, survive, they may become regional warlords and perpetuate the old form of rule. Alternatively, they may go to ground and plan a retaliatory strike against the Authority. Regis may have been one of the most powerful of the Blue, but that does not mean his relatives are to be taken lightly. Now that they know what the Authority is capable of, they would plot against the team's weaknesses to cause maximum carnage.

Global Scope

"The Circle" was instrumental in showcasing how quickly the Authority can span the globe — whether a 30 second flight for Apollo, or an instantaneous door (via the Carrier) from London to Gamorra. *Authority RPG* games should reflect the metropolitan feel of characters who can have breakfast in Paris, fight cyborg-militants midmorning in Atlanta, explore a lost Mayan pyramid in the late afternoon, and party in Tokyo, Sydney, and Vanuatu before morning.

"Shiftships," meanwhile, explored the notion of the Bleed to the logical next step. It doesn't just allow travel anywhere on Earth, but to *any* Earth. Alternate realities are a long established element of speculative fiction, from DC Comics' Earth-1 and Earth-2 to Roger Zelazny's infinite shadow worlds of Amber. They allow crazy ideas that would be difficult to explore in a more limited setting, and often act as a mirror to reflect, distort, and re-imagine base elements of your story.

Both of these ideas — global scope, and infinite possible worlds — are important to capture the essence of *The Authority* for your games.

Outer Dark: Primordial Terror

While it ends with the greatest challenge the team has ever faced, "Outer Dark" starts quietly, with an air of menace. Unlike the previous two storylines, the "bad guy" is more reluctant to make its appearance. Instead, the team is drawn into the conflict at first by supernatural apprehension and terrible omens, which lead into exponentially greater threats at each stage of revelation.

For the reader, the suspense and horror are heightened through glimpses of the aliens — the heralds that tear through Voyager and Endeavour, and the writhing tentacles that burst from the watch spore buried beneath the Moon's soil. Unfortunately, such an omniscient point of view rarely works well for role-playing games. It is hard enough for players to keep their out-of-game knowledge separate from what a character knows; giving them more information about events their characters have not seen will make it harder for them to react in character.

Many characters in this universe have supernatural senses or resources, of course, from Jenny's ties to the century to the Doctor's guides in the Garden of Ancestral Memory, to Hawksmoor's ability to commune with cities. GMs may impart some of the behind-the-scenes information to the characters through visions, dreams, hallucinations, or strange messengers. The characters ideally should learn most of the plot over the course of the story, with only a few unknowns that they can ponder.

Killing God

The inspiration for the third storyline of *The Authority* also came from the early 20th century, from the works of H.P. Lovecraft and his *Cthulhu* mythos. In those speculative horror stories, the "great old ones" predated man but still lived beyond time and space; inevitably, these terrible and sublime beings would make their presence known upon the Earth once again, leaving a wake of death and madness.

Warren Ellis took the notion of an antediluvian creature that man could not comprehend but whose existence was tied to mankind's destiny, and threw the Authority in the way. While "The Circle" and "Shiftships" both devote significant time to the villains, giving the audience a better grasp of their complex natures, the alien god in "Outer Dark" is too bizarre and incomprehensible, and thus most of the spotlights are on the heroes. This presents a delicate balance between the high threat to the characters' and humanity's own survival, and intense moments of character development, from Jenny's realisation of her life's purpose to the Doctor's greater understanding of the universe's mysteries. Similarly, the Engineer and Apollo both have moments where their capabilities shine and they push themselves to new heights.

This range of width and breadth makes a good story and can make an excellent role-playing game. Moments of close character interaction — such as those between Angie and Jack, or the Doctor and Jenny — add a human scale to the horrendous crises the team faces from the alien invaders. Each member of the team gets an individual moment to shine (whether it's the Midnighter's dire predictions for Japan or Swift's empathic piloting of the Carrier) but certain scenes are given enough space to fully delight, terrify, or depress the audience. If that affect can be generated within your players, you're doing the job well.

Unanswered Questions

Although the Authority tends not to leave a lot of threads hanging (or their enemies standing), there are unresolved issues with the completion of every story — and those points are an excellent place for GMs to start, pondering how new adventures could be built on the foundations laid by the comic.

The World Chapter (2) presents an encyclopaedic listing of the places and items in the Authority's world. Similarly, the character write-ups (pages 30-57) often ask more questions than they answer in an attempt to analyse and understand these larger-than-life characters. While as much information was provided as possible, in many cases the questions do not yet have canonical answers ... and are thus perfect for GMs to exploit as they define their own campaigns.

Rebuilding

The Authority leaves tremendous destruction in its wake. As it is said, however, the future is not derived from winning the war but from building the peace. If the Authority conveniently forgets about their responsibilities, the resulting power vacuum will be filled by the persons or nations best positioned to exploit it, and the team may find its history coming back to haunt it in unexpected ways.

Gamorra Island

- Rebuilding. This island could be rebuilt by an international peace force and become a haven of learning and economic opportunity in Asia, or could be left to fall back into the mire of crime syndicates and international terrorism.
- Power Vacuum. While the Authority left the UN in charge of Gamorra Island, the modern reality is that the UN is often bound by the whims of the permanent members of the Security Council. Its members might prefer to quietly absorb the weapons expertise of Gamorran technicians for their own use.

Sliding Earth

- Regional Warlords. Although the central power of the Blue was broken, they undoubtedly have other strongholds throughout the world. It might be decades before anyone had the power and technology to threaten Earth again, but that does not mean the Authority should ignore the plight of the locals. Provincial leaders — Blue, hybrid, and human — will certainly take charge. How likely are these regional warlords to follow the Authority's commandments and improve the world, rather than fall to petty bickering and territorial tyranny?
- Albion Military Remains. Unlike the *koroshi* terrorists, the Blue did not conveniently vanish at the end of the battle; they left survivors, wrecked equipment, and the dead. The US likely has hold of the greatest numbers of survivors and salvaged military machines, but the aircraft Apollo downed over Northern Europe may have also stranded Albion soldiers. Various arms programs would benefit greatly from the reverse engineering of Albion's technology. What happens if the Danes or Germans want to add shiftships to their armed forces?

Alien God's Invasion

- Moon. There may yet be remnants of the alien god buried beneath the Moon's mantle. It may lie dormant until eventually disturbed, or the "death" of the alien god might awaken it into frenzy.
- Central Africa. The Engineer planned to terraform the dead region back into lush veldt, but was called away before she could finish overseeing the task. Without her direction, was anything missed — such as other alien organisms — that may emerge to trouble the Authority another day? In the rush of a new crisis, small details are sometimes missed that can later haunt the heroes.
- Alien God. What secrets does this enormous entity still contain? A lifetime of adventures could spawn from the alien corpus, from undiscovered troves of bio-organic technology, to a rise in madness from the presence and essence of this great, ancient one.

Survivors

While the Authority is able and willing to use lethal force in the heat of combat, once the fighting is done they are not cold-blooded executioners. Similarly, while they try to resolve any loose ends after a mission, they don't have the manpower to chase after every ghost. They also try to teach people the error of their ways, often by enlightenment through intimidation, but whether people will actually change is uncertain. This results in numerous potential story angles.

- *Koroshi* terrorists. Did any escape the Authority's reach, and if so, could they reform? Those who maintain their old philosophies will likely look to instate themselves as local warlords beneath the Authority's radar, or set upon a course to take the Authority (or the United Nations) down.
- The Blue. Regis most assuredly died, but the fate of Yngvi is unknown, as is the fate of the mysterious five other original travellers. Any of these could rise from the ashes of Sliding Sicily to threaten everything for which the Authority has worked. On the other hand, perhaps some of the Blue really did learn the lesson of enlightened self-interest, and realise their only hope is helping the Authority. A conversion of philosophy could lead to unlikely allies.
- Evolved parasites. The alien god was host to at least one intelligent parasite colony, which could eventually communicate with humans. A being of that size could host numerous civilisations, which may be panicking now that their host is dead. By stopping one alien invasion, the Authority may have unwittingly opened the door for dozens more.



21st Century Questions

"You don't need to know my name or rank, you know how this works. I take it this request is related to Los Angeles?"

"That's right."

"Bring anyone you want. We'll provide full clearances on this end. Rendelsham will light an electronic beacon for your teleport system to lock onto."

— Unnamed commanding officer of R.A.F. Rendelsham and Jenny Sparks, *The Authority* #6

The previous list contained the obvious questions, but *The Authority* is filled with more obscure or subtle elements that a good GM can mine for campaign ideas. Many of these are described in the World Chapter (2).

UN Superhuman Security and Intelligence Advisory Office (UNSSIAO)

How do Jackson King and Christine Trelane continue to act in relation to the Authority? Currently it's an amicable relationship, but should the Authority earn the UN's disapproval, will Jackson and Christine maintain diplomacy, help the Authority at any cost, or even recruit new seedlings to oppose the team?

The UN also claimed the Gamorran cloning bioreactor and teleport system. With enough research funding and resources, these finds could be used to start a new StormWatch-type organisation. How it would react to the Authority remains to be seen.

Garden of Ancestral Memory

Does it predate the Doctor? Can the other Doctors interact with anyone other than the current incarnation of Earth's shaman? Where else does the Garden of Ancestral Memory lead?

Previous Lives

The first Engineer and the previous Doctor both died in service to the High, but their time and experiences before their battle with StormWatch is unrecorded. It is known that the Engineer had operated in academic circles, and even looked for people like Angie in case of emergency. Could he have seeded his knowledge in others, as well?

The previous Doctor likely also had other interests before meeting the High, but unlike the Engineer, his spirit can commune directly with the living, and relate information about what else he might have been involved in.

Higher Dimensions

There are an infinite number of realities, broken realities, and higher dimensions for the Authority to explore ... but only a handful have even been seen. You can create any numbers of wild and crazy dimensions, although for serious games it is suggested to stick to metaphorical and metaphysical descriptions, rather than silly or implausible dimensions.

Blue Regions

Why is Yngvi overseeing the construction of a spaceport at Keflavik? Likewise, what is the normal political atmosphere like when the notion of the Oslo island factory

workers "behaving" is worthy of reporting? Presumably things were restless before the last war between Albion and Earth, but the nature of that upheaval is up to each GM. Perhaps the humans often revolted against their Blue masters, or different factions within the Blue might strive for regional supremacy in games of power.

Windsor Evasion

The Windsors allied with Lorenzo during his attempted coup d'état in the 1920s. Although Lorenzo did not ascend to the throne, they seemed to somehow end up in power. Similarly, after Albion's war with Sliding Sicily in the 1950s, during their World War One, Albion's independence was crushed ... but somehow the Windsors managed to maintain their rule. They seem to be natural born survivors, until perhaps the last in their line, who unthinkingly speaks his feelings about Regis out loud. Though Regis apparently ate Windsor's children, if any survived, they would undoubtedly rise to power in the new days of Sliding Earth.

BSG

The British Space Group still exists today, albeit in a much-reduced form. Yet when Jenny contacts them, the unidentified person in charge seems very aware of the current situation. He or she may be in a similar position to Jackson King and Christine Trelane, plugged into the world's secrets, but ultimately powerless to change the course of events. On the other hand, with the world's sudden need for experts on Sliding Albion, the BSG might find themselves refunded. The BSG are a cagey lot, known for decades of subterfuge and misdirection, and hungry for information on the world's mysteries.

Mutating Oriental Territories

Outside of Sliding Albion and the Hanseatic Marches, the places the Authority might do the most good on Sliding Earth are the Oriental Territories. Unlike Africa and the Americas, which are mostly dead zones, the Territories are full of life — mutated, possibly twisted and horrific beings, but life nonetheless. Almost anything could be found in the Territories, from a refugee resistance network to killing grounds for the next generation of Blue hybrid nobles.

Sublimed Reality

A "sublimed reality" is a world in which the principle beings have evolved or transcended, perhaps escaping the base nature of life. Yngvi's advisors suggest the Authority's Carrier may have been a relic from a sublimed reality — one where the inhabitants' mastery of technology far outshines both Earth's and Sliding Albion's. If such ancient powers achieved god-like power in a moment of unimaginable Singularity, there is no telling what they could achieve, or what remnants or fragments they might have left behind.

Campaign Construction

"You might think the planet behind us is yours to use, but here's the news: Earth is under new management.

"This world is mine."

— Jenny Sparks to the Alien God, *The Authority* #12

The final stage in the creation of your world is the most important — building the campaign. This is where you take all of the previous ideas, the elements of good storytelling and the mad grandeur of an Authority adventure, and build them up around a particular theme.

Starting Point: The Characters

As a good Game Master, you must tailor your story to the particular player characters (and players) in your game. If Jack Hawksmoor is a primary character, for example, half the game shouldn't take place in rural or wilderness regions, since he could not participate. Similarly, if an extended period of the story would limit Apollo's exposure to sunlight (such as a beneath-the-Earth adventure), Apollo's player may get bored or frustrated. If the Engineer and the Doctor are both characters in the game, however, and there are numerous threats that are technological or spiritual in origin, respectively, those two characters will have a star role in the epic.

It is also essential to create an adventure that the players are going to like. Some players prefer social role-playing and character advancement to constant battles, while others prefer to hit the ground running and hope the action never lets up. This is *The Authority RPG*, after all, not a romantic comedy, and the players likely will be drawn to stories that echo the feel of the comic (see Parallels and Echoes, page 285). You should be aware of what clicks for each player (by observing them or discussing it with them), and add in elements that they will enjoy. Jenny Sparks lives a life of crazy excitement, yet she still has quiet moments of personal contact.

Endangering the World/Universe/Multiverse

Some of the best hooks (page 281) involve putting everything at risk at the start. While this may eventually become tedious if every adventure is about saving the world (or universe, or multiverse), it's a great way to kick things off; without something hideously evil that threatens the characters, they may wander away to do their own thing. Any team filled with powerful beings will drift apart without common focus, and in a role-playing game you are responsible for engineering the ties that bind the characters together.

As superpowers, the Authority members are all immensely capable. Mundane threats that might cause other superhero teams to form won't trouble these characters. Forcing them to act as a team requires a threat so grand and ominous that it spans the horizon. There should be no escape for them or their loved ones, and they must work together to survive and overcome the opposition.

Themes

The theme of your campaign will give it a foundation and direction. It's the overall thesis of your adventure, and while it does not have to be evident in each scene of every session, the moments that do reflect the theme may seem more powerful and poignant as a result. A theme should pervade a game, but in a hegemonic sense — the theme is the forest, as opposed to any individual tree. Standard themes for the Authority include: solving humanitarian crises; alleviating famine or misery; being advocates for world peace; battling tyrants; exploring the questions of "what is humanity?" and "what does it mean to be human?"; rebuilding shattered nations; the nature of heroism; failure and redemption; and transcending humanity.

Personal Threats

Every threat in the Authority stems from personal motivation. Kaizen Gamorra may only wish to spread terror, but his is a human face behind the *koroshi* strikes. Regis cares deeply for his people, to the extent that he will do literally anything, no matter how horrible, to ensure their survival. Even the alien god is not described in purely unimaginable terms, but portrayed as wanting to reclaim its "retirement home" and exterminate the "infestation" abundant on its property.

The Authority may deal with natural disasters (see page 292), but rarely are they the sum total of the adventure. If a giant asteroid is threatening to smash into Earth, they will certainly stop it ... yet it's unlikely the adventure will end there. There will always be some sinister presence behind it, some evil mind (or alien intellect, or residue from an unforeseen experiment, etc.) that is the prime mover of the event.

By firmly understanding the reasons for the threat, and more importantly the desires and will behind the menace, you can adapt the game naturally. When the heroes intervene you should almost instinctively understand how the villains behind it all will react. What do they learn of the heroes? How do their plans change over time? And how do the NPCs respond to the actions of others that the heroes have dragged into the plot?

Villains

The inspiration for most of the villains in the Authority comes from classic science fiction and fantasy stories, pulp adventures, and early horror tales. Consequently, they can be more straightforward than in some games. That doesn't mean that villains can't be fully developed characters with goals and motivations, but when the heroes' guiding principles often seem drawn from the black and white morality of a Clint Eastwood movie, players' hard choices (like deciding when they are doing the right thing in taking out the bad guy) can be made a little easier.

Of course, some characters like Shen never feel fully comfortable killing, even in battle. If the players are comfortable exploring questions of control over life and death, morality and justice, or vengeance and second chances, then it's reasonable to place the antagonists in a morally grey zone, rather than make them unredeemable and evil misanthropes.

With the power and resources the Authority commands, a non-lethal solution is often possible — but some people are such big pricks that they don't deserve a second chance. Most Authority villains are firmly rooted in this category.

Monsters and Aliens

In addition to the wicked and diabolical human (or near-human) opponents the Authority faces, they also encounter monsters and aliens on a regular basis. No matter how anthropomorphised they are, the Authority should feel little doubt in blasting away at these inhuman threats in order to save civilisation.

Small threats, such as the alien god's killer heralds, can be easily built using the standard character creation system (see page 329 for sample templates). You can model colossal and vast adversaries, such as the alien god or 70th-century Kansas City, using the system but can also abstract them into their simplest components for the sake of the story. Challenges on this scale are rarely defeated in standard combat rounds; there are normally several unusual ways to overcome the foe, and you should encourage your players' creativity.

Cosmic Artefacts

The Doctor and the Engineer found the Carrier — a giant spaceship home, 50 miles wide and 35 miles high. In most role-playing games, artefacts of such magnificence come at a great cost, either only after years of adventuring, or with many, many strings attached. This isn't to say the Carrier is a free gift — she may contain any number of dark secrets — but she could be.

The scale of the Authority's enemies is so great that it's okay to give them forgotten relics once in a while since they'll probably need them to survive. At the same time, the more power you give the player characters, the more likely they are to get themselves into terrible trouble. Such things are inevitably a two-edged sword, much to a GM's delight.

Natural Disasters

Natural disasters are not uncommon in *The Authority*, but unlike in some superhero comics, they are rarely the final threat. Storylines are not solely concerned with stopping a tsunami or a volcano or an asteroid heading to Earth; these are signs and portents of a darker force at work. The following descriptions are tools you can use

"Only Jenny Sparks could finish a fight by executing God US-prison-style..."

— The Doctor, *The Authority* #12

Morality of the Gun

Kaizen Gamorra happily mutilates the face of a pretty young servant as an object lesson for the UN's negotiator, Shinya Hoshino. He has no purpose in his terrorist actions other than to show the world how little he cares, and how their peace and security mean less than nothing to him. He revels in the fear and misery he spreads.

Regis, the Duke of All Tears, is infamous for establishing nation-sized rape camps, and for his history of torture and mutilation. He tears off Windsor's head when he tires of the man's posturing, then proclaims his intention to feast upon Windsor's children.

The Nazis planned to vivisect Jenny Sparks to learn the secrets of her powers, and a fanatically religious future city intended to wipe out all traces of humanity throughout time.

The "bad guys" in *The Authority* are some of the most inhuman, callous, cruel, and vicious monsters out there. Many are remorseless and undeserving of sympathy, pity, or mercy. They are routinely beyond the pale ... and then the next batch is even worse.

As for the heroes ... Jenny has touched all the saints of the century, and all of the most wicked sinners as well. In a Zen sense, this is only fitting for her nature as the spirit of the century, but it's a psychological burden she must constantly endure. Aliens abducted and cruelly operated on Jack Hawksmoor countless times; perhaps his abductors have humanity's best interests at heart, but it's a hell of a recruitment programme. Henry Bendix, one of the most insidious and brilliant bastards to ever attempt to run the world, created Apollo and the Midnighter as supersoldiers. These are our heroes?

The real world is faced with cannibalistic murderers, suicide bombers, ethnic cleansing, serial-killing snipers, and teenagers who beat, rape, and torture each other. To create widescreen evil, how far down do you have to dig? The antagonists in *The Authority* can't really be more vile than those in the real world, but like the villains in any good fiction, they can cause us to think and reflect on real-world issues in a relatively safe way. Throwing crimes against humanity up on the big screen — and magnifying them to a factor of 11 — allows us to question and examine the related issues from various angles, which has long been a strength of speculative and science fiction. Speculative fiction allows us to explore what it means to be human through the lens of the fantastic. This distance is not only a creative freedom, but also may give a new and fresh perspective on seemingly insurmountable issues.

Most "texts" (comics, books, movies, etc.) keep the audience safe behind the "invisible fourth wall" that separates the reader from the fictional world. Role-playing games, however, do just the opposite — they put players and GMs in the driver's seat, compelling them to feel a bit more for the characters. The GM normally plays the sonavabitches and evil-doers, but he or she is no more immoral than an author or director exploring a troubling topic. The players must walk a finer line — not because they might lose their sense of perspective, but because if their actions and motivations become too dark, it may cause discomfort among the other players.

The question is: how far should the game go in exploring the darker aspects of humanity, both for the GM and the players. There is no objective rule for this, and the obvious answer is that it should stop at the limit your group feels comfortable with. For example, while the Authority may be badasses, at the end of the day they are heroes with a sense of morality and justice. The players might not play the Authority, though, but might create another lost black ops team of Henry Bendix's, or vat-grown supersoldiers, or archaeologists of the impossible. What reins them in?

Whitewashing your Authority campaign into the simple morality of a four-colour comic would do a disservice to the source material. The bleak points of the story make the characters' triumphs all the greater. Ideally, you want players to react with shock and discomfort at the darkest parts of a campaign, yet simultaneously, the world shouldn't be awash in a never-ending flood of abject misery and abhorrent activities. Horror is most effective when employed carefully and sparingly — perhaps one terrible moment per story arc, or every few sessions.

If the player characters show no limits and wallow in casual cruelty, you may need to provide guidance. Likely their actions were caused by a lack of understanding of the scope of the campaign when the game started. Superhero games play differently than standard role-playing games, where the common philosophy is to "find evil, kill it, and take its stuff." *The Authority RPG* is actually closer to that, in some respects, than to the classic stories of stopping spandex-clad lunatics and locking them away until their next jail break, but it isn't exactly at home in either moral world, and oscillating between the two requires a fine balance. If the player characters treat their hard decisions as callous jokes instead of unpleasant truths, you may want to talk to them outside of the game ... or, they might come face to face with a tougher hardcase who puts them in their place.

to introduce natural disasters into your game, either as symptoms of a greater menace, or even as a "normal" break in the team's extraordinary life.

Asteroids/Meteorites

Scientists estimate that there are about 300,000 near-Earth asteroids over 100 metres in diameter, and about 2000 over 1 km in diameter. The asteroid that exploded in the air above the remote Tunguska region in Siberia, on June 30, 1908 was a tiny asteroid, only about 30 to 60 meters across with a mass of 10,000 to 100,000 tonnes. Yet the energy released was greater than even the Hiroshima nuclear bomb. The surrounding forest was flattened, out to about 30 km from the centre of the explosion, and many trees were completely incinerated. 200 km away, carpenters were thrown off of a building by the shock wave. If an asteroid 1 km in diameter hit Earth, it would cause a dust cloud that would block out sunlight for at least a year and lead to a deep worldwide winter, exhausting food supplies.

Avalanches (Snow or Land)

An avalanche is a rapid movement of snow, ice, mud, or rock, down a slope such as the side of a mountain. They are the result of erosion of the surrounding landscape, triggered by earth tremors, excessive rainfall, or human-made disturbances. The slide of snow, rock, or mud can exceed speeds of more than 300 kph. The damage and destruction from avalanches stem from the wind that precedes the moving mass as well as the impact of the avalanche material. On May 31, 1970 in Yungay, Peru, a powerful earthquake triggered the worst avalanche disaster in history from the summit of Nevado Huascaran, the highest peak in Peru. The landslide obliterated the town of Yungay and killed close to 20,000 inhabitants.

Earthquakes

The magnitude of earthquakes is measured on the Richter scale, invented in 1934 by Charles F. Richter, which extends from 0 to 10. Each whole number increment (such as 2 to 3) indicates a thirty-fold increase in energy released. To put this in explosive terms, a magnitude 1 earthquake releases as much energy as 200 grams of TNT (a quarter stick of dynamite); a magnitude 8 earthquake releases as much energy as 4 million tonnes of TNT. The most destructive earthquake in recorded history occurred off the coast of central Chile on 22 May, 1960 (magnitude 8.6). More than 2,000 Chileans were killed, 3,000 were injured, and 2 million were made homeless. Total damage exceeded $600 million USD.

Fires

Fires can cause massive devastation in both wilderness (forest fire) and urban (city fire) areas. The largest forest fire in recorded history blazed in 1987. The Great Black Dragon Fire burned over 70,000 square km of forest in Siberia and Northern China — an area almost as large as the state of Maine, USA. City fires are rated in "alarms." When a fire is reported, it is usually given a rating of 1. Each time the firefighters at the scene radio the fire station for additional assistance, the alarm rating of the fire is increased by 1.

Floods

Floods are usually the result of inordinately heavy rainfalls, or failure of human-made or natural dams. Valleys and low-lying areas below sea level are most vulnerable to flooding. The world's worst flood occurred in the Hunan Province area of China in autumn 1887, when the Yellow River overflowed 20-metre-high embankments. 11 cities and 300 villages were flooded, and over 125,000 square km of cropland were covered by up to 10 metres of water. An estimated 900,000 people drowned (though some claim the final death toll may have exceeded 6 million), and over 2 million people were left homeless.

Hurricanes and Tornadoes

Hurricanes and tornadoes involve high velocity winds that can cause horrific damage to buildings, trees, vehicles, and other objects. Lightning and heavy rainfall often accompany them as well. Hurricanes cover a very broad area many kilometres across. They are rated using the Saffir-Simpson Hurricane Scale — a 1-5 rating based on the hurricane's present intensity, from wind speeds of 119-153 kph (rating 1) to over 250 kph (rating 5). Hurricane Andrew, with an average speed of 230 kph, wrought unprecedented economic devastation along a path through the northwestern Bahamas, the southern Florida peninsula, and south-central Louisiana. Tornadoes have much narrower paths of destruction (measured in hundreds of metres) and are rated on a similar scale from 0-5, called the Fujita scale. The tornado wind speeds range from an F-0 rating (up to 115 kph; light damage) to F-5 (over 420 kph; incredible damage). A tornado cluster that hit Iowa, Illinois, Wisconsin, Indiana, Michigan, and Ohio in April, 1985 killed 271 people, injured thousands, and caused damage exceeding $400 million dollars USD. The damage inflicted by hurricane and tornado winds are either caused by the winds directly (tearing the roofs from houses, uprooting trees or overturning vehicles), or by objects smashing into each other.

Tsunami

A tsunami ("harbour wave" in Japanese; often erroneously called a tidal wave) is a giant ocean wave generated by an impulsive and forceful disturbance. Earthquakes, explosions, landslides, meteorite impacts, and volcanic eruptions most commonly initiate tsunami. The waves, which can be up to 500 metres in height, impact coastlines harshly, causing enormous loss of property (many millions of dollars) and life. A tsunami can move at incredible speeds (averaging 750 kph), and could cross the entire Pacific Ocean in less than a day. As the tsunami approaches land, the speed of the wave slows and the amplitude or height of wave increases (since the wave energy is concentrated in a smaller volume of water). The

1960 Chilean earthquake (see above) generated a tsunami that radiated outward and crossed the Pacific Ocean, killing 61 people in Hawaii and 122 in Japan.

Volcanic Eruptions

Volcanic eruptions are categorised into two types: explosive (such as at Mount St. Helens) and effusive or freely pouring (such as those in Hawaii). Explosive volcanoes typically produce widespread ash fall, gaseous plumes, lava flows, debris avalanches, and landslides. The 1815 explosion of Tambora volcano on the island of Sumbawa, Indonesia released so much volcanic dust into the atmosphere that it caused the atmosphere to cool slightly; 1816 was known as "the year without a summer." Eruptions from effusive volcanoes, in contrast, result in gentle lava flows, spatter cones, and lava fountains. Lava typically moves at few hundred meters per hour up to 10 km per hour; the fastest measured lava flow from the Nyiragongo volcano, in Zaire, was 60 kph.

Classic Bits: Simulating the Authority

The primary goal of *The Authority RPG* is to allow players to re-create the feel of the comic in their games. While the game rules are designed with that in mind, there are other elements you can invoke to help give the game a more "comic book" feel. You may encounter problems, however, when trying to duplicate some specific story lines or events you read in the comics (see Lost in Translation, page 297).

Action

The Authority is about action. There are moments of personal drama and reflection, but these quieter moments are framed with tremendous scenes of excitement and adventure. The game should feel dynamic and quick moving, and you may wish to speed up or skip over the slow-moving points.

Continuity

Some "facts" within the comic are open to interpretation. Characters forget, or misremember, or tell the story from their own perspective. This is fine for the comic, but you should strive to keep your world history internally logical and consistent, or else it will lose a degree of verisimilitude for the players.

Morality: Shades of Grey

The Authority does what it believes is right, but they are out there on their own. There is no one who has done this before them, and they should — and do — question their decisions; they may not always be right. Many of the questions they ask themselves will have no easy answers, so they can only struggle to be the best they can be.

Clandestine Agencies

The world is populated with secret agencies and subversive groups. Some, like the British Space Group, are relatively benign while others, like Colonel Pruzhany's special forces, exist to dispense death and murder. Clandestine agencies make good allies and enemies in a paranoid setting, because the players never know who is really pulling the strings.

Effable and Ineffable Aliens

Certain aliens, like the Kherans and even the Daemonites, are moved by emotions and desires that are quite recognisable. Jack's abductors, 70th-century Kansas City, or the alien god, however, are pretty much unfathomable. Both types have important roles to play in *The Authority RPG*.

Cosmic Beings

Along the lines of ineffable aliens, some of these — like the alien god, or the Carrier's creators — seem unimaginably powerful. Their tremendous paths rarely cross with that of humanity, but when they encounter each other it's a terrible upset to the status quo. Cosmic beings may prove to be unwitting enemies or allies; either way, characters need to be extremely careful when beneath the feet of cosmic gods.

Costumes and Code Names

"I won't wear one of those damnfool spandex body-condom things. I don't have the bust for it."

— Jenny Sparks to Henry Bendix, *StormWatch* #37

Although they are "superheroes," the Authority do not follow all of the conventions of standard comic characters. Apollo and Midnighter do wear costumes, although they regularly get torn to bits. Jenny, however, refuses to wear anything like a traditional costume, as does Jack. Angie, meanwhile, has her combat shell, which can retract leaving her very naked.

The team also has striking names. Some use code names, like Swift and the Engineer, while Apollo and the Midnighter have lost their true names. Jenny and Jack use their "real" names, but they are fitting, bigger than life names. The player characters should have similar names that are sexy and powerful, evoking heroic, gonzo adventure.

Giant Monsters

Giant monsters populate the universe, from the alien god's ghastly spawn, to dinosaurs living in lost, forgotten jungles, to Martians and their weird hellcats. They aren't all evil, but most require a good thrashing when encountered, though luckily most also stick to their strange habitats.

Parallel Worlds

From the highest sublimed realities to broken universes, there are an infinite number of possibilities out there to explore (or to be explored by!). There are 196,833 dimensions of reality in a fabulous snowflake shape — and each movement of each part of the snowflake causes more possibilities to blossom.

