

HERO System
SIDEKICK



Steven S. Long

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SIDEKICK — Easy Learning Rules for the *Hero System*

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A WORD OR TWO OF APPRECIATION

Dedication: To all the *HERO System* fans who — ready, willing, and eager to teach others to play the game — asked for a tool like *Sidekick* to help them.

Playtesters: We were especially fortunate to have the time and resources to playtest *Sidekick* broadly and extensively. In addition to our regular group of *Digital Hero* testreaders, over the course of more than a month, dozens of playtesters — men and women, adults and children, experienced gamers and newcomers, and gamers from many countries around the world — got together to put *Sidekick* through its paces and report back to Steve regarding their impressions of the book and suggestions for improving it. They are: Tobie Abad, Toby Akers, Katherine Allen, Jay Anyong, Kate Aton, Dexter Ball, Barry Battle, Torsten Beck, Tommy Bisanz, Thomas Biskup, Lee Blankenship, Jonathan Bodey, Brett Bowman, Jackie Brenegar, Mike Brown, Gwynne Brunet, Christopher M. Cadeau, Amie Marie Carey, Sabrina Carlin, Sean Carlin, Ken Carlson, Marcelo H. Cerri, Thomas Clegg, Barbara Coble, William Coble, Joseph Cocco, Randy Conklin, Robert Cote, Jesse Cox, Russel Cox, Charlie Critz, The Cumberland Fire-Eaters (Dave Insel, Paul Reed, Cody Reichenau, S. John Ross), Dan Dean, Matthias Deigner, Thomas Dembach, Thalles de Mello, Patrick Deters, Beth Drummond, Zachary Drummond, Bryant Durrell, Suzanne Eggebrecht, Ian Eller, Derek Ellis, Ali Eslami, Gabriel Falcon, Doug Field, Tammy Field, Aaron Fink, James Flanagan, Ken Flickstein, Rob Flock, Sven “8t88” Flottmann, Anthony Flynn, Dick Forney, Bruce Frazier, Slaine Fullerton, Wes Ganote, S. Alexander Gentry, Aaron Gilbank, Lisa Graff, Ryan Graff, Melissa Grant-Ricks, Jason Gray, Phillip Green, Tara Green, Rick Haufe, Scott Henry,

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...and of course, anyone whom I, in all the hubbub, have accidentally left off the list or mis-spelled (for which my apologies!).

In particular, I'd like to thank the GMs who contacted me about playtesting, rounded up a group, and ran players through character creation and games. Your hard work and devotion to making the *HERO System* more accessible are deeply appreciated!

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SIDEKICK TABLE OF CONTENTS

INTRODUCTION	5	LIMITATIONS	66	RECOVERY	100
What's The Difference?.....	5	Taking Limitations	67	Holding Breath And Drowning.....	100
Where Can I Get Some Help?.....	5	Limitation Descriptions.....	68	Recovering BODY	100
What Else Is Out There?.....	5	POWER FRAMEWORKS	72	PRESENCE ATTACKS	101
BASIC RULES AND CONCEPTS	6	General Rules.....	72	EXAMPLE OF COMBAT	102
Game Basics	6	Elemental Control	72		
Character Creation.....	6	Multipower	72	CHAPTER THREE:	
Combat.....	7	EXAMPLE POWERS	74	THE ENVIRONMENT	
CHARACTER SHEET	9	Cyberware.....	74	LIVING IN A DANGEROUS WORLD .	105
		Psionic Powers.....	74	BREAKING THINGS	106
		Spells	75		
		Superpowers	75	CHAPTER FOUR:	
CHAPTER ONE:		DISADVANTAGES	76	EQUIPMENT	
CHARACTER CREATION		Experience Points	81		
CHARACTER POINTS	14	EXAMPLE CHARACTER	82	VEHICLES	109
Superheroic And Heroic				Using Vehicles	111
Characters	14	CHAPTER TWO:		Vehicles In Combat.....	111
Restrictions On Spending Points...	15	COMBAT AND ADVENTURING		WEAPONS AND ARMOR.....	112
CHARACTERISTICS	16	Senses And Perception	86	Weapons Tables	112-14
Explanation Of Characteristics	16	Perception Rolls	86	Key And Notes For	
Primary Characteristics.....	16	Targeting And Nontargeting		Weapons Tables.....	114
Figured Characteristics	18	Senses	86	Armor And Shields.....	115
Characteristics Comparisons.....	19	Sense Groups	86		
SKILLS	21	ENTERING COMBAT	87	CHAPTER FIVE:	
Buying Skills.....	21	Combat Basics	87	EXAMPLE CHARACTERS	
Using Skills	21	Game Scale	87	Defender	117
Skill Descriptions	24	Combat Time	87	Pulsar	118
PERQUISITES (PERKS).....	31	Beginning Combat	88	Valerius the Harper	119
TALENTS	32	Actions	88	HERO SYSTEM GLOSSARY	122
POWERS.....	34	Holding An Action	89	INDEX.....	125
Special Effects.....	34	Aborting An Action.....	89	CHARACTER SHEET	127
General Rules.....	36	FIGHTING.....	90		
Using Powers	37	Attack Rolls And Combat Value	90		
Power Categories	37	The Attack Roll	90		
Adjustment Powers	37	Calculating OCV And DCV	91		
Attack Powers.....	38	Mental Combat	92		
Body-Affecting Powers	38	Combat Modifiers	92		
Defense Powers	39	Combat Maneuvers.....	94		
Mental Powers	39	Martial Arts	96		
Movement Powers.....	40	DETERMINING DAMAGE	97		
Sense-Affecting Powers.....	40	Damage Class.....	97		
Sensory Powers	41	Normal Damage Attacks	97		
Size Powers	41	Killing Damage Attacks	97		
Special Powers.....	41	Taking Damage	97		
Standard Powers.....	41	Effects Of Damage.....	99		
Power Summary Tables.....	42-44	Stunning	99		
Power Descriptions	45	Knockout	99		
ADVANTAGES	62	Injury	99		
Buying Advantages	62	Death	99		
Using Advantages.....	62	Knockback	99		
Advantage Descriptions.....	63				
Advantages And Limitations					
Calculations Tables.....	66				



HERO SYSTEM QUICK-REFERENCE

Here's a quick summary of some basic *HERO System* facts and formulae:

Attack Roll = (11 + Attacker's OCV - Target's DCV) or less

Characteristic Roll = 9 + (Characteristic/5) or less

Skill Roll = 9 + (Characteristic/5) or less

Active Cost of a power = Base Cost x (1 + total value of all Advantages)

Real Cost of a power = Active Cost/(1 + total value of all Limitations)

1" = 1 hex = 2 meters = approximately 6.5 feet

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INTRODUCTION



EVERY GOOD HERO NEEDS A SIDEKICK!

The *HERO System*, the award-winning role-playing game rules set that got its start as *Champions* in 1981, is renowned for its flexibility, customizability, and wealth of detail. Instead of forcing players and GMs to create characters based on a limited conception of how a game should work, or requiring them to pick abilities from a restricted list, the *HERO System* lets you design *anything* you want for your character and campaign, however you want it.

However, Hero's strengths come at the price of some complexity. The *HERO System* has a lot of rules, terms, and information — and sometimes that makes it seem daunting to newcomers. Most gamers who give it a try soon discover that its internal consistency makes it much easier to learn than they thought, but there's still an initial learning curve.

To make the learning process easier, Hero Games presents *Hero System SIDEKICK*. *Sidekick* is a set of easily-learned “core” rules that can get you up and running in a *HERO System* game quickly.

What's The Difference?

Sidekick differs from the full *HERO System* rules in just one major respect: the amount of details, options, alternatives, and minor/special rules available. The core mechanics of the two systems — how you make an Attack Roll or a Skill Roll, how characters take damage, how you create characters, and so forth — are identical. But where the *HERO System* might include ten paragraphs and four special Power Modifiers to explain a particular Power and provide ways for gamers to customize it, *Sidekick* probably only has a couple of paragraphs. It leaves out a lot of the details and options of the full *HERO System*. The intent is to pare the *HERO System* down to its most necessary rules — so you can easily learn them before diving into the more complex, but much richer, rules of the full system.

If you have a question about any element of the *Sidekick* rules, the best place to look for the answer is the *HERO System 5th Edition* rulebook. It contains hundreds of pages of information, rules, explanation, examples, and options that *Sidekick* does not. As you explore more and more of the rules, you'll gradually learn the full *HERO System* and discover that it's even more fun than *Sidekick*.

Where Can I Get Some Help?

If the *HERO System 5th Edition* rulebook doesn't have the answers you seek, there are two other resources you can turn to for help. The first is the message boards at the Hero Games website, www.herogames.com. The boards have thousands of registered fans, many of whom post every day. They're one of the friendliest, most enthusiastic communities in gaming, and if you ask a question they'll answer it quickly.

Second, you can contact Hero Games directly by e-mail at info@herogames.com. We're glad to answer questions from the fans about Hero's rules or products.

What Else Is Out There?

Hero Games and the *HERO System* have been around for about 25 years, so there are lots of resources you can use with the *Sidekick* version of the *HERO System* rules. Since releasing the *5th Edition* in mid-2002 (and the *Revised* version of it in late 2004), Hero Games has published numerous books — several thousand pages' worth of *HERO System* characters, gadgets, vehicles, and information — along with an electronic magazine, *Digital Hero*. Pre-*5th Edition* products are also easy to use with *Sidekick*.

Buying books isn't the only way to get into the game (though it's one we hope you'll try eventually!). In addition to all the free game aids, example characters, and other things you'll find on the *Free Stuff* page at www.herogames.com, there are hundreds (if not thousands) of fan-created websites containing *HERO System* characters, campaign settings, house rules, and just about anything else you can think of.

HERO DESIGNER CHARACTER CREATION SOFTWARE

If you like to use your computer to improve your gaming, check out the *Hero Designer* character creation software available from Hero Games. It simplifies the process of creating a character by automating everything and doing the math for you — it turns the task of creating a *HERO System* player character into a matter of a few keystrokes and mouse clicks. You can find out more at www.herogames.com.

UPGRADING TO THE FULL HERO SYSTEM

After you've worked with *Sidekick* for a while, you'll probably find yourself wanting to go beyond it — to expand the range of Skills, Powers, Advantages, Limitations, Combat Maneuvers, and other game elements available to you. If that's the case, you should consider upgrading to the full *HERO System 5th Edition* rules.

Because the *Sidekick* rules are the same as the *HERO System* rules — just minimized and simplified — upgrading is easy. All you have to do is start adding elements from the full rulebook to your characters as you need them. For example, if you want to create a character who's highly resistant to damage, you could pick up the *5th Edition* rulebook, learn about the *Power Damage Reduction*, and buy it for your character.

Sidebars throughout this book list some of the *HERO System* elements *Sidekick* lacks, to give you an idea of what you'll find in the *5th Edition* rulebook.

BASIC RULES AND CONCEPTS



STANDARD HEIGHT AND WEIGHT

For *HERO System* purposes, all characters are considered to be 1" (2 meters) tall and weigh 100 kilograms (220 pounds). Powers, Disadvantages, or other abilities they buy may change this, but that's the defined "norm" for the game. Obviously characters can vary tremendously in height — a Special Forces soldier, a mountain dwarf, and a Japanese school-girl who's secretly a master of the martial arts are very different in size and weight. But for game purposes, they're all treated as the same, unless they buy some sort of ability that represents being a different size (such as bonuses to Defensive Combat Value [DCV] to represent being significantly smaller than normal).

Before you proceed to the meat of the *HERO System* rules, you may want to familiarize yourself with some of the basic concepts of the game. (Of course, you can skip ahead to the more detailed explanations in later sections of the book if that's a better way for you to learn the game.) The text below also includes a short summary of the rules that you can refer to during the game.

GAME BASICS

DICE

The *HERO System* uses six-sided dice (d6) to resolve combat, the use of Skills, and similar situations. The number before the "d6" notation indicates how many dice to roll; for example, 12d6 means 12 dice; 2d6+1 means roll two dice and add one point to the total.

Most dice-rolling in the *HERO System* requires you to roll 3d6 and get a result equal to or less than some number. This is written in the text by a minus sign (-) following the number. Thus, a Skill which your character can perform successfully on an 11 or less roll is written 11-.

Whenever you attempt any 3d6 roll — whether an Attack Roll, Skill Roll, Characteristic Roll, Perception Roll, or other roll — a result of 3 (three ones) always hits or succeeds; a result of 18 (three sixes) always misses or fails.

CALCULATIONS AND ROUNDING

In the *HERO System*, you use *Character Points* (see page 14) to purchase all of your character's abilities and powers. Sometimes this requires calculations involving division or multiplication. When calculating the cost of something using multiplication or division, always round off to the next whole number. Numbers from .1 to .4 round down; numbers from .6 to .9 round up; and .5 rounds up or down depending on what's best for the character.

The only exception is calculating Speed (SPD) — SPD *always* rounds down. A SPD of 2.9 is still a SPD of 2, not a SPD of 3.

If a calculation involves two or more separate parts (such as Recovery (REC), which is Strength/5 plus Constitution/5), round at each separate step of the calculation. Thus, a character with BODY 10, STR 15, and CON 15 has a STUN of 26 (BODY 10; plus STR/2 = 7.5, rounds to 8; plus CON/2 = 7.5, rounds to 8; 10+8+8 = 26).

Despite the rounding rules, the minimum cost of anything is 1 point.

GAME SCALE AND MOVEMENT

Movement and maps in the *HERO System* use hex-shaped *inches* which, in game terms, are 2 meters (approximately 6.5 feet) wide. The text often refers to "hexes" or "inches" interchangeably; inches are written 1", 2", and so forth. Despite this terminology, you don't need a map to play; you can keep track of characters' movement and positioning in your head if you prefer.

CHARACTER CREATION

The heart of the *HERO System* is its rules for character creation. Using them, you can create any type of character, power, gadget, or ability you want, subject to the GM's campaign restrictions.

You build *HERO System* characters with *Character Points* (page 14). A character purchases everything he can do, from his ability to lift heavy objects to his ability to use magic or superpowers, with *Character Points*.

Your GM will tell you how many points you have to build your character with — the more points he gives you, the more powerful your character is. Some of your *Character Points* are "free" (given to you by the GM); you acquire others by taking *Disadvantages* — complications, hindrances, or flaws — for your character (see page 76). The main purpose of *Disadvantages* is to simulate character conception, but they're also worth extra *Character Points*. For example, your character might have an old enemy who Hunts him, or adhere to a Code Of Honor, or be missing one eye. Each of these *Disadvantages* gives you extra *Character Points* to build your character with.

Beyond the number of points available to you, the *HERO System* doesn't impose any restrictions on how you spend *Character Points*. There's no rule that says you have to spend a certain percentage of a character's points on Skills, or that you can only spend 10 points on a particular *Characteristic*. In the *HERO System*, you have the freedom to design your character the way *you* want — and the responsibility to create a fair, fun, and reasonable character that accompanies that freedom.

There are five things a character can buy with *Character Points*: *Characteristics*, *Skills*, *Perks*, *Talents*, and *Powers*.

CHARACTERISTICS (PAGE 16)

All *HERO System* characters have eight *Primary Characteristics* (such as Strength and Intelligence), which represent physical and mental capabilities; and six *Figured Characteristics* (such as Physical Defense or Stun), which are mainly used

in combat. An average human has Primary Characteristics of about 8-10.

Primary Characteristics all have *Characteristic Rolls* equal to $9 + (\text{Characteristic}/5)$ or less. For example, a character with a DEX of 20 has a DEX Roll of 13- ($9 + (20/5) = 13$). When the GM asks you to make a Characteristic Roll (such as a DEX Roll to walk along a narrow beam), you roll 3d6 like normal. The more you make (or fail) the roll by, the greater your degree of success (or failure). The GM imposes negative modifiers on the Characteristic Roll when you attempt particularly difficult feats, making it harder to succeed.

SKILLS (PAGE 21)

A character's Skills represent specialized knowledge or training he possesses. This includes such things as knowing how to fly a plane, investigate a crime scene, or fire a blaster pistol, or the character's in-depth knowledge about any subject you can think of (physics, Fire Demons, Great Britain, alien races...).

A character can try to get information, perform a task, or gain other benefits from knowing a Skill by making a *Skill Roll*. Each Skill has a Skill Roll, typically between 8- and 18- (the higher, the better). Most Skills are based on a Characteristic, just like Characteristic Rolls, and you use all of them the same way: roll 3d6; if the total on the dice is less than or equal to your Skill Roll, your character succeeds; if it's higher than the Skill Roll, he fails.

