FOUR COLORS
Companion
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Section One:
Optional Rules

The rules found in this section of the book are used only at the discretion of the GM. He may opt to use some of them, all of them or none of them. Do not automatically assume these rules will be in use.

SPECIALTIES
Special thanks to George from the Rpg-Create group.

This rule acts as an add-on to the character creation rules found in the *Player s Guide*. It allows characters to specialize in specific areas of a Trait, while lagging behind in the other areas.

Most Traits have multiple Specialties available (see the listings below). Here s a few useful facts about Specialties;

"   Characters can be given Specialties for free (i.e., it doesn t cost any CP s to do so) during character creation.

"   Each Trait may only be given one Specialty.

"   A Trait must have at least a rating of 1 in order to be given a Specialty.

How Specialties Work
Upon selecting a Specialty, write it down in parenthesis next to the Trait rating.

The character s rating counts as being one higher when performing tasks that fall within the Specialty s boundaries.

The negative side of this is that the Trait rating is considered to be one less when performing tasks that aren t related to the Specialty itself.

Physical Traits:	Specialties:
Armed Combat	Axe, Sword, Knife, Club, *specific power*
Athletics	Climb, Jump, Run, Swim, *specific sport*
Body	Strength, Stamina
Coordination	Sleight of Hand, Pick Pocket, Pick Lock
Driving	Car/Truck, Motorcycle, Bus, Tank
Piloting	Auto-Gyro, Airplane, Motor Boat, Sail Boat, Large Ship, Space Ship
Ranged Combat	Rifles, Pistols, Machineguns, Thrown Weapons, Bows, Large Guns, *specific power*
Stealth	Hide, Sneak, Shadow, Disguise
Unarmed Combat	Brawling, Martial Arts, Wrestling

Mental Traits:	Specialties:
Detective	Forensics, Cryptography, Deduction
Inventor	Vehicles, Weapons, Armor, Gadgets
Knowledge	*none*
Medical	Medicine, Surgery, First Aid
Perception	Spot Hidden, Strategy, Logic, Tracking
Repair	Vehicles, Weapons, Armor, Gadgets
Science	Life Sciences (*e.g., Biology, Zoology, Botany*), Physical Sciences (*e.g., Chemistry, Physics, Mathematics*), Planetary Sciences (*e.g., Geology, Minerology, Oceanography*), Social Sciences (*e.g., Archaeology, Geography*), Space Sciences (*e.g., Astronomy, Astrology*)
Survival	Arctic, Desert, Forest, Jungle, Mountain, Ocean, Swamp, Plains
Willpower	*none*

Social Traits:	Specialties:
Appearance	*none*
Artist	Drawing, Painting, Sculpting, Writing
Journalist	Articles, Editing, Photography
Luck	*none*
Performer	Acting, Dancing, Singing, Comedy, Oratory, *specific musical instrument*
Persuasion	Intimidate, Interrogate, Bribe, Fast-Talk, Seduction, Command
Psychology	*none*

Streetwise	Urban Survival, Connections, Rumors, Underworld
Wealth	*none*

ANOTHER USE FOR STUNT POINTS

The *Player s Guide* offers a simple way for Stunt Points to dramatically affect your character s chances of success.

This optional rule enables you to spend your Stunt Points to save your character s bacon.

If the character dies, you can spend a Stunt Point to avoid such an unpleasant fate. The character will still be alive. Roll a d12. This is how many Wound Points the character has.

The loss of this Stunt Point is permanent! Yes, permanent! But, hey...at least the character survived.

CALLED SHOTS

This optional rule allows characters to aim a ranged or close combat attack at a specific area of the target to achieve a particular effect. An example of this would be trying to shoot the enemy s pistol out of his hand.

This increases the Difficulty Number by 2. But if the attack succeeds, the desired effect occurs.

Called Shots can also be used to target a critical or weak spot on the attacker (throat, eyes, etc.). In such cases, rather than a specific effect happening, the damage done to the target is increased by 4. Called shots of this nature suffer +2 to the Difficulty Number, just like any other called shot.

WRESTLING

The basic combat rules were kept intentionally simple. And while this optional rule does add a bit of complexity, it's still streamlined enough to use without slowing down the action.