Hollow Earth & Strange Vistas

Jenny's early adventures took her to Mars, hidden tropical jungles, the lost avenues of Atlantis, and the cities at the centre of the Earth. The Carrier sails effortlessly from the Bleed to realities like the Devachanic Realm, Ideaspace, and the Mind Barrier Reef. Such amazing postcards filled with impossible colours remind the Authority of what they are fighting for.

Team Resources

In some role-playing games, it is important to track all team resources, such as money and equipment. For a team like the Authority, however, it is preferable to abstract the finer points. GMs are encouraged to let player characters have "free stuff" if it makes the game flow more smoothly. This can range from the mundane (such as the Engineer's radio telepathy bugs) to the sublime (such as the Carrier).

The Carrier is a wonderful artefact, filled with gizmos and gewgaws from the global broadcasting transmitter to a caged baby universe. It gives the team many options for solving problems and dealing with the world. Do not be afraid to give out such amazing tools, but you should be aware of the impact that that they will have on the game.

Modern Pantheon

The members of the Authority are a modern pantheon — a collection of today's gods. Wearing spandex and using code names does not make them any less divine, nor are they above the human flaws of the Greek or Native American gods. Important characters, both on the team and their greatest enemies, should be powerful archetypes. They should be the "thunder god" and the "armoured despot," not "stretchy-boy" or "Chip the Wonder Dog." The latter types of characters are reserved for the legions of superbeings who, in the world of *The Authority*, ultimately die messy deaths.

Lost Normal Lives

The members of the Authority have lost their senses of normality. Their lives are bigger than rock stars and presidents combined, yet they all came from somewhere normal, and from time to time, they try to recapture those feelings of "normalcy." They drink, have sex, and try to do ordinary things, if only for a little while; they attempt to maintain their humanity any way they can, or else they will lose sight of what they are fighting for.

Destruction of Monuments

National monuments, heritage points, and grand landmarks all seem to draw excessive fire. The bad guys often believe that eradicating such memorials will break the will of the people. More often, however, the reverse occurs and the victims rally around the ruins. Destroying such visible targets is an ideal way to galvanise the player characters, and creates a memorable landscape.

Collateral Damage

The bad guys rarely care about innocent victims or "collateral damage" caused by their pursuits. The Authority has chosen to fight fire with fire, and finishes fights as quickly as they can. All superhero comic battles involve collateral damage, such as when the neighbourhood vigilante blows up a gasoline truck to stop the unstoppable behemoth, but few comics portray the collateral damage in a realistic light.

The Authority is aware that their actions cause the death of innocents. There is no doubt that people died in Gamorra, Sliding Italy, and Tokyo who did not deserve to. In some situations — such as the alien heralds invading Tokyo — Apollo's devastating strikes were needed to quash the monsters as quickly as possible. If he had not acted decisively, many more people would have died. Situations like Gamorra Island and Sliding Italy, however, are more akin to President Truman's decision to use atomic weapons in Japan — deterrents with a tremendous cost, used with the goal of saving many more lives in the future. No one ever said saving the world would be easy.



Friendly Fire

For a group of characters that wield such massive destructive powers, the members of the Authority rarely get in each other's way. Player characters, however, may need some help to coordinate their actions so elegantly. Try to give players the benefit of the doubt, and ask for clarification, before they inadvertently trip each other up. Skilled soldiers like Apollo and the Midnighter, and those with solid experience like Jack, know how to work in tandem.

On the other hand, some characters, such as the Doctor, do freeze up in a fight and potentially cause more trouble than they seem worth. Until the Doctor and the Engineer become more field tested, it's possible that their wide ranging abilities will occasionally hamper their teammates.

Smart Bad Guys

The Authority's enemies are clever, wicked, and powerful. Kaizen Gamorra has studied telemetry of the team, and often hides behind Gamorra's force field. Regis and Yngvi, meanwhile, have traced the Carrier's door signals and sent an assassination squad into the ship. These are proactive villains who will not wait for the heroes to chase them down leisurely. They will make the most of any opportunity they can grasp, and fight with all their passion until they are put down. The Authority's foes should not be unbeatable, but the team should always feel like they worked for their victories.

Ruined Wonders

Between the ruined wonders of hidden Earth, and the crumbling glories of alternate dimensions, remnants of once-miraculous civilisations abound. Sliding Albion, as only one example, was once a world of limitless potential. Such exotic and mysterious locales may be just window dressing (only of interest to archaeologists of the strange), or they may hold forgotten secrets, or they may even be home to hidden and crazed beings.

Special Operations Jargon

Henry Bendix ran a military organisation. Jenny Sparks was a colonel in the British Space Group. Saul Baxter was an American intelligence operative with no real boss. One of the ways to recreate the feeling of these details is to use jargon similar to that used in *The Authority*, such as:

- Terminal Situation — a crisis of devastating potential, like an alien invasion or a nuclear bomb.
- Frequency A — coded wavelength used by the Authority and the UNSSIAO to communicate.
- Near-Human — British Space Group's terminology for a human-like being from another dimension.
- Emergency Book Alpha Reference Blue Zero — top-secret reference code to access the British Space Group.

Horrors

"The dead burst women on the walls of Beijing. The men on sticks lining Bryggen Harbor. The human abattoir of Firenze."

— Jack Hawksmoor to Regis, *The Authority* #8

While the use of horror and vile details needs to be judiciously applied, it does not always have to be "on screen." Jack learns about the atrocities Regis committed upon Sliding Albion from the cities, and his terse description is chilling enough; the actual events did not need to be seen.

Death

Death is common in *The Authority*, but the death of a team member (or player character, in this case) should be rare and strikingly significant. This is not to suggest the characters are immortal, and they can earn themselves a messy death through careless actions, but their deaths should be much rarer than those of the common human — or even the common superhero.

Lost in Translation

Certain comic genre conventions do not translate well into role-playing games. You should be careful when considering the following ideas:

Capture

In four-colour comics, villains may capture the heroes, and secure them in elaborate death-traps. In a gritty world like *The Authority*, it's more likely the hero won't survive, or else will be tortured terribly. Neither is a particularly exciting session for most players. Additionally, many players will struggle as hard as they can to avoid being captured, equating it with "losing."

Before employing the capture technique in your game, you should have a discussion with the players about what they feel comfortable with, and how much freedom of choice they are willing to sacrifice for the sake of the story.

Villainous Escapes

Comic book villains often have ingenious escape plans, but in *The Authority*, they are usually electrocuted or incinerated. This is not always the case, though. Jenny believed she killed Regis in the 1920s, only to learn that he survived due to miraculous medicine (note that Jenny also survives certain death this way). Similarly, the Authority assumes that Kaizen Gamorra is dead ... but without his body, no one is certain.

Guest Stars

Your players may get a kick out of seeing other WildStorm characters "guest star" once in awhile, but remember that these NPCs should never steal the limelight from the player characters. Use guest stars sparingly and carefully for maximum impact; they can be an excellent tool for a visiting player to use to help spur the game along,

EASY. EASY NOW.
THAT'S IT. WE'RE WITH YOU. WE'RE NOT LEAVING YOU.
GOOD GIRL.

as long as there is a convenient way for the guest star to eventually leave the game, so that the focus can return to the player characters.

Power Abuse

Members of the Authority wield awesome powers. Since they are human, however, and sometimes for the sake of the story, they do not always use their powers to their full advantage. This can be seen as realistic — there are many times in life when we don't do something the easy way — or explained away by any number of rationalisations. Player characters, however, are not comic book characters, and so may not behave as their graphic counterparts would.

For example, the Doctor can work tremendous wonders. Yet when they travel to Gamorra, he carries the Midnighter rather than empowering him to fly. Can he generate a "flight spell?" Why not? It seems fairly simple compared to shattering Sliding Italy. Similarly, why doesn't he put magical enchantments on his team before every battle, giving them armoured skin and superspeed? The obvious answer is: because he doesn't. Maybe it's part of the nature of magic (everything has a price, and thus it shouldn't be used frivolously); or it might unsettle his teammates, having their bodies and souls transformed beyond their control; or maybe it's just the Doctor. It's not the way he does things, the way a rich friend doesn't always buy dinner or pay your bills.

Player characters who attempt to "game the system" — that is, use the rules to their every advantage — can disrupt any campaign. This may be even more true in a high powered adventure like *The Authority RPG*. The best and only solution is to discuss it with them, and attempt to keep the game feeling like the comic (assuming that's what you want to do); it's not an easy answer, but it is the right answer.

You, as GM, must give them leeway to attempt and succeed at crazy stunts. They, in turn, must respect your analysis of the situation. Why can't the Doctor defeat every single threat that comes up? For one, he's not a soldier, and that severely limits his effectiveness. A player could design a character with the raw power of the Doctor or Jenny, and the tactical sense of the Midnighter — in which case you must decide if that character really fits the scope of the game, and if so, design challenges that are appropriate for their power level. Just because the player characters have lots of power doesn't mean the bad guys have to be pushovers.

Rewards

The Authority members are all very powerful, and have few needs. They live in a terrific space ship, and don't have to worry about paying the rent or buying medication for a sick aunt. As a game, this makes it hard to reward them with tangible benefits like money or equipment. The characters receive Advancement Points (see page 216) to improve their Stats and Attributes, but this will likely be a slow process, since they have so much raw power to begin with.

More significant rewards are ones that cause the player characters to connect with their world. Friends and contacts are good "rewards" to earn by the end of the adventure, as is the simple ability to save someone or something from destruction. Of course, actually making positive changes in the world is the best reward in *The Authority RPG*, though it should only be earned after a lengthy pursuit.

Splitting Up

The Authority sometimes split up, sending members where they will be most effective. This does slow down the game, but if you can keep things moving and the players entertained, this is a good way to spotlight individual characters. Sometimes this can be exceptionally disruptive to a game, however, such as when the groups are separated for long periods of time.

Ideally, groups should consist of more than one player character. If everyone goes off to do their own thing, the game can become boring and tedious for at least some of the players.

Varying Power Levels

Swift isn't as powerful as Jack Hawksmoor, who in turn is outclassed by the Doctor. Some players are happy to play in games with this kind of range — and with strong enough stories and character development, not only shouldn't it matter, but it should help to recreate the feel of the Authority, where everyone else is awed by Apollo and the Doctor. For many players, however, such a disparity means that certain characters are going to have every solution; if the more powerful characters can solve every problem on their own, the other players will get bored as their characters sit around feeling unhelpful.

A maximum Character Point spread of 25 - 50 Points is suggested for newer players. Those who think they can handle a 200 Point difference are encouraged to try, though they should do their best to help you by ensuring that they'll work to keep their fellow players involved.

Using Powers Unexpectedly

Sometimes, players will want to use their Powers in a way that isn't covered by the rules. Consider the following three solutions to this problem:

Use the Pushing Your Powers Rules

On page 216 you will find useful guidelines about Power pushing. Characters in *The Authority RPG* regularly exceed expectations, and this mechanic allows them to do so easily.

Low Levels of Dynamic Powers

Suggesting that all players assign low Levels of the Dynamic Powers Attribute (page 109) to their character during creation offers you a safety net when players want to do the unexpected. Since Dynamic Powers is such an open-ended Attribute, players can explore their characters' Power themes — speed, combat, magic, strength, warfare, etc. — within the rules.

Just Fake It

When in doubt, make it up. If a character uses an Attribute in an unexpected way, adjudicate on its use and move on with the game. This technique avoids the rules completely, and does not impede the flow of your game session.

Contributions and Bonus Points

A great way to encourage player participation in your campaign is to offer Bonus Points for player contributions. Read the Background Points section in the character creation chapter (page 189); player contributions extend that concept throughout the entire campaign. Every player can participate in contributions, since they are not dependent on any single talent or ability.

The number of Bonus Points you assign to players who provide contributions should depend on the amount of work, effort, and/or resources devoted to the task. The number of Points should not exceed the number of Advancement Points you award, however. Players that undertake several contributions should earn additional Bonus Points. Some contributions, such as a diary or game log, require weekly participation; others, such as a character sketch or special contribution, are single efforts. Several players may wish to rotate responsibility for a weekly contribution.

Some examples of contributions are briefly outlined below (with a special nod to Phage Press's *Amber Diceless RPG*, written by Erick Wujcik)

First Person Diary

The player recounts the events of the sessions in a first-person narrative.

Game Log

The player records a third-person description of each session's events.

Character Sketch

The player draws pictures of the player characters, NPCs, or scenes from the campaign.

Campaign Comic

The player creates a comic related to the campaign characters and events. A comic is an ideal contribution for several players, with each person responsible for one part: pencils, inks, writing, colouring, layout/typesetting, etc.

Video Presentation

The player directs a short film of a scene from the campaign (or perhaps some background information), and records it with a camcorder. Many players could contribute to this project.

Website Updating

The player is responsible for maintaining, and perhaps hosting, the campaign website.

Special Contribution

The nature of a contribution is only limited by your players' imaginations! Players could sculpt images of the characters, provide props for the game, organise special events for the group ... the options are limitless.

Character Quiz

As part of character creation, consider asking your players to provide answers to a character quiz. The quiz is a list of questions (usually 10-20) that gives you information about the characters' personalities. Sometimes the information is general in scope, but more often it is very specific; it is up to you to interpret the answers' meanings.

Sample questions are provided below, but naturally you can create your own as well. Choose the ones you'd like to pose to your players, and ask them to submit their answers at least a few days before the campaign begins.

- What are the origins of your character's powers? Is he or she a seedling, an evolutionary anomaly, a secret bioengineered weapon of mass destruction, a beneficiary of the comet or vent effects, an alien, an alien hybrid, an alien abduction victim, or a survivor of a mutagenic experiment?
- When/how did your character's powers first manifest?
- Describe how your character first obtains his or her costume (or why he or she doesn't wear one).
- How does your character define "heroism?"
- How does your character get his or her laundry done?
- If your character is plagued by a recurring dream, what would it be?
- What does your character think of public superhero groups?
- Do you have any professional rivals? If so, describe how the rivalry began.
- What does your character think about the laws of his or her country?

- What emotions does your character not reveal in public?
- What type of fans or followers does your character have?
- Who does your character look to for inspiration? Guidance?
- What would cause your character to kill a villain? A bystander?
- What types of movies or television shows does your character watch?
- What does your character know about the strange secrets of the world?
- Describe your character's first date.
- What are your character's turn-ons and turn-offs?
- To which charitable organisations does your character donate time and/or money?
- Describe your character's bedroom.
- What is your character's favourite, and least favourite, food and drink?
- Describe your character's first love or crush.
- What are your character's thoughts on death?
- Do "the needs of the many outweigh the needs of the one?" What about the reverse?
- Would your character sacrifice everything to save everyone? What about just to screw over the bad guy?
- What would your character do if he or she accidentally killed an innocent bystander?
- What guidance can your character offer to a rookie superhero?
- How would your character's family describe the character?
- Describe your character's performance in his or her first superhuman battle.
- What does your character believe is the proper punishment for criminals? Is there any hope of redemption or rehabilitation?
- Does your character think excessive punishment (beyond "an eye for an eye") works as a deterrent?
- If your character could live at any point in time, what period would he or she choose?
- Where does your character go to relax when "off duty?"
- Who is your character's best friend? Describe him or her.
- Who are your character's three most valuable contacts?
- What is your character's heart's desire?
- Who does your character think are the 10 most influential people who ever lived?
- What is your character's favourite poem, line of verse, or piece of art?
- Name three of your character's fears: one from youth, one from the present, and one from the future.
- What is your character's opinion of religion, and God/gods?
- What does your character think of lies?
- How does your character think he or she will die?
- How would your character characterise him or herself in a single sentence?



Moving Beyond d12 Tri-Stat

Once you have perfected the art of Game Mastering *The Authority RPG*, what do you do next? Move beyond the confines of the d12 Tri-Stat System presented in this book.

Think back to your childhood when you played "House," "Cops and Robbers," (and perhaps even "Doctor") with your friends. There were no Character Points, no rules, no dice, and no character sheets at that time. All that mattered was the role-playing. Capturing the essence of those games you played long ago should be your ultimate goal: just role-playing, and nothing else.

We believe that you are holding the best system ever created for role-playing superhero characters, but that doesn't mean we believe using the system is the best way to actually role-play. We have outlined some brief suggestions below how you can move beyond the game.

Remove the Skills

The main purpose of a Skill system in an RPG is to help define a character's knowledge, most often used to differentiate low-powered characters from each other. The same result can be achieved by defining a character's background and history during creation, however. Take a look at the Midnighter on page 322. His Skills can be summarised as "expert military knowledge appropriate for a sexy, combat mercenary on the rough streets of America." Jenny Sparks (page 317) has "a very broad range of Skills appropriate for an adventurous, romantic, anarchistic, slightly crazy girl." When a question arises during a game session that is not covered by a descriptive element, such as "can Midnighter swim?" or "does Jenny speak German?" the player can simply answer with "yes," "no," "a little," or "depends on the circumstances."

Remove the Attribute Levels

Rather than assigning Speed Level 5 and Superstrength Level 3 to their characters, players could indicate that their heroes are superfast and superstrong. The same applies to PMVs and Defects: let the players define them how they want. When confronted with a situation in which a hero's Superstrength is opposing a villain's Superstrength, you should resolve the conflict in a way that best benefits the story.

Remove the Dice and the Rules

Why use any rules at all? Since the story is the most important element, do you need to contain it within numbers, dice rolls, and charts? Dumping the rules moves the role-playing into the realm of improvisational theatre, where you and the players work off each other as the adventure progresses. If you feel this is a little too radical and want the safety net of randomness that only dice can provide, consider having the players roll two dice any time the result of an action is in question: the higher the roll, the better the outcome.

Advice Summary for the GM

1. Read Lots of Comics

There is no better way to understand good superhero stories than reading good comic books ... so go to the source. *The Authority* is the obvious choice, but other WildStorm and DC titles may also be to your liking, particularly those that deal with world-shaking characters.

2. Define the World

As the GM, you define the world for the players. Clearly defining the game setting, tone, and scale helps the players to create characters that suit the game well. Be careful not to define the world so much that is restricts the players' imaginations or becomes more important than the player characters, however.

3. Maintain the Genre

If you want to run a game of superpowers, you have to make sure all elements of the game fit that vision. Be willing to tell players when you feel their ideas or character actions are not in keeping with the spirit of the game and encourage ideas and characters to do things that fit your plans.

4. The Heroes are the Main Characters

The game is about the player characters. Since they are the heroes of the story, they should be treated accordingly. Try to give all heroes equal time and do not let the NPCs upstage or overshadow them.

5. It is Not All About Fights

Although there is a lot of combat in *The Authority*, make sure that fighting is not the only event taking place in your game, unless that is what you and the players want. This game is about telling wide screen, cinematic stories, and combat is only a part of the package. When fights erupt during the game, make them dynamic and exciting.

6. Keep Dice Rolling to a Minimum

Only roll dice (or ask the players to roll dice) when absolutely necessary. If an action is not especially important to the overall adventure or its outcome is not really in doubt, then just make a judgement call; tell the players what happens, and move on with the game. Too much dice rolling can slow the pace and bog things down in numbers and rules rather than focusing on the events of the story. See page 195 for useful suggestions on when to roll dice.

7. Be Flexible

No set of rules can, or should, cover every possible contingency, especially when it comes to the action in the comic books. Situations will arise in your game that will not be covered by the rules. Decide how to adjudicate the situation quickly, and then proceed with the story. Do not discount player ideas simply because they do not conform to the rules as written.

8. Use Character Defects to Create Subplots

Encourage your players to assign some Defects to their characters, and create subplots around them. Part of heroism is overcoming obstacles and a flawed hero is far more interesting than a paragon of virtue that is perfect in every way. Defects help to define the character, and the subplots you derive from them will not only add depth to the characters but also involve the player in the unfolding story. Do not use a character's Defects to torture or "defeat" the character; that is a sure way to lose players.

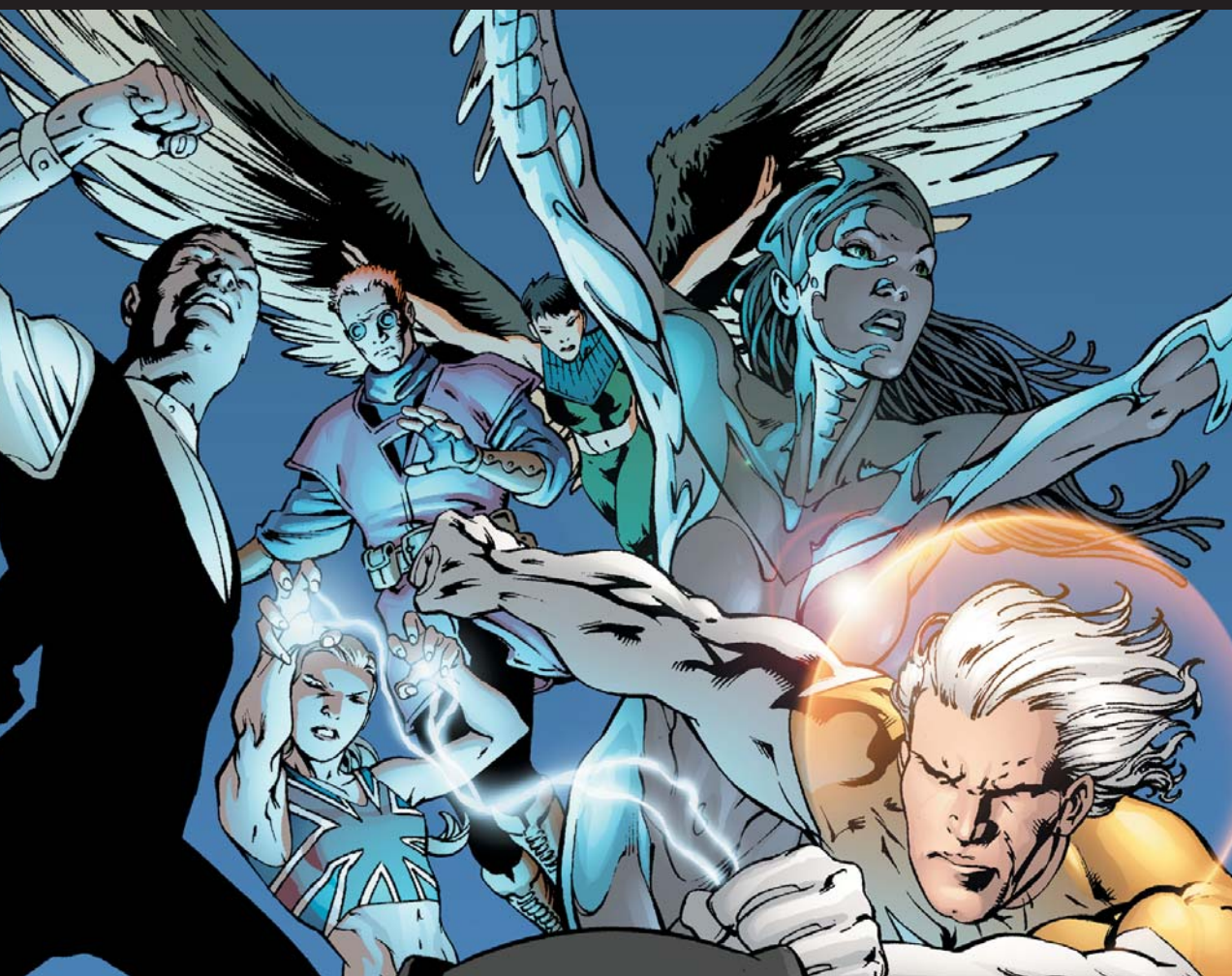
9. Allow the Heroes Their Victories and Losses

When the heroes have overcome the obstacles you have placed in their path, when they have fought the good fight and everything comes together, give them the payoff of a satisfying victory over the forces of evil. Don't make things easy on them, but don't snatch victory away at the last minute, either. At the same time, if they have failed, try to turn that into a new adventure rather than just summarily ending the game, or handing them a *deus ex machina* victory.

10. Encourage Imagination

Role-playing games are all about imagination. The rules are merely guidelines and suggestions to serve as a vehicle for your imagination, not the other way around. If you dislike a particular rule in *The Authority*, then discard it or modify it to suit your needs. If you have an idea that does not fit into the existing rules, go with it and change the rules to fit your vision.





CHAPTER 8
AUTHORITY SUPPLEMENTAL

Meta-Attributes in Play:

Dynamic Powers and Power Flux

In a game of world-shaking power like *The Authority RPG*, the best way to express the tremendous range of power exhibited by characters like the Doctor, the Engineer, Jenny Sparks, or Jack Hawksmoor is through the use of the two meta-Attributes, Dynamic Powers and Power Flux.

These Attributes give a character a greater width and depth of abilities than a short list of specific Powers does. Character with a meta-Attribute can do anything that falls under their sphere of influence — although they may be restricted in how much they can do simultaneously.

The following list of examples illustrates how specific events in *The Authority* can be recreated using the game mechanics of Dynamic Powers and Power Flux. This is not meant to be a comprehensive list of these characters' abilities, but rather a guideline to the scope of their capabilities. Creative players will come up with many more uses for their meta-Attributes.

The Doctor

The Doctor has Dynamic Powers (Earth's Shaman) Level 12, with the PMVs: Area 10 (100,000 km), Duration 7 (1 day), Targets 10 (10 million people / 100,000 tonnes). It also has a Unique PMV for 5 Points, Special Duration, allowing some of his magical workings to be permanent. It is further limited with the Defects: Activation Time (1 round; 2 BP), Burns Energy (10 EP or 30 EP/Day; 4 BP), and Concentration (1 BP).

The Doctor can therefore create one magical working every other round (because of the Activation Time Defect); every time he uses his Dynamic Powers it drains some of his personal Energy Points (although minor effects are safe to ignore, see Burns Energy in Play, page 177). A magical working takes all of his focus, meaning that he cannot fight while preparing an enchantment, although he can talk and perform non-combat actions.

The Doctor has used Dynamic Powers in the following ways:

Dimensional Travel

The Doctor can travel astrally (leaving his body behind) or physically to the Garden of Ancestral Memory, or to another dimension, such as a broken universe (Special Movement: Dimension Hop, Level 1).

Flight

The Doctor often flies or hovers in order to get around. This is a simple working (Flight Level 6). During combat, he flies much more slowly in order to keep his bearings (Flight Level 1 or 2).

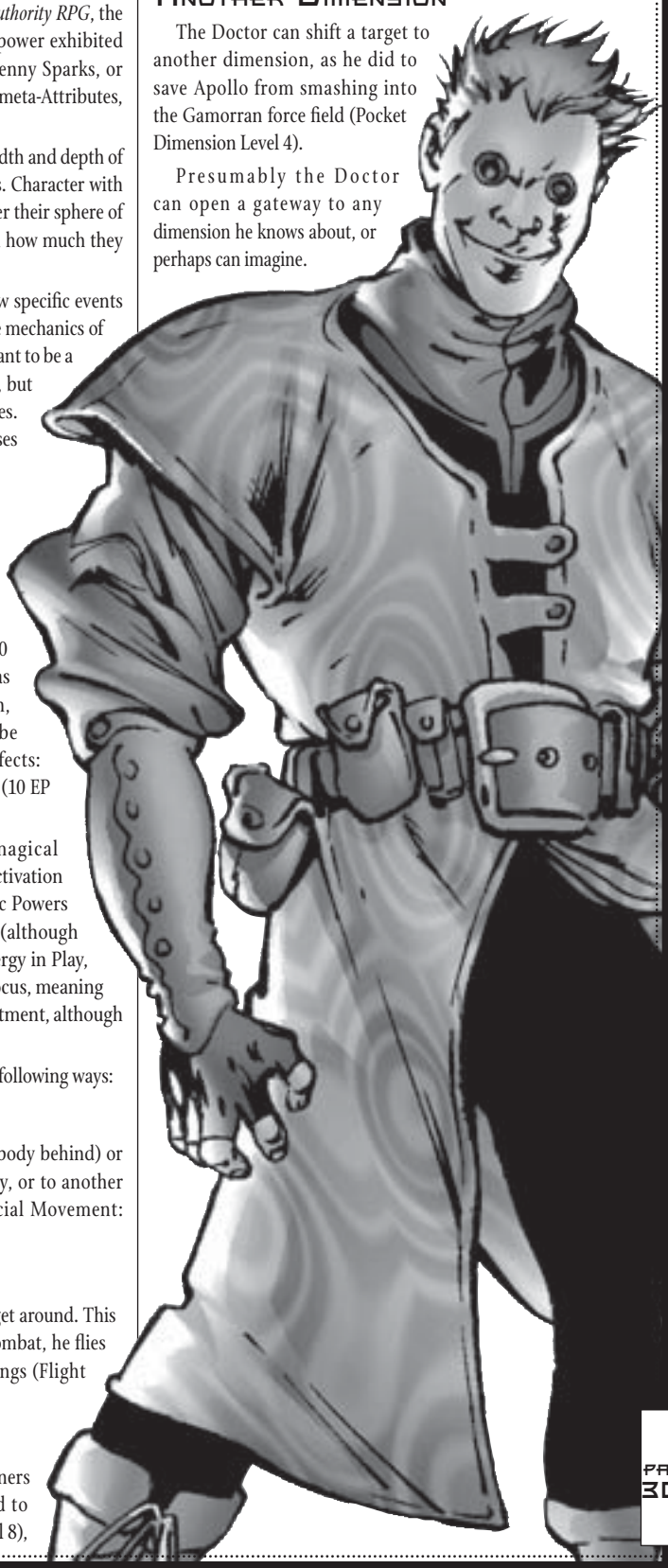
Box of Fire

The Doctor created a "box" to keep Londoners safe from the *koroshi* terrorists. He appeared to transform the air into fire (Telekinesis: Fire Level 8), and may have made it resilient like a force field (Force Field, Both Directions, Stops 60 Damage Level 2).

Shifting Target to Another Dimension

The Doctor can shift a target to another dimension, as he did to save Apollo from smashing into the Gamorran force field (Pocket Dimension Level 4).

Presumably the Doctor can open a gateway to any dimension he knows about, or perhaps can imagine.



Clearing Rubble

The Doctor can lift away massive amounts of rubble if he knows victims are trapped (Telekinesis Level 4).

Transformation of People

The Doctor can transform a group of attackers into, for example, an unkindness of ravens (Metamorphosis Level 12).

Raven

Alternate Form (Cosmetic Changes: Raven) Level 0 (1 Point), Features (Feathers) Level 1 (1 Point), Flight (Cannot hover) Level 2 (6 Points), Special Movement (Balance) Level 1 (1 Point), Diminutive 2 BP, Less Capable (Strength) 1 BP, Physical Impairment (No hands, Cannot speak) 3 BP, Vulnerability 3 BP.

The Doctor can also transform a group of attackers into an orchard (Metamorphosis Level 13). To achieve this, he would have to push his Dynamic Powers to Level 13, requiring an expenditure of 65 Energy Points in addition to that needed for the working.

Tree

Alternate Form (Cosmetic Changes: Tree) Level 0 (1 Point), Armour Level 2 (6 Points), Awkward Size 4 BP, Physical Impairment (Cannot move, Mute) 6 BP, Sensory Impairment (Sight, Hearing) 4 BP, Vulnerability 3 BP.