PERKS (PAGE 31)

Perks are special resources a character has access to — money, contacts, permits or licenses, and the like.

TALENTS (PAGE 32)

Talents are unusual abilities or attributes a character possesses. They are usually better than Skills, but not quite as powerful as Powers — in fact, they're sort of a cross or "middle ground" between the two. They include things like a natural sense of direction, photographic memory, or being able to speed read. Some of them involve rolls similar to Skill Rolls; others function automatically.

POWERS (PAGE 34)

Powers are abilities "beyond those of normal men," though you can also use them to create many abilities and devices which are perfectly appropriate for characters who are "normal men" (such as a gun, the ability to run faster than normal, or the like). Each Power costs a certain amount of Character Points, depending upon how powerful or useful it tends to be (often the cost is incremental, such as 5 Character Points for every 1d6 of effect).

You can create any ability you can think of — flying, becoming invisible or intangible, changing shape, firing energy bolts or mental blasts — using Powers. They can simulate a superhero's powers, a wizard's spells, or a martial artist's super-skills, just to name a few. You also use Powers to construct equipment and weapons.

Advantages And Limitations (Pages 62, 67)

Characters sometimes apply *Advantages* to make a power better, or *Limitations* to restrict its use. Advantages increase a Power's cost, while Limitations reduce it.

Power Frameworks (Page 72)

Sometimes characters buy Powers through *Power Frameworks* — ways to group Powers so they cost fewer points. However, this savings entails some restrictions on when and how the character can use the Powers in his Framework. There are two types of Frameworks — Elemental Controls and Multipowers.

COMBAT

HERO System combat is simple, but flexible. You can use the combat rules to perform just about any action or attack you can think of.

INITIATIVE (PAGE 87)

Two of a character's Characteristics — Dexterity (DEX) and Speed (SPD) — determine when he acts in combat, and how often. The rules divide combat time into 12-second *Turns*; each of those seconds is a *Segment*. The character's SPD indicates which Segments he can take an Action in; these Segments are his *Phases*. Thus, a character with 5 SPD has 5 Phases — five times each Turn when he can act. The *Speed Chart* (page 87) indicates the Phases for each SPD.

In each Segment, several characters may have a Phase — for example, characters with SPD 3 and SPD 6 both act in Segment 4. All characters who can act in a Phase do so in order of DEX, from highest to lowest. Thus, a character with DEX 20 acts before one with DEX 18; however, a character may Hold his Action and act later in the Phase if he wants.

ACTIONS (PAGE 88)

A character may take an Action in each of his Phases. His Actions may include *Full Phase Actions* (which require his entire Phase) or *Half Phase Actions*, which require only half of his Phase (in other words, he can perform two Half Phase Actions per Phase). Full Phase Actions include using more than half of your inches of movement (a "Full Move") or recovering from being Stunned. Half Phase Actions include using up to half your inches of movement (a "Half Move").

Attacks are a special type of Action. A character may make a Half Move and then attack; in that case, the attack is considered a Half Move, too. But if a character makes an attack before making any Half Moves, the attack is considered a Full Move. In other words, once a character makes an attack, his Phase ends.

Some Actions take so little time to perform that they are *Zero-Phase Actions*. Characters can perform Zero-Phase Actions at the beginning of a Phase or after making a Half Phase Action, but not after making an attack or taking a Full Phase Action. Zero-Phase Actions include turning a Power on or off.

HOW YOU WANT TO ROLL THE DICE

Here's a quick summary of the core resolution mechanics in the *HERO System* — in other words, how you want to roll the dice.

Skill Rolls, Characteristic Rolls, and Perception Rolls: You want to roll *low* on 3d6; the lower the roll, the more likely you are to succeed.

Attack Rolls: You want to roll *low* on 3d6 to hit; the lower you roll, the more likely you are to hit your target. This applies to physical combat, mental combat, and any other type of combat.

However, when you're rolling the dice of damage or effect for your attack, you want to roll *high*. The higher you roll, the more damage you do to the target, or the greater the effect your attack has.

Some Actions take no time at all, and can be performed whenever a character wishes, even if he doesn't have a Phase or has already acted in a Phase. No time Actions include making a Presence Attack, speaking, or making a roll when the GM asks you to.

ATTACKS (PAGE 90)

A character's *Combat Value*, or CV, determines his chance to hit targets in combat, and to avoid being hit. A character's CV is equal to his (DEX/3). Thus, a character with DEX 20 has a CV of 7 ($20/3 = 6.7$, which rounds to 7).

CV is divided into two subcategories, *Offensive Combat Value* (OCV) and *Defensive Combat Value* (DCV). OCV and DCV are both equal to CV, but the rules treat them separately because they can be modified separately. Thus, a character with a CV of 7 has OCV 7 and DCV 7. Various Combat Maneuvers, Combat Skill Levels, and other factors may modify a character's OCV or DCV.

To attack, roll 3d6. To hit, you need to roll less than or equal to a number calculated with this formula: $11 + \text{Attacker's OCV} - \text{Defender's DCV}$. Thus, if the attacker has OCV 6, and the defender has DCV 4, the attacker must roll ($11 + 6 - 4 =$) 13 or less to hit.

Mental Attacks are slightly different. They use *Ego Combat Value* (ECV), equal to (EGO/3). Otherwise, making a Mental Attack is basically the same as making any other kind of attack.

DOING AND TAKING DAMAGE (PAGE 97)

If your character hits his target with an attack, the attack does damage.

STUN And BODY Damage

There are two basic types of damage in the *HERO System*: STUN damage and BODY damage. Taking STUN damage decreases a character's STUN and can knock him out; taking BODY damage decreases a character's BODY, which causes injuries and can kill him. Almost all types of attacks cause one or both types of damage. Some, such as Ego Attacks, only cause STUN damage. Most, such as Energy Blasts, Killing Attacks, punches, guns, and knives, cause both STUN and BODY.

Normal And Killing Damage

Another important distinction is between *Normal Damage* attacks and *Killing Damage* attacks. Most attacks do Normal Damage, but Killing Attacks (like knives and guns) do Killing Damage (which, as its name implies, is deadlier). Normal Damage and Killing Damage are calculated differently and applied to defenses differently. See pages 97-98 for more information.

Defenses Against Damage

Characters have defenses which protect them against damage. All characters have *Physical Defense*, or PD (which protects against physical attacks like punches and clubs) and *Energy Defense*, or ED (which protects against energy attacks like laser beams or fire). PD and ED are *Normal Defenses*; they protect against Normal Damage. The character subtracts his defenses from the STUN and BODY damage done to him, and applies the remainder (if any) to his STUN and BODY. If a character hit with a 22 STUN, 6 BODY physical attack has 10 PD, he takes 12 STUN ($22-10$) and 0 BODY ($6-10$).

Normal Defenses offer no protection against Killing Damage. For that, characters need *Resistant Defenses*, such as Armor or a Force Field. See pages 97-98 for more information.

THE EFFECTS OF DAMAGE (PAGE 99)

If a character loses more STUN from a single attack than he has points of CON, he becomes *Stunned* (dazed and unable to act). In the above example, if the character has a CON of 12 or higher, he won't be Stunned by that attack; if his CON is 11 or less, he's Stunned. A Stunned character must spend a Phase to recover from being Stunned before he can act again.

If a character loses all of his STUN from one or more attacks, he's *Knocked Out* (unconscious) and completely unable to act. However, he wakes up when he regains STUN. Characters regain lost STUN by taking *Recoveries*. For each Recovery taken, the character gets back his *Recovery Characteristic* (REC) worth of STUN and Endurance (END).

If a character loses BODY, he's injured — he suffers burns, cuts, bleeding wounds, broken bones, and so forth. If he loses all of his BODY (down to 0 BODY), he begins to bleed to death. When he reaches his negative BODY (for example, -10 BODY for someone who normally has 10 BODY), he dies. Characters heal BODY damage at the rate of REC in BODY per month.



HERO SYSTEM CHARACTER SHEET

Many gamers who play in *HERO System* games like to use the official character sheet to keep track of their characters. At the back of this book you'll find a character sheet that's specifically tailored for *Sidekick*; it doesn't have quite as much information as a normal Hero character sheet. (You can download a copy of the full character sheet at www.herogames.com if you want one.) Here's an example of what a filled-out sheet looks like; it depicts Firebrand, a superhero.

Front Side

1. BASIC CHARACTER INFORMATION

The first part of the character sheet contains basic information about the character — his name (and alternate identities, if any) and the name of the player. This part of the character sheet continues onto the back, where there's room to note the character's vital statistics (height, hair color, and so on) and information about the campaign the character plays in.

2. CHARACTERISTICS BLOCK

The next part of the character sheet lets you write down your character's Characteristics. You put the value (the character's rating in each Characteristic, such as 50 STR or 18 INT) in the "Val" column, and how many Character Points you spent on each Characteristic in the "Points" column. The "Base" column lists the rating the character starts with for free, and the "Cost" column summarizes how much additional points of each Characteristic cost. For example, Firebrand has a 23 CON — 13 points above his base 10 CON. The cost for CON is x2 (*i.e.*, 2 Character Points per point), so Jason (Firebrand's player) writes down 26 in the Points column. You can read more about Characteristics and their costs on pages 16-19.

Primary Characteristics also have a "Roll" column. You calculate each Characteristic's roll as 9 + (CHAR/5) or less; see page 16.

Notes

The "Notes" section of the Characteristics Block summarizes some of the crucial information you derive from each Characteristic. Next to STR you list the damage your character can do in Hand-To-Hand Combat, how much he can lift (see page 17), and the Endurance (END) cost of his STR (1 END per 10 STR).

Next to DEX, list the character's base OCV and DCV (each DEX/3; see page 17). For example, Firebrand has DEX 23, so his OCV and DCV are both 8.

Next to INT, list the character's PER Roll, which you calculate as 9 + (INT/5) or less (see page 86).

Next to EGO, list the character's base ECV (EGO/3; see page 92).

Next to PRE, list the character's dice in Presence Attacks — 1d6 for every 5 points of PRE, as explained on page 101.

Next to PD and ED, there are spaces to list the character's Resistant defenses, and his total PD and ED. See pages 97-98 for more about Resistant defenses and applying them to damage.

Next to SPD is a list of numbers, 1 to 12, representing the twelve Segments in a Turn. Circle the Segments in which your character has a Phase (see page 87) so you don't forget them. For example, Firebrand has SPD 6, so he's circled 2, 4, 6, 8, 10, and 12.

At the bottom of the Notes section is a space where you can write in the total amount of Character Points you spent on Characteristics. That way you know how much you have left to spend on Skills, Powers, and the like.

3. ATTACKS BLOCK

The Attacks Block lets you summarize the powers or weapons you consider to be the character's main forms of attack, so you can reference them quickly without having to look at the back of your sheet. You can also list the attacks' special effects ("SFX"), if appropriate. For example, Firebrand has fire powers, so he writes "Fire" as his attacks' SFX.

4. DEFENSES BLOCK

You also need to keep track of your character's defenses, and the Defenses Block lets you do that. In addition to listing total PD and ED and Resistant PD and ED (the same as you wrote in the Characteristics Block), it has space for more exotic defenses like Mental Defense and Power Defense. There's also a column for special effects ("SFX"), so that you don't forget the source/nature of your character's defense powers.

5. MOVEMENT BLOCK

In this section you write down how your character moves around so you can easily calculate Half Moves and things like that. "Type" lists the form of movement, including the inches the character gets for free for running, swimming, and his horizontal and vertical leap. The "Combat" column is for the character's inches of Combat Movement, while "NonCom" is for his Noncombat Movement (usually two times the inches of movement he paid for, but sometimes more). See page 40 regarding movement. There's also room to list movement special effects ("SFX"), if appropriate. Firebrand writes "Fire," since his fire powers allow him to fly; if he had wings, he'd write down "Wings" instead.

6. DAMAGE AND CHARGES TRACKER

To help you keep track of the STUN and BODY you lose and Endurance (END) you use in combat, this section has rows of check-boxes you can mark off during combat (and un-mark as your character regains lost STUN, BODY, and END).

If your character has powers with Charges (page 68) — that he can only use a certain number of times per day — use this section to keep track of

that, too. For example, if your character has a gun with six bullets, you could use six boxes in one of the “Charges” sections — just X out all the boxes beyond six so you don’t accidentally think you have more bullets than you really do.

7. EXPERIENCE POINTS

As the campaign progresses, your character earns Experience Points (page 76) he can spend to improve his abilities and learn new ones. Write them down here, including not just the total but how many are spent and unspent.

Additionally, this section is where you should make note of your Base Points (the points the GM gives you for free to start the campaign) and points obtained from taking Disadvantages (page 76). At the start of the game, the Total Characteristics Points (1), Total Skills, Perks, & Talents Cost (10), and Total Powers/Equipment Cost (11), added together, should be equal to or less than the Base Points plus Disadvantage points. After you earn and spend Experience Points, the total points spent on the character should be equal to or less than Base Points + Disadvantages + Experience Points.

8. COMBAT BLOCK

The right-hand column of the front of the character sheet contains useful combat information in quick-reference form. At the top of the block, write down your character’s Base OCV and Base DCV (which are also listed in the Characteristics Block (2)). Right below that, make note of any standard adjustments to OCV or DCV, such as Combat Skill Levels (page 25) the character has. There’s also space to list the Total OCV and DCV — the base plus all relevant adjustments.

Below the “Combat Information” section is a summary chart listing the Combat Maneuvers. It has room to write in any additional Maneuvers the character knows, such as Martial Maneuvers he’s paid Character Points for. Right below this section there’s a quick-reference table for the Range Modifier.

9. NOTES

Here’s a blank space for you to write down notes about your character. You may want to jot down some information about his background or personality, or maybe save the space for notes you take during the game. Some gamers like to use this space to include a picture of their character.

Back Side

10. SKILLS, PERKS, AND TALENTS BLOCK

If your character has purchased any Skills (page 21), Perks (page 31), or Talents (page 32), write them down here. The first column lists the Cost in Character Points, and the second the Name of the ability. If the ability has a roll (like most Skills), write it down in the third column.

For example, Firebrand knows Combat Piloting. He paid 3 Character Points for the Skill. That gives him a DEX-based roll, and since his DEX is 23, that means he has a 14- roll.

At the bottom of this block, make note of the total Character Points you’ve spent on Skills, Perks, and Talents.

11. POWERS AND EQUIPMENT BLOCK

If your character has abilities built with Powers (page 34) — spells, superpowers, psionic abilities, or the like — write them down here. If he carries equipment (weapons, armor, and so on), write that down here, too.

The first column, “Cost,” is where you note the Character Point cost of the ability. (If it’s something the character gets for free, like equipment in Heroic games, just leave this column blank.) The second column is the Name of the ability, if you want to give it one.

The “Power/Equipment” column is where you write down the game notation for the ability — the Powers, Advantages, and Limitations it’s built with. Some complex powers may need more space; use multiple lines if necessary. If the ability costs Endurance (END), list it in the “END” column. (For guns and other equipment with Charges [page 68], you can list that here instead — just put a parentheses or brackets around the number to distinguish it from a normal END cost.)

For example, Firebrand has an ability called *Eyes Of Fire*. It costs 5 Character Points, so he puts “5” in the Cost column. He writes down “Eyes Of Fire” in the Name column. He built this power using Infrared Vision, so that’s what he writes under “Power/Equipment.” Since Infrared Vision does not cost END, he writes “0” in the END column.

At the bottom of this block, make note of the total Character Points you’ve spent on Powers and/or Equipment.

12. DISADVANTAGES BLOCK

Lastly, you need to make note of the Disadvantages (page 76) your character has. The Value column contains the number of points you get from the Disadvantage. Under “Disadvantage,” list the Disadvantage itself by name and description, including any other information you consider relevant. If the Disadvantage requires a roll of some sort, you can note that in the “Roll” column. At the bottom of this block, make note of how many Character Points you get from Disadvantages.

chapter one:



CHARACTER CREATION

CHARACTER POINTS



MORE POINTS!

The two starting Character Point totals described in the text — 350 points for Superheroic characters, 150 points for Heroic characters — are just the two most common options for *HERO System* campaigns. The GM can allow you to build starting characters with as many Base Points and points from Disadvantages as he wants, so be sure to check with him before you start creating your character to find out what he has in mind for the game. The *HERO System 5th Edition* rulebook has information on other standard starting Character Point totals for various types of characters.