Attacking

A wrestling attack, by definition, is any attempt to restrain, seize or apply a grappling hold to an enemy.

The wrestling attack is carried out like any Unarmed Combat attacks.

Getting Free

If the attack is successful, the attacker has hooked the opponent. During each of the trapped character's turns, he can attempt to do one of the following;

" **_Power Out:_** Make an opposed check using the captured character's Body vs. the capturing character's Body to break free of the hold. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold.

" **_Slip Out:_** Make an opposed check using the captured character's Athletics vs. the capturing character's Unarmed Combat. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold.

" **_Counter Move:_** Make an opposed check using the captured character's Unarmed Combat vs. the capturing character's Unarmed Combat. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold and either traps the opposing character or nails him with another type of close combat attack (e.g., elbow to the gut, hip toss, etc.). Damage is done as normal for such attacks.

Damaging

A character who has an opponent trapped may relinquish the hold during any of his turns and perform an action as normal.

If the character keeps the hold on his opponent, he may choose to spend his action to inflict damage. The poor sap in the hold will take damage as per any unarmed attack.

This damage will be caused on every one of the capturing character's turns, until the captured character manages to escape.

CHARGE ATTACKS

A character who is at least 5 yards away from an enemy can charge him. This is where you put your head down and slam your running body directly into an opponent!

Hitting

This is treated as a normal Unarmed Combat attack. The only exception is that charge attacks are easier to avoid, as the enemy can see it coming and thus has time to better evade the impact.

To represent this, the opponent gets to add +1 to his Athletics check roll (to avoid the attack) for every 5 yards away the charging character is. So, if the charger is 10 yards away, the target character adds +2 to his result.

Damaging

Despite being harder to connect with a charge attack, it generally causes more damage than a normal unarmed attack. This is due to the momentum the character gains.

If the attack hits, add +1 to the damage for every 5 yards away the charging character is.

Section Two:
Quick Characters

WHY QUICK CHARACTERS?

The rules found in this section are meant to generate quick and easy character stats. When creative juices are low or you re short on time, roll some dice and assemble the character.

These rules are not recommended for player characters. PC s need more depth and versatility than the scope of these rules allow.

EFFICIENCY LEVEL

For convenience, you ll need to select an appropriate Efficiency Level for the character. This determines roughly how formidable the character will be.

Efficiency Level 0
This character is a normal joe . She s not a hero, a villain or any other sort of costumed individual. This doesn t mean the character is incompetent. Far from it. These characters are often very well trained.

Efficiency Level 1
This character is a low-powered hero or villain. This is the standard street-level character, much like the villains who plague a certain pointy-eared bat fella.

Efficiency Level 2
This character is the most common super-powered hero or villain. Most Golden Age villains fall into this category.

Efficiency Level 3
This character is a high-powered hero or villain, capable of incredible feats.

TRAITS

There s three steps involved in determining a character s Traits and Trait ratings.

Number of Traits
To determine the number of Traits the character has, roll a d12, adding the Efficiency Level to the result. Consult the table below;

Roll:	Number of Traits:
1	4
2	6
3-4	8
5-8	10
9-10	12
11-12	14
13-15	16

Trait Selection
Now that you know how many Traits the character receives, you ll need to determine exactly which ones he has.

You can either select them yourself or roll a d12 on the charts below. You may freely choose which of the three charts to roll on. This gives you a measure of control.

Roll:	Physical Trait:
1	Armed Combat
2-3	Athletics
4-5	Body

Roll:	Physical Trait:
6	Coordination
7	Driving
8	Piloting
9	Ranged Combat
10	Stealth
11-12	Unarmed Combat

Roll:	Mental Trait:
1	Detective
2	Inventor
3-4	Knowledge
5	Medical
6-7	Perception
8	Repair
9	Science
10	Survival
11-12	Willpower

Roll:	Social Trait:
1-2	Appearance
3	Artist
4	Journalist
5-6	Luck
7	Performer
8-9	Persuasion
10	Psychology
11	Streetwise
12	Wealth

Trait Ratings

We now know what Traits the character has. Now, we must determine each Trait s rating. Roll on the chart below.