Transmutation of Objects

The Doctor transforms large objects into relatively harmless matter, such as a shiftship into leaves (Transmutation Level 10) or a shiftship cruiser into flower blossoms (Transmutation Level 12).

Special Senses

The Doctor can grant himself the ability to see beyond the scope of normal people, such as seeing a person's Kirlian Aura (Heightened Senses: Kirlian Auras Level 1).

Healing

The Doctor has brought Jenny back from the edge of death (Healing Level 7), and helped the Carrier heal herself more quickly (Regeneration Level 2, and Transfer Level 2).

Destruction of Sliding Italy

The Doctor held Sliding Italy in place against the Earth's orbit, destroying it and its inhabitants (Telekinesis Level 14). This required him to push his Dynamic Powers two Levels, at an expenditure of 135 Energy Points.

Empathic Connection to the Carrier

The Doctor has a close bond with the Carrier and can communicate with her by focussing. Although he speaks aloud, this is probably best described by a low Level of Telepathy (Telepathy Level 2).

Tracing Energies

The Doctor can trace powerful energies, such as when he tracks the alien god's brain by following its neural electricity (Heightened Senses: Electric current detection x2, Level 2).

Send Off

The Doctor can teleport someone who is pestering him away. He likely sends targets to the first place that pops into his head, such as when he teleported Jenny and Swift to Amsterdam Airport (Teleport Level 5).

Jenny Sparks

Jenny has Dynamic Powers (Electricity) Level 8, with the PMVs: Area 5 (1 km), Range 4 (1 km), and Targets 5 (100 people/5 tonnes). Without the Duration PMV, she cannot create effects that are long lasting; as soon as her concentration shifts, the effect ends. She also has the Reduction: Must tap into nearby electrical source. When relying solely upon local energies, Jenny is limited to Dynamic Powers Level 4, but if she can tap into a city's power grid, or a similar source, her Dynamic Powers are at full strength. If Jenny is cut off from all outside electrical sources, however, she cannot access her Dynamic Powers (a 2 BP Restriction).

Jenny has used Dynamic Powers in the following ways:

Personal Electrocution

Jenny can draw on the energies of a target to electrocute a single enemy or a small group of opponents, such as when she attacked the *koroshi*.

Special Attack "*Personal Electrocution*" Level 4 (40 Damage, Spreading, Short Range).

Conducted Electrocution

Jenny's electrical attacks are more devastating if she can strike through a conductor, like water or steel, such as when she fought the Nazis.

Special Attack "*Conducted Electrocution*" Level 4 (40 Damage, Area Effect x2, Only In: Conductor, Short Range)

Thunderstrike

Jenny tapped into storm clouds when she electrocuted a wave of *koroshi* terrorists, as well as when she destroyed Albion's Buckingham Palace. A normal storm typically allows Jenny to access Dynamic Powers Level 6, and a world-class storm provides up to Level 8.

Special Attack "*Thunderstrike*" Level 6 (120 Damage, Area Effect, Slow)

Special Attack "*Thunderstrike*" Level 8 (160 Damage, Area Effect, Slow)

Ride the Lightning

To attack 70th-century Kansas City, Jenny not only called on the power of the thunderclouds, but also transformed herself into lightning to strike it. This was Mass Decrease (Insubstantial) Level 8, combined with Flight Level 2; she additionally pushed her Special Attack from Level 6 to Level 8 (using 75 Energy Points).

Special Attack "*Ride the Lightning*" Level 8 (180 Damage, Area Effect, Penetrating: Armour, Melee, Slow)

Disrupt Electrical Devices

Jenny can disrupt lights, sensors, and electrical current, shutting equipment down. This can be done as:

Sensory Block Level 6 (Audio detection, electric current detection, homing weapons, magnetic field detection, radio reception, video detection)

Nullify (Drain) electrical Attributes equal to the Level of the Attribute or Item of Power in question (maximum Level 8)

Electrical Projection

Jenny can turn herself into a thousand-foot-tall ghostly projection of electricity. When she did this in the battle with Albion's shiftships, she broadcast across their radio frequencies while simultaneously creating an electrical aura, which torched the electrical systems of any ship that came too close.

Projection Level 8 (500 metre radius) can easily create an audio and visual image "a thousand feet tall." Broadcasting her message can be achieved with Features (Radio) Level 1. Finally, she short-circuited the Albion shiftships with a Special Attack "*Electrical Aura*" Level 3 (60 Damage, Aura, Unique Ability: Overloads electrical systems if she rolls 50%+ damage inflicted, Melee, Unique: Only against machines).

Designer's Note

It is unclear whether Jenny created the projection, or actually became the image, turning insubstantial and ephemeral. If the latter, she would have also turned to her electrical form (Mass Decrease Level 8). While this could be seen as another eight Levels of Powers generated by her Dynamic Powers (Projection Level 8, Features Level 1, Special Attack Level 3), it is reasonable to assume she can simultaneously turn insubstantial and project herself large against the sky. GMs need to ensure players don't abuse the meta-Attributes, but they should also encourage creativity and role-playing, and not hamstring effects that make the story more evocative.

Defensive Aura

Jenny can electrocute anyone who assaults her, such as when Lorenzo tried to choke her. Although painful, she may choose to limit it to Stun damage, rather than killing an attacker outright.

Special Defence "*Defensive Aura*" Level 4 (60 Damage, Aura, Stun, Melee)

Elemental Control: Electricity

Although Jenny tends to be reserved in the use of her powers, she can easily create small effects in the environment around her, such as turning lights and other electrical devices on or off. At the same time, she's just as likely to use a manual switch or remote control, unless she's trying to make a point.

Riding Signal

Jenny can turn herself into electricity and then ride cable or power lines. She moves extremely quickly in this manner, and is virtually untouchable (Mass Decrease Level 8, Speed Level 8).

Arcing Flight

Jenny cannot fly, but by transforming herself into electricity, she can "arc" high into the air (see Ride the Lightning, above), or leap to areas she is not normally capable of reaching (Mass Decrease Level 8, and Flight Level 8, with the Restriction: Can only maintain Flight for one round).

Jack Hawksmoor

Jack Hawksmoor has Dynamic Powers (Cities) Level 6, with the PMVs: Area 4 (100 m), Duration 4 (10 min), Range 7 (10,000 km), and Targets 3 (10 people or 500 kg). He also has the Reduction: Reduced Power in smaller cities, the Restriction (Range PMV is only 3 within cities, but 7 to travel between them; 2 BP). Additionally, he has the Burns Energy Defect (20 EP), but only when he performs unusual stunts with his Dynamic Powers, like travelling between cities.

Jack is the God of Cities. His alien organs allow him to talk to cities and live off them in a truly unique fashion. He has shown a wide range of abilities, and likely will improve his mastery over these strange allies. Jack's powers are enhanced in larger metropolises, and conversely reduced in smaller urban centres. He has trouble getting to, or operating in, the smallest communities.

Jack has used Dynamic Powers in the following ways:

City Talkin'

Jack communicates with cities. They share their hopes, dreams, and fears with him. While this is partially represented by Jack's Sixth Sense abilities (Unusual events in cities; Postcognition; Precognition), it goes much deeper than that, and spans a host of unique senses. These can be described as variants of Heightened Senses, allowing him to: read the "images" a window has seen and remembered; feel wood and dust shift, and know what caused it; sense and measure weights on a staircase; hear a city screaming; and detect radiation traces.

Submergence

Jack has learned how to submerge himself into the structure of a city. He can effectively swim through concrete and brick buildings like water, and often uses this technique to tactical advantage, taking enemies unaware. (Mass Decrease Level 6).

It is likely that he could travel through metal by pushing his Dynamic Powers to Level 8.

City Echo

When Jack is submerged into a section of the city, he can observe the region and speak through it, such as when he provides guidance to the Engineer in the battle to save L.A. from the *koroshi*. This is the equivalent of Features (Broadcast) Level 1, though presumably the sound waves are carried and projected by parts of the city vibrating, rather than radio.

Transit Womb

Jack can teleport from city to city by creating a transit womb. He submerges into his current city, while the destination grows an exit chamber — normally, a large, stone "egg." Travelling from a major metropolis to another is fastest, presumably taking only

an hour or two; travelling to a small city takes about three hours; and travelling to a town can take upwards of seven hours (Teleport Level 6; Burns Energy; Activation Time, as appropriate).

City Strike

Although rampant destruction to a city may threaten to kill it, Jack is able to convince cities to create localised quakes or explosive outbursts to help quash their enemies.

Special Attack "*City Strike*" Level 6 (120 Damage, Area Effect, Knockback, Melee), Burns Energy (20 EP)

The first time Jack was shown to do this was in his battle with Regis; he pushed his powers to link to all the cities Regis mutilated (requiring 75 Energy Points) and scored a critical hit. Note: When Jack is at the epicentre of the strike, he may apply his Massive Damage (Brawling) to the damage.

Special Attack "*Linked City Strike*" Level 8 (160, Area Effect, Knockback, Muscle-Powered, Melee, Slow), Burns Energy (20 EP)

The Engineer

The Engineer has Power Flux (Nanotechnology) at Level 15, with the Duration PMV at Rank 10 (1 round). Angie thus has 75 Flux Points that she can allocate to various Attributes, and can theoretically change every round. The Engineer uses these Flux Points to create her machines, fly, manipulate the environment, and armour herself. To recreate any of the devices listed under the Engineer's Toys (page 241), she simply assigns the appropriate number of Flux Points. For example, she would assign 10 Points to create re-terraforming machines (used to restore the land that the alien African spore devastated), leaving her with a pool of 65 Points. When she was done with the machines, they would melt back into liquid machinery and she would once again be able to use her full 75 Flux Points.

The Engineer has used Power Flux in the following ways:

Everyday Life

During normal activities, the Engineer maintains a sensor web, or "security perfume" (10 Points); a low Flight Level of 3 (12 Points); and perhaps another Armour Level (3 Points; cumulative with her Armour Level of 4). This leaves her 50 Flux Points to assign as she needs.

Combat Engineer

In battle, the Engineer falls back upon techniques that have proven to work. She will fashion her dual machine guns and boost her defences and aerial capabilities. A standard allocation of abilities is as follows, requiring 55 Flux Points and leaving her 20 Points in reserve.

- Dual Machine Guns (19 Points)
- Flight +5 (20 Points)
- Sensor Web (10 Points)
- Armour +2 (6 Points)

When she manifested the web of subatomic knives against the *koroshi* terrorists, she did not manifest the machine guns. Instead, she put those Points plus another 13 towards a new Special Attack (32 Points total), leaving her 7 Flux Points in reserve.

Similarly, if she decides her dual machines guns aren't powerful enough, she may manifest a more powerful gun, like her Gatling gun (23 Points).

Carrier Bond

Angie has often stepped in to help the Carrier go beyond her familiar territory, such as when they travelled to Sliding Albion, or left Earth to meet the alien god.

- Computer Scanning Level 1 (2 Points; Restriction: needs physical contact 1 BP)
- Telepathy Level 6 (Carrier only; 6 Points)

Meta-Attributes and Special Attacks

Characters with Dynamic Powers and Power Flux can recreate Special Attacks. It would be unbalanced, however, if they could load up these one-time Special Attacks with many Disabilities, bumping up their base damage. A Special Attack created by a meta-Attribute should usually inflict a maximum damage equal to 20 times the Attribute Level. Therefore, a character with Dynamic Powers Level 3 cannot usually inflict more than 60 damage per attack. Disabilities can still be taken in order to acquire Abilities for the Special Attack.

It's reasonable to lift this cap in certain situations, of course. If Jenny wants to pour all of her energy into attacking the alien god, she might inflict more than 160 damage (Dynamic Powers Level 8 x 20). The GM could let her raise the damage by one or two Levels with appropriate Disabilities, or insist she push her Powers by several Levels for the same effect.

Alternate Applications

Although characters like Apollo and the Midnighter are not traditionally designed with meta-Attributes, there is no reason they couldn't be in a different style of play. If your game is more freeform and rules light, it would be reasonable to give the Midnighter several Levels of Dynamic Power (War) rather than a long list of Combat Techniques, Special Movements, and Sixth Senses.

Similarly, Apollo could be designed with Dynamic Powers (Solar Energies), granting him his Superstrength, Flight, and Special Attacks.

Using these meta-Attributes allows players to more easily do unique stunts with their characters, although from a mechanics point of view characters start to look the same, since they only have a short list of Powers.

Character Stats

Pages 310 - 334 present the character sheets for the characters described in Chapter 2, as well as several sample characters from the rank and file of the Authority's world. These character sheets contain both Tri-Stat and d20 game values, called out clearly for easy comparative purposes. With a quick glance, you can easily see how the characters stack up against each other.

Reading the Character Sheet

Each character sheet is broken down into distinct sections.

Attributes

Same values

Both Tri-Stat and d20 uses the same Characteristic and Power Attributes, and in most cases the values are equal. Apollo's Combat Technique Attribute, for example, is Level 3 in both systems.

Different Values

In some situations, however, the values between Tri-Stat and d20 are not exact. In these cases, the number before the slash is the Tri-Stat value, while the number after the slash is the d20 value. For example, with Highly Skilled 5/1, Apollo has Level 5 in Tri-Stat but Rank 1 in d20.

Special Attack

Special Attacks do different damage in Tri-Stat and d20. The number before the slash is the Tri-Stat damage value, while the number after the slash is the d20 value.



Name and Character Points

The first number illustrates how many Character Points were used to build the character in Tri-Stat. The secondary number, after the slash, indicates how many Power Points this translates into in d20. Similarly, the Adventurer Level is an indication of experience in d20.



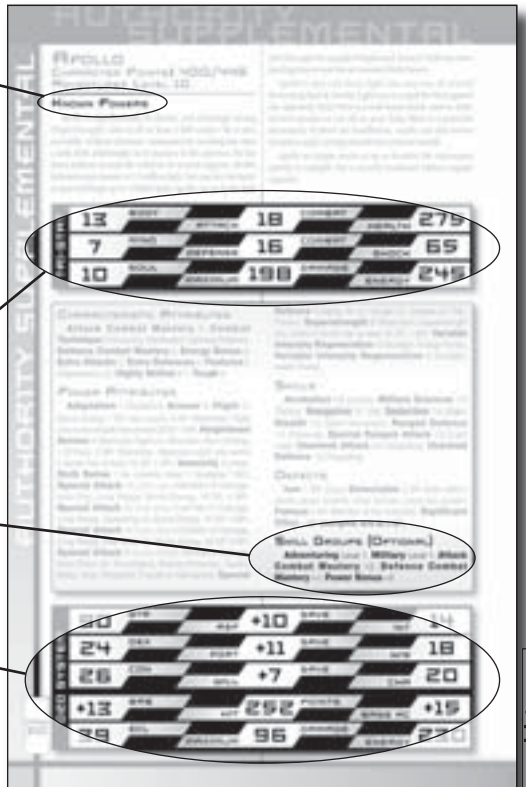
Fighting Ability

This indicates the character's combat ability. Attack and Defence Combat are derived from the character's three Stats, plus the Attack and Defence Combat Mastery Attributes. Maximum Damage is an indication of how much damage the character can inflict, based on his or her normal means of attack. For many characters, like Kaizen Gamorra or Sliding Albion Cavalry, this value will be superseded by a favoured weapon.



Well-being

Health Points indicate how much physical damage a character can take. Shock is a measure of how many points of damage a character can take in a single blow before risking grave injury. Energy Points indicate how much stamina a character has.



Known Powers

This descriptive text calls out some of the character's most impressive powers and abilities. While not a comprehensive listing of every Attribute, it highlights some of the material covered below. This information is what is known about the character from the comics (up until January 1st, 2000), but may not be the full extent of their abilities.

Tri-Stat

An indication of the character's base, raw abilities.

Skill Groups

Skill Groups are an optional Tri-Stat rule. When used, these values replace normal Skills.

d20 System

More info can be found on the d20 values on page 342, Notes on d20

Apollo

Character Points: 400/445
Adventurer Level 10

Known Powers

Apollo is superhumanly fit (Body), and amazingly strong (Superstrength), able to lift at least 1,000 tonnes. He is also incredibly resilient (Armour), unimpeded by anything less than a tank shell; additionally, he is immune to fire and heat. He has flown halfway around the world in 30 seconds (approx. 20,000 kilometres per minute or 1.2 million kph), but may be a bit faster in space (perhaps up to 5 million kph). Apollo can see in the dark and telescope his eyesight (Heightened Senses); Swift has been teaching him to read the air currents (Sixth Sense).

Apollo's eyes can focus light into any one of several devastating Special Attacks: Light Lase is a rapid fire blast against one opponent; Solar Wave is a wide beam attack, used to strike several enemies or cut off an area; Solar Blast is a powerful detonation. If those are insufficient, Apollo can also rocket towards a target, turning himself into a human missile.

Apollo no longer needs to eat or breathe. He rejuvenates quickly in sunlight, but is severely weakened without regular exposure.

TRI-STAT							
13	BODY	ATTACK	18	COMBAT	HEALTH	275
7	MIND	DEFENSE	16	COMBAT	SHOCK	65
10	SOUL	MAXIMUM	198	DAMAGE	ENERGY	245

Characteristic Attributes

Attack Combat Mastery 8, **Combat Technique** 3 (Accuracy, Hardboiled, Lightning Reflexes), **Defence Combat Mastery** 8, **Energy Bonus** 8, **Extra Attacks** 2, **Extra Defences** 2, **Features** 2 (Appearance x2), **Highly Skilled** 5/1, **Tough** 8

Power Attributes

Adaptation 1 (Radiation), **Armour** 8, **Flight** 12 (Burns Energy, 1 EP/two rounds, 6 BP; Restriction, Flight only works if Apollo has at least 25 EP, 1 BP), **Heightened Senses** 4 (Telescopic Sight x3, Ultravision; Burns Energy, 1 EP/hour, 2 BP; Restriction, Telescopic sight only works if Apollo has at least 25 EP, 1 BP), **Immunity** 8 (Heat), **Sixth Sense** 1 (Air currents; Area 7; Unreliable 1 BP), **Special Attack** 13 *Light Lase* (180/9d6+18 Damage, Auto-Fire, Long Range; Burns Energy, 10 EP, 4 BP), **Special Attack** 10 *Solar Wave* (140/7d6+14 Damage, Long Range, Spreading x2; Burns Energy, 10 EP, 4 BP), **Special Attack** 10 *Solar Blast* (120/6d6+12 Damage, Long Range, Area Effect x3; Burns Energy, 50 EP, 8 BP), **Special Attack** 9 *Human Missile* (80/4d6+8 Damage, Area Effect x6, Knockback, Muscle-Powered, Quake, Melee, Slow, Stoppable: If Apollo is intercepted), **Special Defence** 9 (Aging, Air x2, Hunger x2, Disease x2, Pain, Poison), **Superstrength** 8 (Restriction, Superstrength only works if Apollo has at least 25 EP, 1 BP), **Variable Intensity Regeneration** 10 (Sunlight, Energy Points), **Variable Intensity Regeneration** 2 (Sunlight, Health Points)

Skills

Acrobatics 3/8 (Jumps), **Military Sciences** 1/4 (Tactics), **Navigation** 3/7 (Air), **Seduction** 1/4 (Male), **Stealth** 1/5 (Silent Movement), **Ranged Defence** 1/2 (Personal), **Special Ranged Attack** 1/2 (Light Lase), **Unarmed Attack** 2/3 (Grappling), **Unarmed Defence** 1/2 (Grappling)

Defects

Ism 1 BP (Gay), **Detectable** 2 BP (Halo effect; Apollo glows brightly when actively using any power), **Famous** 3 BP (Member of the Authority), **Significant Other** 1 BP (Midnighter, acts as 3 BP)

Skill Groups (Optional)

Adventuring Level 1, **Military** Level 1, **Attack Combat Mastery** +2, **Defence Combat Mastery** +1, **Power Bonus** +0

D20 SYSTEM							
90	STR	REF	+10	SAVE	INT	14
24	DEX	FORT	+11	SAVE	WIS	18
26	CON	WILL	+7	SAVE	CHA	20
+13	BAB	HIT	252	POINTS	BASE AC	+15
39	ECL	MAXIMUM	96	DAMAGE	ENERGY	230

The Carrier
Character Points: 400/450
Adventurer Level 10

Known Powers

The Carrier is a living, biotechnological device; she has a robust Body, strong Soul, and a low Mind, but she is empathic and capable of deep emotions; she happily pilots herself. The Carrier was built as a trading vessel, and has tremendous cargo capacity (Features: Extra Capacity), sensors (Heightened Senses, Sixth Sense), and broadcast capability (Features: Global Broadcast Radio). She is well Armoured, although view-ports, windows, and observation decks are comparatively fragile.

The Carrier's greatest ability is her Junction Room, which allows her to sail across the Bleed (through Dynamic Powers: Dimensional Travel), and open Junction doors anywhere within her influence (Teleport). Normal doors are big enough for a dozen people, but she can open doors large enough for thousands to pass through; she can transport targets up to approximately 100,000 km away and retrieve them. The doors are difficult to use in tactical combat, however, as there is a slight delay (Activation Time) after a request before they appear.

For defence, the Carrier is armed with batteries of Gun Ports. In space, she travels at amazing speeds, and is estimated that she can achieve 10 million kph. She can also travel through liquid environments (Water Speed), from other-dimensional oceans to the alien god's bloodstream. She is powered by a caged baby universe.

TRI-STAT						
11	Body	Attack	12	Combat	Health	400
2	Mind	Defense	3	Combat	Shock	80
9	Soul	Maximum	112	Damage	Energy	55

Characteristic Attributes

Adaptation 1 (Extra Dimensional), **Armour** 14 (Thin Area: Windows, observation decks, 1 BP), **Attack Combat Mastery** 5, **Dynamic Powers** 3 (Dimensional Travel, minor), **Extra Attacks** 10 (Reduction, Only for gun ports, -2/Level), **Features** 19 (Extra Capacity x14, Global Broadcast Radio x4, Video Sensors x2), **Projection** 6 (Extra Projection +1, two total; Reduction, Inside specific rooms only, -2/Level), **Regeneration** 1, **Sixth Sense** 5 (Detect and track teleportation; Bleed; Broken Universes; Engineer and Doctor; Area 8), **Special Attack** 9 *Gun Ports* (100/5d6+10 Damage, Accurate, Long Range x4), **Special Defence** 12 (Aging x2, Air x2, Disease x2, Hunger x2, Poison x2, Sleep x2), **Teleport** 8 (Area 4; Targets 7; Range 8; Activation Time, 10 initiative, 1 BP; Detectable, Door signature, 1 BP; Restriction, Cannot teleport self, 6 BP), **Tough** 15/18, **Unique Attribute: Unlimited Energy Source*** 1, **Water Speed** 5

Skills

Navigation 5/7 (Extra Dimensional), **Special Ranged Attack** 1 (Gun Ports)

Defects

Awkward Size 16 BP, **Inept Defence** 4 BP, **Less Capable** 2 BP (Agility/Dex), **Marked** 3 BP, **Physical Impairment** 4 BP (Cannot Speak, No Limbs), **Unique Defect: Amnesia** 3 BP (Memory/black box wiped clean), **Unskilled** 1 BP

* Unique Attribute

The Carrier is powered by the entire energy output of a universe-worth of young suns. In game terms, it has an unlimited energy source, although it clearly cannot access all of this power at once. This is represented by the Unique Attribute: Unlimited Energy Source. As this does vary in game play, however, it is only worth 1 Point. While the baby universe could potentially be uncaged, becoming a weapon of tremendous potential as it scribbles over the existing universe, this would effectively force the game to restart, and thus there is little reason to pay many Points for this effect.

D20 System						
22	STR	Ref	+5	Save	Int	4
14	Dex	Fort	+10	Save	Wis	10
24	Con	Will	+3	Save	Cha	16
+10	BAB	Hit	364	Points	Base AC	+0
40	ECL	Maximum	40	Damage	Energy	40*

Christine Trelane
Character Points: 150/175
Adventurer Level 8

Known Powers

Christine Trelane is an activator — she can unleash the potential powers locked in the genetic make-up of seedlings. This is a Unique Attribute that allows characters who have banked Points through the Unknown Superhuman Power Attribute to fully access theirs powers. The GM must rule how this works on a case by case basis; it is an extremely useful Attribute, but only applies in limited situations.

Christine can also deactivate a seedling (Nullify). She must touch her target, and can "turn off" all Power Attributes Level 10 or lower. She cannot normally effect Characteristic Attributes, unless they are an extension of a character's superpowers. She also cannot effect superbeings who are not seedlings.

Although not to a superhuman degree, Christine is highly intelligent (Mind) and a computer whiz (Computers Skill).

Tri-Stat							
	6	Body	Attack 10	Combat	Health	70
	9	Mind	Defense 9	Combat	Shock	14
	8	Soul	Maximum 10	Damage	Energy	85

Characteristic Attributes

Attack Combat Mastery 3, **Defence Combat Mastery** 4, **Highly Skilled** 6/1, **Organisational Ties** 6 (Member of the UNSSAIO), **Organisational Ties** 6* (Former Activator and acting Weatherman of StormWatch)

Power Attributes

Nullify 10 (Deactivate seedlings, all powers; Duration 5; Targets 1; Reduction, Can only deactivate seedlings, -5/Level), **Unique Attribute** 1** (Activator)

Skills

Acrobatics 1/4 (Jumps), **Computers** 5/11 (Databases), **Interrogation** 1/5 (Psychological), **Management and Administration** 5/10 (Government), **Medical** 1/3 (Emergency Response), **Military Sciences** 2/9 (Tactics), **Police Sciences** 1/7 (Criminology), **Social Sciences** 2/7 (Psychology), **Stealth** 2/5 (Silent Movement), **Urban Tracking** 1/3 (Residential), **Writing** 3/10 (Technical), **Gun Combat** 1 (Pistol), **Unarmed Attack** 1 (Strikes), **Unarmed Defence** 1 (Strikes)

Defects

Famous 1 BP (Former acting Weatherman of StormWatch), **Red Tape** 3 BP (UNSSAIO), **Significant Other** 1 BP (Jackson King, acts as 3 BP)

Skill Groups (Optional)

Military Level 1, **Diplomatic** Level 1, **Attack Combat Mastery** +1, **Defence Combat Mastery** +1, **Power Bonus** Level +0

* Christine Trelane was a senior officer in StormWatch, having served as team activator and acting Weatherman, but with the organisation disbanded, these Organisational Ties are now defunct.

** Christine's Unique Attribute (Activator) is worth 4 Character Points.

D20 System							
	12	STR	Ref +4	Save	Int	18
	14	DEX	Fort +4	Save	Wis	18
	14	CON	Will +6	Save	Cha	16
	+7	BAB	Hit 64	Points	Base AC	+6
	12	ECL	Maximum 5	Damage	Energy	70

Doctor

Character Points: 400/400
Adventurer Level 3

Known Powers

As Earth's Shaman, the Doctor is spiritually strong and empathic (Soul). His mastery of the Earth's magic (Dynamic Powers) is guided by the memories of all the past Doctors (Agents), who reside in the Garden of Ancestral Memory. He can detect magic, and sense threats to Earth (Sixth Sense), and is comfortable travelling across dimensions.

The Doctor can create almost any effect he can think of and has the courage to try. Extreme magic has consequences, however, and often drains his personal energy, or even the world's energy (such as when he Healed Jenny's mortal wound). For this reason, he seems surprisingly mature about restricting his power use.

In his first battles he could only affect a few enemies, but his scope has grown as he becomes more comfortable in the field. He is still not a soldier, and thus needs time to create his magical workings, or else he may panic. His current limitations seem to include: needing to clearly see a target; conservation of mass; and time.

Tri-Stat

5	Body	Attack 11	Combat	Health	85
10	Mind	Defense 11	Combat	Shock	17
18	Soul	Maximum 251*	Damage	Energy	240

Characteristic Attributes

Agents 10, **Energy Bonus** 5, **Defence Combat Mastery** 2, **Highly Skilled** 5/3

Power Attributes

Dynamic Powers 12 (Earth's Shaman, primal; Area 10; Duration 7; Targets 10; Unique 5: Special Duration, some of the Doctor's workings last briefly, while others are seemingly permanent; Activation Time, 1 round, 2 BP; Burns Energy, 10 EP or 30 EP/day, 4 BP; Concentration 1 BP), Sixth Sense 2 (Magic, threats to Earth; Area 12)

Skills

Area Knowledge 3/6 (Amsterdam), **Computers** 4/11 (Databases), **Gaming** 3/8 (Computer Games), **Law** 1/3 (Business), **Management and Administration** 3/8 (Business), **Occult** 5/10 (Shamanism), **Power Usage: Dynamic Powers** 2/8, **Special Ranged Attack** 2/3 (Dynamic Powers)

Defects

Famous 3 BP (Member of the Authority and world's greatest shaman), **Owned** 1 BP (Previous Doctors), **Phobia** 1 BP (Freezes up in high stress situations), **Not So Tough** 3 BP, **Recurring Nightmares** 3 BP (Nagging spirits of previous Doctors, former stresses), **Special Requirement** 2 BP (Recovering heroin junkie), **Unappealing** 1 BP

Skill Groups (Optional)

Business Level 3, **Attack Combat Mastery** +2, **Defence Combat Mastery** +0, **Power Bonus** +3

* The Doctor's damage is determined by his Level of Dynamic Powers, and thus will theoretically change.

d20 System

10	STR	Ref +2	Save	Int	26
12	Dex	Fort +2	Save	Wis	36
12	Con	Will +14	Save	Cha	14
+1	BAB	Hit 21	Points	Base AC	+3
35	ECL	Maximum 96*	Damage	Energy	212

AUTHORITY SUPPLEMENTAL

Engineer

Character Points: 375/365
Adventurer Level 5

Known Powers

The Engineer's Mind is ranked as extremely powerful superhuman potential. She can build and design technology far outstripping modern parameters (Gadgeteer). Her magnum opus is her nanotechnology, which is a part of her, gives her wonderful powers, and keeps her alive.

Her nanomachines act as Armour, and presumably retard her Aging, and keep her immune to Disease and Poison. She can use them (Power Flux) to create any device she can imagine, including: atmospheric and space flight equipment, life support systems, numerous weapon systems, and a sensory "perfume." She can also make numerous useful small Gadgets, like her radio-telepathy bugs. Additionally, her nanomachines store tremendous data — the information stored in every book on Earth fits into a drop of her blood.

Although not a soldier, Angie has become a battlefield engineer, able to create whatever tools she needs to overcome obstacles and defeat the opposition.