In the *HERO System*, you create a character by spending *Character Points* to buy the various abilities and attributes a character has — everything from how strong and agile he is, to what he knows how to do (and how well he can do it), to unusual powers he may have (like the power to cast spells or fly).

Character Points come from two sources. The first is *Base Points*. These are Character Points you get for free from the GM when you start to design a character. The second is *points from Disadvantages*. If the Base Points aren't enough for you to create the character you have in mind, you can take Disadvantages, which are complications, hindrances, or flaws your character suffers from (see page 76). Each Disadvantage you take is worth a certain number of additional Character Points — the more severe the Disadvantage, the more Character Points it's worth to your character (but the more it handicaps him).

Superheroic And Heroic Characters

The amount of Character Points you design a character with — the Base Points the GM gives him, plus the Disadvantage points he's allowed to take — defines how powerful and competent he is. Campaigns fall into two categories, defined by the number of Character Points you build characters with, and what characters can do with them: Superheroic and Heroic.

SUPERHEROIC CAMPAIGNS

In a *Superheroic* campaign, characters receive 200 Base Points to start, and they may supplement them with up to 150 points' worth of Disadvantages. Thus, starting characters are built on up to $200 + 150 = 350$ **Character Points**.

Superheroic campaigns feature extremely powerful characters. They can buy Powers or anything else they want (subject to the GM's permission, of course). However, they must pay Character Points for *everything* they want to have or be able to do.

This includes mundane equipment like cameras, handguns, radios, gas masks, and the like. They don't get any abilities or equipment "for free."

Typical Superheroic campaigns include campaigns where the Player Characters are comic book superheroes, really high-powered Fantasy adventurers, anime-style martial artists, or demi-gods.

HEROIC CAMPAIGNS

In a *Heroic* campaign, characters receive 75 Base Points to start, and they may supplement them with up to 75 points' worth of Disadvantages. Thus, starting characters are built on up to $75 + 75 = 150$ **Character Points**.

In a Heroic campaign, the characters are extremely skilled and capable individuals, but "normal" humans nonetheless. They can always buy Characteristics, Skills, and Perks. They can ordinarily buy Talents, and can usually buy Powers to simulate some of the things they can do (such as the ability to run faster, leap further, or punch harder). But normally they cannot buy overt superhuman abilities, like the power to walk through walls or teleport. (One exception: in some campaigns, such as Fantasy, Heroic characters can buy the ability to cast spells, use psionic powers, or the like.)

Heroic characters also suffer from a restriction on their ability to buy Characteristics: beyond a certain point, they have to pay *double cost* to improve their Characteristics. See page 16.

On the other hand, Heroic characters do *not* have to pay Character Points for ordinary equipment like cameras, handguns, radios, gas masks, and the like. They get that sort of gear by paying money in the context of the game, having it issued to them by their superiors, building it using their own Skills, and so forth. A Superheroic character who needs a flashlight has to pay Character Points for it; a Heroic character just has to run down to the corner store and spend \$5.

Typical Heroic campaigns include campaigns where the Player Characters are spies, space explorers, Fantasy adventurers, pirates, two-fisted Pulp-era heroes, or "realistic" martial artists.

CHARACTER ABILITY GUIDELINES TABLE

This table provides *guidelines* regarding the building of Heroic and Superheroic characters: the range of their Primary Characteristics, SPDs, CVs, and DCs in their main attacks; the typical range of Active Points in powers and similar abilities; the overall amount of Character Points spent on Skills (and the average rolls for Skills); and typical ranges for Normal Defenses and Resistant Defenses.

Character Type	Char	SPD	CV	DC	Active Points	Skill Points	Skill Roll	Def/rDef
Heroic	10-20	2-4	3-7	3-8	15-50	0-75	8-13-	10/5
Superheroic	10-40	3-10	7-13	6-14	40-80	25-80	11-15-	20/10

Restrictions On Spending Points

The *HERO System* doesn't establish any restrictions on what you can spend Character Points on. If you want to spend most of them on Characteristics and just a few on Skills, you can; if you want to buy a lot of Powers for your character but leave him with more or less ordinary Characteristics, you can. Establishing artificial restrictions would make it harder for you to build the character *you* want, and that's contrary to the spirit of the *HERO System*.

To guide your decisionmaking and help you create a fun, balanced character, the Character Ability Guidelines Table indicates the "average" ranges of characters' abilities in most games. Additionally, some GMs establish limits or guidelines for spending points to ensure you create characters appropriate for their campaigns — so check

with your GM before you start building a character for his game.

What all this means is that it's your responsibility to learn about the different things you can spend points on — Skills, Powers, Talents, and so on. Unless you know what's available to buy, you're going to have a little trouble creating the character you want. But it's not difficult to gain enough familiarity with the *HERO System* to start the character creation process. Just skim over pages 16 to 73 to learn what the different game elements and options are, then come up with an idea for a character and focus in on the elements most appropriate for it. For example, if you want to create a burly warrior character, you need to pay close attention to things like Characteristics and weapon Skills, but you can ignore most of the Powers and Skills. As you expand your character concept and create other characters, you can study other game elements more closely and learn about them.

OPTIONAL CHARACTER DESIGN GUIDELINES

The "free-form" nature of the *HERO System* character creation sometimes confuses new gamers and gamers used to more "structured" systems that restrict how players create characters. The *HERO System* offers a lot of possibilities, and it may take you a little while to learn them! If you'd like some guidance to help get you started, use the following guidelines for the amount of Character Points you should spend on each game element:

Superheroic Characters	Characteristic-Oriented	Skill-Oriented	Power-Oriented
Characteristics	230	125	120
Skills, Perks, and Talents	50	125	40
Powers/Equipment	70	100	190
Total	350	350	350

Heroic Characters	Characteristic-Oriented	Skill-Oriented	Power-Oriented
Characteristics	90	60	50
Skills, Perks, and Talents	40	75	50
Powers/Equipment	20	15	50
Total	150	150	150

Characteristic-Oriented: A character whose abilities are mainly represented by high Characteristics, such as a strongman.

Skill-Oriented: A character whose abilities are mainly represented by having lots of Skills, or fewer Skills with high Skill Rolls, such as a martial artist or a thief.

Power-Oriented: A character whose abilities are mainly built with Powers (whether they're innate powers or equipment), such as a wizard, a psychic, or an energy projector. This also includes gadget- or weapon-oriented characters.



CHARACTERISTICS



CHARACTERISTIC ROLLS

In some situations, it may not be clear whether a character can perform a particular action. For example, Andarra falls out of a building and tries to grab a ledge as she passes it — will she succeed? In this sort of situation, where no Skill applies, the GM can ask a character to make a *Characteristic Roll* based on the most relevant Characteristic (DEX, in this case). Characteristic Rolls equal 9 plus the Characteristic divided by 5:

$$9 + (\text{Characteristic}/5) \text{ or less}$$

Thus, a DEX Roll is $9 + (\text{DEX}/5)$ or less. Andarra (DEX 17) has a DEX Roll of $12 - (9 + (17/5))$. She grabs the ledge if she rolls 12 or less on 3d6.

Don't use Characteristic Rolls too much, since they can slow down play and may rob the player of control over his character.

The Skill Roll Table, page 22, lists the rolls for Characteristics of various ranges.

Characteristics represent a character's natural attributes (such as physical strength, intellect, and willpower). The higher a Characteristic, the better a character is at whatever that Characteristic represents. A character with Strength 20 is stronger than one with Strength 15.

HERO System characters have two types of Characteristics: Primary and Figured.

Primary Characteristics represent a character's physical and mental capabilities. All characters start with a value of 10 in each of their Primary Characteristics. The accompanying table lists the Primary Characteristics and how many Character Points it costs to raise each one's value by 1.

The second type of Characteristic is **Figured Characteristics**, so called because you derive their values from a character's Primary Characteristics. Figured Characteristics mainly represent various combat capabilities. You can raise or lower Figured Characteristics independently of the Primary Characteristics by spending Character Points. See the accompanying table for a listing of the Figured Characteristics.

HEROIC MAXIMUM VALUES

In Heroic campaigns, Characteristics suffer from a restriction called *Normal Characteristic Maxima*. This means that if a character wants to buy a Characteristic above the Heroic Maximum indicated in the two Characteristics Tables, he must pay *double the cost*. For example, if a Heroic character wants to have STR 25, it costs him 10 (to buy his STR to 20 at the normal cost of 1 Character Point per point of STR) + 10 (5 more points of STR at double cost, or 2 Character Points per point) = 20 points.

Normal Characteristics Maxima do *not* apply in Superheroic campaigns. In a Superheroic campaign, STR 25 costs 15 Character Points.

PRIMARY CHARACTERISTICS TABLE

Base Value	Primary Characteristic	Cost Per Point	Heroic Maximum
10	Strength (STR)	1	20
10	Dexterity (DEX)	3	20
10	Constitution (CON)	2	20
10	Body (BODY)	2	20
10	Intelligence (INT)	1	20
10	Ego (EGO)	2	20
10	Presence (PRE)	1	20
10	Comeliness (COM)	½	20

MOVEMENT TABLE

Base Value	Movement Mode	Cost per +1"	Heroic Maximum
6"	Running	2	10"
2"	Swimming	1	5"
2" (STR/5)	Leaping	1	5"

Movement

Related to Characteristics is a character's ability to move. All characters can run, leap, and swim at a base level indicated in the accompanying table. They can buy more Running, Leaping, or Swimming if they want, but the Heroic maximum rules (see above) apply in Heroic campaigns.

EXPLANATION OF CHARACTERISTICS

The following descriptions give some idea of the use and effects of each Characteristic in the game.

Primary Characteristics

STRENGTH (STR)

Strength represents the character's raw physical power: how much damage he does in HTH Combat; how much he can lift, carry, and throw; how far he can leap; and so forth. The Strength Table indicates the effects of various levels of STR; as you can see, every +5 STR adds +1d6 to the character's HTH damage and doubles his lifting capacity.

STR costs Endurance to use — 1 END per 10 points of STR. (Heroic games sometimes charge 1 END per 5 STR, since characters use STR so much with weapons and the like.) See page 36 for more information regarding spending END.

1 point of STR costs 1 Character Point.

Throwing Things

Characters also use STR to throw things. To calculate throwing distance, use the Strength Table to determine how much STR it takes to lift the object. Then subtract that STR from the character's STR. If the result is zero or less, he cannot throw the object. If the result is more than zero, that's the "Extra Strength" the character has to throw with. Consult the Throwing Table (sidebar, page 18) to determine how far he can throw the object.

The Normal Damage done by a thrown object equals the character's dice of STR damage, or the DEF+BODY of the object, whichever is *less*. Thus, a STR 60 character (12d6 damage) throwing a telephone pole (DEF 5, BODY 5) does 10d6 Normal Damage. If he threw an armored car (DEF 8, BODY 18), he'd do 12d6 Normal Damage.

DEXTERITY (DEX)

Dexterity represents a character's agility and reaction time. It also represents accuracy: a character's Combat Value (CV) is his DEX/3.

1 point of DEX costs 3 Character Points.

CONSTITUTION (CON)

Constitution represents a character's health and hardiness. A character's CON determines how easily he's Stunned in combat (see page 99).

1 point of CON costs 2 Character Points.

BODY (BODY)

Body represents how much damage a character can take before dying (see page 99).

1 point of BODY costs 2 Character Points.

INTELLIGENCE (INT)

Intelligence represents a character's ability to take in and process information quickly. It does not necessarily reflect knowledge or lack thereof (a character could be ignorant or a genius, but still have an INT of 10). It has more to do with processing and reacting to information than with raw learning. INT serves as the basis for Perception Rolls and many important Skills.

1 point of INT costs 1 Character Point.

EGO (EGO)

Ego represents a character's mental strength and strength of will. EGO helps a character when he resists or uses Mental Powers, or tries to overcome his Psychological Limitations (see page 79).

1 point of EGO costs 2 Character Points.

PRESENCE (PRE)

Presence represents a character's forcefulness, charisma, bravery, and leadership qualities — in short, his impressiveness. PRE allows characters to impress or awe others and to resist the effects of other characters' high PRE. (See *Presence Attacks*, page 101.)

1 point of PRE costs 1 Character Point.

COMELINESS (COM)

Comeliness represents a character's beauty or handsomeness.

1 point of COM costs ½ Character Point.

STRENGTH TABLE

Strength	Lift (kg)	Damage	Leap (hexes)	Example
-25	.8	—	—	Grenade, Football
-23	1.0	—	—	
-20	1.6	—	—	Pineapple
-18	2.0	—	—	
-15	3.2	—	—	One-Handed Sword
-13	4.0	—	—	Rifle
-10	6.4	—	—	
-8	8.0	—	—	Shotput
-5	12.5	—	—	
-3	16.0	—	—	
0	25.0	—	—	Full suitcase, Small Missile, TV set
3	37.0	½d6	½"	
5	50.0	1d6	1"	
8	75.0	1½d6	1½"	
10	100.0	2d6	2"	Man
13	150.0	2½d6	2½"	
15	200.0	3d6	3"	Two men, piano
18	300.0	3½d6	3½"	
20	400.0	4d6	4"	Motorcycle
23	600.0	4½d6	4½"	Sailboat
25	800.00	5d6	5"	Small Trailer
28	1,200.0	5½d6	5½"	Medium Missile
30	1,600.0	6d6	6"	Small Car, Large Missile
35	3,200.0	7d6	7"	Truck
40	6,400.0	8d6	8"	Small Jet, Combat Helicopter
45	12.5 tons	9d6	9"	Jet Fighter, Subway Car
50	25.0 tons	10d6	10"	Infantry Fighting Vehicle
55	50.0 tons	11d6	11"	Tank
60	100.0 tons	12d6	12"	Space Shuttle
65	200.0 tons	13d6	13"	Large Plane, Titan II Rocket
70	400.0 tons	14d6	14"	Trawler
75	800.0 tons	15d6	15"	Drilling Rig
80	1.6 ktons	16d6	16"	Small Bridge
85	3.2 ktons	17d6	17"	Military Tugboat
90	6.4 ktons	18d6	18"	Destroyer, Large Submarine
95	12.5 ktons	19d6	19"	Freighter (unloaded)
100	25.0 ktons	20d6	20"	Cruiser, freighter (loaded), large bridge

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat.

Leap: Running broad jump forward, distance in hexes. Running jumps upward and standing jumps are half this distance; standing jumps upward are one-fourth this distance.

THROWING TABLE

Extra Strength	Throwing Distance
0 or less	0"
3	1"
5	2"
8	3"
10	4"
13	5"
15	6"
18	7"
20	8"
23	9"
25	10"
28	11"
30	12"
35	14"
40	16"
45	18"
50	20"
55	22"
60	24"
65	26"
70	28"
75	30"
80	32"
85	34"
90	36"
95	38"
100	40"

COMBAT VALUE TABLE

Here's a quick-reference table to help you calculate your character's CV. Substitute "EGO" for "DEX" and it tells you your character's ECV, too.

DEX	CV
0, 1, 2, 3, 4	1
5, 6, 7	2
8, 9, 10	3
11, 12, 13	4
14, 15, 16	5
17, 18, 19	6
20, 21, 22	7
23, 24, 25	8
26, 27, 28	9
29, 30, 31	10
...and so on	

Figured Characteristics

PHYSICAL DEFENSE (PD)

Physical Defense represents a character's ability to withstand damage from physical attacks, such as punches. (See pages 97-98.)

PD has a base value of (STR/5); increasing it costs 1 Character Point per 1 point.

ENERGY DEFENSE (ED)

Energy Defense represents a character's ability to withstand damage from energy attacks, such as electricity or fire. (See page 97-98.)

ED has a base value of (CON/5); increasing it costs 1 Character Point per 1 point.

SPEED (SPD)

Speed represents how many Phases a character has in a Turn, and when they occur (see page 87).

Speed has a base value of 1 + (DEX/10). Each additional 1 point of SPD costs 10 Character Points.

SPD is the only Figured Characteristic which doesn't round in favor of the character; it always rounds down. To increase fractional SPD, characters must buy the remaining fraction of a SPD point. Each 1/10 of a SPD point costs 1 Character Point.

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

RECOVERY (REC)

Recovery represents how fast a character recovers from being exhausted or knocked out; it also allows the character to heal more quickly. Each point of REC allows the character to regain 1 point of lost STUN and 1 point of spent END each Post-Segment 12 Recovery and each Phase in which the character takes a Recovery (see page 100).