Once you get all that done, you may be able to increase one or more of the ratings. Characters have a number of Boost Points equal to his Efficiency Level.

Each Boost Point spent allows you to increase a Trait Rating by 1.

Roll:	Trait Rating:
1	-2
2	-1
3-6	1
7-8	2
9-10	3
11	4
12	Roll on the sub-chart below, unless the character has an Efficiency Level of 0 (in which case, count this result as a 4.

Roll:	Superhuman Rating:
1-6	4 (2)
7-9	4 (3)
10-11	4 (4)
12	4 (5)

SUPER POWERS

It's time to determine your character's powers. This is broken up into several steps.

Number of Powers

How many powers does the character have? Roll a d12 and add the character's Efficiency Level to the result.

Roll:	Number of Powers:
1-2	1
3-5	2
6-9	3
10-11	4
12-13	5
14-15	6

Power Level

Roll a d12 on the chart below to determine the Power Level of each power.

Roll:	Power Level:
1-4	low
5-8	medium
9-12	high

Power Rating

Roll a d12 on the chart below to determine the rating.

Characters have a number of Power Boost Points equal to his Efficiency Level.

Each Power Boost Point spent allows you to increase a Power Rating by 1.

Roll:	Power Rating:
1	-2
2	-1
3-4	0
5-6	1
7-8	2
9-10	3
11	4
12	Roll on the sub-chart below.

Roll:	Higher Rating:
1-6	4 (2)
7-9	4 (3)
10-11	4 (4)
12	4 (5)

Power Type (Optional)

If you need a direction for your power, you can roll a d12 on this chart. It will give you a general category, with which you can build the power concept around.

Roll:	Power Type:	Description:
1	Alter Other	This power changes another character or inanimate objects.
2	Alter Self	This power changes the character who possesses it (growth, prehensile tail, invisibility, etc.).
3	Close Combat	This power acts as a close combat attack (claws, spiked tail, etc.).
4-5	Defense	This power protects the character in some way (force field, body armor, etc.).

6	Environment Control	This power manipulates the character s surroundings (weather control, light control, etc.).
7	Mental	This power is derived from the character s mind or other manner of mysticism (spells, telekinesis, etc.)
8	Miscellaneous	Anything that doesn t fit into any other category. You may re-roll this if you can t think of an appropriate power.
9-10	Movement	This power allows the character to travel in a peculiar way (flight, teleportation, etc.).
11	Ranged Combat	This power gives the character some form of distance attack (laser beam, shard blast, etc.)
12	Sensory	This power affects the character s senses or even creates an all new sense not available to other characters.

OOMPH

Roll a d12 to find out how much Oomph the character has.

Roll:	Oomph:
1	0
2-3	1
4-7	2
8-10	3
11-12	4

STUNT POINTS

Roll a d12 to see how many Stunt Points the character is entitled to.

Roll:	Stunt Points:
1-2	0
3-6	1
7-10	2
11-12	3

WOUND POINTS

Figure up the character s Wound Points as normal. The chart is repeated here for convenience.

And don t forget to add or subtract the character s Willpower rating to/from the total Wound Points

Body:	Wound Points:
-2	23
-1	26
0	29
1	32
2	35
3	38
4	41
4 (2)	44
4 (3)	47
4 (4)	50
4 (5)	53

Section Three:
GM s Corner

LIFTING

In the *Player s Guide*, I used adjectives to describe how good the various Trait ratings are. And for the most part, this works rather well.

Unfortunately, it s not adequate for one Trait in particular. That Trait is *Body*.

Sure, saying a character is great helps somewhat, but it fails to tell you how much weight the character can lift.

I m rectifying the situation here and now.

Body:	Lift (over character s head):
-2	Can press up to 50 lbs.
-1	Can press up to 100 lbs.
0	Can press up to 150 lbs.
1	Can press up to 200 lbs.
2	Can press up to 400 lbs.
3	Can press up to 600 lbs.
4	Can press up to 800 lbs.
4 (2)	Can press up to 1 ton
4 (3)	Can press up to 10 tons
4 (4)	Can press up to 50 tons
4 (5)	Can press up to 100 tons

LUCKY YOU!