TRI-STAT						
7	BODY	ATTACK 15	COMBAT	HEALTH	80
17	MIND	DEFENSE 15	COMBAT	SHOCK	16
9	SOUL	MAXIMUM 55*	DAMAGE	ENERGY	130

Characteristic Attributes

Attack Combat Mastery 4, **Combat Technique** 4 (Steady Hand, Two Weapons x3), Defence Combat Mastery 6, **Extra Defences** 1, **Features** 1 (Appearance), **Gadgeteer** 5, **Gadgets** * (Permanent team items that are no cost, like radiotelepathy implants), **Highly Skilled** 20/1

Power Attributes

Armour 4, **Power Flux** 15 (Nanotechnology, major; Duration Reversed, 1 round, 10; Detectable, Sight, Electrical signal, 1 BP), **Special Defence** 5 (Aging, Disease x2, Poison x2)

Skills

Acrobatics 5/13 (Flexibility), **Biological Sciences** 5/16 (Physiology), **Computers** 5/15 (Databases), **Electronics** 5/16 (Nanotechnology), **Mechanics** 5/15 (Micro), **Medical** 4/13 (Diagnosis), **Navigation** 1/8 (Space), **Physical Sciences** 5/13 (Engineering), **Power Usage: Power Flux** 3/10, **Writing** 3/7 (Technical), **Ranged Defence** 2 (Personal), **Special Ranged Attack** 3 (Nanotech machine guns)

Defects

Famous 3 BP (Member of the Authority), **Marked** 1 BP (Silver skin, acts as 3 BP)

Skill Groups (Optional)

Technical Level 4, **Attack Combat Mastery** +2, **Defence Combat Mastery** +1, **Power Bonus** +2

* The Engineer's damage is determined by her application of Power Flux; the value given is for her Gatling Gun, and can thus change.

D20 SYSTEM						
12	STR	REF +4	SAVE	INT	40
16	DEX	FORT +3	SAVE	WIS	20
14	CON	WILL +6	SAVE	CHA	18
+6	BAB	HIT 40	POINTS	BASE AC	+9
24	ECL	MAXIMUM 16*	DAMAGE	ENERGY	98

Jack Hawksmoor

Character Points: 275/295
Adventurer Level 10

Known Powers

Jack's alien organs make him physically superhuman — strong, fast, and agile (Body, Extra Attacks). He has Superstrength (2 tonnes) and tremendous dexterity (Jumping, Special Movement). He can dish out excessive damage in combat (Massive Damage), and is an excellent fighter. His enhancements have made him resilient to moderate damage (Armour, Tough), and he can survive in cities better than any human (Special Defence).

Jack can command cities to help him (Dynamic Powers). He can teleport between two cities in an underground transport womb (taking from one to six hours), swim through buildings, and cause them to fall down or build up as he needs. He learns to tap into many cities at once to fight Regis, in order to increase his raw power (pushing his Attributes). The cities also talk to him, sharing their memories and fears (Sixth Sense). He leaps through them like it's his natural environment — which it is — and begins to die if he travels outside their walls.

TRI-STAT

16	BODY	ATTACK 19	COMBAT	HEALTH	200
9	MIND	DEFENSE 16	COMBAT	SHOCK	40
12	SOUL	MAXIMUM 69*	DAMAGE	ENERGY	105

Characteristic Attributes

Attack Combat Mastery 7, **Combat Technique** 3 (Judge Opponent, Leap Attack, Lightning Reflexes), **Defence Combat Mastery** 6, **Extra Attacks** 2, **Extra Defences** 2, **Features** 1 (Appearance), **Heightened Awareness** 4, **Highly Skilled** 15/4, **Massive Damage** 4 (Brawling), **Tough** 3

Power Attributes

Armour 1, **Dynamic Powers** 6 (Cities, major; Area 4; Duration 4; Range 7; Targets 3; Burns Energy, Only for unusual activities like travelling between cities, acts as 6 BP/20 EP, 3 BP; Reduction, Reduced power in smaller cities, Level 6 major metropolises, Level 4-5 big city, Level 2-3 small city, Level 1 town, -3/Level; Restriction, Range is only 3 within cities, but 7 to travel between them, 2 BP), **Heightened Senses** 1 (Night vision), **Jumping** 4, **Sixth Sense** 3 (Postcognition, 12 hours), **Sixth Sense** 3 (Precognition, 1 minute), **Sixth Sense** 1 (Unusual events in cities, Area 7), **Special Defence** 7 (Aging, Disease, Hunger, Pain, Poison, Sleep x2), **Special Movement** 6 (Balance, Cat-Like, Wall-Bouncing, Wall-Crawling, Zen Direction), Superstrength 1

Skills

Acrobatics 4/13 (Jumps), **Area Knowledge** 4/8 (New York), **Burglary** 2/5 (B&E), **Intimidation** 3/7 (Street), **Navigation** 5/10 (Urban), **Police Sciences** 2/6 (Criminology), **Power Usage: Dynamic Powers** 5/11, **Stealth** 3/8 (Concealment), **Street Sense** 1/3 (Influential Individuals), **Urban Tracking** 2/7 (Underworld), **Ranged Defence** 1/2 (Personal), **Special Ranged Attack** 1 (Dynamic Powers), **Unarmed Attack** 2 (Strikes), **Unarmed Defence** 2 (Strikes)

Defects

Famous 3 BP (Member of the Authority), **Marked** 2BP (Red eyes, inhuman genitalia, weird feet), **Physical Impairment** 1 BP (Feels cities' pain), **Recurring Nightmares** 2 BP (Alien abductions), **Special Requirement** 3 BP (Starts dying if away from a city for more than 15 minutes), **Unappealing** 1 BP (Genitalia only, acts as 3 BP), **Vulnerability** 3 BP (Outside of a city)

Skill Groups (Optional)

Adventuring Level 1, **Street** Level 1, **Attack Combat Mastery** +1, **Defence Combat Mastery** +1, **Power Bonus** +4

* Jack's damage is determined by his Massive Damage and Superstrength; if using Dynamic Powers it could theoretically be higher.

D20 SYSTEM

34	STR	REF +8	SAVE	INT	18
20	DEX	FORT +10	SAVE	WIS	24
24	CON	WILL +10	SAVE	CHA	18
+12	BAB	HIT 169	POINTS	BASE AC	+11
24	ECL	MAXIMUM 42*	DAMAGE	ENERGY	84

Jackson King

Character Points: 150/190
Adventurer Level 12

Known Powers

Jackson King is a powerful telekinetic, although without his Cyber-Tran Suit, his powers are significantly diminished. Still, with a world-class Soul fuelling his telekinesis, he is able to create small, personal Force Fields strong enough to stop most firearms; these can probably be stretched to cover someone standing in close proximity. Although his offensive capabilities are limited, he has been known to generate a Telekinetic Squeeze that strikes at an opponent's internal organs, such as the heart's ventricles. Jackson can move small objects (approximately 10 kg in weight) with his Telekinesis. By pushing his Telekinesis he can even snap small chains, or reach into an electronic device and halt the electricity. All of these effects Burn Energy.

Jackson's training includes strong psychic defences (Mind Shield), and tremendous martial skills (Attack Combat Mastery, Combat Technique, Extra Attack and Defences).

TRI-STAT						
11	BODY	ATTACK	17	COMBAT HEALTH	130
8	MIND	DEFENSE	13	COMBAT SHOCK	26
11	SOUL	MAXIMUM	37	DAMAGE ENERGY	95

Characteristic Attributes

Attack Combat Mastery 7, **Combat Technique** 7 (Accuracy, Block Ranged Attack, Judge Opponent, Lightning Reflexes, Two Weapons x3), **Defence Combat Mastery** 5, **Extra Attacks** 1, **Extra Defences** 1, **Highly Skilled** 13/4, **Item of Power*** (Cyber-Tran Suit; Currently in storage), **Organisational Ties** 6 (Member of the UNSSAIO), **Organisational Ties** 8** (Former Weatherman of StormWatch), **Tough** 1

Power Attributes

Force Field 1 (Stops 20/10; Area 3; Burns Energy, 1 EP/6 minutes, 4 BP; Dependent on Telekinesis, 2 BP), **Mind Shield** 4, **Special Attack** 6 *Telekinetic Squeeze* (20/1d6+2 Damage, Incapacitating vs. Body, Penetrating: Armour x2, Stun, Short Range; Burns Energy, 10 EP, 4 BP), **Telekinesis** 2 (Area 1; Range 1; Burns Energy, 1 EP/6 minutes or 10 EP, 4 BP)

Skills

Acrobatics 2/6 (Jumps), **Climbing** 1/3 (Walls), **Computers** 1/3 (Databases), **Interrogation** 1/5 (Psychological), **Intimidation** 2/8 (Street), **Management and Administration** 3/6 (Government), **Medical** 1/3 (Emergency Response), **Military Sciences** 5/10 (Tactics), **Powerlifting** 1/3 (Bulky Objects), **Power Usage: Telekinesis** 1/4, **Stealth** 2/5 (Silent Movement), **Urban Tracking** 2/5 (Underworld), **Gun Combat** 3 (Pistol), **Ranged Defence** 2/3 (Personal), **Unarmed Attack** 2 (Strikes), **Unarmed Defence** 2 (Strikes)

Defects

Famous 3 BP (Former head of StormWatch), **Marked** 1 BP (Battle scars), **Nemesis** 1 BP (Malcolm King, younger brother), **Red Tape** 3 BP (UNSSAIO), **Significant Other** 1BP (Christine Trelane, acts as 3 BP), **Skeleton in the Closet** 2 BP (Activities performed as Weatherman)

Skill Groups (Optional)

Military Level 4, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** Level +1

* Jackson King's Cyber-Tran Suit significantly enhances his abilities, but he does not use it in his daily operations.

** Jackson King once managed all of StormWatch as Weatherman, but with the organisation disbanded, these Organisational Ties are now defunct.

D20 SYSTEM						
22	STR	REF	+9	SAVE INT	16
20	DEX	FORT	+10	SAVE WIS	20
22	CON	WILL	+9	SAVE CHA	18
+13	BAB	HIT	156	POINTS BASE AC	+10
14	ECL	MAXIMUM	13	DAMAGE ENERGY	74

Jenny Sparks

Character Points: 275/325
Adventurer Level 16

Known Powers

Jenny has a mystical connection to the 20th Century, represented in part by her high Soul. This spiritual essence makes her insanely lucky (Divine Relationship), and extremely capable. She commands the force of electricity (Dynamic Powers), and can manipulate and redirect existing electricity — shutting down power grids and stunning or killing people through electrocution. With small amounts of electricity (such as in someone's body) she can affect one or a handful of people, but by tapping into external electrical sources, she can affect vast areas, transform herself into electricity, travel through power or cable lines, heal herself, control or disrupt electrical devices, create vast projections, and broadcast radio.

Jenny will live for 100 years (Special Defence), and remain young and healthy for most of that time. She always ends up where she needs to be (Special Movement: Zen Direction), and her spirit will be reborn into the new century (Reincarnation).

Tri-Stat						
7	Body	Attack	15	Combat	Health	90
8	Mind	Defense	14	Combat	Shock	18
17	Soul	Maximum	175*	Damage	Energy	125

Characteristic Attributes

Attack Combat Mastery 5, **Combat Technique** 1 (Judge Opponent), **Defence Combat Mastery** 6/5, **Divine Relationship** 11, **Extra Defences** 1, **Features** 2 (Appearance, 100-year lifespan with no aging after age 20), **Heightened Senses** 1 (Electrical Current Detection), **Highly Skilled** 18/6, **Organisational Ties** 6 (Colonel, British Space Group)

Power Attributes

Dynamic Powers 8 (Electricity, major; Area 5; Range 4; Targets 5; Reduction, Must tap into nearby electrical sources, without external source limited to Level 4, -3/Level); Restriction, Cannot access Dynamic Powers if cut off from all electricity, 2 BP), **Immunity** 6 (Electricity), **Reincarnation** 1 (As spirit of the new century; Restriction, Reborn as infant, 3 BP), **Special Movement** 1 (Zen Direction), **Special Defence** 3 (Disease x2, Poison), **Variable Intensity Regeneration** 4 (Health Points, Electricity)

Skills

Acrobatics 2/8 (Jumps), **Area Knowledge** 3/7 (London), **Climbing** 2/4 (Walls), **Cultural Arts** 5/12 (20th Century History), **Driving** 2/5 (Car), **Etiquette** 2/5 (Upper Class), **Interrogation** 1/2 (Psychological), **Intimidation** 5/11 (Political), **Languages** 1 (English, German), **Management and Administration** 1/3 (Government), **Military Sciences** 3/6 (Strategy), **Navigation** 2/4 (Urban), **Power Usage: Dynamic Powers** 5/13, **Riding** 1/4 (Horse), **Stealth** 2/6 (Silent Movement), **Urban Tracking** 2/6 (Underworld), **Writing** 3/6 (Journalistic), **Gun Combat** 2 (Pistol), **Ranged Defence** 2/3 (Personal), **Special Ranged Attack** 2 (Dynamic Powers), **Unarmed Attack** 1 (Strikes), **Unarmed Defence** 1 (Strikes)

Defects

Cursed 1 BP (To touch all of the century's evil), **Famous** 3 BP (Leader of the Authority), **Not So Tough** 3 BP, **Physical Impairment** 1 BP (Health varies with the vitality of the 20th Century), **Recurring Nightmares** 1 BP (Of all the people who have died while working with her)

Skill Groups (Optional)

Adventuring Level 2, **Attack Combat Mastery** +2, **Defence Combat Mastery** +1, **Power Bonus** Level +3

* Jenny's damage is determined by her Level of Dynamic Powers, and thus will theoretically change.

D20 System						
14	STR	Ref	+8	Save	Int	16
16	DEX	Fort	+5	Save	Wis	30
10	CON	Will	+15	Save	Cha	24
+13	BAB	Hit	96	Points	Base AC	+8
27	ECL	Maximum	64*	Damage	Energy	100

AUTHORITY SUPPLEMENTAL

Kaizen Gamorra

Character Points: 230/265
Adventurer Level 11

Known Powers

Kaizen Gamorra is believed to be fully human, and possess no superpowered abilities. Nevertheless, he is one of the brightest Minds in the region and is highly determined (Soul); his true power resides in the nation of terror he has founded. Gamorra has extensive holdings and his personal Wealth is estimated at $1 billion in liquid assets.

The *koroshi* knife warriors (Agents) are perhaps his deadliest weapons. His bioreactor allows him to continuously double the strength of his strike force, and he has hundreds of soldiers for his strike on L.A. His Mass Teleporter can transport targets around the world, and retrieve them, as long as they are equipped with teleport netting.

Gamorra also has thousands of technicians, assistants, and Henchmen (estimated at close to 8,000). Many will fight if ordered, out of sheer fear of Gamorra, but some are so cowed that their spirits are completely broken.

TRI-STAT							
4	BODY	ATTACK	6	COMBAT	HEALTH	55
9	MIND	DEFENSE	4	COMBAT	SHOCK	11
7	SOUL	MAXIMUM	6	DAMAGE	ENERGY	80

Characteristic Attributes

Agents 10 (+120 Extra Character Points), **Henchmen** 14 (Restriction, Only 25% will fight for Gamorra, 5 BP), **Heightened Awareness** 1, **Highly Skilled** 7/0, **Item of Power** 10 (Mass Teleporter; Restriction, Static, cannot move, 3 BP), **Item of Power** 14 (Gamorran "Curtain" Force Field; Restriction, Static, cannot move, 3 BP), **Wealth** 8

Item of Power Attributes (Mass Teleporter)

Teleport 8 (Area 4; Targets 6; Range 8; Detectable, Radiation signature, 1 BP; Restriction, Subject must have Teleport Netting, 7 BP)

Item of Power Attributes (Gamorran "Curtains" Force Field)

Force Field 16 (Stops 340, Both Directions; Area 7; Duration 4; Detectable, Sight, 1 BP; Restriction, Only one size for Force Field, 4 BP)

Skills

Demolitions 1/5 (Artificial Structures), **Etiquette** 3/9 (Upper Class), **Forgery** 1/4 (Paper Documents), **Interrogation** 3/12 (Psychological), **Intimidation** 5/15 (Political), **Languages** 1 (Cantonese, English), **Management and Administration** 5/14 (Business), **Military Sciences** 4/14 (Strategy), **Poisons** 1/6 (Natural), **Stealth** 2/6 (Silent Movement), **Archery** 3 (Crossbow), **Gun Combat** 1 (Pistol)

Defects

Famous 3 BP (Ruler of Gamorra Island), **Nemesis** 1 BP (UN), **Wanted** 1 BP (UN, for crimes against humanity)

Skill Groups (Optional)

Business Level 2, **Military** Level 2, **Attack Combat Mastery** +2, **Defence Combat Mastery** +0, **Power Bonus** Level +0

D20 SYSTEM							
8	STR	REF	+3	SAVE	INT	18
10	DEX	FORT	+3	SAVE	WIS	14
10	CON	WILL	+5	SAVE	CHA	14
+6	BAB	HIT	66	POINTS	BASE AC	+0
21	ECL	MAXIMUM	3	DAMAGE	ENERGY	60

Colonel Kirsan Pruzhany

Character Points: 160/185
Adventurer Level 8

Known Powers

Pruzhany's exact powers are unknown, but what follows is a hypothetical example in which Henry Bendix surgically enhanced Pruzhany.

Colonel Pruzhany wears a pair of high-tech, specially constructed, hyper-optic goggles (Item of Power). These allow him enhanced sight, including the ability to see into the infrared and ultraviolet spectrums. They additionally automatically protect him from bright flashes or flares. Additionally, he has access to advanced weaponry (Gadgets), and commands a crack black-ops team (Organisational Ties).

Pruzhany is much tougher than a normal man (Armour), and has Superstrength (2 tonnes). His enhancements all him to cloak (Invisibility) himself and several nearby targets, masking them from the visual and audio spectrums. He can also manifest complex, holographic Projections, which he uses to set traps and confuse enemies.

TRI-STAT

8	BODY	ATTACK 15	COMBAT	HEALTH	85
8	MIND	DEFENSE 13	COMBAT	SHOCK	17
5	SOUL	MAXIMUM 25	DAMAGE	ENERGY	85

Characteristic Attributes

Attack Combat Mastery 8, **Combat Technique** 4 (Accuracy, Judge Opponent, Portable Armoury, Weapons Encyclopaedia), **Defence Combat Mastery** 8, **Gadgets** 3 (Advanced weaponry, secure comlinks, etc.; Conditional Ownership, 2 BP), **Highly Skilled** 8/6, **Item of Power** 1 (Hyper-Optics Goggles), **Organisational Ties** 6 (Colonel; Black-ops team), **Tough** 1/0, **Wealth** 1

Item of Power Attributes (Hyper-Optic Goggles)

Heightened Senses 3 (Sight, Infravision, Ultravision), **Special Defence** 2 (Flare x2)

Power Attributes

Armour 2, **Invisibility** 2 (Sight, Sound; Area 3; Targets 4), **Projection** 7 (Area 4; Duration 4; Range 3; Detectable, Electromagnetic signature, 1 BP; Restriction, Visual only, 5 BP), **Superstrength** 1

Skills

Interrogation 3/11 (Physical), **Intimidation** 2/8 (Street), **Military Sciences** 3/11 (Tactics), **Gun Combat** 3 (Pistol), **Ranged Defence** 2/3 (Personal), **Unarmed Attack** 2 (Strikes), **Unarmed Defence** 2 (Strikes)

Defects

Owned 3 BP (Henry Bendix), **Skeleton in the Closet** 3 BP (Evidence of murder, torture, extortion), **Unappealing** 2 BP

Skill Groups (Optional)

Military Level 2, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** Level +0

D20 SYSTEM

24	STR	REF +4	SAVE	INT	14
14	DEX	FORT +5	SAVE	WIS	14
16	CON	WILL +4	SAVE	CHA	8
+12	BAB	HIT 72	POINTS	BASE AC	+10
13	ECL	MAXIMUM 17	DAMAGE	ENERGY	50

Koroshi Knife Warriors

Character Points: 150/160
Adventurer Level 3

Known Powers

The *koroshi* are genetically engineered supersoldiers, and uniformly have world-class physical prowess (Body). While their intelligence (Mind) and willpower (Soul) are above human average, their limited education and brutal indoctrination ensure they do not challenge the status quo. All are given a ritual *koroshi* knife that they raise in supplication to Kaizen Gamorra; for field missions, they are equipped with teleport netting.

Koroshi have the power of Flight, and are able to reach tremendous velocities (achieving a recorded speed of approx. 20,000 kilometres per minute or 1.2 million kph). In combat, they fire devastating Red Beams from their eyes and hands, capable of incinerating a normal human instantly. They can also fly straight into targets, striking like Human Missiles, which causes massive structural damage.

Superhuman Strike Force Police Detachment

It is unknown if the Police Detachment had the same powers as the *koroshi* warriors. The one Midnighter fought seemed stronger and tougher, and radiated blue energies. The following customisation notes are simply one example of how to modify them:

- Increase Organisational Ties to Level 6 (2 Points)
- Add Superstrength Level 1 (4 Points)
- Change Gadgets to Police Uniform
- Change Special Attack "*Red Beams*" to "*Blue Energy*" (100, Flare, Knockback, Penetrating: Armour, Penetrating: Force Field, Slow)
- Remove Not So Tough Defect (increasing Health Points to 80 and Shock Value to 16)

TRI-STAT						
11	BODY	ATTACK	14	COMBAT	HEALTH	50
6	MIND	DEFENSE	9	COMBAT	SHOCK	10
5	SOUL	MAXIMUM	113	DAMAGE	ENERGY	55

Characteristic Attributes

Attack Combat Mastery 7, **Combat Technique** 1 (Steady Hand), **Defence Combat Mastery** 4, **Gadgets** 1 (Teleport Netting; Koroshi knife; Restriction, Fewer Gadgets, 1 BP), **Heightened Awareness** 1, **Organisational Ties** 4 (Clan Gamorra)

Power Attributes

Flight 12, **Special Attack** 8 *Red Beams* (100/5d6 +10, Burning, Penetrating: Armour, Penetrating: Force Field; Burns Energy, 10 EP, 4 BP), **Special Attack** 5 *Human Missile* (80/4d6+8 Damage, Area Effect x3, Knockback, Quake, Melee, Slow, Stoppable: If warrior is intercepted)

Skills

Demolitions 1/7 (Artificial Structures), **Navigation** 1/5 (Air), **Melee Attack** 1 (Knife), **Unarmed Attack** 2 (Strikes)

Defects

Marked 1BP (Clones with very similar features), **Not So Tough** 3 BP, **Owned** 3 BP (Kaizen Gamorra), **Significant Other** 1 BP (Kaizen Gamorra), **Wanted** 3 BP (Known international terrorists)

Skill Groups (Optional)

Military Level 1, **Attack Combat Mastery** +1, **Defence Combat Mastery** +0, **Power Bonus** Level +0

D20 SYSTEM						
22	STR	REF	+6	SAVE	INT	12
20	DEX	FORT	+17	SAVE	WIS	12
22	CON	WILL	+2	SAVE	CHA	8
+7	BAB	HIT	26	POINTS	BASE AC	+9
11	ECL	MAXIMUM	40	DAMAGE	ENERGY	44

Lorenzo Antonio Slzfi

Character Points: 125/150
Adventurer Level 8

Known Powers

Lorenzo describes himself as clever, and his world-class Mind certainly makes him one of the most cunning of the Blue. He has developed both Body and Soul to be among the best in the region, toned by a life of war. He is also unquestionably lucky (Divine Relationship), at least as regards to escaping certain death. Lorenzo is handsome (Features), and knows it.

Like the rest of his kind, he is more physically resilient (Armour, Tough) than normal humans, and his metabolism is naturally resistant (Special Defence) to Aging, Disease, and Poison. These evolutionary adaptations have helped ensured his long life. He also possesses Superstrength (2 tonnes). Lorenzo is a naturally gifted Telepath, able to read a subject's surface thoughts and sensory impressions. He can only scan one target at a time, Blue or human, but he can read a person's mind up to about 10 metres away, and even through walls. Using his Telepathy is draining, however, as it Burns Energy.

TRI-STAT							
9	Body	Attack	15	Combat	Health	150
11	Mind	Defense	14	Combat	Shock	30
9	Soul	Maximum	25	Damage	Energy	100

Characteristic Attributes

Attack Combat Mastery 6, **Combat Technique** 3 (Judge Opponent, Lightning Reflexes x2), **Defence Combat Mastery** 7, **Divine Relationship** 5 (Restriction, Only to escape death, 3 BP), **Features** 2 (Attractive x2), **Heightened Awareness** 6, **Highly Skilled** 7/3, **Tough** 2

Power Attributes

Armour 1, **Special Defence** 3 (Aging, Disease, Poison), **Telepathy** 6 (Blue and Humans; Range 1; Targets 1; Burns Energy, 1 EP/minute, 5 BP), **Superstrength** 1

Skills

Etiquette 5/12 (Upper Class), **Foreign Culture** 1/2 (Albion), **Interrogation** 3/10 (Psychological), **Intimidation** 1/5 (Political), **Languages** 1 (Italian, English), **Management and Administration** 3/10 (Government), **Piloting** 2/5 (Shiftship), **Riding** 2/5 (Horse), **Seduction** 5/10 (Female), **Stealth** 1/8 (Silent Movement), **Gun Combat** 2 (Pistol), **Melee Combat** 1/2 (Sword), **Melee Defence** 1/2 (Sword), **Ranged Defence** 1 (Personal), **Unarmed Attack** 1/2 (Grapple)

Defects

Awkward Size 1 BP, **Blind Fury** 1 BP (Presence of Jenny Sparks), **Confined Movement** 3 BP (Prisoner), **Marked** 3 BP (Blue skin)

Skill Groups (Optional)

Adventuring Level 1, **Diplomatic** Level 2, **Attack Combat Mastery** +1, **Defence Combat Mastery** +1, **Power Bonus** Level +0

D20 SYSTEM							
26	STR	Ref	+6	Save	Int	22
18	Dex	Fort	+6	Save	Wis	18
18	Con	Will	+6	Save	Cha	20
+10	BAB	Hit	100	Points	Base AC	+11
10	ECL	Maximum	18	Damage	Energy	78

Midnighter

Character Points: 300/325
Adventurer Level 10

Known Powers

The Midnighter is a physically enhanced (Body), extremely intelligent (Mind), willful bastard (Soul), with a Fight Computer implanted in his brain. It provides him with: warfare mastery (Attack and Defence Combat Mastery, Extra Attacks and Defences, and Massive Damage), and enhanced sensory analysis — including the ability to see electrical activity in others' brains, and detect post-human enhancements (Combat Technique, Heightened Awareness, Sixth Sense: ambushes, enemy tactics, and combat precognition). His Divine Relationship ensures fights go the way he has predicted. If the Fight Computer is negated, he loses all of these Powers.

Midnighter is resilient (Armour), and has limited Superstrength (2 tonnes) and Speed (100 kph for short bursts). He no longer needs to eat, is immune to disease, and can survive in anaerobic environments for short periods (Special Defence). He also has back-up organs (Regeneration, Tough, Hardboiled), making him very difficult to kill.

TRI-STAT						
14	BODY	ATTACK	22	COMBAT	HEALTH	280
12	MIND	DEFENSE	18	COMBAT	SHOCK	76
10	SOUL	MAXIMUM	72	DAMAGE	ENERGY	110

Characteristic Attributes

Attack Combat Mastery 10, **Combat Technique** 22 (Accuracy x3, Blind Fighting, Blind Shooting x2, Block Ranged Attacks, Concealment, Deflection, Judge Opponent, Hardboiled x2, Leap Attack, Lightning Reflexes x3, Portable Armoury, Steady Hand, Two Weapons x3, Weapons Encyclopaedia), **Defence Combat Mastery** 8/7, **Divine Relationship** 7 (Restriction, Only in combat, 1 BP), **Extra Attacks** 3, **Extra Defences** 4, **Gadgets** 5 (Assorted weapons, spiked gloves, etc.), **Heightened Awareness** 10, **Highly Skilled** 20/7, **Massive Damage** 4, **Tough** 8

Power Attributes

Adaptation 1 (Noxious Gases), **Armour** 3, **Enhanced Body** 4 (Dex x2, Con x2), **Enhanced Mind** 3 (Int x2, Wis), **Heightened Senses** 1 (Night vision), **Regeneration** 6 (Health Points; Reduction, 6 Health Points restored per round, -4/Level), **Sixth Sense** 2 (Ambushes, Enemy tactics; Area 4), **Sixth Sense** 2 (Precognition, 5 rounds; Restriction, Only for tactical analysis, 1 BP), **Special Defence** 9 (Aging, Air, Hunger x2, Disease x2, Pain x2, Poison), **Special Movement** 4 (Balance, Cat-Like, Swinging, Wall-Bouncing), **Speed** 1 (Reduction, Short bursts — maximum of 5 continuous rounds, -4/Level), **Superstrength** 1

Skills

Acrobatics 4/14 (Jumps), **Climbing** 4/8 (Walls), **Interrogation** 5/11 (Psychological), **Intimidation** 5/14 (Street), **Military Sciences** 5/14 (Hardware Recognition, Tactics), **Police Science** 2/6 (Criminology), **Stealth** 5/13 (Silent movement), **Urban Tracking** 3/7 (Underworld), **Gun Combat** 1 (Auto-Fire), **Heavy Weapons** 1 (Gunnery), **Melee Attack** 2 (Improvised Weapons), **Melee Defence** 1 (Improvised Weapons), **Ranged Defence** 2/3 (Personal), **Unarmed Attack** 3 (Strikes), **Unarmed Defence** 3 (Strikes)

Defects

Ism 1 BP (Gay), **Famous** 3 BP (Member of the Authority), **Significant Other** 1 BP (Apollo, acts as 3 BP), **Vulnerability** 2 BP (Fight computer negated, rare and can wipe out fighting Characteristic Attributes, acts as 3 BP)

Skill Groups (Optional)

Military Level 5, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** +0

D20 SYSTEM						
36	STR	REF	+11	SAVE	INT	24
26	DEX	FORT	+12	SAVE	WIS	24
28	CON	WILL	+10	SAVE	CHA	16
+15	BAB	HIT	270	POINTS	BASE AC	+15
42	ECL	MAXIMUM	42	DAMAGE	ENERGY	88

Regis

Character Points: 225/280
Adventurer Level 15

Known Powers

Regis is a natural powerhouse (Body), and his strong willed Soul is among the best in the region. He may be the most physically awesome of his people, exceptionally resilient (Armour, Tough; able to resist small arms fire), Superstrong (4 tonnes), fast (Extra Attacks), and blessed with baleful eyes (Features) and impressive horns (Natural Weapons).

A member of the full Blue, his metabolism (Special Defence) is superior to even the Blue hybrids; he has lived for centuries, and is resistant to Aging, Disease, Pain, and Poison, and likely can go without Sleep for days on end.

Regis is a naturally gifted Telepath, able to read a subject's surface thoughts and sensory impressions. He can only scan one Blue or human target at a time, and can read a person's mind up to about 10 metres away. Using his Telepathy is draining, however, as it Burns Energy. His true speciality is in combat Telepathy, which he uses to enhance his warfare (Attack and Defence Combat Mastery; Extra Defences). He also uses it to enhance his reflex time, strike accurately, and judge his opponent's capabilities (Combat Techniques); these effects do not Burn Energy.