FIGURED CHARACTERISTICS TABLE

Base Value	Figured Characteristic	Formula	Cost Per Point	Heroic Maximum
(2)	Physical Defense (PD)	STR/5	1	8
(2)	Energy Defense (ED)	CON/5	1	8
(2)	Speed (SPD)	1 + (DEX/10)	10	4
(4)	Recovery (REC)	(STR/5) + (CON/5)	2	10
(20)	Endurance (END)	2 x CON	½	50
(20)	Stun (STUN)	BODY+(STR/2)+(CON/2)	1	50

If the numbers on a Figured Characteristic don't come out even, use the rounding rules described on page 6. For example, a character with STR 15, CON 15, and BODY 10 has 26 points of STUN: 10 (from BODY) + 8 (STR/2 = 7.5, rounds up to 8) + 8 (CON/2 = 7.5, rounds up to 8). Remember, SPD only rounds down, as explained in the text.

Recovery has a base value of (STR/5) + (CON/5). Each additional 1 point of REC costs 2 Character Points.

ENDURANCE (END)

Endurance represents the energy a character expends to act, exert himself, and use his powers. A character who uses a Power, moves, or uses STR expends END (unless the GM chooses to ignore this rule in the interest of faster game play; see page 37).

END has a base value of 2 x CON. Each additional 1 point of END costs ½ Character Point.

STUN (STUN)

Stun represents how much damage a character can take before being Knocked Out (see page 99).



STUN has a base value of $BODY + (STR/2) + (CON/2)$. Each additional 1 point of STUN costs 1 Character Point.

DEFENSE (DEF)

“Characters” like vehicles, bases, and inanimate objects use this Characteristic. DEF represents an object’s protection against damage (both physical and energy). DEF is Resistant.

1 point of DEF costs 3 Character Points.

REDUCING CHARACTERISTICS

Characters may reduce (or “sell back”) Characteristics below beginning values. The points gained are the same as the price for raising the Characteristic by a corresponding amount.

Example: Albert wants his character to be less healthy than normal — in game terms, to start the campaign with a Constitution of 7 instead of 10. Since his character lost 3 points of CON, and CON costs 2 Character Points per point, the character gains 6 Character Points to buy other Characteristics or Skills. However, the loss of CON affects the character’s ED, REC, END, and STUN. Moreover, he’s rather frail.

A character may sell back each and every Primary Characteristic below the listed value, but only one Figured Characteristic, and may not reduce any Primary Characteristic below 5 without the GM’s permission.

Characteristics Comparisons

For purposes of analyzing characters and their Characteristics, the *HERO System* uses seven categories: Weak, Challenged, Average, Skilled, Competent, Legendary, and Superhuman.

Characteristics in the *Weak* range usually represent infants, the extremely aged, persons afflicted with terrible diseases, and the like. *Challenged* is one step up from that; it represents some children and elderly people, persons suffering from illness or handicaps, and so on.

Average is just that — the range of Characteristics for the typical people encountered during the game, from active children to healthy senior citizens. The normal people characters interact with during the game tend to have Primary Characteristics of about 6-8; heroes start with 10s because they’re exceptional persons, destined for greatness.

One step up from *Average* is *Skilled*. Characteristics within the *Skilled* range can still represent more or less normal persons without any special training or benefits. For example, many ordinary people have *Skilled*-range STR from exercising, INT, EGO, or PRE due to genetics and personality, and so forth. But the *Skilled* level also represents the average athlete, police officer, or soldier who has some specialized training.

Once you get into the *Competent* range, things become a little different. Normal people can sometimes edge into *Competent*, but usually *Competent*-level Characteristics result from intensive training, truly rare genetic gifts, or the like. This would include many Olympic athletes, elite soldiers and law enforcement officers, and so forth. Many player characters have a majority of their Characteristics in this range or higher — that’s one of the things that makes them heroes.

Beyond *Competent* is *Legendary*. Few humans reach this lofty plateau; generally speaking, ordinary people can *never* attain it. Only truly exceptional individuals — heroes and superheroes, plus the best of the best in fields such as athletics — have *Legendary* Characteristics. The upper limit of *Legendary* is the upper limit of normal human attainment.

At the pinnacle is *Superhuman*. A character cannot have even a single Characteristic in this range unless he’s not human or some superhuman

CHARACTERISTICS COMPARISON TABLE

Char	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	1-2	3-5	6-10	11-13	14-20	21-30	31+
DEX	1-2	3-5	6-10	11-13	14-20	21-30	31+
CON	1-2	3-5	6-10	11-13	14-20	21-30	31+
BODY	1-2	3-5	6-10	11-13	14-20	21-30	31+
INT	1-2	3-5	6-10	11-13	14-20	21-50	51+
EGO	1-2	3-5	6-10	11-13	14-20	21-50	51+
PRE	1-2	3-5	6-10	11-13	14-20	21-50	51+
COM	1-2	3-5	6-10	11-13	14-20	21-30	31+
PD, ED	0-1	1-2	3-4	5-6	7-10	11-15	16+
SPD	1	1-2	1-2	2-3	4-5	6-7	8+
REC	1	1-2	2-4	5-6	7-10	11-13	14+
END	2-4	6-10	11-20	21-26	27-40	41-60	61+
STUN	3-4	7-11	12-20	21-27	28-40	41-60	61+
Running	1"	2-3"	4-6"	7-8"	9-10"	11-13"	14"+
Leaping	0"	1"	2"	3"	4-5"	6-11"	12"+
Swimming	0"	1"	2"	3"	4-5"	6-9"	10"+

phenomenon — superpowers, magic, mutation, super-technology, or the like — exists. However, a character doesn't have to have Superhuman-range Characteristics to be considered a "superhuman." The Superhuman label is simply a convenient one for defining a specific threshold. Being a superhuman depends primarily on having superhuman abilities of some sort, or an appropriately superhu-

man origin. For example, look at Pulsar on page 118. None of his Primary Characteristics fall into the range for "Superhuman" on the Characteristics Comparison Table. And yet, he's clearly superhuman — he can fly, fire energy bolts, and so forth.

Each GM determines for his own campaign what numbers fall within these seven categories. In one game, an Average person might have Primary Characteristics in the 6-10 range, and Superhuman ones in the 31+ range. In another game, Average might be 10-15, and Superhuman 51+. It all depends on GM and player preference, the nature of the campaign, and other such factors. The accompanying Characteristics Comparison Table lists some *suggested guidelines* that should apply well to most campaigns, but the GM can change the ranges listed for each category if he wants.

CHARACTERISTICS BENCHMARKS TABLE

This table provides a few suggestions about the types of characters that fit into each category for each Characteristic. Once again, these are only *guidelines*; some GMs may prefer to use other benchmarks for their games.

Char	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	Infant	Child, elderly person	Average person	Typical weightlifter	Olympic weightlifter	Gorilla Horse	Hercules Thor
DEX	Infant	Child, elderly person	Average person	Cop Pickpocket Soldier	Sleight of hand artist Elite soldier	Elite martial artist	Hermes
CON	Infant	Child, elderly person	Average person	Soldier	Elite soldier Horse Wolf	Rasputin Elephant Ox	Hercules Thor Whale
BODY	Infant	Child, elderly person	Average person	Pro football player	Rasputin Horse	Elephant Rhinoceros	Hercules Thor Whale
INT	Infant	Imbecile	Average person	Elite soldier	Einstein Edison Tesla	Sherlock Holmes	Super-computer
EGO	Infant	Weak-willed person, many insane people	Average person	Elite soldier	Person with psychic powers Sorcerer	Psionic superhero Powerful sorcerer	Zeus Odin
PRE	Infant	Coward	Average person	Televangelist Wolf	Julius Caesar Vampire	Vampire lord	Zeus Odin
COM	Person with horrific facial scarring	Ugly person	Average person	Model	Supermodel	Elite supermodel	Helen of Troy

SKILLS



Skills are abilities characters have learned or are trained to perform. Examples of Skills include lockpicking, spaceship piloting, knowing all about politics, and fencing. This section describes the different Skills available in the *HERO System*, their point cost, and how Skills affect the game.

BUYING SKILLS

A character learns a Skill by paying the Character Point cost listed (usually 3 points). Once a character buys a Skill, he may use it as much as he wants without paying more points. However, improving his ability with a Skill costs more Character Points.

The *HERO System* groups Skills into five categories for ease of reference when creating characters. The categories are:

- Agility Skills
- Background Skills
- Combat Skills
- Intellect Skills
- Interaction Skills

Characters may have Skills from any or all categories.

SKILL ROLLS

Most Skills are rated with a number which indicates how well the character knows the Skill — the higher the number, the better he is at the Skill. In general, a character with an 11- is fairly good at a Skill, while any Skill over 14- is remarkable.

The base Skill Roll for most Intellect, Agility, or Interaction Skills, and some Background Skills, is calculated by the following formula:

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

Thus, the base Skill Roll for an Intellect Skill is $9 + (\text{INT}/5)$ or less (round in favor of the character). The Skill Roll Table (page 22) lists the rolls for Skills based on different Characteristic values.

Most Background Skills have a base 11- roll. Some Skills, such as Martial Arts, Transport Familiarity, and Weapon Familiarity, don't involve a roll at all.

Improving the Skill Roll for standard Characteristic-Based Skills by +1 costs 2 Character Points. Background and Combat Skills have different costs, explained in their individual descriptions. Characters can also improve Skill Rolls by purchasing Skill Levels (see page 29).

USING SKILLS

The following rules pertain to the use of Skills generally. The Skills' individual descriptions may have additional rules.

SUCCESS AND FAILURE

Characters make Skill Rolls using 3d6.

If a character rolls *less than or equal* to his Skill Roll, taking all modifiers into account, he has succeeded. The more he makes the roll by, the greater his degree of success.

If character rolls greater than his Skill Roll, taking all modifiers into account, he has failed. This means he can't perform the chosen action or receives no benefit from the Skill until the situation changes in his favor — in other words, until he somehow gets at least a +1 modifier to the Skill Roll. Obtaining a +1 to a Skill Roll can be as simple as taking more time (see *Taking Extra Time*, page 22).

Bonuses And Penalties

In the *HERO System*, bonuses and penalties to a Skill Roll apply to the Skill's rating, not to the number rolled on the dice. Thus, a positive modifier — like +1 or +3 — is good, because it improves the character's chance to succeed; a negative modifier — like -2 or -5 — is bad, because it decreases the chance of success.

SKILL MODIFIERS TABLE

The GM can apply the following general modifiers to Skill Rolls, based on the situation.

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
See text	Preparing for extra time
+1 to +3	Character has extensive knowledge of the object of the Skill Roll
+1 to +3	Character roleplays the use of the Skill well
+1 to +3	Character uses good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Character uses poor equipment, or lacks the proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

EVERYMAN SKILLS

All characters have some ability in a few Skills to reflect the fact that everybody knows how to do these things to some extent. These are called *Everyman Skills*, and a character has an 8- roll in each of them for free — they don't cost any points at all.

In most campaigns, the Everyman Skills are: Acting, Climbing, Concealment, Conversation, Deduction, one Knowledge Skill of a city or region, one Language (4 points' worth of fluency), Paramedics, Persuasion, Shadowing, Stealth, and one 1-point Transport Familiarity.

If a character wants to buy one of these Skills, he must pay full price; having it as an Everyman Skill doesn't reduce the Skill's cost.

COMPLEMENTARY SKILLS

In some situations, a character may have two Skills that both seem to apply. In that case, the GM decides which Skill is the "primary" Skill — the one most applicable. The other Skill is a *Complementary Skill*.

The character should roll the Complementary Skill first. For every full 2 points by which he makes the roll, he gets a +1 bonus to the primary Skill roll. Then he rolls the primary Skill and applies the bonus. This roll determines whether he succeeds, and if so how well.

For example, if a character has Lockpicking 13- and uses tools that provide a +2 bonus, he has Lockpicking 15-. If he rolls a 12, he makes the roll by 3.

SKILL VERSUS SKILL CONTESTS

Sometimes characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it. This is a *Skill Versus Skill Contest*.

In a Skill Versus Skill Contest, the character taking action makes his roll first. If he fails, the other character automatically wins the contest. If he succeeds, the other character must make his Skill Roll at a penalty of -1 for every 1 point by which the first character makes his Skill Roll. In other words, the second character must succeed by the same or a greater margin as the first.

For example, Andarra uses her Computer Programming 12- to create a security program for her computer. She rolls a 9, so she made the roll by 3. Anyone who tries to break through or avoid her security program must make a Computer Programming roll at a -3 penalty.

TAKING EXTRA TIME: THE TIME CHART

If a character takes extra time to perform a Skill, he receives a bonus. The accompanying *Time Chart* indicates various units of time. The GM consults the Time Chart and decides how long it takes to perform a Skill. For example, picking a lock might take 1 Turn, while using Paramedics on someone could take 1 Minute.

TIME CHART

Time Period/Duration

1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century

For each step down the Time Chart a character takes to perform a Skill, he receives a +1 bonus. For example, if a character takes 1 Minute to perform a task requiring only 1 Turn, he gets a +1 bonus.

If a character tries to perform a task too quickly, a penalty applies. For each step up the Time Chart from the time required to use a Skill, he suffers a -3 penalty. For example, if a character tries to finish a 1 Minute-long task in just 1 Phase, he suffers a -6 penalty.

SKILL ROLL TABLE

Characteristic Value	Skill Roll	Description
N/A	8-	<i>A Familiarity</i> — very basic knowledge. This costs 1 Character Point, and characters cannot apply Skill Levels to the roll.
2 or less	9-	
3, 4, 5, 6, 7	10-	
8, 9, 10, 11, 12	11-	<i>Competent</i> : The character can perform routine tasks easily, and difficult tasks with a little effort. He is qualified to get a job using the Skill.
13, 14, 15, 16, 17	12-	<i>Skilled</i> : The character is well-versed in the Skill; he can perform even difficult tasks without too much effort. He is qualified to manage or assist less-skilled workers as they use the Skill.
18, 19, 20, 21, 22	13-	
23, 24, 25, 26, 27	14-	<i>Very Skilled</i> : The character is a master with the Skill. He can perform more difficult or unusual tasks without too much trouble.
28, 29, 30, 31, 32	15-	
33, 34, 35, 36, 37	16-	<i>Highly Skilled</i> : The character is one of the very best people in the world with that Skill. He often works on cutting-edge applications of the Skill.
38, 39, 40, 41, 42	17-	
43, 44, 45, 46, 47	18-	<i>Extremely Skilled</i> : The character is one of the greatest masters of the Skill in history. He develops new uses for the Skill and "pushes the envelope" of what it can do.
48, 49, 50, 51, 52	19-	
53, 54, 55, 56, 57	20-	<i>Incredibly Skilled</i> : The character amazes even other skilled practitioners. He's perhaps the greatest master of the Skill in history.
...and so on.		

Characters can also improve a Skill Roll by paying more Character Points for the Skill or buying Skill Levels, as described in the text. Having a high Characteristic isn't the only way to get a high Skill roll.

THE SKILL LIST

All Skills are listed here alphabetically, with the Type of Skill, the Base Roll on 3d6, the Base Cost in Character Points, and the cost of a +1 to the Skill Roll. The GM can create other Skills or let characters buy Skills not on the list. General categories such as Professional Skills and Knowledge Skills cover Skills not listed; refer to the text for further information.