Luck is largely an underappreciated Trait. This might be because some GM s overlook it when running the game. And this is a shame, too, as Luck can be used to enhance any scene.

On that note, let s explore some examples to give your imagination a kick-start.

" A character is walking across a dilapidated building ledge. A quick Luck check can determine if it supports his weight or not.

" A character is in a tough brawl with a few thugs. He decides to look around for an improvised weapon to even the odds. Have the player make a Luck roll to see if there s anything laying around.

" A character gets knocked off the building top. Have the player make a Luck check to see if there s a flagpole or something else for him to grab onto.

" A character is in a library, in his secret identity, looking for a rare book. A Luck roll could be the deciding factor as to whether or not it s there.

" The character is playing a game of chance in a posh casino. How well does he do? Let Luck decide.

" While in his secret identity, the character goes to a high society restaurant. Have him make a Luck roll. Failure means that the villain (who has been committing crimes at society functions) pops up to cause trouble.

" A bank robbery occurs. A Luck check could determine if the character, who s on patrol, is nearby.

" The bad guy lets loose a fire blast at one of the characters! Which character is he aiming at/ Have the players make a Luck check. The lowest roller is the target!

Stock Characters

There s no need to stat out each and every character the heroes encounter. After all, many of these NPC s will only appear once. This is why I ve included stock characters. Stock Characters are generic characters who fall into a certain stereotype. They re quick, convenient and serve their purpose nicely.

All stock characters have 1 Oomph and 0 Stunt Points. You may alter this if you wish.

Celebrity Entertainer
Traits: Appearance 3, Performer 3, Persuasion 1, Wealth 3
Wound Points: 29
Typical Equipment: None

Common Criminal
Traits: Armed Combat 1, Ranged Combat 1, Knowledge (Crime) 1, Wealth -1, Streetwise 2
Wound Points: 29
Typical Equipment: Pistol or knife

Detective
Traits: Body 1, Detective 2, Unarmed Combat 1, Perception 2, Persuasion 1, Streetwise 2
Wound Points: 32
Typical Equipment: Pistol

Kid
Traits: Athletics 1, Body -2, Stealth 1, Luck 1, Appearance 1, Persuasion 1
Wound Points: 23
Typical Equipment: None

Mob Boss
Traits: Ranged Combat 2, Perception 2, Willpower 1, Persuasion 2, Streetwise 2, Wealth 3
Wound Points: 30
Typical Equipment: Pistol or machine gun

Mob Enforcer
Traits: Armed Combat 2, Athletics 1, Body 2, Unarmed Combat 2, Perception -1, Persuasion 1, Streetwise 1
Wound Points: 35
Typical Equipment: brass knuckles (treat as club)

Mobster
Traits: Armed Combat 1, Athletics 1, Driving 1, Ranged Combat 2, Streetwise 2
Wound Points: 29
Typical Equipment: Pistol or machine gun and knife

Police Officer
Traits: Armed Combat 1, Athletics 1, Driving 1, Ranged Combat 2, Perception 1, Streetwise 1
Wound Points: 29
Typical Equipment: Pistol or machine gun

Politician
Traits: Unarmed Combat -1, Armed Combat -1, Knowledge (Politics) 2, Persuasion 3, Wealth 2
Wound Points: 29
Typical Equipment: None

Pro Athlete
Traits: Athletics 3, Body 1, Wealth 2
Wound Points: 32
Typical Equipment: None

Reporter
Traits: Perception 1, Willpower 1, Journalist 2, Persuasion 1, Streetwise 1
Wound Points: 30
Typical Equipment: Camera

Scientist
Traits: Body -1, Perception 1, Inventor 1, Science 3
Wound Points: 26
Typical Equipment: None

Socialite
Traits: Knowledge (High Society), Appearance 2, Wealth 4, Streetwise -2
Wound Points: 29
Typical Equipment: None

Soldier
Traits: Armed Combat 1, Athletics 1, Body 1, Ranged Combat 2, Unarmed Combat 1, Survival 1, Willpower 1
Wound Points: 33
Typical Equipment: machine gun

Typical Citizen
Traits: Knowledge (*specific profession*)
Wound Points: 29
Typical Equipment: None