TRI-STAT						
16	BODY	ATTACK 22	COMBAT	HEALTH	225
7	MIND	DEFENSE 21	COMBAT	SHOCK	55
9	SOUL	MAXIMUM 82	DAMAGE	ENERGY	80

Characteristic Attributes

Attack Combat Mastery 12 (Reduction, Telepathic Combat*, -1/Level), **Combat Technique** 2 (ACV Knockback, Hardboiled), **Combat Technique** 8 (Telepathic Combat*, Accuracy x3, Block Ranged Attacks, Judge Opponent, Lightning Reflexes x3; Dependent on Telepathy, 2 BP), **Defence Combat Mastery** 13 (Reduction, Telepathic Combat*, -1/Level), **Extra Attacks** 2, **Extra Defences** 3 (Reduction, Telepathic Combat*, -1/Level), **Features** 1 (Glowing eyes), **Highly Skilled** 13/1, **Massive Damage** 4 (Brawling), **Natural Weapons** 1 (Horns), **Organisational Ties** 10 (Ruler of Sliding Albion), **Tough** 5/0, **Wealth** 3

Power Attributes

Armour 4, **Special Defence** 7 (Aging x2, Air, Disease, Pain, Poison, Sleep), **Superstrength** 2, **Telepathy** 6 (Blue and Humans; Range 1; Targets 1; Burns Energy, 1 EP/minute, 5 BP)

Skills

Etiquette 3/5 (Upper class), **Foreign Culture** 1/2 (Sliding Albion/Sicily), **Interrogation** 3/10 (Physical), **Intimidation** 4/14 (Political), **Languages** 2 (Blue tongue, English, Italian), **Management and Administration** 3/8 (Government), **Military Sciences** 4/11 (Strategy), **Piloting** 2/8 (Shiftship), **Gun Combat** 2 (Pistol), **Heavy Weapons** 2 (Gunnery), **Ranged Defence** 2 (Personal), **Unarmed Attack** 3 (Grapple), **Unarmed Defence** 3 (Strike)

Defects

Awkward Size 1 BP, **Blind Fury** 2 BP (Thrill of Combat), **Famous** 3 BP (Ruler of Sliding Albion), **Less Capable** 3 BP (Agility), **Marked** 3 BP (Blue skin & horns), **Nemesis** 3 BP (Jenny Sparks), **Unappealing** 2 BP

Skill Groups (Optional)

Adventuring Level 1, **Military** Level 3, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** Level +0

* Telepathic Combat: Many of Regis's combat abilities are based upon his Telepathy. If he cannot actively scan the mind of a foe, he cannot access any of these abilities, or may do so at a reduced Level at the GM's discretion.

D20 SYSTEM						
48	STR	REF +8	SAVE	INT	14
16	DEX	FORT +20	SAVE	WIS	16
40	CON	WILL +8	SAVE	CHA	18
+19	BAB	HIT 315	POINTS	BASE AC	+16
23	ECL	MAXIMUM 55	DAMAGE	ENERGY	64

Saul Baxter
Character Points: 175/225
Adventurer Level 13

Known Powers

Saul Baxter, the Kheran Lord Emp, is naturally a superpowered being. His physical and mental abilities are among the best in the region (Body, Mind, Soul), surprising for such an unassuming figure. He is amazingly resilient (Armour, Tough; able to withstand small arms fire), and Superstrong (8 tonnes). He is seemingly immune (Special Defence) to aging and disease, and can survive in low-oxygen areas or with minimal food for short periods of time; additionally, he is resistant to pain and poison. Baxter can also generate a powerful Psychic Blast (Special Attack); this does physical damage, but is an unreliable power.

Baxter's influence is far greater than his impressive combat ability. He is highly connected to the US Intelligence (Organisational Ties), and commands great personal Wealth (having at least $1 million in liquid assets).

TRI-STAT						
9	Body	Attack 15	Combat	Health	190
10	Mind	Defense 12	Combat	Shock	48
9	Soul	Maximum 135	Damage	Energy	95

Characteristic Attributes

Attack Combat Mastery 6, **Combat Technique** 2 (Hardboiled, Judge Opponent), **Defence Combat Mastery** 5, **Extra Attacks** 1, **Extra Defences** 1, **Highly Skilled** 7/1, **Organisational Ties** 6 (US Intelligence), **Tough** 5, **Wealth** 2

Power Attributes

Armour 5, **Special Attack** 5 *Psychic Blast* (120/6d6+12 Damage, Area Effect, Short Range, Unreliable; Burns Energy, 20 EP, 6 BP), **Special Defences** 8 (Aging x2, Air, Disease x2, Hunger, Pain, Poison), **Superstrength** 3

Skills

Driving 2/8 (Car), **Electronics** 3/12 (Robotics), **Intimidation** 3/10 (Business), **Languages** 1 (English), **Management and Administration** 5/15 (Executive), **Mechanics** 3/12 (Micro), **Military Sciences** 3/12 (Tactics), **Physical Sciences** 3/15 (Engineering), **Piloting** 3/9 (Spaceraft), **Gun Combat** 1/3 (Pistol), **Unarmed Attack** 1/3 (Strikes), **Unarmed Defence** 1/3 (Strikes)

Defects

Marked 3 BP (Size), **Physical Impairment** 1 BP (3.5 feet tall), **Skeleton in the Closet** 2 BP (Actually an alien Kheran)

Skill Groups (Optional)

Adventuring Level 1, **Business** Level 2, **Attack Combat Mastery** +1, **Defence Combat Mastery** +1, **Power Bonus** Level +0

D20 System						
42	STR	Ref +8	Save	Int	20
18	Dex	Fort +9	Save	Wis	18
20	Con	Will +8	Save	Cha	20
+12	BAB	Hit 198	Points	Base AC	+9
17	ECL	Maximum 48	Damage	Energy	76

Swift (Shen Li-Min)

Character Points: 200/215
Adventurer Level 8

Known Powers

Swift is a fully activated seedling — physically (Body) and spiritually (Soul) at maximum human potential. As a flyer, she has the Features: innate sense of direction and ability to calculate flight trajectories. Swift can transform herself (Alternate Form), gaining wings that allow powerful flight, and deadly claws and talons (Natural Weapons); these can be manifested in any combination. With a thought, her claws and talons vanish. It is unclear what happens with her wings; she once claimed they fell off and rotted away. She has mastered several Special Attacks — to divebomb, she must ascend to a great height, then plummet rapidly. For her sonic boom, she must simply break the sound barrier, stunning those nearby.

Swift can survive in the chill and low-oxygen of thin atmospheres (Adaptation), has amazing sight and hearing (Heightened Senses), and an ability to read the air currents to locate disturbances or predict weather patterns (Sixth Sense).

TRI-STAT

12	Body	17	Combat Attack	120	Health
9	Mind	18	Combat Defense	24	Shock
12	Soul	107	Damage Maximum	105	Energy

Characteristic Attributes

Attack Combat Mastery 6, **Combat Technique** 6 (Accuracy, Leap Attack, Lightning Reflexes, Steady Hand, Two Weapons x2), **Defence Combat Mastery** 9, **Divine Relationship** 3, **Extra Attacks** 1, **Extra Defences** 3, **Features** 2 (Appearance, Innate direction sense), **Heightened Awareness** 6, **Highly Skilled** 15/9

Power Attributes

Adaptation 1 (Thin Atmosphere), **Alternate Form** 4 (Winged Form), **Enhanced Body** 2 (Dex, Con), **Heightened Senses** 4 (Hearing x2, Sight x2), **Sixth Sense** 2 (Air currents, Weather; Area 8), **Special Movement** 2 (Balance, Cat-Like)

Alternate Form Attributes (Winged Form)

Features 1 (Taloned prehensile feet), **Flight** 6 (Restriction, Wings require open space and air, 2 BP; Restriction, Top speed 1500 kph, 3 BP), **Massive Damage** 3 (Claws, Talons), **Natural Weapons** 2 (Claws, Talons), **Special Attack** 3 *Divebomb* (40/2d6+4 Damage, Knockback, Penetrating: Armour x3, Spreading, Melee, Slow, Stoppable: If Swift is intercepted), **Special Attack** 3 *Sonic Boom* (60/3d6+6 Damage, Area Effect, Flare: Sound, Stun, Melee, Unique Defect: Must fly top speed), **Marked** 3 BP (Wings, claws, and talons)

Skills

Acrobatics 3/6 (Balance), **Computers** 1/3 (A.I.), **Electronics** 2/6 (Sensors), **Foreign Culture** 2 (China, Tibet), **Intimidation** 3/6 (Street), **Languages** 2 (Tibetan, English, Mandarin), **Law** 2/5 (International Law), **Military Sciences** 4/8 (Tactics), **Navigation** 5/10 (Air), **Physical Sciences** 3/6 (Aeronautics), **Piloting** 5/10 (Spacecraft), **Social Sciences** 1/3 (Theology), **Stealth** 3/7 (Silent Movement), **Urban Tracking** 3/8 (Underworld), **Gun Combat** 2 (Pistol), **Ranged Defence** 1 (Personal), **Unarmed Attack** 2 (Strikes), **Unarmed Defence** 2 (Strikes)

Defects

Famous 3 BP (Member of the Authority), **Skeleton in the Closet** 1 BP (Prophecy of the Egg of Dhammpada)

Skill Groups (Optional)

Military Level 3, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** +0

D20 SYSTEM

18	STR	+7	Save Ref	18	INT
20	DEX	+7	Save Fort	24	WIS
20	CON	+9	Save Will	18	CHA
+10	BAB	88	Points Hit	+14	Base AC
16	ECL	39	Damage Maximum	84	Energy

Windsor
Character Points: 75/90
Adventurer Level 5

Known Powers

Although Windsor is a normal human, his figurehead position as the ruler of Albion does convey significant power and influence. His Organisational Ties represent his command over the soldiers and fleets of Albion, the nation's trade and industry, and even the country's people. Compared to most humans on Sliding Earth, Windsor is fabulously rich (Wealth; $10 million in liquid assets), and such monies and political sway cause dozens of toadies and sycophants to swarm around him (Henchmen).

Windsor indicates experience or training in the courtly arts — governance, seduction, the pistol and the sword. With a word he can requisition weapons or armaments from the Royal Navy, and the Palace Guard are his dedicated bodyguards ... at least until Regis gives countermanding orders.

TRI-STAT							
6	BODY	ATTACK	6	COMBAT	HEALTH	55
7	MIND	DEFENSE	4	COMBAT	SHOCK	11
5	SOUL	MAXIMUM	6	DAMAGE	ENERGY	60

Characteristic Attributes

Henchmen 7 (Loyal toadies; Will not fight), **Highly Skilled** 6/5, **Organisational Ties** 8 (Puppet King of Albion), **Wealth** 4

Skills

Etiquette 4/6 (Upper class), **Foreign Culture** 2/4 (Blue, Sliding Sicily), **Gaming** 3/6 (Cards), **Intimidation** 3/6 (Political), **Languages** 1 (English, Italian), **Management and Administration** 3/4 (Government), **Riding** 2/3 (Horse), **Seduction** 3/6 (Female), **Stealth** 1/2 (Silent movement), **Gun Combat** 3 (Pistol), **Melee Combat** 2/1 (Sword), **Melee Defence** 2/1 (Sword)

Defects

Blind Fury 2 BP (When frightened), **Fame** 2 BP (King of Albion), **Owned** 3 BP (By Regis), **Skeleton in the Closet** 3 BP (Hatred of the Blue)

Skill Groups (Optional)

Diplomatic Level 3, **Attack Combat Mastery** +2, **Defence Combat Mastery** +1, **Power Bonus** Level +0

D20 SYSTEM							
12	STR	REF	+2	SAVE	INT	14
12	DEX	FORT	+3	SAVE	WIS	10
14	CON	WILL	+1	SAVE	CHA	12
+2	BAB	HIT	40	POINTS	BASE AC	+1
4	ECL	MAXIMUM	5	DAMAGE	ENERGY	46

Yngvi

Character Points: 140/170
Adventurer Level 10

Known Powers

Yngvi is exceptionally fit of Mind and Body, as befits Regis's chief advisor. Although more of a politician than a fighter, he has clearly studied the arts of war, and is normally armed with a pistol and sabre (Gadgets). After Windsor's death, Yngvi is given the governance of Albion (Organisational Ties), and all the power and prestige that entails.

Like the rest of his kind, he is more physically resilient (Armour, Tough) than normal humans, and his metabolism is naturally resistant (Special Defence) to Aging, Disease, and Poison. These evolutionary adaptations have helped ensured his long life. He also possesses Superstrength (2 tonnes). Yngvi possesses limited Telepathy — he is only able to pick up surface thoughts. He can only scan one target at a time, Blue or human, but he can read a person's mind up to about 10 metres away. Using his Telepathy is draining, however, as it Burns Energy.

TRI-STAT							
9	BODY	ATTACK	13	COMBAT	HEALTH	120
9	MIND	DEFENSE	13	COMBAT	SHOCK	24
7	SOUL	MAXIMUM	23	DAMAGE	ENERGY	80

Characteristic Attributes

Attack Combat Mastery 3, **Combat Technique** 4 (Accuracy, Judge Opponent, Portable Armoury, Weapons Encyclopaedia), **Defence Combat Mastery** 7, **Features** 1 (Appearance), **Gadgets** 1 (Albion pistol, cavalry sabre, etc.), **Highly Skilled** 13/2, **Organisational Ties** 8 (Regis's chief advisor; governance of Albion), **Tough** 2, **Wealth** 2

Power Attributes

Armour 1, **Special Defence** 3 (Aging, Disease, Poison), **Telepathy** 4 (Blue and Humans; Range 1; Targets 1; Burns Energy, 1 EP/minute, 5 BP), **Superstrength** 1

Skills

Etiquette 4/8 (Upper Class), **Foreign Culture** 1/2 (Sliding Albion), **Interrogation** 3/7 (Psychological), **Intimidation** 3/5 (Political), **Languages** 2 (Dutch, English, Italian), **Management and Administration** 5/10 (Government), **Military Sciences** 5/11 (Strategy), **Piloting** 4/8 (Shiftship), **Riding** 3/5 (Horse), **Gun Combat** 2 (Pistol), **Heavy Weapons** 2 (Gunnery), **Melee Combat** 2/1 (Sword), **Melee Defence** 2/1 (Sword), **Ranged Defence** 2 (Personal), **Unarmed Attack** 1 (Strike)

Defects

Awkward Size 1 BP, **Famous** 1 BP (Regis's Chief Advisor), **Marked** 3 BP (Blue Skin), **Owned** 3 BP (Regis)

Skill Groups (Optional)

Diplomatic Level 3, **Military** Level 1, **Attack Combat Mastery** +2, **Defence Combat Mastery** +2, **Power Bonus** Level +0

D20 SYSTEM							
26	STR	REF	+6	SAVE	INT	18
16	DEX	FORT	+8	SAVE	WIS	16
20	CON	WILL	+6	SAVE	CHA	14
+10	BAB	HIT	132	POINTS	BASE AC	+10
12	ECL	MAXIMUM	17	DAMAGE	ENERGY	64

70th-Century Kansas City

Character Points: 285/335, d20 Challenge Rating: 28

TRI-STAT						
10	BODY	ATTACK	11	COMBAT	HEALTH	300
9	MIND	DEFENSE	4	COMBAT	SHOCK	60
10	SOUL	MAXIMUM	131	DAMAGE	ENERGY	95

D20 SYSTEM						
84	STR	REF	+6	SAVE	INT	18
18	DEX	FORT	+9	SAVE	WIS	20
24	CON	WILL	+7	SAVE	CHA	14
+5	BAB	HIT	221	POINTS	BASE AC	+2
28	ECL	MAXIMUM	62	DAMAGE	ENERGY	72

Characteristic Attributes

Armour 20 (Thin areas, 1 BP), **Attack Combat Mastery** 2/5, **Dynamic Powers** 3 (Limited Time Travel, major; Activation Time, 1 month, 10 BP; Burns Energy, 80 EP, 9 BP), **Extra Arms** 3 (4 arms), **Extra Attacks** 5, **Flight** 3, **Heightened Senses** 2 (Radar Sense, Vision), **Special Attack** 10 *Big Ray Guns* (120/6d6+12 Damage, Area Effect, Spreading x2, Long Range), **Special Attack** 8 *Batteries of Small Ray Guns* (80/4d6+8 Damage, Auto-Fire, Spreading), **Special Defence** 10 (Air x2, Disease x2, Hunger x2, Poison x2, Sleep x2), **Superstrength** 8, **Toughness** 10/17, **Highly Skilled** 0/20

Skills

Special Ranged Attack 2/8 (Big Ray Guns, Batteries of Small Ray Guns), **Unarmed Attack** 1/5 (Grappling, Strikes)

Defects

Achilles Heel 2 BP (Electrical attacks), **Awkward Size** 17 BP, **Less Capable** 2 BP (Empathy, Charisma), **Inept Defence** 4 BP, **Marked** 3 BP (Kansas City), **Nemesis** 3 BP (Alien enemies and their construct)

African Spore

Character Points: 175/205, d20 Challenge Rating: 15

TRI-STAT						
9	BODY	ATTACK	9	COMBAT	HEALTH	145
3	MIND	DEFENSE	4	COMBAT	SHOCK	29
6	SOUL	MAXIMUM	69	DAMAGE	ENERGY	145

D20 SYSTEM						
26	STR	REF	+0	SAVE	INT	6
8	DEX	FORT	+6	SAVE	WIS	12
18	CON	WILL	+3	SAVE	CHA	6
+6	BAB	HIT	110	POINTS	BASE AC	-1
15	ECL	MAXIMUM	24	DAMAGE	ENERGY	136

Characteristic Attributes

Adaptation (Noxious Gases) 1, **Armour** 2, **Attack Combat Mastery** 3/6, **Extra Arms** 4, **Extra Attacks** 1 (Reduction, Melee attacks and geysers only, -1/Level), **Energy Bonus** 5, **Natural Weapons** 2 (Claws, Tentacles), **Regeneration** 2 (Energy Points), **Sidekick** 12 (Baby monster; Takes 100 Energy Points to spawn), **Special Attack** 10 *Poison Environment* (Damage 20/1d6+2, Area Effect x10, Aura, Melee, Toxic), **Special Attack** 3 *Explosive Geysers* (Damage 60/3d6+6, Area Effect, Indirect, Short Range, Inaccurate), **Superstrength** 1, **Toughness** 4/11, **Tunnelling** 2

Defects

Awkward Size 5 BP, **Less Capable** 1 BP (Empathy), **Less Capable** 2 BP (Agility), **Less Capable** 1 BP (Running Speed), **Marked** 3 BP, **Physical Impairment** 3 BP (Cannot move bulk of body), **Unappealing** 3 BP, **Unskilled** 3 BP



Spore Pods

Character Points: 40/50, d20 Challenge Rating: 1

TRI-STAT						
4	BODY	ATTACK	2	COMBAT	HEALTH	45
1	MIND	DEFENSE	0	COMBAT	SHOCK	9
1	SOUL	MAXIMUM	2	DAMAGE	ENERGY	10

D20 SYSTEM						
10	STR	REF	-1	SAVE	INT	2
8	DEX	FORT	+0	SAVE	WIS	2
10	CON	WILL	-4	SAVE	CHA	2
+1	BAB	HIT	12	POINTS	BASE AC	-1
1	ECL	MAXIMUM	4	DAMAGE	ENERGY	8

Characteristic Attributes

Adaptation 4 (Intense Cold, Intense Heat, Noxious Gases, Vacuum), **Features** 3 (Extra Capacity x3), **Flight** 8, **Special Defence** 2 (Air x2), **Toughness** 1/0

Defects

Awkward Size 2 BP, **Physical Impairment** 4 BP (No Limbs; Cannot Speak), **Marked** 3 BP, **Unappealing** 3 BP, **Unskilled** 3 BP

Killer Heralds

Character Points: 65/80, d20 Challenge Rating: 3

TRI-STAT						
15	BODY	ATTACK	12	COMBAT	HEALTH	55
1	MIND	DEFENSE	10	COMBAT	SHOCK	11
2	SOUL	MAXIMUM	42	DAMAGE	ENERGY	15

D20 SYSTEM						
36	STR	REF	+11	SAVE	INT	2
30	DEX	FORT	+8	SAVE	WIS	2
24	CON	WILL	-3	SAVE	CHA	4
+7	BAB	HIT	26	POINTS	BASE AC	+11
3	ECL	MAXIMUM	35	DAMAGE	ENERGY	10

Characteristic Attributes

Attack Combat Mastery 6/7, **Defence Combat Mastery** 6/1, **Flight** 3, **Natural Weapons** 1 (Horns), **Superstrength** 1, **Toughness** 0/2

Defects

Diminutive 2 BP (Cat sized), **Not So Tough** 3 BP, **Physical Impairment** 4 BP (Cannot Speak; No Limbs), **Marked** 3 BP, **Unappealing** 3 BP, **Unskilled** 3 BP

Watch Spore of God

Character Points: 125/150, d20 Challenge Rating: 10

TRI-STAT						
11	BODY	ATTACK	10	COMBAT	HEALTH	175
7	MIND	DEFENSE	5	COMBAT	SHOCK	35
4	SOUL	MAXIMUM	50	DAMAGE	ENERGY	55

D20 SYSTEM						
44	STR	REF	+7	SAVE	INT	14
11	DEX	FORT	+8	SAVE	WIS	12
24	CON	WILL	+7	SAVE	CHA	8
+5	BAB	HIT	130	POINTS	BASE AC	+6
10	ECL	MAXIMUM	31	DAMAGE	ENERGY	46

Characteristic Attributes

Adaptation 1 (Noxious Gases), **Armour** 3, **Attack Combat Mastery** 3/5, **Elasticity** 1, **Extra Arms** 6, **Extra Attacks** 4, **Natural Weapons** 2 (Claws, Tentacles), **Special Defence** 6 (Aging x2, Air x2, Hunger x2), **Superstrength** 3, **Toughness** 5, **Tunnelling** 3

Defects

Awkward Size 8 BP, **Marked** 3 BP, **Unappealing** 3 BP, **Unskilled** 3 BP

Antibody

Character Points: 70/95, d20 Challenge Rating: 4

TRI-STAT						
13	BODY	ATTACK	9	COMBAT	HEALTH	70
1	MIND	DEFENSE	6	COMBAT	SHOCK	14
1	SOUL	MAXIMUM	79	DAMAGE	ENERGY	10

D20 SYSTEM						
34	STR	REF	+8	SAVE	INT	2
22	DEX	FORT	+9	SAVE	WIS	2
26	CON	WILL	-3	SAVE	CHA	2
+5	BAB	HIT	40	POINTS	BASE AC	+8
4	ECL	MAXIMUM	57	DAMAGE	ENERGY	8

Characteristic Attributes

Adaptation (God's Bloodstream) 1, **Attack Combat Mastery** 4/5, **Extra Arms** 3, **Defence Combat Mastery** 3, **Massive Damage** 7 (Tentacles), **Natural Weapons** 2 (Spines, Tentacles), **Heightened Senses** 3 (Hearing, Vision x2), **Superstrength** 1, **Water Speed** 5, **Toughness** 0/3

Defects

Awkward Size 1 BP, **Marked** 3 BP, **Owned** 3 BP, **Unique Defect: Attack Restriction** 2 BP (Creatures not native to God's body), **Unappealing** 3 BP, **Unskilled** 3 BP

Baby Monster

Character Points: 60/75, d20 Challenge Rating: 2

TRI-STAT						
8	BODY	ATTACK	10	COMBAT	HEALTH	120
3	MIND	DEFENSE	6	COMBAT	SHOCK	24
4	SOUL	MAXIMUM	30	DAMAGE	ENERGY	35

D20 SYSTEM						
24	STR	REF	+1	SAVE	INT	6
12	DEX	FORT	+4	SAVE	WIS	8
18	CON	WILL	-1	SAVE	CHA	4
+6	BAB	HIT	50	POINTS	BASE AC	+1
2	ECL	MAXIMUM	18	DAMAGE	ENERGY	26

Characteristic Attributes

Adaptation 1 (Noxious Gases), **Armour** 2 (Thin Area: Eyes, 1 BP), **Attack Combat Mastery** 5/6, **Extra Arms** 3, **Extra Attacks** 1, **Heightened Senses** 1 (Vision), **Natural Weapons** 2 (Claws, Tentacles), **Superstrength** 1, **Toughness** 3/5

Defects

Awkward Size 3 BP, **Less Capable** 1 BP (Empathy), **Marked** 3 BP, **Unappealing** 3 BP, **Unskilled** 3 BP

Horses

Character Points: 17/30, d20 Challenge Rating: 1/2

TRI-STAT						
8	BODY	ATTACK	2	COMBAT	HEALTH	50
2	MIND	DEFENSE	2	COMBAT	SHOCK	10
2	SOUL	MAXIMUM	12	DAMAGE	ENERGY	20

D20 SYSTEM						
16	STR	REF	+2	SAVE	INT	4
14	DEX	FORT	+4	SAVE	WIS	12
18	CON	WILL	+1	SAVE	CHA	4
-2	BAB	HIT	20	POINTS	BASE AC	+2
1	ECL	MAXIMUM	10	DAMAGE	ENERGY	32

Characteristic Attributes

Armour 1 (Reduction, Only stops 2 damage, -2/Level), **Features** 1 (Extra legs: x2 running speed), **Superstrength** 1, **Toughness** 0/2

Defects

Awkward Size 1 BP, **Inept Attack** 6 BP, **Physical Impairment** 3 BP (Cannot Speak; No Hands) **Unskilled** 3 BP

Rescue Worker

Character Points: 35/35, Adventurer Level 1

TRI-STAT						
5	BODY	ATTACK	5	COMBAT	HEALTH	50
5	MIND	DEFENSE	3	COMBAT	SHOCK	10
5	SOUL	MAXIMUM	5	DAMAGE	ENERGY	50

D20 SYSTEM						
12	STR	REF	+0	SAVE	INT	10
10	DEX	FORT	+1	SAVE	WIS	12
12	CON	WILL	+1	SAVE	CHA	12
+0	BAB	HIT	7	POINTS	BASE AC	+0
1/2	ECL	MAXIMUM	6	DAMAGE	ENERGY	46

Characteristic Attributes

Gadgets 2 (Thermal imagers, axes, tools, first aid kits; Conditional Ownership, 1 BP), **Organisational Ties** 2 (Emergency services agency)

Skills

Area Knowledge 1/4 (Any city), **Driving** 1/4 (Small Truck), **Medical** 1/4 (Emergency Response), **Powerlifting** 2/4 (Humans)

Defects

Red Tape 1 BP, **Unskilled** 1 BP

Gamorra Island Technician

Character Points: 35/30, Adventurer Level 1

TRI-STAT						
4	BODY	ATTACK	5	COMBAT	HEALTH	40
7	MIND	DEFENSE	3	COMBAT	SHOCK	8
4	SOUL	MAXIMUM	5	DAMAGE	ENERGY	55

D20 SYSTEM						
10	STR	REF	-1	SAVE	INT	14
8	DEX	FORT	+0	SAVE	WIS	10
10	CON	WILL	+0	SAVE	CHA	8
+0	BAB	HIT	6	POINTS	BASE AC	-1
1/2	ECL	MAXIMUM	5	DAMAGE	ENERGY	42

Characteristic Attributes

Gadgeteer 1, **Gadgets** 1 (Appropriate tools; Conditional Ownership, 1 BP), **Organisational Ties** 2 (Clan Gamorra)

Skills

Area Knowledge 1 (Gamorra), **Computers** 2/4 (Programming), **Languages** 1 (Cantonese, English), **Biological Sciences**, **Electronics** or **Mechanics** 3/4 (Choose one, plus specialisation), **Unassigned Skill Points** 6/14

Defects

Red Tape 1 BP, **Owned** 3 BP (Clan Gamorra)

SS Guard

Character Points: 50/50, Adventurer Level 1

TRI-STAT						
7	BODY	ATTACK	7	COMBAT	HEALTH	45
4	MIND	DEFENSE	5	COMBAT	SHOCK	9
4	SOUL	MAXIMUM	7	DAMAGE	ENERGY	40

D20 SYSTEM						
14	STR	REF	+1	SAVE	INT	10
12	DEX	FORT	+3	SAVE	WIS	10
16	CON	WILL	+0	SAVE	CHA	10
+2	BAB	HIT	9	POINTS	BASE AC	+3
1/2	ECL	MAXIMUM	7	DAMAGE	ENERGY	38

Characteristic Attributes

Attack Combat Mastery 2, **Defence Combat Mastery** 2, **Gadgets** 1 (Horse, rifle, submachine gun or dart gun; Conditional Ownership, acts as 2 BP, 1 BP), **Highly Skilled** 4/7, **Organisational Ties** 2 (Nazi Party)

Skills

Driving 2/3 (Motorcycle), **Interrogation** 1 (Physical), **Languages** 1 (German, English), **Military Sciences** 2/3 (Tactics), **Riding** 3 (Horse), **Wilderness Survival** 2 (Mountain), **Wilderness Tracking** 1 (Mountain), **Gun Combat** 2 (Auto-Fire, Rifle), **Heavy Weapons** 1 (Gunnery), **Ranged Defence** 1 (Personal), **Unarmed Defence** 1 (Strikes)

Defects

Not So Tough 1 BP, **Owned** 3 BP (SS), **Red Tape** 2 BP

Electric German Superman

Character Points: 90/100, Adventurer Level 3

TRI-STAT						
10	BODY	ATTACK	10	COMBAT	HEALTH	85
4	MIND	DEFENSE	7	COMBAT	SHOCK	17
7	SOUL	MAXIMUM	90	DAMAGE	ENERGY	55

D20 SYSTEM						
20	STR	REF	+5	SAVE	INT	10
18	DEX	FORT	+7	SAVE	WIS	14
22	CON	WILL	+3	SAVE	CHA	12
+4	BAB	HIT	36	POINTS	BASE AC	+6
5	ECL	MAXIMUM	32	DAMAGE	ENERGY	50

Characteristic Attributes

Attack Combat Mastery 3, **Defence Combat Mastery** 2, **Highly Skilled** 1/0, **Organisational Ties** 4

Power Attributes

Armour 4 (Optimised vs. Electricity), **Flight** 3, **Special Attack** 2 *Electricity Blast* (80/4d6+8 Damage, Backblast, Short Range; Burns Energy, 5 EP, 3 BP), **Special Defence** 4 (Disease x2, Hunger x2)

Skills

Gun Combat 1 (Rifle), **Ranged Defence** 1 (Personal), **Special Ranged Attack** 2 (Electricity Blast)

Defects

Achilles Heel 1 BP (Water attacks), **Bane** 2 BP (Water), **Marked** 3 BP (Body of blue-white sparks), **Owned** 3 BP (Nazi Party), **Special Requirement** 2 BP (Recharge from electrical outlets in lieu of food)

Note: These statistics are a "what if" example of what might have happened had Hitler Youth volunteers been subjected to a successful experimental process intended to transform them into electrical supersoldiers.



Being Blue

The Blue of Sliding Albion are supernaturally powerful. Regis is not only superstrong, but displays powerful telepathic combat abilities. Lorenzo, similarly, demonstrates telepathic ability. Full Blue are effectively immortal, while even hybrids can live far longer than normal humans.

Of course, the Blue might have other powers that are unreported, as varied as the superpowers among Earth's posthumans. GMs are encouraged to use the following templates as a basis for full blooded and hybrid Blue, adding or removing powers are necessary to give the heroes a challenge.