Skill	Type	Base Roll	Base/+1 Cost
Acrobatics	Agility	9+(DEX/5)	3/2
Acting	Interaction	9+(PRE/5)	3/2
Animal Handler	Interaction	9+(PRE/5)	3/2
Breakfall	Agility	9+(DEX/5)	3/2
Bribery	Interaction	9+(PRE/5)	3/2
Bugging	Intellect	9+(INT/5)	3/2
Bureaucratics	Interaction	9+(PRE/5)	3/2
Climbing	Agility	9+(DEX/5)	3/2
Combat Driving	Agility	9+(DEX/5)	3/2
Combat Piloting	Agility	9+(DEX/5)	3/2
Combat Skill Levels	Combat	—	Varies
Computer Programming	Intellect	9+(INT/5)	3/2
Concealment	Intellect	9+(INT/5)	3/2
Contortionist	Agility	9+(DEX/5)	3/2
Conversation	Interaction	9+(PRE/5)	3/2
Criminology	Intellect	9+(INT/5)	3/2
Cryptography	Intellect	9+(INT/5)	3/2
Deduction	Intellect	9+(INT/5)	3/2
Demolitions	Intellect	9+(INT/5)	3/2
Disguise	Intellect	9+(INT/5)	3/2
Electronics	Intellect	9+(INT/5)	3/2
Fast Draw	Agility	9+(DEX/5)	3/2
Forensic Medicine	Intellect	9+(INT/5)	3/2
Forgery	Intellect	9+(INT/5)	3/2
Gambling	Intellect	9+(INT/5)	3/2
High Society	Interaction	9+(PRE/5)	3/2
Interrogation	Interaction	9+(PRE/5)	3/2
Inventor	Intellect	9+(INT/5)	3/2
Knowledge Skill	Background	11*	2/1*
Language	Background	—	1/1
Lipreading	Intellect	9+(INT/5)	3/2
Lockpicking	Agility	9+(DEX/5)	3/2
Martial Arts	Combat	Varies	Varies
Mechanics	Intellect	9+(INT/5)	3/2
Mimicry	Intellect	9+(INT/5)	3/2
Navigation	Intellect	9+(INT/5)	3/2
Oratory	Interaction	9+(PRE/5)	3/2
Paramedics	Intellect	9+(INT/5)	3/2
Persuasion	Interaction	9+(PRE/5)	3/2
Power	Varies	9+(CHAR/5)	3/2
Professional Skill	Background	11*	2/1*
Range Skill Levels	Combat	—	Varies
Riding	Agility	9+(DEX/5)	3/2
Science Skill	Background	11*	2/1*
Security Systems	Intellect	9+(INT/5)	3/2
Seduction	Interaction	9+(PRE/5)	3/2
Shadowing	Intellect	9+(INT/5)	3/2
Skill Levels	—	—	Varies
Sleight of Hand	Agility	9+(DEX/5)	3/2
Stealth	Agility	9+(DEX/5)	3/2
Streetwise	Interaction	9+(PRE/5)	3/2
Survival	Intellect	9+(INT/5)	3/2
Systems Operation	Intellect	9+(INT/5)	3/2
Tactics	Intellect	9+(INT/5)	3/2
Tracking	Intellect	9+(INT/5)	3/2
Trading	Interaction	9+(PRE/5)	3/2
Transport Familiarity	Background	—	Varies
Ventriloquism	Intellect	9+(INT/5)	3/2
Weapon Familiarity	Combat	—	Varies
Weaponsmith	Intellect	9+(INT/5)	3/2

*: Characters can base these Skills on a Characteristic (usually INT).

HERO SYSTEM SKILLS

The full *HERO System* rules contain several more Skills that characters can buy:

Analyze

Autofire Skills

Cramming

Defense Maneuver

Penalty Skill Levels

Rapid Attack

Teamwork

Two-Weapon Fighting

Additionally, many of the Skills described in *Sidekick* are discussed in much greater detail in the full *HERO System* rules, with more options and variations so you can customize your character.

SKILL DESCRIPTIONS

ACROBATICS

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Acrobatics lets a character perform flips, jumps, and rolls like a circus acrobat. Acrobatics enables the character to jump from one moving vehicle to another safely, swing from flagpoles, bounce off awnings, and execute other tricky moves. He can also maintain his balance on narrow or difficult surfaces. At the GM's option, he may sometimes obtain Surprise Move bonuses (page 93) when using Acrobatics in combat.

ACTING

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Acting enables a character to alter his physical mannerisms and speech patterns to seem to be another person, to fool someone, or to fake moods and emotions. To detect an acting character, use Acting versus an INT Roll in a Skill Versus Skill Contest.

ANIMAL HANDLER

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Animal Handler lets a character train all types of animals to do his bidding. He can teach an animal tricks, calm down a ferocious or enraged animal, make a trained attack animal attack a specific person in a crowd, or the like.

BREAKFALL

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Breakfall allows a character to roll out from a fall and stand up without taking a Half Phase. A successful roll also means the character takes only half damage from the fall. Each 2" the character falls imposes a -1 penalty on the roll. If the character makes his Breakfall Roll by half (after applying the height modifier), he takes no damage from the fall at all. Characters can also use Breakfall to resist damage from Throws (see pages 95-96); a successful roll (at -1 for every 2d6 in the Throw attack) halves the damage taken.

A character can use Breakfall to land on his feet if he suffers Knockback. If his roll succeeds, he takes no damage and doesn't have to spend a Half Phase standing up. Each 2" of Knockback imposes a -1 on the Breakfall Roll. Characters who are Knocked Back into something (like a wall or a vehicle) cannot use Breakfall to lessen the effects of Knockback.

BRIBERY

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Bribery knows when to bribe someone, how to approach him, and how much to offer. If a Bribery attempt fails badly, or if the character attempts to bribe an incorruptible target, the potential bribee may call his superior or the police, arrest the character, or threaten him with a weapon. Also, just because a character has bribed someone doesn't mean he'll *stay* bribed.

BUGGING

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Bugging can plant and operate listening, visual, or other sensing devices ("bugs") properly, and "sweep" (search physically or with detectors) for bugs. A successful roll lets a character find an existing bug, or correctly place one. The GM should assume characters with Bugging have a small supply of average quality bugging equipment.

BUREAUCRATICS

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Bureaucraties can deal with bureaucrats, cut through red tape, and extract information from bureaucracies. He also knows the right people to talk to (for just about anything) and how to reach them.

CLIMBING

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Climbing allows a character to climb unusually difficult walls, trees, and buildings, as long as handholds exist. Climbing speed varies according to the structure being climbed, but the base speed is 1" per Phase. Climbing equipment (such as rope, grapnels, pitons, or special shoes) may provide bonuses to the roll or speed the pace of climbing.

A climbing character's OCV and DCV are halved, and may be 0 if the character is in a really difficult position. An unsuccessful Climbing roll usually means the character cannot climb that area, but sometimes means a fall if the roll was spectacularly bad.

COMBAT DRIVING

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Combat Driving can drive and control vehicles which operate in two dimensions (like chariots, cars, and speedboats) in difficult situations.

To use Combat Driving, the character must know how to operate the vehicle (see *Transport Familiarity*, page 30). A character with Combat Driving gets one 1-point TF from the Ground Vehicles category for free.

COMBAT PILOTING

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Combat Piloting can pilot and control vehicles which operate in three dimensions (everything from airplanes, to submarines, to spaceships) in difficult situations (primarily combat).

To use Combat Piloting, the character must know how to operate the vehicle (see *Transport Familiarity*, page 30). A character with Combat Piloting gets one 1-point TF from the Air Vehicles or Space Vehicles categories for free.

COMBAT SKILL LEVELS

Combat: None
 Cost: Varies

Once a character knows how to use an attack, he can improve his skill with it by buying Combat Skill Levels (CSLs). The applicability and uses of a CSL depend on what types of attacks it works with. There are four categories of CSL, each described below. A character must define what attacks a Combat Skill Level works with when he buys it, and cannot change it thereafter.

2-Point Combat Skill Levels

A 2-point *Combat Skill Level* adds +1 to a character's OCV when he uses *one single type of attack*. Two-point CSLs can never apply to DCV. Examples of attacks a 2-point CSL could be bought for include Punches, Broadwords, or Claws.

3-Point Combat Skill Levels

A 3-point *Combat Skill Level* can add +1 to a character's OCV or +1 to his DCV with a *related group of attacks or maneuvers* (usually no more than three) or a *tightly-defined group of weapons*. Examples of attacks a 3-point CSL could be bought for include all of a character's Martial Maneuvers (no matter how many he has), any three Combat Maneuvers (such as Punch, Grab, and Move By), All Swords, All Pistols, or All Natural Weapons (claws, fangs, tail, and so on).

5-Point Combat Skill Levels

A 5-point *Combat Skill Level* can add +1 to a character's OCV or +1 to his DCV with *all HTH Combat attacks* or *all Ranged Combat attacks*.

8-Point Combat Skill Levels

An 8-point *Combat Skill Level* can add +1 to a character's OCV or +1 to his DCV with *All Combat* — HTH or Ranged.

Allocating Combat Skill Levels

A single 2-point Combat Skill Level can only improve a character's OCV. It adds to the attack it was bought for whenever the character uses that attack.

A Combat Skill Level costing 3, 5, or 8 points can improve either a character's OCV or his DCV when the character uses the attacks it was bought for. The character has to choose which one it improves, though he can change the assignment of his CSLs from Phase to Phase. Changing the assignment of CSLs constitutes a Zero-Phase Action, but

a character can only do it once per Phase. After he attacks, his CSLs stay as they are until his next Phase begins or he Aborts to a defensive Action.

Combat Skill Levels On Foci

Characters sometimes want to buy Combat Skill Levels with the Limitation *Focus* (page 69) to create targeting scopes for guns and the like. Characters may only buy 5-point and 8-point Combat Skill Levels with Focus. However, CSLs bought as Foci can only improve a character's OCV; they have no effect on DCV.

COMPUTER PROGRAMMING

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Computer Programming can program and operate computers. This includes knowledge of, and the ability to use, hardware, software, operating systems, and the like, both for routine uses and unusual ones (such as hacking, searching for information, or defeating computer-assisted security devices).

CONCEALMENT

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Concealment represents a character's ability to hide things and to find things which others have hidden — important papers, weapons, jewels, artifacts, drugs, and so forth.

CONTORTIONIST

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Contortionist gives a character the ability to manipulate his body to get out of ropes and other bonds (or to fit into tiny spaces he's normally too big for). An attempt to escape from normal ropes would incur a -0 or -1 modifier, wires would be -2 or -3, and handcuffs would be -3 or -4.

A character can use Contortionist to escape from Grabs (page 94). If he succeeds with a roll exactly, he can add 1d6 to his STR; for every additional point by which he makes the roll, he can add +1d6 more.

CONVERSATION

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Conversation allows a character to extract information from people through casual talk, and/or to be an entertaining conversationalist. If Conversation is performed correctly, the victim won't even realize he's divulged anything.

CRIMINOLOGY

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Criminology knows how to look for clues, dust for fingerprints, analyze evidence, examine criminal records and files, do ballistics tests, and so on.

COMBAT SKILL LEVELS EXAMPLE

Jake McAllister has a 3-point CSL with Pistols, a 3-point CSL with Knives, and an 8-point CSL with All Combat. He's fighting a Nazi death-ray robot. In his first Phase, he puts his 3-point CSL with Pistols into +1 OCV and his 8-point Level into +1 OCV. He now has a bonus of +2 OCV. His CSL with Knives doesn't apply because he's fighting with a pistol. Because he chose not to use any of his applicable CSLs to improve his DCV, he has his standard DCV against the robot's attack. He can't change the way he assigned his CSLs until his next Phase.

In his next Phase, McAllister decides to be a little more cautious. He keeps his 3-point CSL with Pistols assigned to OCV, but changes his 8-point CSL so it applies to his DCV. Now he has +1 OCV with Pistols and +1 DCV.

CRYPTOGRAPHY

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Cryptography allows a character to solve ciphers and codes, encrypt or encode messages, and hide messages in ordinary text. In modern settings it may require the use of a computer.

DEDUCTION

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Deduction is the ability to take several facts and leap to an inobvious conclusion — the classic detective's skill. A failed Deduction roll usually indicates the character can't think of an answer, but it may mean an incorrect deduction.

DEMOLITIONS

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Demolitions can use explosives properly. He knows about different types of explosives, how to handle and set them off, and how to defuse explosive devices.

DISGUISE

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Disguise allows a character to change his (or another character's) appearance with makeup, costumes, body language, and facial expression (though acting like another person requires Acting). He can alter his appearance, or disguise himself to look like a specific person (though this usually involves a -1 to -3 penalty). To spot someone wearing a disguise, an onlooker must make a PER Roll in a Skill Versus Skill Contest against the character's Disguise.

ELECTRONICS

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Electronics allows a character to identify, understand, analyze, build, repair, disable, and rewire electronic devices. The character usually needs tools to use Electronics, and often lots of time.

FAST DRAW

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Fast Draw is the ability to ready and use a weapon quickly. A character with Fast Draw can draw a weapon as a Zero-Phase Action instead of the usual Half Phase Action (see page 88), and can change Clips (page 68) as a Half Phase Action.

FORENSIC MEDICINE

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Forensic Medicine can study a corpse (or even perform an autopsy) to learn about

the cause of death, how long the individual has been dead, if the corpse was moved after death, and so forth.

FORGERY

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Forgery is the ability to duplicate documents, objects, and money. It usually requires time and specialized equipment (especially for highly technical forgeries), but duplicating a signature by hand only takes a few seconds.

GAMBLING

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Gambling represents a character's ability to win gambling games requiring some skill (black-jack, poker, and so forth). Additionally, Gambling lets a character cheat (some forms of cheating also require Sleight Of Hand). A successful roll means the character won (or cheated successfully) — the more he makes it by, the more he wins. Failing the roll means he lost or his cheating failed.

HIGH SOCIETY

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with High Society know about upper-class culture and how to interact with it: what clothes to wear, which fork to use for shrimp, who's who, the gossip and "court politics" applicable to the situation, and so forth.

INTERROGATION

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Interrogation can extract information from people, either forcibly or through psychological manipulation. He knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing information. Interrogation works against an EGO Roll in a Skill Versus Skill Contest; the Talent *Resistance* helps victims resist Interrogation.

INVENTOR

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Inventor allows a character to design and construct new devices. It does not grant a character any scientific or technical knowledge; to use it, he needs related Skills (for instance, Weaponsmith to invent new weapons, or Electronics and SS: Physics to design a satellite).

KNOWLEDGE SKILL

Background: 11-
 Cost: 2 Character Points; +1 to roll per +1 point

This general and flexible Background Skill includes knowledge of certain groups, places,

people and things — any subject the character wishes to have knowledge of. For 2 Character Points, the character has an 11- roll to perform a given Knowledge Skill (KS). Alternately, characters can base a KS upon INT for 3 Character Points, giving a base (9 + (INT/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the subject when he purchases the KS, and it can be virtually anything he can think of. Examples include: Arcane And Occult Lore; British Literature; Demons; The Galactic Confederation; Horse Racing; The Mafia; New York City; Rock Music; and Zulu Culture. Characters may not take KSs for scientific subjects, like Astronomy, Biology, or Physics; those require Science Skills (page 28).

LANGUAGES

Background: None
Cost: Varies

This Background Skill represents a level of fluency in, and knowledge of, a language — the more points spent, the greater the character's fluency. Each character knows his native language for free at the "Idiomatic" level.

FLUENCY TABLE

Fluency Points	Character
Basic Conversation	1
Fluent Conversation	2
Completely Fluent, with accent	3
Idiomatic, native accent	4
Imitate dialects	5
Literacy (if not standard for society)	+1 point

LIPREADING

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

Lipreading allows a character to read someone's lips to tell what that person's saying (if he knows the language that person's speaking).

LOCKPICKING

Agility: 9 + (DEX/5)
Cost: 3 Character Points; +1 to roll per +2 points

Lockpicking let a character open locks using special tools instead of keys. It does not allow the character to detect or bypass security devices; that requires Security Systems.

MARTIAL ARTS

Combat: Varies
Cost: Varies

Martial Arts represents enhanced HTH Combat fighting ability, whether derived from intense training, innate ability, or hard-won experience. It includes everything from the grace and power of kung fu, to the brutality of bare-knuckle streetfighting skills, to fencing.

Martial Arts consists of various Martial Maneuvers which characters purchase individually. You can choose which Martial Maneuvers your character knows, but you must spend a minimum of 10 Character Points on Martial Maneuvers — you can't just buy one. The accompanying sidebar lists the cost of the various Martial Maneuvers; for explanations of what they can do and how they work, see *Martial Arts* on page 96.

MECHANICS

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

A character with Mechanics can use the proper tools to repair, replace, modify, and build mechanical devices.

MIMICRY

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

Mimicry allows a character to imitate someone else's voice, or certain other sounds, perfectly. Others can detect Mimicry with a Skill Versus Skill Contest pitting the listener's Hearing PER Roll against the Mimicry roll.

NAVIGATION

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

A character with Navigation can determine his location and plot an efficient course between two points.

ORATORY

Interaction: 9 + (PRE/5)
Cost: 3 Character Points; +1 to roll per +2 points

Oratory represents the ability to speak to an audience and deliver a convincing presentation.

PARAMEDICS

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

A character with Paramedics knows how to perform first aid, stop bleeding, repair damage, and generally keep someone alive. He can prevent someone from bleeding to death (page 99); a successful roll (with a penalty of -1 per 2 BODY of damage sustained) stops the victim from losing any more BODY due to bleeding. Advanced medical care, such as surgery, requires a hospital and Skills such as Science Skill: Medicine.