Blue (Full Blood) Template

Template Cost: 22 Character Points

Body +2, **Mind** +1

Dex +4, **Con** +4, **Int** +4

Armour +1, **Special Defence** +4 (Aging x2, Disease, Poison), **Superstrength** +1, **Telepathy** +4 (Blue and humans; Range +1; Targets +1; Burns Energy, 1 EP/minute, 5 BP), **Tough** +2

Awkward Size 1 BP, **Marked** (Blue skin) 3 BP

Blue (Hybrid) Template

Template Cost: 10 Character Points

Body +1, **Mind** +1

Con +4, **Int** +4

Armour +1, **Special Defence** +3 (Aging, Disease, Poison), **Superstrength** +1, **Telepathy** +2 (Blue and humans; Range +1; Targets +1; Burns Energy, 1 EP/minute, 5 BP)

Awkward Size 1 BP, **Marked** (Blue skin) 3 BP

Sliding Albion Shiftship Captain

Character Points: 80/85, Adventurer Level 3

TRI-STAT						
5	BODY	ATTACK	8	COMBAT	HEALTH	55
7	MIND	DEFENSE	6	COMBAT	SHOCK	11
6	SOUL	MAXIMUM	8	DAMAGE	ENERGY	55

D20 SYSTEM						
10	STR	REF	+3	SAVE	INT	14
14	DEX	FORT	+1	SAVE	WIS	14
10	CON	WILL	+3	SAVE	CHA	12
+3	BAB	HIT	18	POINTS	BASE AC	+4
3	ECL	MAXIMUM	5	DAMAGE	ENERGY	54

Characteristic Attributes

Attack Combat Mastery 2, **Defence Combat Mastery** 2, **Gadgets** 9 (Shiftship Cruiser, Albion pistol, cavalry sabre; Conditional Ownership 2 BP), **Highly Skilled** 1/0, **Organisational Ties** 6 (Sliding Albion Royal Navy)

Skills

Area Knowledge 1/3 (Home city), **Etiquette** 1/2 (Middle or Upper Class), **Military Sciences** 2/6 (Tactics), **Heavy Weapons** 1/6 (Gunnery), **Navigation** 1/3 (Air, Space), **Piloting** 2/4 (Spacecraft), **Ranged Defence** 1/2 (Air Vehicle)

Defects

Red Tape 1 BP

Sliding Albion Cavalry

Character Points: 50/55, Adventurer Level 2

TRI-STAT						
6	BODY	ATTACK	8	COMBAT	HEALTH	55
4	MIND	DEFENSE	3	COMBAT	SHOCK	11
5	SOUL	MAXIMUM	8	DAMAGE	ENERGY	45

D20 SYSTEM						
10	STR	REF	+2	SAVE	INT	10
14	DEX	FORT	+1	SAVE	WIS	9
12	CON	WILL	-1	SAVE	CHA	11
+4	BAB	HIT	14	POINTS	BASE AC	+2
1/2	ECL	MAXIMUM	5	DAMAGE	ENERGY	39

Characteristic Attributes

Attack Combat Mastery 3, **Gadgets** 2 (Albion rifle, Albion pistol, cavalry sabre, cavalry horse; Conditional Ownership, 1 BP), **Organisational Ties** 2 (Sliding Albion Cavalry), **Highly Skilled** 4/5

Skills

Area Knowledge 2/1 (Sliding London), **Etiquette** 1/2 (Middle or Upper Class), **Military Science** 3/5 (Teamwork), **Riding** 3/4 (Horse), **Wilderness Tracking** 2/4 (Forest), **Gun Combat** 2 (Rifle), **Melee Attack** 2/1 (Sword), **Melee Defence** 2/1 (Sword)

Defects

Not So Tough 1 BP, **Red Tape** 1 BP

Sliding Albion Palace Guard

Character Points: 90/100, Adventurer Level 3

TRI-STAT						
9	BODY	ATTACK	10	COMBAT	HEALTH	65
6	MIND	DEFENSE	7	COMBAT	SHOCK	13
6	SOUL	MAXIMUM	20	DAMAGE	ENERGY	60

D20 SYSTEM						
26	STR	REF	+4	SAVE	INT	14
16	DEX	FORT	+5	SAVE	WIS	12
18	CON	WILL	+2	SAVE	CHA	12
+4	BAB	HIT	30	POINTS	BASE AC	+6
5	ECL	MAXIMUM	19	DAMAGE	ENERGY	50

Characteristic Attributes

Attack Combat Mastery 3, **Combat Technique** 2 (Block Ranged Attacks, Judge Opponent), **Defence Combat Mastery** 3, **Gadgets** 2 (Spears, shields, Albion pistol, etc.; Conditional Ownership 1 BP), **Heightened Awareness** 5, **Highly Skilled** 6/5, **Organisational Ties** 4 (Sliding Albion Royal Guard)

Power Attributes

Armour 1, **Special Defence** 3 (Aging, Disease, Poison), **Superstrength** 1, **Telepathy** 2 (Blue and humans; Range 1; Targets 1; Burns Energy, 1 EP/minute, 5 BP)

Skills

Area Knowledge 3 (Sliding London), **Etiquette** 2 (Upper Class), **Military Science** 3 (Teamwork), **Riding** 2 (Horse), **Gun Combat** 2 (Rifle or Pistol), **Melee Attack** 3 (Sword or Polearms), **Melee Defence** 2 (Sword or Polearms), **Unassigned Skill Points** 14 (These should be used for Skills like Intimidation, Urban Tracking, Wilderness Survival, or Wilderness Tracking.)

Defects

Awkward Size 1 BP, **Marked** 3 BP (Blue skin), **Not So Tough** 1 BP, **Red Tape** 1 BP,

Sliding Albion Shiftship Royal Marine

Character Points: 40/40, Adventurer Level 1

TRI-STAT						
6	BODY	ATTACK	6	COMBAT	HEALTH	45
4	MIND	DEFENSE	3	COMBAT	SHOCK	9
5	SOUL	MAXIMUM	6	DAMAGE	ENERGY	40

D20 SYSTEM						
12	STR	REF	+1	SAVE	INT	10
12	DEX	FORT	+2	SAVE	WIS	11
14	CON	WILL	+0	SAVE	CHA	9
+1	BAB	HIT	8	POINTS	BASE AC	+1
1/2	ECL	MAXIMUM	6	DAMAGE	ENERGY	41

Characteristic Attributes

Attack Combat Mastery 1, **Gadgets** 2 (Albion Pistol and Albion rifle, terrorism pack, survival kit; Conditional Ownership 1 BP), **Organisational Ties** 2 (Sliding Albion Royal Marines)

Skills

City Knowledge 1 (Home city), **Demolitions** 1 (Artificial Structures), **Gun Combat** 1 (Pistol or Rifle), **Intimidation** 1 (Street), **Heavy Weapons** 1 (Gunnery), **Military Sciences** 1 (Teamwork)

Defects

Not So Tough 1 BP, **Red Tape** 1 BP

Sliding Albion Shiftship Pilot

Character Points: 65/65, Adventurer Level 2

TRI-STAT						
6	BODY	ATTACK	7	COMBAT	HEALTH	50
5	MIND	DEFENSE	5	COMBAT	SHOCK	10
6	SOUL	MAXIMUM	7	DAMAGE	ENERGY	55

D20 SYSTEM						
12	STR	REF	+2	SAVE	INT	10
14	DEX	FORT	+1	SAVE	WIS	12
12	CON	WILL	+1	SAVE	CHA	12
+3	BAB	HIT	14	POINTS	BASE AC	+4
1	ECL	MAXIMUM	6	DAMAGE	ENERGY	46

Characteristic Attributes

Attack Combat Mastery 2, **Defence Combat Mastery** 2, **Highly Skilled** 3/0, **Gadgets** 5 (Shiftship Fighter, Albion pistol; Conditional Ownership 2 BP), **Organisational Ties** 4 (Sliding Albion Royal Navy)

Skills

Military Sciences 3/2 (Tactics), **Heavy Weapons** 2/1 (Gunnery), **Piloting** 3/2 (Jet Fighter), **Ranged Defence** 2 (Air Vehicle)

Defects

Not So Tough 1 BP, **Red Tape** 1 BP

Robot Einstein

Character Points: 40/40, Adventurer Level 1

TRI-STAT						
9	BODY	ATTACK	7	COMBAT	HEALTH	55
4	MIND	DEFENSE	3	COMBAT	SHOCK	11
2	SOUL	MAXIMUM	7	DAMAGE	ENERGY	30

D20 SYSTEM						
16	STR	REF	+3	SAVE	INT	8
16	DEX	FORT	+4	SAVE	WIS	4
18	CON	WILL	-3	SAVE	CHA	4
+2	BAB	HIT	10	POINTS	BASE AC	+3
1/2	ECL	MAXIMUM	10	DAMAGE	ENERGY	20

Characteristic Attributes

Attack Combat Mastery 2

Power Attributes

Alternate Form 1 (Cosmetic Changes; Restriction, Appearance must be set when created, cannot be changed, 1 BP), **Special Defence** 10 (Disease x2, Hunger x2, Pain x2, Poison x2, Sleep x2)

Skills

Gun Combat 1 (Pistol), **Piloting** 1/3 (Spacecraft)

Defects

Owned 3 BP (Lorenzo), **Special Requirement** 2 BP (Recharge from electrical outlets in lieu of food), **Unskilled** 2 BP

Note: In that era, Sliding Albion could presumably have made other robot duplicates and used them for assassination attempts. This technology may have been lost in later years.

Colonel Pruzhany's Black Ops Team

Character Points: 60/60, Adventurer Level 2

TRI-STAT						
8	BODY	ATTACK	9	COMBAT	HEALTH	65
6	MIND	DEFENSE	7	COMBAT	SHOCK	13
7	SOUL	MAXIMUM	9	DAMAGE	ENERGY	65

D20 SYSTEM						
16	STR	REF	+2	SAVE	INT	12
14	DEX	FORT	+3	SAVE	WIS	14
18	CON	WILL	+2	SAVE	CHA	12
+3	BAB	HIT	20	POINTS	BASE AC	+4
1	ECL	MAXIMUM	10	DAMAGE	ENERGY	52

Characteristic Attributes

Attack Combat Mastery 2, **Defence Combat Mastery** 2, **Gadgets** 3 (Chemical laser rifle, hover platforms, tactical armour, etc.; Conditional Ownership, 2 BP), **Highly Skilled** 6/4, **Organisational Ties** 2 (Henry Bendix's Death Squad)

Skills

Demolitions 1 (Artificial Structures), **Driving** 1 (Any), **Interrogation** 1/2 (Physical), **Intimidation** 1 (Street), **Languages** 1 (Russian, English), **Medical** 1 (Emergency Response), **Military Sciences** 2/3 (Tactics), **Piloting** 1 (Vertol), **Sports** 2/1 (Parachuting), **Stealth** 2/3 (Silent Movement), **Swimming** 2/1 (Scuba), **Wilderness Survival** 1 (Arctic), **Gun Combat** 3/1 (Rifle), **Melee Attack** 1 (Knife), **Ranged Defence** 1 (Personal), **Unarmed Attack** 1 (Strikes)

Defects

Not So Tough 1 BP, **Owned** 2 BP (Pruzhany), **Red Tape** 1 BP





Random Character Creation

Players who are new to the Tri-Stat System may wish to use the following quick start rules to create a character quickly. Similarly, Game Masters may use these rules to hastily create a villain *du jour* for an upcoming game session.

Designer's Note

It is possible to roll up the occasional combination that doesn't make sense due to story or game mechanics (such as someone with Special Defence against Aging x3). In those instances, the GM is encouraged to let players reroll or choose an option that is more appropriate.

Once players become familiar and comfortable with the game, they can create their own, custom-made characters using the full Character Creation rules presented in Chapter 3. While the options presented herein will create fully functional characters, they will lack the depth and dimension that players can instil in their own designs.

Step 1: Determine the Character's Origin

Roll one 12-sided die and consult Table A-1: Character Origin to determine what the character did before he or she became a superhero or villain. GMs should be aware that the following origins do not represent the average person in society, who would normally have lower Stats and Attributes. For example, the Professor Origin does not represent an average teacher at the local community college — it represents an exceptional person with an exceptional destiny.

Table A-1: Character Origin

Roll	Origin
1	**Alien**. The character is from an alien culture, either another planet (such as Khera), an alternate dimension (such as Sliding Albion), or from a fantastic realm on Earth (like an underworld city). The character has Stat values of 12, 8, and 6 that the player may assign to Body, Mind, and Soul as desired. The character also has Special Defence (Aging x2, Disease, Poison) +4. He or she also has Marked -3, and Nemesis (Rival alien empire) -3.
2	**Athlete**. The character is a professional athlete, with Olympic qualifications. He or she has a Body of 11, Mind of 5, and a Soul of 8, as well as Tough +3, Wealth +1, and the Adventuring Skill Group +1. The character also has Famous -3.
3	**Doctor**. The character is an award wining medical doctor. He or she has a Body of 4, a Mind of 10, and a Soul of 9, as well as Organisational Ties (Hospital) +6, and the Scientific Skill Group +2. The character has Red Tape -2.
4	**Dot-Com Success**. The character is a savvy computer businessman who made a fortune in the tech sector. He or she has a Body of 6, a Mind of 11, and a Soul of 4, as well as Wealth +2, the Business Skill Group +3, and the Technical Skill Group +1. The high stress lifestyle has had an impact on him or her, however, and the character has Recurring Nightmares -1 OR Special Requirement -1.
5	**Philanthropist**. The character is fabulously wealthy, and often donates heavily to a variety of unusual causes that catch his or her fancy. He or she has a Body of 6, a Mind of 6, and a Soul of 9, as well as Wealth +5, the Philosophy Skill Group +2, and the Business Skill Group +1. The character has Significant Other (Loved one) -2, and Skeleton in Closet (Secret identity) -2.
6	**Police Officer**. The character is an experienced law enforcement officer. He or she has a Body of 7, a Mind of 6, and a Soul of 6, as well as Attack Combat Mastery +1, Organisational Ties (Police) +4, Tough +1, and the Detective Skill Group +2. The character has Red Tape -2, and Significant Other (Partner OR loved one) -1.
7	**Professor**. The character is a renowned academic. He or she has a Body of 5, a Mind of 10, and a Soul of 10, as well as Heightened Awareness +1, Organisational Ties (University) +4, and Philosophy Skill Group +4. The character has Famous -2, and Red Tape -1.
8	**Scientist**. The character is a cutting edge scientist, working at pushing the envelope of technological theory. He or she has a Body of 4, a Mind of 12, and a Soul of 6, as well as Gadgeteer +1, and Scientific Skill Group +3. The character has Owned (Project Sponsors) -1.
9	**Soldier**. The character is a special forces operative. He or she has a Body of 10, a Mind of 6 and a Soul of 6, as well as Attack Combat Mastery +2, Combat Technique: Lightning Reflexes +1, Tough +1, and Military Skill Group +2. The character has Recurring Nightmares -1, and either Owned (Army) -2 OR Wanted (AWOL) -2.
10	**Street Punk**. The character lives rough on the streets, either as a runaway or homeless individual. He or she has a Body of 6, a Mind of 7, and a Soul of 9, as well Combat Technique (Concealment) +1, Defence Combat Mastery +4, Divine Relationship +2, and the Street Skill Group +2. The character has Marked (Tattoos OR Piercings) -1, and Skeleton in the Closet (Petty crimes) -2.
11	**Student**. The character is a promising student at a well respected university. He or she has a Body of 7, a Mind of 7, and a Soul of 7, as well as Business Skill Group +1, Philosophy Skill Group +1, Technical Skill Group +1, and Unknown Superhuman Power (10 Unused Points). The character has Ism (Undergrad student) -1. Note: the Game Master should assist the player in using the 10 Unused Points to improve his or her character's Powers (in Step 3).
12	**Vat Grown Clone**. The character is a genetically engineered being, created in a clandestine laboratory. He or she has a Body of 10, Mind of 10, and Soul of 10, as well as Combat Technique (Hardboiled) +1, and Tough +1. The character also has Owned (Creator) -3 OR Wanted (Creator) -3.

Step 2: Determine Superhuman Nature

After determining the character's Origin, roll on Table A-2: Superhuman Nature to discover how your character received his or her superhuman abilities. These are not the only means of acquiring powers in the Authority's universe, but these are some of the most common ways. Note: If your character's Origin is Alien or Vat Grown Clone, add +2 to this roll.

Table A-2: Superhuman Nature

Roll	Nature
1	**Alien Abduction**. Several races of aliens (Kherans, Daemonites, and unknown beings) have meddled in human history. Numerous superbeings have been created through their inhuman surgeries. Add Body +1, Soul +2, Sixth Sense (Alien Abductors) +1, Special Defence (Aging, Disease, Poison) +3, Tough +2, Marked (Surgery scars) -2, and Recurring Nightmares -2.
2	**Evolution**. A tiny population — many of whom were born on January 1st, 1900 — of the Earth is naturally weird and influential in the public and secret histories of the world. Add Soul +3, Divine Relationship +4, Special Defence (Aging, Disease, Poison) +3, Recurring Nightmares -1, and Skeleton in the Closet (Wrong choices) -2.
3	**Alien/Human Hybrid**. Kheran, Daemonite, and Blue aliens have all bred with humanity, spawning mixed-breed children, many of whom demonstrate powerful abilities. Add Body +2, Special Defence (Aging, Disease, Poison) +3, Superstrength +1, Telepathy +2, Awkward Size -1 and Marked -2 (OR Marked -3), and Less Capable (Luck) -1, Less Capable (Perception) -1.
4-5	**Vent**. A parallel Earth shunted a bacteriological attack across dimensions to London, England. Although the bacterial cloud was neutralized, it empowered numerous people. Add Body +1, Mind +1, Armour +1, and Heightened Awareness +3.
6-8	**Seedling**. A comet passed close to Earth, emitting strange radiation. Many people (or their children) were imbued with a latent power. Some manifest these abilities naturally, and others have to be activated. Add Body +1, Soul +1, Massive Damage (Primary attack) +2, and Mind Shield +2.
9-10	**Gen-Active**. The mutagenic "Gen-Factor" was created by the United States and used to generate powers in numerous individuals. Their children also often have powers. Add Body +1, Mind +1, Soul +1, Energy Bonus +1, Special Defence (Poison, Sleep) +2, Special Requirement (Starts to die if Energy depleted) -2.
11+	**Bioengineered**. Although forbidden by international law, there are cases of beings transformed into weapons of mass destruction by several top-secret military and corporate programs. Add Body +3, Armour +1, Combat Technique (Hardboiled, Lightning Reflexes), and Owned (Creators) -1 OR Achilles Heel (Roll on Table A-6) -1.

Step 3: Determine Archetype

After determining the character's Superhuman Nature, roll on Table A-3: Character Archetypes to discover what role he or she fulfils. The archetypes listed below do not come close to the full range of character types possible in a superhero game, and only represent a few of the standard models found in comics.

Table A-3: Character Archetypes

Roll	Archetype
1	Brain
2	God of Cities
3	Maker
4	Night's Bringer of War
5	Powerhouse
6	Shaman
7	Sneak
8	Spirit of the 20th Century
9	Speedster
10	Sun King
11	Weaponmaster
12	Winged Huntress

Step 4: Determine Powers

After determining the character's Superhuman Nature, roll on Table A-4: Character Powers to discover what superhuman abilities he or she possesses.

Table A-4A: Brain

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +4, **Combat Technique** (Judge Opponent) +1, **Defence Combat Mastery** +3, **Divine Relationship** +1, **Dynamic Powers** (Mind) +1, **Energy Bonus** +4, **Enhanced Mind** +6, **Enhanced Soul** +3, **Extra Defences** +2, **Force Field** (Stops 60; Personal) +3, **Heightened Awareness** +5, **Mind Shield** +3, **Sixth Sense** (Mental Energies, Emotions) +2, **Special Attack** "*Mind Blast*" (40 Damage, Mind Attack, Drop Shields) +6, **Special Movement** (Dimension Hop: Astral) +1, **Telekinesis** (Burns Energy 20 EP or 1/two rounds) +6, **Telepathy** +6
7-12	*Type II:* **Attack Combat Mastery** +5, **Combat Techniques** (Block Ranged Attacks, Judge Opponent, Lightning Reflexes x3) +5, **Defence Combat Mastery** +3, **Divine Relationship** +1, **Dynamic Powers** (Mind) +1, **Enhanced Mind** +5, **Enhanced Soul** +5, **Extra Defences** +2, **Heightened Awareness** +5, **Mind Control** +4, **Mind Shield** +5, **Telekinesis** (Burns Energy 10 EP or 1/six minutes) +8, **Telepathy** +8

Table A-4B: God of Cities

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +5, **Combat Techniques** (Blind Fighting, Hardboiled, Lightning Reflexes) +3, **Defence Combat Mastery** +4, **Divine Relationship** +1, **Dynamic Powers** (Cities) +6, **Enhanced Body** +5, **Enhanced Soul** +2, **Extra Defences** +2, **Jumping** +3, **Sixth Sense** (City Events) +1, **Special Movement** (Balance, Cat-like, Wall-Bouncing, Wall-Crawling, Zen Direction) +6, **Superstrength** +1, **Tough** +2
7-12	*Type II:* **Armour** +4, **Attack Combat Mastery** +7, **Combat Techniques** (Hardboiled) +1, **Defence Combat Mastery** +4, **Divine Relationship** +1, **Dynamic Powers** (Cities) +3, **Enhanced Body** +7, **Enhanced Soul** +2, **Extra Defences** +2, **Heightened Awareness** +5, **Heightened Senses** (Infravision, Ultravision) +2, **Jumping** +4, **Sixth Sense** (City Events, Postcognition, Precognition) +3, **Special Defence** (Air, Hunger, Disease, Pain, Poison) +5, **Special Movement** (Balance, Cat-like, Wall-Bouncing, Wall-Crawling, Zen Direction) +6, **Superstrength** +4, **Tough** +1

Table A-4C: Maker

Roll	Powers Gained
1-6	*Type I:* **Armour** +3, **Attack Combat Mastery** +3, **Combat Techniques** (Accuracy, Judge Opponent, Weapons Encyclopaedia) +3, **Defence Combat Mastery** +3, **Divine Relationship** +1, **Dynamic Powers** (Nanotechnology) +6, **Enhanced Mind** +6, **Extra Defences** +1, **Features** (Appearance x2) +2, **Gadgeteer** +6, **Heightened Awareness** +3, **Special Defence** (Aging, Disease x2, Poison x2) +5
7-12	*Type II:* **Armour** +5, **Attack Combat Mastery** +2, **Combat Technique** (Steady Hand, Two Weapons) +2, **Divine Relationship** +1, **Dynamic Powers** (Nanotechnology) +7, **Enhanced Mind** +4, **Enhanced Soul** +2, **Features** (Appearance x2) +2, **Gadgeteer** +2, **Special Attack** "*Hand Cannons*" (20 Damage, Penetrating: Armour x2, Hand-Held, Short Range) +1, **Special Defence** (Disease x2, Poison x2) +4

Designer's Note

For ease of quick start play, many options found in the complete character creation chapter (page 84) are not provided here. If a power requires a PMV, assume it to be equal to the Level of the Attribute, or whatever is most appropriate.

Similarly, a few combinations may provide strange or incompatible results. GMs are encouraged to let players go with the most reasonable — or most fun — result.

Table A-4D: Night's Bringer of War

Roll	Powers Gained
1-6	*Type I:* **Armour** +3, **Attack Combat Mastery** +8, **Combat Techniques** (Accuracy, Blind Fighting, Blind Shooting, Concealment, Judge Opponent, Hardboiled x2, Lightning Reflexes x3, Portable Armoury, Two Weapons, Weapons Encyclopaedia) +13, **Defence Combat Mastery** +5, **Divine Relationship** +3, **Dynamic Powers** (Warfare) +1, **Enhanced Body** +5, **Enhanced Mind** +2, **Extra Attacks** +1, **Extra Defences** +2, **Features** (Appearance) +1, **Gadgets** (Weapons) +2, **Heightened Awareness** +1, **Heightened Senses** (Sight, Hearing) +2, **Massive Damage** +4, **Regeneration** +3, **Superstrength** +2, **Tough** +2
7-12	*Type II:* **Armour** +2, **Attack Combat Mastery** +11, **Combat Techniques** (Accuracy, Blind Fighting, Judge Opponent, Hardboiled, Lightning Reflexes x3) +7, **Defence Combat Mastery** +9, **Divine Relationship** +5, **Dynamic Powers** (Warfare) +1, **Enhanced Body** +4, **Enhanced Soul** +3, **Extra Attacks** +1, **Extra Defences** +2, **Features** (Appearance) +1, **Heightened Awareness** +2, **Heightened Senses** (Sight, Hearing) +2, **Massive Damage** +2, **Natural Weapons** (Claws) +1, **Regeneration** +2, **Speed** +2, **Superstrength** +1, **Tough** +2

Table A-4E: Powerhouse

Roll	Powers Gained
1-6	*Type I:* **Armour** +7, **Attack Combat Mastery** +7, **Combat Techniques** (Blind Fighting, Hardboiled) +2, **Divine Relationship** +3, **Dynamic Powers** (Strength) +1, **Enhanced Body** +10, **Extra Attacks** +1, **Heightened Awareness** +5, **Immovable** +5, **Jumping** +2, **Regeneration** +1, **Special Defence** (Air, Hunger, Sleep, Pain) +4, **Superstrength** +9, **Tough** +6
7-12	*Type II:* **Armour** +5, **Attack Combat Mastery** +5, **Defence Combat Mastery** +4, **Divine Relationship** +2, **Dynamic Powers** (Strength) +1, **Enhanced Body** +8, **Enhanced Soul** +5, **Extra Attacks** +1 **Extra Defences** +2, **Immovable** +2, **Jumping** +4, **Special Attack** "*Quake*" (40 Damage, Area Effect, Muscle Powered, Quake, Stun, Melee) +4, **Special Defence** (Air, Sleep) +2, **Special Movement** (Balance, Cat-like) +2, **Speed** +1, **Superstrength** +7, **Tough** +2

Table A-4F: Shaman

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +4, **Combat Techniques** (Judge Opponent) +1, **Defence Combat Mastery** +4, **Divine Relationship** +5, **Dynamic Powers** (Primal element; Burns Energy — 10 EP or 30 EP/Day) +5, **Energy Bonus** +4, **Enhanced Soul** +5, **Extra Defences** +1, **Gadgeteer** (Magical) +2, **Power Bonus** +2, **Sixth Sense** (Magic, Element, Spirits) +3, **Special Movement** (Zen Direction) +1
7-12	*Type II:* **Attack Combat Mastery** +6, **Defence Combat Mastery** +6, **Divine Relationship** +2, **Dynamic Powers** (Primal element; Burns Energy — 10 EP or 30 EP/Day) +4, **Energy Bonus** +4, **Enhanced Soul** +9, **Extra Defences** +2, **Heightened Awareness** +5, **Mind Shield** +3, **Power Bonus** +2, **Sixth Sense** (Magic, Element, Spirits) +3

Table A-4G: Sneak

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +5, **Combat Techniques** (Concealment, Lightning Reflexes x2) +3, **Defence Combat Mastery** +9, **Divine Relationship** +3, **Dynamic Powers** (Stealth) +1, **Enhanced Body** +4, **Enhanced Mind** +4, **Extra Defences** +3, **Flight** +1, **Force Field** (Stops 40; Personal) +2, **Gadgets** (Dirty tricks) +5, **Gadgeteer** +1, **Heightened Awareness** +6, **Heightened Senses** (Sight, Hearing, Infravision, Ultravision) +4, **Mind Shield** +5, **Nullify** (Drain; Burns Energy — 5 EP) +3, **Sensory Block** (Sight, Hearing, Infravision, Ultravision, Electric Current, Homing Weapons, Radar, Radio, Ultrasonic) +9, **Special Attack** "*Cyberknife*" (40 Damage, Penetrating: Armour x3, Hand-Held, Melee) +2
7-12	*Type II:* **Armour** +1, **Attack Combat Mastery** +7, **Combat Techniques** (Accuracy, Concealment, Portable Armoury, Weapons Encyclopaedia) +4, **Defence Combat Mastery** +4, **Divine Relationship** +3, **Dynamic Powers** (Stealth) +1, **Enhanced Body** +3, **Enhanced Mind** +6, **Extra Attacks** +1, **Extra Defences** +1, **Gadgets** (Dirty tricks) +3, **Gadgeteer** +1, **Heightened Awareness** +4, **Heightened Senses** (Sight x2, Infravision, Ultravision) +4, **Invisibility** (Personal; Sight, Infravision, Ultravision) +3, **Jumping** +2, **Massive Damage** +2, **Sixth Sense** (Being watched) +1, **Special Attack** "*Sniper Blast*" (80 Damage, Accurate, Long Range, Undetectable, Limited Shots, Slow) +8, **Special Defence** (Hunger, Pain, Sleep) +3, **Speed** (Burns Energy — 5 EP/round) +2

Table A-4H: Spirit of the 20th Century

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +5, **Defence Combat Mastery** +5, **Divine Relationship** +5, **Dynamic Powers** (Major element, limited; Burns Energy:10 EP or 30 EP/Day) +5, **Energy Bonus** +2, **Enhanced Body** +3, **Enhanced Mind** +3, **Enhanced Soul** +3, **Extra Defences** +1, **Features** (Appearance) +1, **Heightened Awareness** +5, **Immunity** (Element) +6, **Power Bonus** +2, **Reincarnation** +1, **Special Defence** (Disease x2, Poison) +3, **Variable Intensity Regeneration** (Element, Health Points) +4
7-12	*Type II:* **Attack Combat Mastery** +5, **Defence Combat Mastery** +3, **Divine Relationship** +3, **Dynamic Powers** (Major element; Burns Energy:10 EP or 30 EP/Day) +7, **Energy Bonus** +1, **Enhanced Body** +1, **Enhanced Mind** +1, **Enhanced Soul** +1, **Extra Defences** +1, **Features** (Appearance) +1, **Heightened Awareness** +1, **Immunity** (Element) +6, **Power Bonus** +3, **Reincarnation** +1, **Sixth Sense** (Strange Events) +1, **Special Defence** (Disease x2, Poison) +3, **Special Movement** (Zen Direction) +1,**Variable Intensity Regeneration** (Element, Health Points) +2

Table A-4I: Speedster

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +7, **Defence Combat Mastery** +9, **Divine Relationship** +2, **Dynamic Powers** (Speed; Burns Energy: 30 EP or 1 EP/round) +1, **Enhanced Body** +8, **Extra Attacks** +2, **Extra Defences** +4, **Gadgeteer** +4, **Massive Damage** +2, **Regeneration** +2, **Special Defence** (Sleep) +1, **Special Movement** (Zen Direction) +1, Speed +5
7-12	*Type II:* **Attack Combat Mastery** +5, **Combat Techniques** (Lightning Reflexes x2) +2, **Defence Combat Mastery** +7, **Divine Relationship** +3, **Dynamic Powers** (Speed; Burns Energy: 30 EP or 1 EP/round) +1, **Enhanced Body** +5, **Enhanced Mind** +2, **Enhanced Soul** +2, **Extra Attacks** +2, **Extra Defences** +3, **Features** (Appearance) +1, **Force Field** (Stops 40; Personal) +2, **Heightened Awareness** +7, **Regeneration** +1, **Special Attack** "*Rapid Punch*" (60 Damage, Auto-Fire, Knockback, Stun, Melee) +6, **Speed** +4

Table A-4J: Sun King

Roll	Powers Gained
1-6	*Type I:* **Armour** +4, **Attack Combat Mastery** +8, **Defence Combat Mastery** +3, **Divine Relationship** +2, **Dynamic Powers** (Sun King; Burns Energy: 20 EP) +1, **Enhanced Body** +3, **Enhanced Soul** +1, **Extra Attacks** +2, **Extra Defences** +1, **Features** (Appearance x2) +2, **Flight** +5, **Heightened Senses** (Sight x2) +2, **Immunity** (Heat) +6, **Special Attack** "*Solar Wave*" (60 Damage, Long Range, Spreading x2; Burns Energy: 10 EP) +6, **Special Defence** (Air x2, Hunger, Sleep) +4, **Superstrength** +3, Tough +3, **Variable Intensity Regeneration** (Sunlight, Energy Points) +3, **Variable Intensity Regeneration** (Source, Health Points)+1
7-12	*Type II:* **Armour** +6, **Attack Combat Mastery** +10, **Combat Techniques** (Hardboiled, Lightning Reflexes) +2, **Defence Combat Mastery** +1, **Divine Relationship** +1, **Dynamic Powers** (Sun King; Burns Energy: 20 EP) +1, **Enhanced Body** +2, **Enhanced Mind** +1, **Enhanced Soul** +1, **Extra Attacks** +1, **Extra Defences** +1, **Features** (Appearance x2) +2, **Flight** +4, **Heightened Awareness** +1, **Immunity** (Heat) +6, **Special Attack** "*Light Lase*"(40 Damage, Accuracy; Burns Energy: 10 EP) +4, **Special Defence** (Air x2, Hunger, Sleep) +4, **Superstrength** +7, **Tough** +1, **Variable Intensity Regeneration** (Sunlight, Energy Points) +1, **Variable Intensity Regeneration** (Source, Health Points) +3

Table A-4K: Weaponmaster

Roll	Powers Gained
1-6	*Type I:* **Attack Combat Mastery** +7, **Combat Techniques** (Blind Fighting, Blind Shooting, Block Ranged Attacks, Deflection, Reflection, Hardboiled, Lightning Reflexes) +7, **Defence Combat Mastery** +9, **Divine Relationship** +3, **Dynamic Powers** (Weaponstyle) +2, **Enhanced Body** +3, **Enhanced Mind** +3, **Extra Attacks** +1, **Extra Defences** +2, **Heightened Awareness** +2, **Massive Damage** +3, **Mind Shield** +2, **Special Defence** (Pain, Poison) +2, **Special Movement** (Balance, Cat-Like, Wall-Bouncing) +3, **Superstrength** +2, **Tough** +2 **Item of Power** (*Weapon & Shield*) +6: **Armour** (Shield, Stops 80) +4, **Immovable** +2, **Special Attack** "*Weapon Strike*" (60 Damage, Affects Incorporeal, Burning, Flare, Knockback, Muscle Powered, Penetrating Armour, Hand-Held, Melee) +6
7-12	*Type II:* **Attack Combat Mastery** +6, **Combat Techniques** (Blind Shooting, Concealment, Judge Opponent, Lightning Reflexes) +4, **Defence Combat Mastery** +5, **Divine Relationship** +3, **Dynamic Powers** (Powersuit) +2, **Enhanced Body** +4, **Enhanced Mind** +2, **Extra Attacks** +1, **Extra Defences** +2, **Gadgets** (Mini-weapons, tools) +4, **Gadgeteer** +3 **Item of Power** (*Powersuit*)+15: **Armour** (Stops 60) +3, **Flight** +3, **Invisibility** (Personal; Infravision, Radar) +2, **Regeneration** +1, **Special Attack** "*Energy Sword*" (100 Damage, Flare, Knockback, Muscle Powered, Penetrating: Force Fields x2, Hand-Held, Melee) +7, **Special Attack** "*Energy Net*"(80 Damage, Area Effect, Tangle, Limited Shots, Short Range, No Damage) +4, **Speed** +1, **Superstrength** +1

Table A-4L: Winged Huntress

Roll	Powers Gained
1-6	*Type I:* **Adaptation** (Intense Cold, Intense Heat) +2, **Attack Combat Mastery** +6, **Combat Techniques** (Accuracy, Leap Attack, Lightning Reflexes x2, Steady Hand, Two Weapons) +6, **Defence Combat Mastery** +10, **Divine Relationship** +3, **Dynamic Powers** (Flight) +1, **Enhanced Body** +4, **Enhanced Soul** +2, **Extra Attacks** +1, **Extra Defences** +2, **Features** (Wings) +1, **Flight** +6, **Gadgets** (Guns) +2, **Heightened Awareness** +5, **Heightened Senses** (Sight x2, Hearing x2) +4, **Natural Weapons** (Claws, Talons) +2, **Sixth Sense** (Air currents, Weather) +2, **Special Attack** "*Fly By*"(40 Damage Penetrating: Armour x4, Knockback, Slow, Melee) +4, **Special Defence** (Air, Hunger, Sleep) +3, **Special Movement** (Balance, Cat-Like, Zen Direction) +3, Speed +1
7-12	*Type II:* **Adaptation** (Intense Cold, Intense Heat) +2, **Armour** +1, **Attack Combat Mastery** +5, **Defence Combat Mastery** +6, **Divine Relationship** +2, **Dynamic Powers** (Flight) +1, **Enhanced Body** +4, **Enhanced Mind** +1, **Enhanced Soul** +4, **Extra Attacks** +1, **Extra Defences** +2, **Features** (Sense of Direction, Wings) +2, **Flight** +7, **Heightened Awareness** +3, **Heightened Senses** (Sight x2, Ultravision) +3, **Invisibility** (Personal; Radar) +1, **Natural Weapons** (Claws, Talons) +2, **Special Attack** "*Dive-bomb*" (100 Damage, Knockback, Muscle-Powered, Quake, Melee, Slow, Stoppable: If intercepted) +4, **Special Attack** "*Sonic Boom*" (40 Damage, Knockback, Spreading x2, Stun, Melee) +4, **Speed** +2, **Superstrength** +1, **Tough** +1

Step 5: Determine Defects

All superpowered characters should have a Defect of some sort, a weakness that they must overcome in daily life. Roll one die and consult Table A-5: Character Defects to determine the character's main Defect.

Note: For ease of play, all of the Defects below are considered to worth 3 BP. If, based on Defects acquired earlier in this process, a Defect would be worth more than 3 BP, the player should reroll, or discuss the effects with the GM.

Step 6: The Final Details

The character is now complete except for the character's background story and motivation. The degree to which the player or GM wishes to develop the character depends on its intended use. A one-shot NPC villain requires far less development than a player's character intended for campaign play. See Character Outline on page 87 for the details that should be fleshed out for the character's background.

Table A-5: Character Defects

Roll	Defect Gained
1	**Achilles Heel**. The character has a weakness to a common substance and loses twice as many Health Points when attacked with that material. Roll on Table A-6: Defect Specifics to determine what the character is susceptible to.
2	**Backlash**. If the character ever fails a check when using one particular power (the Attribute with the second highest Level), the character suffers a backlash, taking 20 points of damage, or some other, similar sort of backlash.
3	**Bane**. The character takes damage from simple contact with a common substance, suffering 60 points of damage each round of exposure. Roll on Table A-6: Defect Specifics to determine what the character is susceptible to.
4	**Marked**. When the character gained his or her superpowers, the character also gained some obvious, identifying mark. Roll on Table A-6: Defect Specifics to determine the mark.
5	**Nemesis**. The character has a Nemesis who constantly hinders his or her efforts. Generate a new character, or choose one from the campaign world, to serve as the character's Nemesis.
6	**Phobia**. The character is terribly afraid of something common such as heights, spiders, crowds, etc. He or she has tremendous difficulty functioning when subjected to the fear. Roll on Table A-6: Defect Specifics to determine what the character is afraid of.
7	**Special Requirement**. The character must met a Special Requirement in order to function, such as taking a particular drug, drinking blood, draining life force, or recharging with electricity. This can represent an addiction, a medical condition, or a non-human metabolism. Roll on Table A-6: Defect Specifics to determine what the character needs.
8	**Unreliable Power**. One of the character's Powers (the Power with the second highest Attribute Level) does not always function properly. The character must make a successful Stat check using the relevant Stat for the Power (or Soul if none is listed), with a -6 check value penalty in order to activate the Power. If the check fails, the Power does not activate and the character loses an action in the failed attempt. The character may attempt to use the Power again next round (in combat), or in an hour (out of combat).
9	**Vulnerability**. The character loses all Powers when he or she is around a specific substance. This substance can be rare, but must not be unique or impossible to encounter in the game environment. The character will regain access to his or her Powers when the substance is removed from the area (roughly 50 m from the character). Roll on Table A-6: Defect Specifics to determine the character's vulnerability.
10	**Activation Time**. One of the character's Powers (the Power with the second highest Attribute Level) takes time to "warm up." To use the power takes 1 extra round.
11	**Burns Energy**. One of the character's Powers (the Power with the second highest Attribute Level) uses Energy Points to function. Whenever the character uses the Attribute, it drains 5 EP for an immediate effect, or 1 EP/30 minutes for ongoing Powers.
12	**Weak Point**. The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If an attacker hits the weak point, the character suffers an automatic critical hit. The weak point is small, and attempting to strike it results in a -4 Called Shot penalty.

Table A-6: Defect Specifics

Roll	Achilles Heel/Bane	Marked	Phobia	Special Requirement	Vulnerability
1-2	Fire	Antennae	Crowds	Alchemical Potion	Gamma Radiation
3-4	Silver	Burning Hair	Darkness	Electrical Current	Electromagnetic Pulse
5-6	Steel	Prominent Tattoos	Heights	Prayer	Magic
7-8	Water	Odd Skin Colour	Small Spaces	Drug Injection	Meteor Rock
9-10	Wood	Stone Skin	Spiders	Needs Sunlight	Extreme Cold
11-12	Electricity	Horns/Fangs	Fire	Drink Blood	Uranium

AUTHORITY SUPPLEMENTAL

d20 Notes

These notes explain the new rules needed to fully use *The Authority RPG* with *Silver Age Sentinels d20*. It is suggested that only the Adventurer class be used, although GMs who are comfortable with the other classes in *SAS d20* may allow those as well.

The Adventurer class for *The Authority RPG* has the following changes:

Adventurer

Level	BAB	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	+5 Character Points
2	+1	+0	+0	+0	+5 Character Points
3	+1	+1	+1	+1	+5 Character Points
4	+2	+1	+1	+1	+5 Character Points
5	+2	+1	+1	+1	+5 Character Points
6	+3	+2	+2	+2	+5 Character Points
7	+3	+2	+2	+2	+5 Character Points
8	+4	+2	+2	+2	+5 Character Points
9	+4	+3	+3	+3	+5 Character Points
10	+5	+3	+3	+3	+5 Character Points
11	+5	+3	+3	+3	+5 Character Points
12	+6/+1	+4	+4	+4	+5 Character Points
13	+6/+1	+4	+4	+4	+5 Character Points
14	+7/+2	+4	+4	+4	+5 Character Points
15	+7/+2	+5	+5	+5	+5 Character Points
16	+8/+3	+5	+5	+5	+5 Character Points
17	+8/+3	+5	+5	+5	+5 Character Points
18	+9/+4	+6	+6	+6	+5 Character Points
19	+9/+4	+6	+6	+6	+5 Character Points
20	+10/+5	+6	+6	+6	+5 Character Points

Character Power Point Levels

Characters in *The Authority RPG* are often far more powerful than in other superpower games. It is suggested that GMs let players build characters in the range of very high-powered characters (225 Points) up to extremely high-powered characters (325 Points).

New Rules

The following rules are new in this book.

Energy Points

This Calculated Value can be used for games where the GM feels that characters possess a personal reserve of energy that is depleted when carrying out difficult tasks. Its use is recommended for *The Authority RPG*. Energy Points are needed to fuel Power Attributes that are associated with the Burns Energy Defect and Special Attacks that have the Uses Energy Disability. If your character's Energy Point total is ever reduced to 0, he or she will fall unconscious from exhaustion.

To calculate your character's initial Energy Point total, multiply the character's Wisdom by two, and add the character's Intelligence and Charisma. **(Wis x2) + Int + Cha**

Energy Points are further modified by the Energy Bonus Attribute.

Uses Energy

This is a Special Attack Disability. The attack drains 10 Energy Points. This Disability can be taken twice, and, if so, it uses 10 Energy Points per Rank of the Special Attack (minimum of 20).

Recovering Energy Points

This rule is only used in campaigns where Energy Points are used. The average of the character's Int, Wis, and Cha (rounded up), or **([Int + Wis + Cha] ÷ 3)** equals the number of Energy Points the character recovers every hour whether the character rests or not. For a more realistic game, this amount is only recovered with total rest; the character only recovers half that value if he or she remains active.

Energy Points in Play

Energy Points are used to fuel certain power Attributes (those assigned the Defect Burns Energy). They are also used to push a character's powers beyond his or her normal range.

New Attributes

Agents

Agents operates in exactly the same way as as outlined on page 97, though the Relevant Ability Score is Charisma.

Combat Technique: Deflection, Hardboiled, Reflection

The Deflection, Hardboiled, and Reflection Combat Techniques operate in exactly the same way as as outlined on page 102.

Damage Absorption: Combined Restoration

Damage Absorption: Combined Restoration operates in exactly the same way as as outlined on page 106.

Energy Bonus

Energy Bonus is a 2 Point/Rank Characteristic Attribute that provides +20 Energy Points per rank.

Immunity

Immunity operates in exactly the same way as as outlined on page 122, though the Relevant Ability Score is Constitution.

Power Bonus

Power Bonus operates in a similar way as as outlined on page 135 — the character gains a +2 bonus to any checks made with the applicable power per Rank of Power Bonus.

Regeneration: Variable Intensity

Regeneration: Variable Intensity operates in exactly the same way as as outlined on page 138, though the Relevant Ability Score is Constitution and regained points are applied to Hit Points or Energy Points, as applicable.

New Defects

Burns Energy

Linked to Power Attribute. This Defect is only available in campaigns where Energy Points are used. The character's Energy Points are used to power a particular Attribute. The Energy Points will either be reduced after the Attribute's use (for Attributes with immediate effects, such as Teleportation or Special Attack), or

while the Attribute is used (for ongoing Attributes used over a period of time, such as Flight or Invisibility).

Burns Energy extends to 10 BP. For immediate effects, reduce the Energy Points by: 1 (1 BP), 2 (2 BP), 5 (3 BP), 10 (4 BP), 15 (5 BP), 20 (6 BP), 30 (7 BP), 50 (8 BP), 80 (9 BP), or 100 (10 BP).

For Attributes used over a period of time, reduce the Energy Points as follows: 10/day (1 BP), 1/hour (2 BP), 5/hour (3 BP), 10/hour (4 BP), 1/minute (5 BP), 5/minute (6 BP), 10/minute (7 BP), 5/round (8 BP), 10/round (9 BP), or 5/second (10 BP).

Attacking Multiple Targets with One Attack

When a character absolutely must take down a number of targets but he or she does not have enough Extra Attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defence check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to attack three people with one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half.

Attacking Multiple Weaker Opponents

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hordes of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 10 CRs) lower than the attacker.

For example, a 12th level character attacks a horde of 8 Nazis with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. She suffers no penalty for the two Level 1 and two Level 2 Nazis (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 Nazis (since they are at least 5 Levels lower), and a full -4 for the Level 8 Nazi (since he is only 4 Levels lower, which is less than 5). The final attack check penalty she suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

Shock Value

Shock Value is used as a standard rule in *The Authority RPG*.

Instant Death & Catastrophic Damage

The rules for Instant Death (page 210) apply in d20 just as they do in Tri-Stat. When using the rules for Catastrophic Damage, if a single injury inflicts more damage than a character's normal Hit Point maximum, the player must make a Fortitude save against a DC of 15. If unsuccessful, the character dies (or is dying, at the GM's option), even if his or her Hit Points have not reached the negative value death threshold.

Pushing Powers

When using the rules for Pushing Powers, the character must still expend Energy Points (as outlined on page 216). Further, a character's Base Attack, Armour Class, and Ability Scores are reduced for a dramatically appropriate amount of time, based on how much the character pushes his or her power.

Exhaustion

Pushing an Attribute by	All Ability Scores drop by	BAB and AC drop by
1 Level	25%	-5
2 Levels	50%	-10
3 Levels	75%	-15
4 Levels	All Values drop to 0	-20

New Equipment

The various types of new equipment are identical to the stats provided in Chapter 5 excepted as indicated below.

New Weapons

Weapon	Damage
Cavalry Sabre	1d8
Albion Pistol	1d8
Albion Rifle	1d8+3
Chemical Laser Rifle	3d6+6
Personal Defence Weapon	1d6
20mm Gatling Gun	3d6+6
30mm Gatling Gun	4d6+8
Albion Fighter Guns	6d6+12
Albion Cruiser Guns	6d6+12
AMRAAM Missiles	4d6+8
Anti-Tank Missile Launcher	5d6+10
Sidewinder Missile	5d6+10
Smart Bomb Load	8d6+16
533mm Torpedoes	8d6+16
Sub-Launched Cruise Missile	7d6+14

New Vehicles

Vehicle	Armour	Hit Points
Helicar	3	60
Supersonic Combat jet	8	100
V/STOL Combat Jet	8	100
Rocket Shiftship	5	120
Fighter Shiftship	5	100
Cruiser Shiftship	10	240
Shuttle Orbiter	5	120
Nuclear Attack Submarine	10	240
Parasite Fighter Submarine	10	120
Research Submarine	10	100
Hover Platform	3	40
Hover Sledge	3	40

#

73 1999
290 21st Century Questions
249 70th-Century Kansas City
328 70th-Century Kansas City

A

8 A Higher Authority, Chapter 1:
26 A Tale of Two Cities
101 Accuracy
143 Accurate
225 Accurised
175 Achilles Heel
211 Acidic/Basic Elements
165 Acrobatics
295 Action
197 Action, Character
194 Action, Familiar
194 Action, Unfamiliar
193 Actions, Contested
204 Actions, Non-Combat
204 Actions, Other
192 Actions, Superpowers and
175 Activation Time
101 ACV Knockback
97 Adaptation
263 Addictions
262 Addictive
194 Additional Modifiers
216 Advancement, Character
260 Adventure
342 Adventurer
272 Advice Summary for Players
302 Advice Summary for the GM
143 Affects Incorporeal
64 Africa
250 African Spore
328 African Spore
65 Aftermath
66 Aftermath
67 Aftermath
68 Aftermath
97 Agents
342 Agents
199 Aim, Extra
66 Air National Guard, California
235 Airfoils
231 Airplane
115 Air-Tight
76 Alien God
250 Alien God
289 Alien God's Invasion
74 Alien Technology
58 Aliens
292 Aliens, Monsters and
213 All-or-Nothing or Partial Effects
142 Alternate Attacks
97 Alternate Form
175 Alternate Form, Defects and
98 Alternate Forms, Sample
260 Altruism
226 Ammunition, Types of
206 Amount of Damage Inflicted
78 Ancestral Memory, The Garden of
238 Ancient Armour
98 Animal Forms
99 Animal Summon/Control
165 Animal Training
76 Antibodies, God's
329 Antibody
321 Antonio Slzfi, Lorenzo
30 Apollo
310 Apollo
171 Archery
165 Architecture
257 Archtypes
307 Arcing Flight
91 Area
143 Area Effect
165 Area Knowledge
100 Armour
235 Armour
238 Armour and Protective Devices, Body
238 Armour and Protective Devices, Table 5-5:
207 Armour or Force Field and Damage
226 Armour Piercing
252 Armour Rating of Objects
252 Armour Ratings, Table 5-6: Static Object
253 Armour Ratings, Table 5-7: Building
253 Armour Ratings, Table 5-7: Planetoid
238 Armour, Ancient
239 Armour, Modern
234 Armoured Personal Carrier
235 Artificial Intelligence
165 Artisan
88 Assign Stats, Step 3:
294 Asteroids
204 Attack Check Modifiers
203 Attack Check Modifiers, Table 4-5:
101 Attack Combat Mastery
148 Attack Disabilities
198 Attack Multiple Weaker Opponents
202 Attack Penalties, Movement
198 Attack with Two Weapons
204 Attacking Moving Targets
198 Attacking Multiple Targets with One Attack
343 Attacking Multiple Targets with One Attack
343 Attacking Multiple Weaker Opponents
199 Attacks, Combined
205 Attacks, Indefensible
197 Attacks, Melee vs. Ranged
214 Attacks, Using Powers as
93 Attribute Entries
302 Attribute Levels, Remove the
92 Attribute Progression
93 Attribute Reductions
93 Attribute Restrictions
192 Attributes at Reduced Levels, Using
342 Attributes, New
90 Attributes, Step 4: Character
91 Attributes, Superhuman Characteristic
94 Attributes, Table 3-5: Character
195 Attributes, Using
144 Aura
304 Authority Supplemental, Chapter 8:
257 Authority You Know, The
295 Authority, Classic Bits: Simulating the
70 Authority, Liaison to the
60 Authority, The
276 Authority, The
58 Authority, The World of the
241 Authority's Technology, The
144 Auto-Fire
230 Automobile
294 Avalanches
175 Awkward Size

B

330 Baby Monster
148 Backblast
189 Background Points, Step 8:
175 Backlash
151 Balance
96 Balancing Game Systems
268 Band of Heroes
176 Bane
238 Base, Fighting Inside a Vehicle or
249 Battlesuit Tokyo
55 Baxter, Saul
225 Bayonet
131 Beak
259 Begin with the End in Mind
332 Being Blue
263 Believing Your Own PR
9 Bendix, Madness of
64 Berchtesgaden
235 Big Engine
231 Big Rig
165 Biological Sciences
246 Bioreactor Complex
225 Bipod Attachment
227 Bird Shot
201 Biting
227 Blanks
78 Bleed, The
102 Blind Fighting
176 Blind Fury
102 Blind Shooting
205 Block Defence
102 Block Ranged Attacks
115 Blocks Incorporeal
115 Blocks Teleport
253 Blowing Up Worlds
75 Blue Armed Forces
75 Blue Blood
75 Blue Hybrid
72 Blue Landmarks in Play
290 Blue Regions
75 Blue Style
332 Blue Template
332 Blue, Being
287 Blue, The Merciless
166 Boating
238 Body Armour and Protective Devices
88 Body Stat
263 Bodyguards
300 Bonus Points, Contributions and
116 Both Directions
305 Box of Fire
151 Brachiating
258 Brain, The
225 Brass Catcher
253 Breaking Items of Power
252 Breaking Objects
225 Briefcase-Firing
68 British Space Group, The
79 Broken Universes
74 Bryggen
291 BSG
69 BSG Today
239 Buckler
253 Building Armour Ratings, Table 5-7:
253 Buildings, Destroying
235 Burglar Alarm
166 Burglary
144 Burning
96 Burns Energy
177 Burns Energy
342 Burns Energy
177 Burns Energy: In Play
231 Bus

C

66 California Air National Guard
199 Called Shot - Disarming
199 Called Shot to Partial Armour
199 Called Shot to Vital Spot
199 Called Shot to Weak Point
199 Called Shots
280 Campaign Architecture
300 Campaign Comic
291 Campaign Construction
281 Campaign Types
281 Campaigns
297 Capture
225 Carbine-Format
308 Carrier Bond
245 Carrier in Combat, The
44 Carrier, The
243 Carrier, The
311 Carrier, The
210 Catastrophic Damage
343 Catastrophic Damage
151 Cat-Like
75 Cavalry, Sliding Albion
262 Celebrity
93 Changing Relevant Stats
8 Chapter 1: A Higher Authority
28 Chapter 2: Characters
80 Chapter 3: Character Creation
190 Chapter 4: Game Mechanics
220 Chapter 5: Equipping the Character
254 Chapter 6: Playing a Superpower
274 Chapter 7: Game Master the Authority
304 Chapter 8: Authority Supplemental
197 Character Action
216 Character Advancement
90 Character Attributes, Step 4:
94 Character Attributes, Table 3-5:
84 Character Creation
80 Character Creation, Chapter 3:
336 Character Creation, Random
84 Character Creation, Summary or
173 Character Defects, Step 6:
173 Character Defects, Table 3-18:
284 Character Development
87 Character Outline, Step 2:
85 Character Point Levels, Table 3-1:
342 Character Power Point Levels
300 Character Quiz
300 Character Sketch
309 Character Stats
91 Characteristic Attributes, Superhuman
28 Characters, Chapter 2:
291 Characters, Starting Point: The
280 Cheating: Just do It!
193 Check Value Difficulty Modifiers
193 Check Value Difficulty Modifiers, Table 4-2:
193 Checks, Skill
193 Checks, Stat
98 Chemical Forms

240 Chemical Laser Rifle
277 Children of the Authority
266 Choosing an Issue
50 Christine Trelane
312 Christine Trelane
257 Cities, The God of the
235 Citizen's Band Radio
307 City Echo
308 City Strike
307 City Talkin'
62 Clan Gamorra
295 Clandestine Agencies
131 Claws
306 Clearing Rubble
284 Climax
166 Climbing
72 Closed Doors
295 Code Names, Costumes and
211 Cold
296 Collateral Damage
52 Colonel Kirsan Pruzhany
319 Colonel Kirsan Pruzhany
334 Colonel Pruzhany's Black Ops Team
196 Combat
271 Combat
195 Combat Dice Rolls
308 Combat Engineer
231 Combat Helicopter
198 Combat Situations, Special
171 Combat Skills
101 Combat Technique
342 Combat Technique
188 Combat Value
217 Combat, Example of
212 Combat, Mind
245 Combat, The Carrier in
213 Combat, Using Powers in
199 Combined Attacks
106 Combined Restoration
246 Command Centre
269 Common Mission
103 Computer Scanning
166 Computers
144 Concealable
102 Concealment
177 Concentration
228 Concussion Grenade
178 Conditional Ownership
306 Conducted Electrocution
178 Confined Movement
266 Confronting the Powers that Be
235 Consumer Electronics
144 Contagious
104 Contamination
193 Contested Actions
300 Contributions and Bonus Points
166 Controlled Breathing
235 Convertible Top
276 Core, Stripped to the
98 Cosmetic Changes
292 Cosmic Artefacts
295 Cosmic Beings
295 Costumes and Code Names
68 Cover Stories
269 Covering your Backs
207 Crashing
207 Crashing and Falling Damage, Table 4-9:
104 Creation
80 Creation, Chapter 3: Character
84 Creation, Character
336 Creation, Random Character
84 Creation, Summary of Character
64 Crisis Points: Earth
205 Critical Failure
207 Critical Hits
207 Critical Hits, Table 4-10:
209 Critical Injuries, Medical Treatment for
209 Critical Injury
208 Critical Injury, Shock Value and
193 Critical Success or Failure
234 Cruiser Shiftship
247 Cruiser Shiftships
166 Cultural Arts
62 Culture
282 Curious and Strange
178 Cursed
108 Customised Duplicate
225 Customising Firearms
234 Customising Vehicles

D

302 d12 Tri-Stat, Moving Beyond
276 d12 Tri-Stat, The Heart of
342 d20 Notes
58 Daemonites
206 Damage
106 Damage Absorption
342 Damage Absorption
106 Damage Conversion
208 Damage Difficulty Penalties, Table 4-11:
206 Damage Inflicted, Amount of
206 Damage Percentage, Table 4-8:
208 Damage to a Character, Effects of
253 Damage to Weapons
207 Damage, Armour or Force Field and
210 Damage, Catastrophic
211 Damage, Environmental
207 Damage, Impact
207 Damage, Table 4-9: Crashing and Falling
208 Death
297 Death
208 Death in Comics
210 Death, Instant
285 Debriefing
175 Defects and Alternate Form
175 Defects and Dual Identities
342 Defects, New
173 Defects, Step 6: Character
204 Defence
205 Defence Check Modifiers, Table 4-6:
107 Defence Combat Mastery
205 Defence Skills
205 Defence, Block
205 Defence, Total
205 Defending Others
215 Defending Others with Powers
206 Defending Others, Table 4-7:
215 Defending with an Attack
307 Defensive Aura
102 Deflection
193 Degree of Success, Table 4-1:
166 Demolitions
284 Denouement
178 Dependent
188 Derived Values, Step 7:
92 Descriptive or Special Progression
253 Destroying Buildings
306 Destruction of Italy
296 Destruction of Monuments
178 Detectable
79 Devachanic Realm, The
300 Diary, First Person
192 Dice and Dice Rolls
302 Dice and Rules, Remove the
278 Different Voices
79 Dimension 11
151 Dimension Hop
305 Dimensional Travel
79 Dimensions, Example
78 Dimensions, The Higher
179 Diminutive
71 Diplomacy and Revolution
231 Dirt Bike
202 Disarming via Grappling
199 Disarming, Called Shot -
292 Disasters, Natural
166 Disguise
307 Disrupt Electrical Devices
108 Divine Relationship
313 Doctor
32 Doctor, The
305 Doctor, The
25 Doctor's Orders
166 Domestic Arts
235 Door Mount
132 Drain
145 Drain Body
145 Drain Energy
145 Drain Mind
145 Drain Soul
166 Driving
148 Drop Shields
175 Dual Identities, Defects and
241 Dual Machine Guns
108 Duplicate
91 Duration
109 Dynamic Powers
93 Dynamic Powers and Power Flux
300 Dynamic Powers, Low Levels of
228 Dynamite Stick

E

239 Ear Protectors
294 Earthquakes
295 Effable and Ineffable Aliens
208 Effects of Damage to a Character
66 El Toro
111 Elasticity
331 Electric German Superman
64 Electric German Supermen
307 Electrical Projection
211 Electricity
235 Electronic Countermeasures
166 Electronics
307 Elemental Control: Electricity
98 Elemental Forms
258 Elementalist, The
306 Empathic Connection to the Carrier
9 End of StormWatch
291 Endangering the World/ Universe/Multiverse
68 Endeavour, Voyager 1 and
145 Enduring
111 Energy Bonus
342 Energy Bonus
189 Energy Points
342 Energy Points in Play
213 Energy Points, Recovering
235 Engine Rebuild
245 Engine Room
314 Engineer
34 Engineer, The
308 Engineer, The
241 Engineer's Gatling Guns, The
64 Engineer's Re-terraforming, The
242 Engineer's Shift Door
241 Engineer's Toys, The
112 Enhanced [Stat]
282 Enlightened Self-Interest
211 Environmental Damage
112 Environmental Influence
343 Equipment, New
213 Equipment, Repairing
220 Equipping the Character, Chapter 5:
201 Escaping
166 Etiquette
308 Everyday Life
79 Example Dimensions
217 Example of Combat
6 Example of Play
343 Exhaustion
216 Exhaustion, Table 4-13:
93 Exhibited By
228 Explosives, Grenades and
199 Extra Aim
112 Extra Arms
112 Extra Attacks
236 Extra Capacity
114 Extra Defences
236 Extra Endurance
242 Extra Lungs