PERSUASION

Interaction: 9 + (PRE/5)
Cost: 3 Character Points; +1 to roll per +2 points

Characters with Persuasion can convince, persuade, or influence individuals, or tell believable lies. Persuasion is normally only used on NPCs; PCs are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make a PC much more inclined to believe the speaker or do as he requests.

MARTIAL MANEUVERS COSTS

Maneuver	Cost
Choke Hold	4
Defensive Strike	5
Killing Strike	4
Legsweep	3
Martial Block	4
Martial Disarm	4
Martial Dodge	4
Martial Escape	4
Martial Grab	3
Martial Strike	4
Martial Throw	3
Nerve Strike	4
Offensive Strike	5
Sacrifice Throw	3
+1 Damage Class	4
Weapon Element	1

KNOWLEDGE SKILLS, PROFESSIONAL SKILLS, AND SCIENCE SKILLS

You should be careful to differentiate between Knowledge Skills, Professional Skills, and Science Skills. A KS provides a character with knowledge of what something is, how it works, who's involved with it, and so on. A PS gives the character the ability to do things or perform certain tasks — though a KS may be required for the character to have in-depth knowledge of how he's about to exercise those physical skills. To put it another way, a KS provides *theoretical* knowledge and a PS *practical* knowledge of a given subject.

For example, a character with KS: Plumbing knows how plumbing works, the history of plumbing, how much plumbers earn on a yearly basis, and so forth... but he can't fix a broken toilet. A character with PS: Plumbing doesn't know any of that, but can fix a broken pipe and use plumbing tools. A character could (and often should) have a KS and a PS of the same subject to reflect both a theoretical and practical knowledge.

A Science Skill (SS) functions as a combination of a PS and a KS. It provides both theoretical knowledge of the subject and the practical skills of working with the equipment associated with a scientific subject.

POWER

Varies: 9 + (CHAR/5)
Cost: 3 Character Points; +1 to roll per +2 points

This Skill represents a character's ability to use one (or more) of his powers or abilities in creative or unusual ways. Its name varies from campaign to campaign, setting to setting, character to character. Characters can base Power on any one of several Characteristics, depending on the nature of the Skill as the character uses it. If based on INT, it's considered an Intellect Skill; if on DEX, an Agility Skill; and so forth.

Power serves two related functions. First, it may act as a Required Skill Roll (see page 71) for abilities which the GM rules must have a Skill Roll to function. For example, in a Fantasy campaign, Power might be called *Magic* and all wizards would use it to cast spells.

Second, Power can simulate a character's level of skill with a particular power, ability, or attack. Characters who make appropriate Power rolls can perform "tricks" or do unusual things with their powers. For example, a super-strong character in a comic book superhero campaign might buy Power as *Strength Tricks* and use it to etch a message into hardened steel without breaking the steel or hurting himself.

GMs should control all uses of Power carefully. Characters who want to perform a particular "trick" or "power stunt" frequently should pay Character Points for it (especially if it has an effect on combat).

PROFESSIONAL SKILL

Background: 11-
Cost: 2 Character Points; +1 to roll per +1 point

This general and very flexible Background Skill gives a character the ability to perform certain professions, crafts, tasks, and the like. For 2 Character Points, the character has an 11- roll to perform a given Professional Skill (PS). Alternately, characters can base the Skill upon a Characteristic for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the job, craft, or task when he purchases the PS, and it can be virtually anything he can think of. Examples include: Accountant; Alchemist; Carpenter; Goldsmith; Gunslinger; Lawyer; Singer; Singing; or Wizard. As the names indicate, PSs often represent a character's employment, but can also indicate hobbies, interests, and other abilities.

RANGE SKILL LEVELS

Combat: None
Cost: Varies

Range Skill Levels (RSLs) are similar to Combat Skill Levels (page 25). However, they only increase a character's OCV, and only for purposes of overcoming the Range Modifier (page 92). The accompanying Range Skill Levels Table lists the cost per +1 OCV, based on how many different types of attacks the RSL applies to.

The smallest RSL which can be bought through a Focus is a 3-point Level.

RANGE SKILL LEVEL TABLE

Cost	Application
1½	+1 OCV to offset the Range Modifier with any single attack
2	+1 OCV to offset the Range Modifier with any three maneuvers or tight group (e.g., +1 vs. Range With Pistols)
3	+1 OCV to offset the Range Modifier with all attacks

RIDING

Agility: 9 + (DEX/5)
Cost: 3 Character Points; +1 to roll per +2 points

Characters with Riding can ride a living creature under difficult circumstances, including fighting while mounted, leaping obstacles, and the like. To use Riding, the character must know how to handle the animal (see *Transport Familiarity*, page 30). A character with Riding gets one 1-point TF from the Riding Animals category for free.

SCIENCE SKILL

Background: 11-
Cost: 2 Character Points; +1 to roll per +1 point

This general and very flexible Background Skill gives a character a solid grasp of a particular field of science (whether a physical science, like Chemistry, or a social science, like Anthropology). For 2 Character Points, the character has an 11- roll to perform a given Science Skill (SS). Alternately, characters can base a SS upon a Characteristic (usually INT) for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the science when he purchases the SS, and it can be virtually any scientific subject he can think of. Examples include: Accounting; Anthropology; Archaeology; Biology; Chemistry; Genetics; Mathematics; Medicine; Physics; Sociology; and Zoology.

SECURITY SYSTEMS

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

A character with Security Systems can locate, recognize, evade, and build various types of alarms and traps. This usually requires the proper equipment, and often a lot of time (one Turn or longer) as well.

SEDUCTION

Interaction: 9 + (PRE/5)
Cost: 3 Character Points; +1 to roll per +2 points

Seduction is the ability to gain others' trust (and perhaps even friendship) by offering companionship or favors. This Skill is normally only for use on NPCs; a player should have more control over his character's actions. The GM may rule that Seduction can be used on a PC when it fits his Disadvantages or personality.

SHADOWING

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Shadowing can follow or watch someone subtly (either on foot or in a vehicle), establish static surveillance without being detected, and so forth.

SKILL LEVELS

Cost: Varies

Once a character knows a Skill, he can improve his ability to use it by buying Skill Levels. The applicability and uses of a Skill Level depend on what types of Skills it works with; there are five categories of Skill Levels, each described in the accompanying Skill Levels Table. A character must define what Skills a Skill Level works with when he buys it, and cannot change it thereafter.

Allocating Skill Levels

A character can only apply a Skill Level to one task at a time. He must choose which Skill a Skill Level applies to, though he can change the assignment of his Skill Levels from Phase to Phase. Changing the assignment of Skill Levels constitutes a Zero-Phase Action, but a character can only do it once per Phase. After he attacks, his Skill Levels stay as they are until his next Phase begins.

Skill Levels On Foci

Characters sometimes want to buy Skill Levels with the Limitation *Focus* (page 69), such as advanced lockpicking tools that make Lockpicking easier, or a magic amulet that enhances a character's Oratory. Characters may only buy 3-point and more expensive Skill Levels with Focus.

SKILL LEVELS TABLE

Cost	Type of Level
2 points	+1 with one Characteristic Roll
3 points	+1 with any three related Skills (e.g., +1 with Conversation, High Society, and Seduction; +1 with Mechanics, Security Systems, and Lockpicking)
5 points	+1 with All Agility Skills, All Intellect Skills or All Interaction Skills (or any other group of similar Skills the GM is willing to permit)
8 points	+1 with all non-combat Skills
10 points	+1 Overall Level (applies to any roll; characters can also use it as an 8-point Combat Skill Level)

SLEIGHT OF HAND

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Sleight Of Hand is the ability to palm items, fool the eye, perform certain magic tricks, and so forth. Large objects (anything bigger than a small pistol) are, of course, more difficult to palm (-1 to -5). Characters can also use Sleight Of Hand to pick pockets in a Skill Versus Skill Contest against the victim's PER Roll.

STEALTH

Agility: 9 + (DEX/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Stealth can hide in shadows, move silently, and/or avoid detection in combat conditions. When a character wants to be stealthy, use his Stealth roll versus the PER Rolls of anyone attempting to find him (or who might perceive him) in a Skill Versus Skill Contest.

STREETWISE

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Streetwise gives a character knowledge of the seamy side of civilization. He knows how to find the black market, talk to thugs and criminals, gain information, deal with organized (and not so organized) crime figures, and so on.

SURVIVAL

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Survival can live off the land, find food and water, locate or build crude shelters, identify dangerous plants and animals, and so forth.

SYSTEMS OPERATION

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Systems Operation know how to operate sensing and communication devices properly. It does not cover navigational equipment (that's Navigation) or encoding transmissions (that's Cryptography).

TACTICS

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

A character with Tactics knows how to fight effectively and efficiently in discrete battles and small units — how to position (and best use) a small force, when it's time to retreat, and the like.

TRACKING

Intellect: 9 + (INT/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Characters with Tracking can follow a trail by observing tracks, marks, broken twigs and so forth, and also know how to hide tracks.

TRADING

Interaction: 9 + (PRE/5)
 Cost: 3 Character Points; +1 to roll per +2 points

Trading gives a character the ability to strike a good bargain with a merchant or customer. Prices often aren't fixed, especially in pre-modern genres, so a character with Trading can save (or make) considerable money if he wins a Skill Versus Skill Contest (versus the other character's Trading or an INT Roll). Losing the Contest may mean paying too much, or not making a profit.

TRANSPORT FAMILIARITY

Background: None
Cost: Varies

This Background Skill allows characters to drive or pilot specific types of vehicles, or ride a living mount, under routine conditions (combat or crisis conditions require other Skills listed above).

Each Transport Familiarity (TF) costs 2 Character Points. The character must select one of the following groups of vehicles:

- Riding Animals (horses, camels, elephants, and so on)
- Ground Vehicles (cars, trucks, trains, motorcycles, sleds, snowmobiles)
- Water Vehicles (rowed boats, sailed boats, motorized boats)
- Air Vehicles (airplanes, helicopters)
- Space Vehicles (spaceships, starships)
- Mecha

Characters can purchase a TF with a single specific type of vehicle for 1 Character Point. This includes not only individual vehicles (Ford Mustangs, *Los Angeles*-class submarines) but recreational “vehicles” (such as SCUBA, Parachuting, Snow Skiing, or the like).



VENTRILLOQUISM

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

A character with Ventriloquism can make his voice sound as if it's coming from somewhere other than himself, and can speak without apparently moving his lips. Ventriloquism is detected with a PER Roll in a Skill Versus Skill Contest. A Ventriloquism roll takes a -1 penalty for every 1" of distance between the ventriloquist and the point where the voice “speaks.”

WEAPON FAMILIARITY

Background: None
Cost: Varies

Weapon Familiarity (WF) represents the knowledge of how to use specific weapons. It is used primarily in Heroic campaigns; characters in Superheroic campaigns, who pay Character Points for their weapons, automatically know how to use them. A character fights at -3 OCV when using a weapon for which he does not know the WF.

Each Weapon Familiarity costs 2 Character Points. The character must select one of the following groups of weapons:

- Common Melee Weapons (axes, hammers, knives, maces, swords, spears, polearms, clubs)
- Common Missile Weapons (bows, crossbows, thrown weapons)
- Small Arms (pistols, rifles, shotguns, submachine guns, assault rifles, grenades)
- Uncommon Modern Weapons (flamethrowers, machine guns, shoulder-fired weapons)
- Emplaced Weapons (siege engines, howitzers, recoilless rifles, mortars, anti-aircraft guns)

Characters can purchase a WF with a single specific type of weapon for 1 Character Point. This includes not only individual weapons (greatswords, longbows, submachine guns), but “unusual” weapons not covered by the categories listed above (staves, slings, whips, garrotes, nets, flails, and so on).

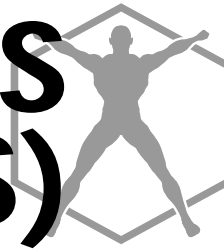
Weapon Familiarity does not provide any bonuses to Combat Value or the like. All it does is give a character the ability to use a weapon properly. To obtain bonuses in combat, characters should buy Combat Skill Levels (page 25).

WEAPONSMITH

Intellect: 9 + (INT/5)
Cost: 3 Character Points; +1 to roll per +2 points

Characters with Weaponsmith can make, maintain, and repair any type of weapon. They can also identify the origin, uses, and effects of any weapon they're familiar with or have time to analyze.

PERQUISITES (PERKS)



Perquisites (or Perks) are useful resources, items, privileges, and benefits a character has. Unlike Skills, Perks tend to be transitory in nature. A character can easily gain Perks during the course of the campaign — and later lose them just as easily.

PERK DESCRIPTIONS

CONTACT

Cost: 2 Character Points; +1 to roll per +1 point

A character with this Perk knows someone who can occasionally help him out, usually because that person has a job, position, or other resources useful to the character. A character can buy this Perk many times; in each case, it represents a different person the character knows.

A Contact costs 2 Character Points for an 11-roll. Each +1 to the roll costs +1 Character Point.

When a character wants to use his Contact, he must make his roll. If the roll fails, the Contact is of no use to him — either the character can't get in touch with his Contact, or the Contact can't help. If the roll succeeds, the Contact helps the character as best he can, though he probably won't risk his life, job, or anything else really important.

FOLLOWER

Cost: 1 point per 5 Character Points in Follower

This Perk means the character has a Follower of some kind — a person loyal to him and willing to do what he asks. Examples of Followers include human agents, familiars, golems, robots, and kid sidekicks.

You build Followers with the same Base Points as any other character in the campaign. They may also have points from Disadvantages. However, the Follower must be built on fewer Character Points, total, than the character who buys him.

The cost to buy a Follower is his *Base Points divided by 5*. In other words, the character doesn't pay for any points gained from Disadvantages. For example, suppose Beetleman wants a kid sidekick, Buggy. Beetleman is built on 350 points (250 Base Points, plus 100 points from Disadvantages). Buggy is built on 250 Base Points, too, but since he has to be built on fewer Character Points than Beetleman, Beetleman only gives him 25 Disadvantage points. Buggy costs Beetleman (250/5 =) 50 Character Points.

FRINGE BENEFIT

Cost: Varies

A Fringe Benefit is a Perquisite the character acquires from his job or background — a “perk” in the classic sense. The Fringe Benefits Table lists the cost for some common Fringe Benefits in various campaigns.

FRINGE BENEFITS

Cost Notes

Universal Perks (genre or time period)

1 point	License to practice a profession
1-10 points	Membership: membership in an important organization or group; cost depends on character's rank and powers in the organization
5 points	Diplomatic Immunity
10 points	Head of State (with GM's permission; may cost more)

Modern-Day Perks

1 point	Passport
1 point	Press Pass
1 point	Weapon Permit (where appropriate)
2 points	Concealed Weapon Permit (where appropriate)
2 points	Local Police Powers
2 points	Private Investigator License
3 points	Federal/National Police Powers
5 points	International Police Powers
10 points	License to Kill

Fantasy Perks

2 points	Knight
2 points	Member of the Lower Nobility
3 points	Low Justice: Character has the right to mete out justice
5 points	Member of the Aristocracy/Higher Nobility

Science Fiction Perks

1 point	Starship License
3 points	Galactic Computernet Access Card
5 points	Planetary Police Powers
8 points	Interstellar Police Powers

MONEY

Cost: Varies

Money may not make the world go round, but it can help motivate PCs.

This Perk is most applicable in Heroic games, where characters spend money in the game to buy things. In Superheroic campaigns, where characters buy equipment with Character Points, Money isn't as important.

The accompanying table gives the point cost for various levels of annual income. It lists dollar figures; substitute other types and amounts of money (gold pieces, Space Confederation credits, or the like) as appropriate for the campaign.

MONEY TABLE

Value	Annual Income
-10	<i>Disadvantage:</i> Destitute (\$3,000)
-5	<i>Disadvantage:</i> Poor (\$10,000)
0	Middle Class: \$75,000
5	Well Off: \$500,000
10	Wealthy: \$5,000,000
15	Filthy Rich: unlimited income

HERO SYSTEM PERKS AND TALENTS

The full *HERO System* rules contain several more Perks and Talents that characters can buy:

PERKS

Access
Anonymity
Computer Link
Deep Cover
Favor
Reputation
Vehicles and Bases

TALENTS

Absolute Range Sense
Combat Luck
Lightning Reflexes
Simulate Death

TALENTS



Talents are unusual abilities some characters possess. They include weird or unique attributes, bizarre skills, and a variety of effects which are not common among normal folk, but that heroes and their enemies sometimes possess. Think of them as a sort of “halfway step” between Skills and Powers. They do not cost END to use.

Not all Talents fit every campaign, and in some extremely realistic campaigns the GM won’t allow Talents at all. Talents are usually appropriate for Heroic campaigns, though the GM may wish to forbid characters to buy some of the more outlandish ones (such as Universal Translator).

TALENT DESCRIPTIONS

ABSOLUTE TIME SENSE

Cost: 3 Character Points

A character with this Talent can gauge the passage of time accurately without using a watch, the sun, or other external means.

AMBIDEXTERITY

Cost: 9 Character Points

Ambidexterity allows a character to eliminate the Off Hand penalty (page 93) when performing tasks or using a weapon. This does not allow a character to attack more than once per Phase.

BUMP OF DIRECTION

Cost: 3 Character Points

A character with this Talent has an innate sense of direction. He can always tell direction without reference to visual clues, and can also tell if he is above or below the local ground level.

COMBAT SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for +1 Character Point

Combat Sense gives a character the innate ability to fight effectively in HTH Combat even while in darkness or blinded.

A successful Combat Sense roll allows a character to make, or defend himself against, HTH Combat attacks without suffering a penalty to his OCV or DCV because he cannot perceive his opponent with a Targeting Sense. The character must roll each Phase to keep track of his opponents; this takes a Half Phase. If the roll fails, he suffers normal nonperception penalties (page 86) that Phase.

Combat Sense has no effect on Ranged combat.

DANGER SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for +1 Character Point

Danger Sense gives a character a “sixth sense” about things and situations dangerous to him. The character makes a Danger Sense roll whenever told to by the GM, though he may request a roll if he suspects something. If the roll fails, he does not sense any danger. If the roll succeeds, the character is not Surprised by the danger (*i.e.*, he gets his full DCV against the attack). If he makes the roll by half or less, he knows the true location and type of danger threatening him; if appropriate and he has a Phase to use, he can make an attack against the danger at his normal OCV.

DOUBLE JOINTED

Cost: 4 Character Points

A Double Jointed character has unusually flexible joints. He receives a bonus of +1 to +3 to Contortionist rolls (and sometimes Breakfall rolls too). The GM determines the amount of the bonus based on the circumstances.

EIDETIC MEMORY

Cost: 5 Character Points

The character has a photographic memory. He can remember images and other sensations which he’s studied (including written pages) with near-photographic exactness.

Eidetic Memory doesn’t teach a character any Skills, even though he can recall facts from books he’s read. A character must spend Experience Points to retain any information he studies as permanent KSs or SSs.

ENVIRONMENTAL MOVEMENT

Cost: Varies

A character with Environmental Movement can move without restrictions in environments that hamper most characters (see *Environmental Conditions*, page 93). He typically suffers no penalty to OCV, DCV, Skill Rolls, or movement based on being in those environments. The accompanying table lists the costs for different types of environments.

ENVIRONMENTAL MOVEMENT COSTS

Cost	Type
3	Aquatic Movement (no penalties while in water)
1	Icwalking (no penalties on ice, mud, or other slippery surfaces)
3	I Can Drunk Just As Good Fight! (no penalties for intoxication)
3	Supreme Balance (no penalties on narrow surfaces)
4	Zero-G Training (no penalties in zero gravity)

LIGHTNING CALCULATOR

Cost: 3 Character Points

A character with Lightning Calculator has the innate ability to perform mathematical operations mentally with startling speed. Multiplying four-digit numbers takes one Phase; calculating the vector of an approach orbit with regard to relative velocities, gravities, and rotation speeds takes a full Turn; medium calculations take medium times.

LIGHTSLEEP

Cost: 3 Character Points

A character with Lightsleep sleeps lightly, and therefore is rarely surprised while asleep. Instead of having to make a PER Roll at -6 to wake up if something happens (like most characters), the character only has to make a normal, unmodified PER Roll.

PERFECT PITCH

Cost: 3 Character Points

A character with Perfect Pitch can tell the exact pitch of a musical tone by listening; no roll is necessary. Perfect Pitch also adds a +1 to any music-related Skill Roll.

RESISTANCE

Cost: 1 Character Point per +1 to EGO Roll

Resistance represents a character's ability to resist the use of the *Interrogation* Skill. It costs 1 Character Point for each +1 to the character's EGO Roll for the purpose of resisting Interrogation.

SPEED READING

Cost: 4 Character Points

This Talent allows a character to read books and documents up to ten times faster than normal.

PERKS AND TALENTS SUMMARY TABLE

Perk Name	Description
Contact	Character knows someone who sometimes helps him
Follower	Character has a loyal servant or helper
Fringe Benefit	Character has some influence or authority based on his job or position in society
Money	Character is wealthier than normal

Talent Name	Description
Absolute Time Sense	Character can gauge the passage of time accurately
Ambidexterity	Character doesn't suffer Off Hand penalties
Bump Of Direction	Character has an innate sense of direction
Combat Sense	Character can fight effectively in HTH Combat even while blinded
Danger Sense	Character has a special "sixth sense" for danger
Double Jointed	Character has unusually flexible joints, giving him Skill bonuses
Eidetic Memory	Character has a photographic memory
Environmental Movement	Character can move and act without restriction in an unusual environment
Lightning Calculator	Character has an innate ability to perform mathematical calculations rapidly
Lightsleep	Character is rarely surprised while asleep
Perfect Pitch	Character can identify musical pitch exactly
Resistance	Character can withstand interrogation better than normal
Speed Reading	Character can read ten times faster than normal
Universal Translator	Character can communicate in any language

UNIVERSAL TRANSLATOR

Cost: 20 Character Points for INT Roll, +1 to roll for 1 Character Point

A character with Universal Translator can understand any form of communication — from verbal speech, to obscure body language, to written text — and communicate back in a crude fashion. He must make an INT Roll; if successful he comprehends what's being said or read. The roll has negative modifiers (-1 to -3) if the language he tries to understand is extremely different from known forms of communication. Conversely, if he tries to understand a language similar to others he has already encountered, he gets a bonus (+1 to +3) to his INT Roll. He can improve this roll by spending more time, just like a Skill Roll.

POWERS



CAUTION SIGNS AND STOP SIGNS

Each Power's point cost serves to balance it against the other Powers. But some Powers may be extremely effective in certain circumstances. They're marked with a **A**

Additionally, some Powers can alter a GM's storyline substantially. These are marked with a **STOP**. The GM should carefully consider the impact of these Powers before permitting them in a scenario.

POWER VERSUS POWER

As you read this section, keep in mind the distinction between a *Power* (capital P) and a *power* (lower-case p). A Power is a game element listed in this section of the book, such as Desolidification, Energy Blast, or Force Field. A power is an ability a character possesses, usually a superhuman one such as a villain's superpower or a wizard's spell. You use Powers to build powers.

Powers are, typically, abilities far beyond those of mortal men — for example, flying or firing energy bolts. They represent the superpowers of a superhero, the spells of a sorcerer, or the abilities of an alien. You can also use Powers to simulate a wide variety of abilities and skills common to characters from many genres of fiction, but which don't fit the standard definition of "superpowers" (such as the ability to run faster than most people or punch harder than normal).

Equipment, particularly weapons, is often built using Powers. For example, a sword is a Hand-To-Hand Killing Attack with the *Focus* Limitation.

The rules for each Power define the basic structure of an ability built with that Power. For example, when a character buys an Energy Blast, the rules tell you the amount of damage the attack does, how to perform the Attack Roll, and the maximum Range of the power.

You can create most characters' abilities by purchasing the appropriate Power. However, if an ability requires more than a Power by itself, you can apply *Advantages* (page 62) and *Limitations* (page 67) to improve or restrict the Power.

BUYING POWERS

Characters purchase Powers by paying the Character Point cost listed under each Power. These are the same Character Points used to buy Characteristics and Skills. The minimum cost for any Power, even one with Limitations, is 1 Character Point.

SPECIAL EFFECTS

One of the most important things to remember when you use the *HERO System*, particularly for creating superpowers, spells, and other abilities, is the concept of *special effects*.

The *HERO System* explains Powers in game terms: a certain number of Character Points buys so many dice of Energy Blast; a 20-point Force Field always has 20 points of defense; and so forth. But the Power descriptions don't explain what Powers look like, or what they're made of. For example, the text of Energy Blast just describes it as a way to inflict damage at range. It doesn't mention whether the energy beam is made of fire, lightning, magic, "pulsion particles," rubber bullets, plasma, or something else. A Power's descriptions simply explain what it does in rules terms. It's up to you to provide the exact definition for what the power is and what it looks like — in other words, you decide what its *special effect* is.

If you read through this book, you won't find any specific rules for things like "fire blasts" or

"lightning bolts" or "magic." Fire, lightning, and magic are all special effects, and the *HERO System* rules let you pick the special effect you want. So, if you want your character to have the power to project a lightning bolt, you might spend 40 Character Points to buy him an Energy Blast 8d6, then label that Energy Blast "Lightning Bolt." Later on, if you design a character who's a fire elemental, you might want him to have the power to shoot a blast of fire at his enemies. You could spend 40 Character Points on an Energy Blast 8d6 and call it "Fire Blast." Both characters have an Energy Blast 8d6, but for one character the special effect is "lightning," while for the other the special effect is "fire."

The sidebar on page 35 has a list of some special effects. But that's just a few of the dozens of possibilities. There's no "master list" of special effects because there are no restrictions on the concept other than your own imagination.

THE EFFECT OF SPECIAL EFFECTS

The special effects of a Power define how it works, what it looks like, and any other incidental effects associated with it. Sometimes a Power receives minor benefits and drawbacks because of its special effects. These minor modifiers don't change the cost of the Power. However, if the special effect provides a major benefit you have to pay Character Points for that to buy an Advantage (page 62). If the special effect significantly restricts an ability, you can save Character Points by taking a Limitation (page 67) for it. In the *HERO System*, you have to pay Character Points for things that help your character, but you save points if something hinders your character — in short, you get what you pay for.

For example, a character with Fire powers can help keep his friends warm if they're trapped in a freezer. While the character could buy this (as Life Support [Safe Environment: Intense Cold]), the effect is so minor the GM should allow him to do it without paying Character Points for it — it's just an "indirect benefit" of his chosen special effect. Only if this effect becomes useful in the game on a frequent basis, or the character tries to exploit it in combat, should the GM make him pay points for it (or make him use his *Power Skill*, if he has it, to achieve the desired effect). Once the benefits or drawbacks of the Power become significant, the cost of the Power should reflect them.

Another example of a special effect is Flight, defined as a spell which leaves a glowing trail of light as the character flies through the air. The trail helps the character because it shows his friends where he's gone. However, it hinders him because his ene-

mies can follow it, too. These effects balance out, so the character does not modify the cost of his Flight. However, suppose part of the special effect of the character's powers is that he's made of energy, so he can power his Flight without any effort. In game terms, that means it costs no END. That's a significant benefit, so he has to pay Character Points for it by buying the Advantage *Reduced Endurance*.

Often, a specific set of special effects provides inspiration for the design for a PC or NPC. A character who glides through the air with a parawing differs from a character who glides by making himself lighter than air, even though both buy the Power *Gliding*. Extra Running bought through a skateboard has some inherent Limitations and Advantages which simple sprinting wouldn't have to deal with (a skateboard doesn't work well offroad, but gets velocity bonuses going downhill). The better you know your character's special effects, the more fun you'll have with the character.

REASONING FROM SPECIAL EFFECTS

Most roleplaying games don't work the way the *HERO System* does. Instead of letting you choose the special effects of a power and create the power the way you want, they give you a list of powers and abilities, and you have to pick from what they offer. For example, in some games you might find "Lightning Bolt" and "Fire Shield" listed among the powers you can choose from. You won't find that in the *HERO System*; instead, you'll find generic Powers like *Energy Blast* and *Force Field* from which you could create *your own* "lightning bolt" or "fire shield."

This has important ramifications for how you create your character and his abilities. To get the most enjoyment out of the *HERO System* — to take advantage of the enormous creative freedom it offers you — you have to *reason from special effects*. In other words, you have to do three things:

1. Decide what sort of power you want to create by choosing the power's special effect.

At this step, don't think about the rules. Instead, focus on what you want the power to be and to do: "I want my character to have weather control powers"; "I want my character to have the power to fire laser bolts from his eyes."

2. Once you've chosen a special effect for a power, decide what game effect you want that power to have.

Think about what you expect the character to do with the power in the game. Does he use it to hurt people? To move around the battlefield? To make another character tired and weak? To protect himself from energy attacks?

At this step, you need to think in rules terms. Remember, the *HERO System* rules are "generic." You won't find a rule or a Power called "laser bolts." You have to think about what a laser bolt power does *generically*: it causes damage to people and objects. What types of powers in the *HERO System* cause damage? The Attack Powers. Therefore you want to use the rules for one of the Attack Powers to create a laser bolt power.

3. Last but not least, you have to put 1 and 2 together, combining your power idea with your knowledge of the rules to build the power you want.

All you have to do is decide which Power (and possibly which Advantages and Limitations) works best for the effect you have in mind. Think of the *HERO System* rules as a set of building blocks, then choose the right ones to build what you have in mind.

This may sound a little complicated, but it's really pretty simple. The more you do it, the easier it becomes. Here are a couple of examples:

Weather Powers

Suppose you want to create a character who can control the weather and generate various weather-based effects. As with any *HERO System* ability, think about the idea for a minute. You've done the first step — you've decided on a special effect, "weather control." But there's no Power in the book called "Weather Control." You have to build your character's weather control powers yourself.

So, you proceed to the second step and decide what weather control can do for your character *in game terms*. In other words, what *game effect* does "weather control" have?

First, there's the simple effect of "changing the weather." Looking through the Powers, you decide *Change Environment* seems like the best way to alter the local weather — and you're right, that's one of the classic uses of that Power. So you buy some *Change Environment* defined as "changing the weather." For the basic combat effect which comes with the power, you choose -1 to PER Rolls — blinding rain, snow, fog, or distorting heat waves, things like that.

But you have some other weather-based effects in mind, too. *Change Environment* just lets you alter the local weather; it doesn't let you blast people with lightning bolts or use the wind to fly. So you've got some more powers to build. You decide you want three more powers: the ability to project lightning bolts; the ability to create intensely cold mini-blizzards; and the power to fly on the wind.

Step two recommends that you determine a power's game effect and use that to tell you how to build a power. For the Lightning Bolt, the power's game effect is "it causes electrical damage at range." That definitely sounds like an Attack Power (page 38) of some sort. After you look through the list of Attack Powers, you decide either *Energy Blast* and *Ranged Killing Attack* would work for your Lightning Bolt. You choose *Energy Blast*.

For the mini-blizzard, once again the effect of the power is to hurt people — by freezing them so quickly, you can make them pass out. Only people who can keep themselves warm somehow can resist the attack. Once again an Attack Power is in order, but none of the basic Powers seems quite right. You decide to look at the Advantages to see if you can use one of them to make the power work *in game terms* like you envision. Sure enough, there's an Advantage called *No Normal Defense*. By applying that to *Energy Blast*, you can create a mini-bliz-

SPECIAL EFFECTS: A SAMPLE LIST

Acid
Air/Wind
Animal Powers
Athletic Prowess
Body Control
Chi Manipulation
Cosmic Energy
Cyberkinesis
Darkness
Density Alteration
Dimensional Manipulation
Earth/Stone
Electricity
Emotion Control
Energy Control
Fire/Heat
Force Manipulation
Gadgets
Gravity
Hypersenses
Ice/Cold
Illusions
Kinetic Energy
Light
Luck
Magic
Magnetism
Martial Arts
Matter Manipulation
Mental/Psionic
Precognition
Radiation
Shape Alteration
Size Alteration
Sleep/Dreams
Solar/Celestial
Sonic
Speedster Powers
Strength/Toughness Powers
Stretching Powers
Super-Skills
Technology
Telekinetic
Teleportation
Time
Training, Advanced
Vibration
Water
Weapon
Weather
Wood/Plant

POWER CREATION CHECKLIST

For easy reference, here are the steps in building a power or ability using Powers.