F

74 Factory Island of Oslo
215 Failing Easy Tasks
207 Falling
207 Falling Damage, Table 4-9: Crashing and
260 Fame
194 Familiar Action
179 Famous
131 Fangs
262 Fans and Stalkers
114 Features
263 Feet of Clay
115 Field-Penetrating
234 Fighter Shiftship
247 Fighter Shiftships
202 Fighting from the Ground
238 Fighting Inside a Vehicle of Base
211 Fire
225 Firearms, Customising
294 Fires
204 Firing Weapons from a Moving Vehicle
300 First Person Diary
98 Flame Forms
145 Flare
225 Flash Suppressor
286 Flashback, Shiftships:
228 Flash-Bang Grenade
226 Flashlight Attachment
145 Flexible
114 Flight
294 Floods
226 Folding Stock
115 Force Field
115 Force Field Abilities
207 Force Field and Damage, Armour or
116 Force Field Disabilities
247 Force Field, Gamorran
168 Foreign Culture
168 Forgery

60 Fortuitous Choice or Predestiny
192 Fractional Power Use
74 Freedom from the Blue
297 Friendly Fire
260 Friendship
116 Full Impact
239 Full Metal Armour
98 Full-Powered Form
261 Fun
236 Furnishings
61 Future Courses
63 Future of Gamorra, The
75 Future of Sliding Earth, The

G

116 Gadgeteer
117 Gadgets
300 Game Log
275 Game Mastering Basics
274 Game Mastering the Authority, Chapter 7:
190 Game Mechanics, Chapter 4:
83 Game Terminology
168 Gaming
62 Gamorra Island
289 Gamorra Island
330 Gamorra Island Technician
63 Gamorra Island Technicians
63 Gamorra Tower
62 Gamorra, Clan
46 Gamorra, Kaizen
318 Gamorra, Kaizen
63 Gamorra, The Future of
247 Gamorran Force Field
246 Gamorran Technology and Installations
246 Gamorran Tower
290 Garden of Ancestral Memory
78 Garden of Ancestral Memory, The
239 Gas Mask
98 Gaseous Forms
241 Gatling Guns, The Engineer's
165 General Skills
62 Geography
295 Giant Monsters
115 Glider
236 Global Positioning System
288 Global Scope
84 GM Discussion, Step 1:
302 GM, Advice Summary for the
250 God and its Heralds
257 God of the Cities, The
76 God, Alien
76 God, Veins of
76 God's Ancient Descendants
76 God's Antibodies
251 God's Antibodies
251 God's Brain
77 God's Death
250 God's Guts
76 God's Modern Spawn
76 God's Organs
250 God's Surface
239 Goggles
266 Good People Disagree
264 Governments
201 Grappling
202 Grappling, Disarming via
270 Greater than the Sum
228 Grenades and Explosives
202 Ground, Fighting from the
264 Groupies
118 Grow
118 Grow, Table 3-6:
297 Guest Stars
260 Guilt
171 Gun Combat
245 Gun Ports

H

148 Hand-Held
187 Hard Coding
102 Hardboiled
36 Hawksmoor, Jack
118 Healing
306 Healing
188 Health Points
213 Health Points, Recovering
276 Heart of d12 Tri-Stat, The
232 Heavy Airplane
239 Heavy Shield
234 Heavy Tank
231 Heavy Truck
171 Heavy Weapons
119 Heightened Awareness
119 Heightened Senses
231 Helicar
231 Helicopter
119 Henchmen
189 Henchmen Rule
250 Heralds, God and its
236 Hidden Cargo Space
59 Hidden Wars
290 Higher Dimensions
78 Higher Dimensions, The
78 Higher Realms, The
120 Highly Skilled
59 High's Superhumans, The
296 Hollow Earth & Strange Vistas
227 Hollow Point
145 Homing
281 Hook
282 Hooks, 3 Standard
131 Horns
297 Horrors
330 Horses
241 Hover Platform
234 Hover Sledge
115 Hovercraft, Skimmer/
74 Human Collaborators
89 Human Potential, Maximum
74 Humanity Under Alien Rule
294 Hurricanes and Tornadoes
120 Hyperflight

I

285 Idea
78 Ideaspace
120 Illusion
122 Immovable
122 Immunity
342 Immunity
207 Impact Damage
236 Improved Breaks
236 Improved Shocks
221 Improvised Weapons
221 Improvised Weapons, Table 5-1:
83 In Character
285 In Media Res, The Circle:
149 Inaccurate
199 Incapacitate, Striking to
145 Incapacitating
228 Incendiary Shells
99 Incorporeal Forms
146 Incurable
205 Indefensible Attacks
146 Indirect
179 Inept Attack
179 Inept Defence
240 Infrared Goggles
191 Initiative
197 Initiative
246 Injection Field Chamber
246 Installations, Gamorran Technology and
210 Instant Death
343 Instant Death
125 Insubstantial
271 Intelligence
69 Interdimensional Diplomacy
116 Internal
149 Internal
270 Internal Affairs
168 Interrogation
168 Intimidation
4 Introduction
5 Introduction to the Authority
123 Invisibility
180 Involuntary Change
146 Irritant
180 Ism
10 Issue #1, The Circle
11 Issue #2, The Circle
12 Issue #3, The Circle
12 Issue #4, The Circle
15 Issue #5, Shiftships
16 Issue #6, Shiftships
17 Issue #7, Shiftships
19 Issue #8, Shiftships
20 Issue #9, Outer Dark
21 Issue #10, Outer Dark
22 Issue #11, Outer Dark
23 Issue #12, Outer Dark
306 Italy, Destruction of
124 Item of Power
246 Item of Power, Shared
253 Items of Power, Breaking
255 It's Nothing Personal

J

36 Jack Hawksmoor
307 Jack Hawksmoor
315 Jack Hawksmoor
51 Jackson King
316 Jackson King
38 Jenny Sparks
306 Jenny Sparks
317 Jenny Sparks
24 Jenny Sparks: The Secret History of the Authority
280 Judge
102 Judge Opponent
125 Jumping
202 Jumping
245 Junction Room
300 Just Fake It

K

46 Kaizen Gamorra
318 Kaizen Gamorra
249 Kansas City, 70th-Century
328 Kansas City, 70th-Century
266 Keeping Cool
73 Keflavik Spaceport
58 Kherans
250 Killer Heralds
329 Killer Heralds
288 Killing God
73 King of Nails
258 King of the Sea, The
51 King, Jackson
52 Kirsan Pruzhany, Colonel
319 Kirsan Pruzhany, Colonel
320 Knife Warriors, Kiroshi
53 Knife Warriors, Koroshi
146 Knockback
210 Knockback
210 Knockback Distance, Table 4-12:
211 Knockback Effects, Other
210 Knockback Impact Damage
320 Korishi Knife Warriors
53 Koroshi Knife Warriors
67 Koroshi Strikes

L

65 L.A. Citizens
262 Lack of Privacy
62 Language
168 Languages
245 Large Chambers
226 Laser Sight
168 Law
62 Laws
268 Laws and Justice
271 Leadership
102 Leap Attack
239 Leather Jacket
180 Less Capable
88 Less Capable [Stat] Defect
256 Let it Dangle
70 Liaison to the Authority
232 Light Airplane
231 Light Helicopter
238 Light Mail
151 Light-Footed
102 Lightning Reflexes
236 Lights and Siren
116 Limited
137 Limited Point Exchange
149 Limited Shots
180 Limited Use, Instantaneous
181 Limited Use, Ongoing
92 Linear Progression
146 Linked (Attack)
249 Living Cities
201 Lock
64 London
197 Long
146 Long Range
55 Lord Emp
54 Lorenzo Antonio Slzfi
321 Lorenzo Antonio Slzfi
65 Los Angeles
66 Los Angeles Reclamation Project
297 Lost in Translation
296 Lost Normal Lives
300 Low Levels of Dynamic Powers
149 Low Penetration
236 Luxury Interior

M

241 Machine Guns, Dual
9 Madness of Bendix
117 Major
257 Maker, The
268 Making Examples
168 Management and Administration
131 Mandibles
82 Manifesto, RPG
236 Manoeuvrable
236 Manual Transmission

26 Many Happy Returns
245 Map Room
204 Margin of Success
181 Marked
125 Mass Decrease
125 Mass Decrease, Table 3-7:
126 Mass Increase
126 Mass Increase, Table 3-8:
246 Mass Teleporter
126 Massive Damage
109 Maximum Duplicates
181 Maximum Force
89 Maximum Human Potential
168 Mechanics
262 Media Frenzy
169 Medical
271 Medical
209 Medical Treatment for Critical Injuries
197 Medium
99 Melding
149 Melee
197 Melee
171 Melee Attack
171 Melee Defence
197 Melee vs. Ranged Attacks
206 Melee Weapons
286 Menace and Terror, The
287 Merciless Blue, The
308 Meta-Attributes and Special Attacks
305 Meta-Attributes in Play
128 Metamorphosis
294 Meteorites
343 Mew Vehicles
322 Midnighter
40 Midnighter, The
234 Military Ground Vehicles
169 Military Sciences
76 Millennium Approaches
129 Mimic Powers
146 Mind Attack
212 Mind Combat
129 Mind Control
131 Mind Shield
88 Mind Stat
117 Minor
79 Minor Dimensions, The
245 Mission Control
61 Mission, The
239 Modern Armour
61 Modern Gods
296 Modern Pantheon
194 Modifiers, Additional
204 Modifiers, Attack Check
193 Modifiers, Check Value Difficulty
193 Modifiers, Table 4-2: Check Value Difficulty
200 Modifiers, Table 4-3: Trick Shot
203 Modifiers, Table 4-5: Attack Check
205 Modifiers, Table 4-6: Defence Check
292 Monsters and Aliens
67 Moon, The
267 Morality by the Numbers
293 Morality of the Gun
295 Morality: Shades of Grey
67 Moscow
278 Motivation
260 Motivations
231 Motorbike
231 Motorcycle
202 Movement Attack Penalties
202 Movement-Related Combat Penalties, Table 4-4:
302 Moving Beyond d12 Tri-Stat
264 Moving Targets
204 Moving Targets, Attacking
198 Multiple Targets with One Attack, Attacking
198 Multiple Weaker Opponents, Attack
147 Muscle-Powered
79 Musical Kinetic Energy Realm
291 Mutating Oriental Territories

N

260 Names
279 Narrator
292 Natural Disasters
131 Natural Weapons
169 Navigation
181 Nemesis
96 New Attributes
342 New Attributes
277 New Authority, The
342 New Defects
343 New Equipment
72 New Renaissance
342 New Rules
343 New Weapons
226 Night Vision Scope
257 Night's Bringer of War
236 Nitrous Oxide Tank
149 No Damage
147 No Healing
204 Non-Combat Actions
68 Northern Europe
181 Not So Tough
232 Nuclear Attack Submarine
132 Nullify
132 Nullify (Drain)

O

252 Objects, Armour Rating of
252 Objects, Breaking
252 Objects, Operational
252 Objects, Penetrating (Armour) vs.
252 Objects, Static
261 Obliged
169 Occult
115 Offensive
236 Off-Road Suspension
232 Offshore Racer
68 Oh-Kuni-Nushi Cults
237 Oil Slick
102 One Shot Left
281 One-Shots
182 One-Way Transformation
149 Only In (Environment)
252 Operational Objects
277 Opponents of the Authority
100 Optimised Armour
60 Ordinary People in an Extraordinary World
133 Organisational Ties
265 Organisations, Other
76 Organs, God's
60 Origins
259 Origins
74 Oslo, Factory Island of
204 Other Actions
265 Other Organisations
258 Other Superpowers
83 Out of Character
58 Out of the Shadows
76 Outer Dark
21 Outer Dark, Issue #10
22 Outer Dark, Issue #11
23 Outer Dark, Issue #12
20 Outer Dark, Issue #9
288 Outer Dark: Primordial Terror
87 Outline, Step 2: Character
231 Oversized Vehicles
261 Overwhelming
182 Owned
211 Oxygen Deprivation

P

68 Pacific Fleet
75 Palace Guards, Sliding Albion
70 Parallel Universes
296 Parallel Worlds
232 Parasite Fighter Submarine
76 Parasitic Civilisations
182 Part of Body
100 Partial
199 Partial Armour, Called Shot to
213 Partial Effects, All-or-Nothing
239 Partial Metal Armour
98 Partial-Powered Form
191 Passage of Time, The
230 Passenger Car
81 Past the Silver Age
83 Pay respect
202 Penalties, Movement Attack
147 Penetrating (Armour)
252 Penetrating (Armour) vs. Objects
147 Penetrating (Force Field)
278 Performer
169 Performing Arts
182 Permanent
306 Personal Electrocution
292 Personal Threats
182 Phobia
182 Physical Impairment
169 Physical Sciences
230 Pickup Truck
169 Piloting
205 Piloting Defence
201 Pin
253 Planetoid Armour Ratings, Table 5-7:
134 Plant Control
272 Play On
272 Players, Advice Summary for
81 Playing a Higher Authority
254 Playing a Superpower, Chapter 6:
91 PMV Cost
91 PMVs
91 PMVs, Required
91 PMVs, Zero Rank
135 Pocket Dimension
85 Point Levels, Table 3-1: Character
76 Poison Planet
71 Poisoning the World
169 Poisons
169 Police Sciences
236 Police-Band Radio
236 Pontoons
102 Portable Armoury
141 Postcognition
264 Post-Traumatic Stress Disorder
299 Power Abuse
135 Power Bonus
342 Power Bonus
136 Power Flux
93 Power Flux, Dynamic Powers and
91 Power Modifier Values
92 Power Modifier Values, Table 3-3:
342 Power Point Levels, Character
169 Power Usage
194 Power Usage Skills
192 Power Use, Fractional
214 Power vs Power
258 Powerhouse, The
170 Powerlifting
214 Powers as Attacks, Using
215 Powers Defensively, Using
213 Powers in Combat, Using
141 Precognition
9 Prehistory
212 Pressure
290 Previous Lives
288 Primordial Terror, Outer Dark:
262 Privacy, Lack of
245 Private Rooms
265 Proactive Heroes
93 Progression Charts, Table 3-4:
92 Progression, Attribute
137 Projection
109 Proportionate Duplicate
238 Protective Devices, Body Armour and
239 Protective Devices, Special
238 Protective Devices, Table 5-5: Armour and
52 Pruzhany, Colonel Kirsan
319 Pruzhany, Colonel Kirsan
62 Public Eye
59 Public Faces
216 Pushing Powers
343 Pushing Powers

Q

147 Quake
300 Quiz, Character

R

69 R.A.F. Rendelsham
230 Race Car
237 Radar Detector
237 Radar Warning Receiver
212 Radiation
242 Radiotelepathy Implant
336 Random Character Creation
91 Range
197 Ranged Attacks, Melee vs.
171 Ranged Defence
207 Ranged Weapons
243 Reality Anchor
69 Realpolitik
289 Rebuilding
66 Reclamation Project, Los Angeles
213 Recovering Energy Points
342 Recovering Energy Points
213 Recovering Health Points
213 Recovery
232 Recreational Speed Boat
182 Recurring Nightmares
183 Red Tape
143 Reduced Damage Effect Summary, Table 3-11:
192 Reduced Levels, Using Attributes at
183 Reduction
93 Reductions, Attribute
102 Reflection
261 Refuge
116 Regenerating
138 Regeneration
342 Regeneration
138 Regeneration, Variable Intensity

AUTHORITY SUPPLEMENTAL

48 Regis
323 Regis
139 Reincarnation
93 Relevant Stats, Changing
228 Remote Detonator
302 Remove the Attribute Levels
302 Remove the Dice and Rules
302 Remove the Skills
213 Repairing Equipment
91 Required PMVs
194 Required Skill
330 Rescue Worker
65 Rescue Workers
232 Research Submarine
296 Resources, Team
184 Restriction
93 Restrictions, Attribute
242 Re-terraforming Machines
93 Reversed Progression
299 Rewards
306 Ride the Lightning
170 Riding
307 Riding Signal
239 Riding Suit
60 Rishing from the Ashes of StormWatch Black
283 Rising Action
10 Rising from the Ashes
75 Robot Einstein
334 Robot Einstein
237 Rocket Engine
234 Rocket Shiftship
247 Rocket Shiftships
5 Role-Playing Game?, What is a
237 Rotating License Plate
25 Rough Trade
191 Round
75 Royal Marines, Sliding Albion
82 RPG Manifesto
227 Rubber
297 Ruined Wonders
73 Ruins of Sliding Earth, The
342 Rules, New

S

82 Saints of Sinners
98 Sample Alternate Forms
183 Sample Reductions, Table 3-19:
185 Sample Restrictions, Table 3-20:
228 Satchel Charge
55 Saul Baxter
324 Saul Baxter
226 Sawed-Off Barrel
191 Scene
67 Science City Gamma
231 Scooter
226 Scope
258 Sea, The King of the
208 Second Wind
240 Secret Black Ops Weaponry
24 Secret History of the Authority, Jenny Sparks: The
259 Secret Identities
66 Secret Military Bases, StormWatch
58 Secret Technologies
170 Seduction
161 Select Skills, Step 5:
267 Self-Control
149 Self-Destruct
282 Self-Preservation
306 Send Off
243 Sensor Array
241 Sensor Web
139 Sensory Block
185 Sensory Impairment
276 Setting the Stage
257 Shaman, The
246 Shared Item of Power
100 Shield Only
116 Shield Only
239 Shields
242 Shift Door, Engineer's
247 Shift Doors
305 Shifting Target to Another Dimension
75 Shiftship Captains, Sliding Albion
75 Shiftship Pilots, Sliding Albion
234 Shiftships
247 Shiftships, Cruiser
247 Shiftships, Fighter
15 Shiftships, Issue #5
16 Shiftships, Issue #6
17 Shiftships, Issue #7
19 Shiftships, Issue #8
247 Shiftships, Rocket
286 Shiftships: Flashback
208 Shock
189 Shock Value
343 Shock Value
208 Shock Value and Critical Injury
197 Short
149 Short Range
228 Shotgun Slugs
140 Shrink
140 Shrink, Table 3-9:
237 Sidecar
140 Sidekick
185 Significant Other
226 Silencer
295 Simulating the Authority, Classic Bits:
141 Sixth Sense
185 Skeleton in the Closet
193 Skill Checks
165 Skill Cost Descriptions, Table 3-17:
162 Skill Group Cost, Table 3-14:
162 Skill Groups
194 Skill Groups
163 Skill Level Descriptions, Table 3-15:
163 Skill Point Cost
164 Skill Point Costs, Table 3-16:
194 Skill, required
162 Skills
194 Skills
163 Skills and Specialities
96 Skills vs. Skill Groups
171 Skills, Combat
165 Skills, General
302 Skills, Remove the
161 Skills, Step 5: Select
163 Skills, Using
115 Skimmer/Hovercraft
170 Sleight of Hand
237 Slick Tires
70 Sliding Albion
75 Sliding Albion Cavalry
332 Sliding Albion Cavalry
333 Sliding Albion Palace Guard
75 Sliding Albion Palace Guards
249 Sliding Albion Personal Weapons
75 Sliding Albion Royal Marines
332 Sliding Albion Shiftship Captain
75 Sliding Albion Shiftship Captains
333 Sliding Albion Shiftship Pilot
75 Sliding Albion Shiftship Pilots
333 Sliding Albion Shiftship Royal Marine
247 Sliding Albion Technology
289 Sliding Earth
75 Sliding Earth, The Future of
73 Sliding Earth, The Ruins of
72 Sliding Westminster Abbey
151 Slithering
149 Slow
54 Slzfi, Lorenzo Antonio
297 Smart Bad Guys
228 Smoke Grenade
237 Smoke Screen
258 Sneak, The
226 Snub-Nose
170 Social Sciences
263 Socialising
239 Soft Body Armour
146 Soul Attack
88 Soul Stat
243 Space Flight System
232 Space Shuttle
232 Space Shuttle Orbiter
76 Spark of Life
38 Sparks, Jenny
142 Special Attack
143 Special Attack Abilities
142 Special Attack Abilities, Table 3-10:
148 Special Attack Disabilities, Table 3-12:
207 Special Attacks
308 Special Attacks, Meta-Attributes and
198 Special Combat Situations
300 Special Contribution
150 Special Defence
150 Special Defence, Table 3-13:
143 Special Effects
151 Special Movement
297 Special Operations Jargon
92 Special Progression, Descriptive or
239 Special Protective Devices
172 Special Ranged Attack
186 Special Requirement
237 Special Tires or Puncture-Resistant
163 Specialities, Skills and
153 Speed
232 Speed Boats
226 Speed Loader
258 Speedster, The
213 Sphere of Control
131 Spikes
132 Spines
257 Spirit of the 20th Century, The
299 Splitting Up
250 Spore Pods
329 Spore Pods
230 Sport/Utility Vehicle
170 Sports
230 Sports Car
147 Spreading
331 SS Guard
64 SS Guards
71 Stalemate and Stagnation
262 Stalkers, Fans and
282 Standard Hooks, 3
239 Standard Shield
6 Start Right Now!
291 Starting Point: The Characters
193 Stat Checks
88 Stat Cost
88 Stat Value Descriptions, Table 3-2:
88 Stat Values
89 Stat, Superhuman
73 State of the World
116 Static
149 Static
252 Static Object Armour Ratings, Table 5-6:
252 Static Objects
309 Stats, Character
88 Stats, Step 3: Assign
103 Steady Hand
170 Stealth
84 Step 1: GM Discussion
87 Step 2: Character Outline
88 Step 3: Assign Stats
90 Step 4: Character Attributes
161 Step 5: Select Skills
173 Step 6: Character Defects
188 Step 7: Derived Values
189 Step 8: Background Points
150 Stoppable
59 StormWatch
8 StormWatch Black
241 StormWatch Black Training Camp
60 StormWatch Black, Rising from the Ashes of
66 StormWatch Secret Military Bases
9 StormWatch, End of
281 Story
170 Street Sense
231 Stretched Limousine
237 Stretchers and Medical Equipment
199 Striking to Incapacitate
199 Striking to Wound
237 Stripped
276 Stripped to the Core
147 Stun
242 Subatomic Knives, Web of
230 Sub-Compact Car
291 Sublimed Reality
232 Submarines
307 Submergence
84 Summary of Character Creation
257 Sun King, The
237 Sun Roof
237 Supercharger
91 Superhuman Characteristic Attributes
99 Superhuman Forms
89 Superhuman Stats
192 Superpowers and Actions
232 Supersonic Combat Jet
153 Superstrength
79 Superstring Headed Unrealities
240 Supertechnology
261 Surreal
289 Survivors
42 Swift
325 Swift
170 Swimming
151 Swinging
50 Synergy

T

85 Table 3-1: Character Point Levels
88 Table 3-2: Stat Value Descriptions
92 Table 3-3: Power Modifier Values
93 Table 3-4: Progression Charts
94 Table 3-5: Character Attributes
118 Table 3-6: Grow
125 Table 3-7: Mass Decrease
126 Table 3-8: Mass Increase
140 Table 3-9: Shrink
142 Table 3-10: Special Attack Abilities
143 Table 3-11: Reduced Damage Effect Summary
148 Table 3-12: Special Attack Disabilities
150 Table 3-13: Special Defence
162 Table 3-14: Skill Group Cost
163 Table 3-15: Skill Level Descriptions
164 Table 3-16: Skill Point Costs
165 Table 3-17: Skill Cost Descriptions
173 Table 3-18: Character Defects
183 Table 3-19: Sample Reductions
185 Table 3-20: Sample Restrictions
193 Table 4-1: Degree of Success
193 Table 4-2: Check Value Difficulty Modifiers
200 Table 4-3: Trick Shot Modifiers
202 Table 4-4: Movement-Related Combat Penalties
203 Table 4-5: Attack Check Modifiers
205 Table 4-6: Defence Check Modifiers
206 Table 4-7: Defending Others
206 Table 4-8: Damage Percentage
207 Table 4-9: Crashing and Falling Damage
207 Table 4-10: Critical Hits
208 Table 4-11: Damage Difficulty Penalties
210 Table 4-12: Knockback Distance
216 Table 4-13: Exhaustion
221 Table 5-1: Improvised Weapons
222 Table 5-2: Weapons
229 Table 5-3: Vehicles
234 Table 5-4: Vehicle Customisations
238 Table 5-5: Armour and Protective Devices
252 Table 5-6: Static Object Armour Ratings
253 Table 5-7: Building Armour Ratings
253 Table 5-7: Planetoid Armour Ratings
239 Tactical Armour
237 Tactical Radio
239 Tactical Shield
132 Tail Striker
191 Taking Action
147 Tangle
250 Taperworm City
91 Targets
204 Targets, Attacking Moving
296 Team Resources
61 Team, The
228 Tear Gas Grenade
271 Technician
58 Technologies, Secret
246 Technology and Installations, Gamorran
74 Technology, Alien
247 Technology, Sliding Albion
241 Technology, The Authority's
154 Telekinesis
155 Telepathy
156 Teleport
246 Teleporting Netting
226 Telescoping Stock
132 Tentacles
83 Terminology, Game
261 Terrifying
70 The 1500s - 1700s
71 The 1800s
71 The 1920s
72 The 1950s
44 The Carrier
10 The Circle, Issue #1
11 The Circle, Issue #2
12 The Circle, Issue #3
12 The Circle, Issue #4
32 The Doctor
34 The Engineer
40 The Midnighter
292 Themes
27 There's Nothing I Haven't Sung About
240 Thermal Imagers
255 Think Big
256 Think It Through
200 Throwing Heavy Things
172 Thrown Weapons
306 Thunderstrike
191 Time, The Passage of
228 Times Detonator
261 To Be as Gods
68 Tokyo
249 Tokyo, Battlesuit
294 Tornadoes, Hurricanes and
268 Torture and Threats
200 Total Attack
205 Total Defence
200 Touching a Target
156 Tough
238 Tow Winch
150 Toxic
306 Tracing Energies
238 Trailer
241 Training Camp, StormWatch Black
157 Transfer
306 Transforming People
307 Transit Womb
157 Transmutation
306 Transmutation of Objects
271 Transportation
147 Trap
50 Trelane, Christine
200 Trick Shot Modifiers, Table 4-3:
200 Trick Shots
226 Trigger Lock
302 Tri-Stat, Moving Beyond d12
276 Tri-Stat, The Heart of d12
294 Tsunami
158 Tunnelling
238 Turbocharger
99 Two Dimensional Forms
103 Two Weapons
198 Two Weapons, Attack with
119 Type I
139 Type I
119 Type II
139 Type II
226 Types of Ammunition

U

232 Ultra-Light
69 UN Special Negotiation Team
69 UN Superhuman Security and Intelligence Advisory Office
290 UN Superhuman Security and Intelligence Advisory Office
288 Unanswered Questions
187 Unappealing
172 Unarmed Attack
206 Unarmed Combat
172 Unarmed Defence
148 Undetectable
194 Unfamiliar Action
148 Unique Ability
158 Unique Attributes
187 Unique Defect
150 Unique Disability
241 United Nations Intelligence Office
70 Universes, Parallel
158 Unknown Superhuman Power
290 UNNSSIAO
150 Unreliable
187 Unreliable Power
187 Unskilled
194 Unskilled Attempts
69 UNSNT
69 UNSSIAO
151 Untrackable
171 Urban Tracking
342 Uses Energy
195 Using Attributes
192 Using Attributes at Reduced Levels
213 Using Powers Against Opponents
214 Using Powers as Attacks
215 Using Powers Defensively
213 Using Powers in Combat
299 Using Powers Unexpectedly
163 Using Skills
231 Utility Helicopter

V

232 V/STOL Combat Jet
212 Vacuum
231 Van
148 Vampiric
138 Variable Intensity Regeneration
299 Varying Power Levels
234 Vehicle Customisations, Table 5-4:
238 Vehicle of Base, Fighting Inside a
204 Vehicle, Firing Weapons from a Moving
228 Vehicles
234 Vehicles, Customising
343 Vehicles, New
76 Veins of God
300 Video Presentation
297 Villainous Escapes
264 Villains
292 Villains
171 Visual Arts
199 Vital Spot, Called Shot to
295 Volcanic Eruptions
68 Voyager 1 and Endeavour
187 Vulnerability

W

151 Wall-Bouncing
151 Wall-Crawling
188 Wanted
257 War, Night's Bringer of
258 Warrior Priestess, The
59 Wars, Hidden
250 Watch Spore of God
329 Watch Spores of God
158 Water Speed
151 Water-Walking
188 Weak Point
199 Weak Point, Called Shot to
159 Wealth
238 Weapon Mount - Heavy
238 Weapon Mount - Light
258 Weaponmaster, The
240 Weaponry, Secret Black Ops
221 Weapons
103 Weapons Encyclopaedia
253 Weapons, Damage to
221 Weapons, Improvised
206 Weapons, Melee
343 Weapons, New
207 Weapons, Ranged
249 Weapons, Sliding Albion Personal
222 Weapons, Table 5-2:
51 Weatherman
242 Web of Subatomic Knives
300 Website Updating
72 Westminster Abbey. Sliding
5 What is a Role-Playing Game?
279 What They See, Not Feel
195 When to Roll Dice
171 Wilderness Survival
171 Wilderness Tracking
65 Wilshire Boulevard Reforestation
56 Windsor
326 Windsor
291 Windsor Invasion
258 Winged Huntress, The
65 Wolfshead, The
259 Work with the Game Master
271 Working Together
58 World of the Authority, The
275 World-Builder
253 Worlds, Blowing Up
261 Worship
208 Would Difficult Penalties
199 Wound, Striking to
171 Writing

Y

57 Yngvi
327 Yngvi
275 Your Authority
263 Your Entourage

Z

151 Zen Direction
91 Zero Rank PMVs

TRI-STAT CHARACTER SHEET

Name:	
Character Points:	Advancement Points:
Alias:	
Age:	Gender:
Height:	Weight:
Description:	

TRI-STAT		
Body / Attack	Combat / Health	
Mind / Defense	Combat / Shock	
Soul / Maximum	Damage / Energy	

Characteristic Attributes	Total Points:
Power Attributes	**Total Points:**
Skills	**Total Points:**
Defects	**Total Points:**
Skill Groups	

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D20 Character Sheet

Name:	**Alias:**
Character Points:	**Class/Level:**
Experience Points:	**Class/Level:**
Age:	**Gender:**
Height:	**Weight:**
Description:	

D20 System

STR	REF	SAVE	INT
DEX	FORT	SAVE	WIS
CON	WILL	SAVE	CHA
BAB	HIT	POINTS	BASE AC
ECL	MAXIMUM	DAMAGE	ENERGY

Characteristic Attributes	Total Points:
Power Attributes	**Total Points:**
Skills	**Total Points:**
Defects	**Total Points:**
Skill Groups	

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