1. Choose the Power that best represents the ability you want your character to have.
2. Spend the amount of Character Points indicated in the Power's description to buy as much of the Power as you want your character to have.
3. Spend the indicated amount of Character Points to buy any "Adders" (such as the ability to increase a Movement Power's rate of Noncombat Movement) that you want the power to have.
4. Apply any *Advantages* (page 62) you want the power to have to make it better (and thus more expensive). To determine how much an Advantage or Advantages increase the cost of a power, use this formula: $(1 + (\text{total value of Advantages})) \times \text{Character Points already spent on the power}$. The result of the formula is the *Active Points* in the power.
5. Apply any *Limitations* (page 67) you want the power to have to make less useful or effective (but also cheaper). To determine how much a Limitation or Limitations decrease the cost of a power, use this formula: $\text{Active Cost of the power divided by } (1 + (\text{total value of Limitations}))$. The result of the formula is the *Real Points* in the power — in other words, the amount of Character Points the character actually spends to buy it.

Adders, Advantages, and Limitations are all optional — you don't have to include any as part of the power you build if you don't want them.

zard that knocks out anyone who doesn't have fire powers or the *Power Life Support (Safe Environment: Intense Cold)*.

For flying on the wind, the game effect is obvious: you can move quickly through the air. Moving around means a Movement Power is involved. The list of Movement Powers makes it obvious which one you need: Flight. All you have to decide is how many inches of Flight you want to buy.

Laser Bolt Eyes

This concept is a little easier. "Weather Control" is a broad special effect with lots of possible uses, but being able to shoot laser beams from your eyes is simple and straightforward.

Once again, the step two analysis tells you exactly what you want: this power causes damage to people and objects at range. But it's a little better than most attack powers; lasers can cut through targets easily. Being "better than most" suggests the power has an Advantage.

Choosing the basic power isn't too difficult. It's definitely an Attack Power, and once again it comes down to a choice between Energy Blast and Ranged Killing Attack. Since lasers are supposed to be pretty deadly, you choose RKA. To make the laser cut through targets more easily than normal, you apply the Advantage *Armor Piercing*. Voila! — in just a few seconds you've got a laser bolt power that's just the way you want it.

GENERAL RULES

The text fully describes each Power, including examples. For easy reference, each Power's description includes: the Power's category(ies), duration, Range (if applicable), END cost, cost in Character Points, special rules, and any other important facts.

POWER CATEGORY

The *HERO System* groups Powers into 11 categories, based on how they're used or special rules that apply to them. See *Power Categories*, below, for more information.

DURATION

The *HERO System* classifies all Powers as Instant, Constant, or Persistent. You can change a Power's duration with an Advantage or Limitation.

Instant: An Instant Power lasts just long enough for the character using it to make an Attack Roll. Examples include Energy Blast and Flash. Although an Instant Power lasts for just a second (at most), its effects may linger; the damage from an Energy Blast could last for minutes, or even days.

Constant: A character can maintain a Constant Power over time. Once a character has turned a Constant Power on, all he has to do is spend END each Phase to keep it activated, and it remains in effect. Constant Powers include Force Field, Flight, and Invisibility. A character doesn't have to make a new Attack Roll or use a Half Phase Action to maintain a Constant Power; once he's set it up, he can perform other Actions freely.

If a Constant Power works against a target, the character must make an Attack Roll on the Phase he activates the Power. If he succeeds, the target takes the damage (or is affected by the Power) normally in the Phase when the attack occurred, and on every one of the character's Phases (on the character's DEX) thereafter until the Power turns off.

If a Constant Power affects an area, the Power remains in effect in the Segments between the attacker's Phases. Any target who enters the area takes damage or is affected in the Segment he enters and every time the attacker's Phase occurs while he remains within the area.

If a character loses Line Of Sight to the target/location of a Constant Power, stops paying END for it, or is Stunned or Knocked Out, it turns off at the end of the Segment.

Persistent: A Persistent Power stays activated unless the character deliberately turns it off — it even remains active if he's Knocked Out or goes to sleep. It's presumed to be active at all times unless the character indicates otherwise. Persistent Powers include Mental Defense, Armor, and Enhanced Senses.

RANGE

Many Powers work at Range. Typically the Range of a Power equals 5" times the Active Points in the Power. For example, an Energy Blast 10d6 (50 Active Points) has a Range of 250"; an Energy Blast 10d6, Armor Piercing (75 Active Points) has a Range of 375". Mental Powers have a Range defined as "Line Of Sight"; see page 39.

Some Powers have "No Range." This means they can only affect targets within HTH Combat range — in the same hex as the character, or an adjacent hex. "Self Only" Powers only work on/for the character who possesses them.

ENDURANCE

Most Powers cost Endurance (END) to use. Every Phase such a Power is turned on, it costs the character 1 END for every 10 Active Points of Power used. If a character is Stunned or Knocked Out, these Powers stop working at the end of the Segment. Powers cost END even if the character's attack misses or the Power fails to affect the target — just activating them incurs the END cost.

You can change the END cost of a Power with the Advantage *Reduced Endurance* (page 65) or the Limitation *Increased Endurance Cost* (page 69).

Visibility

If a Power costs END to use, then when a character activates or uses that Power, other characters can see it, hear it, and perceive it with any other appropriate senses. The player decides what the Power looks like (see *Special Effects*, above), but it must be obvious a Power is being used and where it comes from.

If a Power inherently does not cost END to use (such as Armor or Power Defense), other characters cannot see or otherwise perceive the Power when it's in use, unless some Limitation (such as *Focus* [page 69] or *Visible* [page 71]) changes the Power so they can.

Removing END

To simplify a *HERO System* game, the GM may want to ignore END altogether. It speeds up the game and reduces bookkeeping if the players don't have to track END costs for powers and Actions.

USING POWERS

As a general rule, a character may use as many Powers as he wants to in the same Phase, provided he (a) has the time to activate all of them, and (b) can afford to pay END for all of them. For example, a character could use Flight while operating his Force Field and firing an Energy Blast at a target.

Activating or "turning on" a Power is a Zero-Phase Action; so is turning a Power off.

POWER CATEGORIES

The *HERO System* organizes Powers into eleven categories: Adjustment Powers, Attack Powers, Body-Affecting Powers, Defense Powers, Mental Powers, Movement Powers, Sense-Affecting Powers, Sensory Powers, Size Powers, Special Powers, and Standard Powers. Each category of Powers has certain special rules which apply to all Powers in that category. Some Powers belong to multiple categories, since some categories are functional, while others depend primarily on game rules.

Adjustment Powers

Adjustment Powers temporarily add to or subtract from the value of a character's Characteristics or Powers. The Adjustment Powers are:

- Aid
- Drain
- Healing
- Suppress
- Transfer

BUYING ADJUSTMENT POWERS

The costs for the various Adjustment Powers are listed in their descriptions. You define which Characteristic or Power an Adjustment Power affects when you buy it. For example, you could buy an Aid STR (to increase your Strength) or Suppress Energy Blast (to reduce the effectiveness of an enemy's Energy Blast).

Adjusting Multiple Characteristics Or Powers: Variable Effect

Sometimes you want an Adjustment Power to affect more than one Characteristic or Power at once. For this, you need an Advantage called *Variable Effect*, which has four different applications. (See page 62 regarding Advantages in general.)

For a +¼ Advantage, you can apply an Adjustment Power to any Characteristic or Power within a related group of special effects, *one Power at a time*. For example, you could have a Drain that works against any one fire-based Power. When attacking a target with more than one fire-based Power, you

WHAT POWERS DO

Here's a quick list of the primary Power categories and what the Powers in them allow a character to do, to help you when conceptualizing an ability.

Power Category	What These Powers Do
Adjustment Powers	Raise or lower the power of Characteristics or Powers
Attack Powers	Hurt or hinder another character
Body-Affecting Powers	Alter or improve the character's body
Defense Powers	Protect the character
Mental Powers	Attack or affect another character mentally
Movement Powers	Move the character
Sense-Affecting Powers	Blind or fool another character's senses
Sensory Powers	Improve the character's senses
Size Powers	Increases or decreases a character's size

decide which fire-based Power to Drain each time you use the Drain. One Phase you might Drain the target's Fire Bolt (Energy Blast), and the next Phase his Fireball (Ranged Killing Attack, Explosion), Fire Shield (Force Field), or Fiery Wings (Flight).

For a +½ Advantage, you can apply an Adjustment Power to any two Characteristics or Powers with related special effects simultaneously. For example, you could Drain his Fire Bolt and Fireball both at the same time.

For a +1 Advantage, you can apply an Adjustment Power to any four Characteristics or Powers with related special effects simultaneously. For example, you could Drain all four of the Fire powers listed above at the same time.

For a +2 Advantage, you can apply an Adjustment Power to *all* Characteristics and Powers with related special effects simultaneously.

USING ADJUSTMENT POWERS

When you use an Adjustment Power, roll the dice and add up the total. The total indicates the number of *Character Points* added to (or subtracted from) the target Characteristic or Power. Since you're adding Character Points, you have to pay the same cost as you would if you were buying the ability directly.

For example, suppose you have a Drain DEX 3d6 and you hit an enemy with it. You roll 13 on the dice. That doesn't mean the enemy loses 13 points of DEX, because you're Draining the Character Points. Since DEX costs 3 Character Points per point, a 13-point Drain removes 4 points of DEX (4 points at 3 Character Points each = 12 points; the remaining point of effect does nothing).

If you use an Adjustment Power to affect a Primary Characteristic, it has no effect on any Figured Characteristics. For example, the Drain DEX described above doesn't lower the target's SPD at all, no matter how many points of DEX it Drains.

Maximum Effect

Aid and Transfer have a defined maximum effect. They can adjust a maximum amount of points equal to the maximum amount you can roll on the dice — for example, Aid STR 2d6 could add a maximum of 12 Character Points to a character's STR. A character may achieve this maximum with one or more rolls. For example, that Aid 2d6 could roll 8 points of effect one time, and 7 points of effect the next, but it only adds 12 points to STR (even though the two rolls total 15). The “left over” 3 points from the second roll don't affect the character at all.

Regaining Lost Points; Losing Gained Points

The Character Points gained from an Adjustment Power like Aid fade at the rate of 5 Character Points per Turn. (This does not apply to Healing; the points it adds are permanent, because they only heal damage.)

Similarly, the points removed from a character with an Adjustment Power like Drain return to the victim at the rate of 5 Character Points per Turn.

In both cases, the points fade/return at the end of Segment 12, when the character takes his Post-Segment 12 Recovery (see page 100).

Example: *Kasdrevan the Sorcerer uses his Phase in Segment 5 to apply an Aid STR 3d6 to one of his gargoyle servants. He rolls 12 on the dice, so he adds 12 points of STR to the gargoyle. In the next Post-Segment 12 period, 5 of those points fade; after that the gargoyle only has +7 STR.*

If you want to delay the rate at which points fade/return, you can apply a special Advantage, *Delayed Return Rate*. For each +¼ Advantage you apply, the fade/return rate takes one step down the Time Chart (page 22) below 1 Turn. For example, if you pay the Character Points for Delayed Return Rate (+¼) for an Aid STR 3d6, the points added to STR fade at the rate of 5 per 1 Minute. If you pay for Delayed Return Rate (+¾), they fade at the rate of 5 per 20 Minutes.

Defense Powers

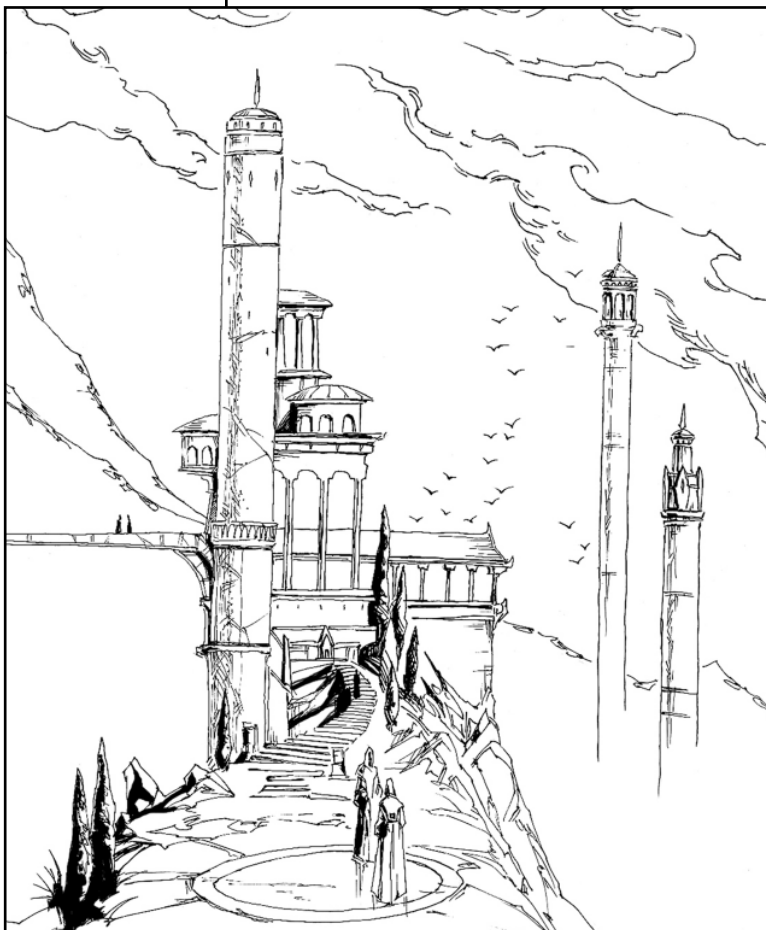
When a character applies an Adjustment Power to PD, ED, or any Defense Power, the effect of the roll is *halved*. For example, a roll of 12 on an Aid PD 3d6 only adds 6 points to PD.

Attack Powers

Attack Powers are Powers characters primarily use in an offensive manner in combat to hurt or hinder an opponent. The Attack Powers are:

- Characteristics (STR only)
- Darkness
- Dispel
- Drain
- Ego Attack
- Energy Blast (EB)
- Entangle
- Flash
- Hand-To-Hand Attack (HA)
- Images
- Killing Attack, Hand-To-Hand (HKA)
- Killing Attack, Ranged (RKA)
- Mental Illusions
- Mind Control
- Suppress
- Telekinesis
- Transfer
- Transform
- Powers with the *Usable As Attack* Advantage

Attack Powers typically require an Attack Roll or ECV Attack Roll to use (see *Attack Actions*, page 88-89). If the roll indicates a hit, you have to make another roll to determine the effects of the power — how much damage it does or the like. See the rules under each Attack Power's description for specifics.



Body-Affecting Powers

Body-Affecting Powers alter a character's physical form or nature in some way. They may change a character's shape (Multiform, Stretching), size (Growth, Shrinking), or other properties (Density Increase). The Body-Affecting Powers are:

- Density Increase
- Desolidification
- Extra Limbs
- Growth
- Multiform
- Shrinking
- Stretching

No special rules apply to buying or using Body-Affecting Powers in general. See each Power's description for specifics.

Defense Powers

Defense Powers protect the character from damage or harm in some way. The Defense Powers are:

- Armor
- Characteristics (PD and ED only)
- Damage Resistance
- Flash Defense
- Force Field
- Force Wall
- Mental Defense
- Power Defense

Characters sometimes buy Defense Powers with a special Advantage, *Hardened* (+¼). This Advantage counteracts the effects of the Advantages *Armor Piercing* and *Penetrating*. Attacks with these Advantages apply against Hardened Defenses as if they were normal, un-Advantaged attacks.

Similarly, some Defense Powers take a Limitation, *Only Works Against Limited Type Of Attack*, because they only protect against certain types of attacks. If a Defense Power only applies against a Limited type of attack (such as Fire or Sonic attacks), the Limitation is worth -½. If it only protects against a Very Limited class of attacks or type of damage (such as Magical Fire attacks or Sonic Killing Attacks), the Limitation is worth -1.

Mental Powers

Mental Powers define a character's mental, rather than physical, abilities. They directly affect the target's mind, ignoring conventional defenses. The Mental Powers are:

- Ego Attack
- Mental Illusions
- Mind Control
- Mind Link
- Mind Scan
- Telepathy

A character who buys any of these Powers receives the Enhanced Sense *Mental Awareness* (page 48) for free.

BUYING MENTAL POWERS

The costs for the various Mental Powers are listed in their descriptions. However, some special Limitations sometimes apply to them.

First, if a Mental Power always has a specific effect — such as Mind Control that can only make targets angry, or Mental Illusions that can only show a target his greatest fear — then it takes the Limitation *Set Effect*, worth -½ or -1 (depending on how restrictive the specific effect is).

Second, you can use the *HERO System's* Mental Powers to create some drugs or other physical effects by applying the Limitation *Based On CON* (-1). This means the Mental Power affects the target through his CON instead of his EGO. The power also has a standard range (5" x Active Points) instead of Line Of Sight, uses an OCV-based Attack Roll instead of an ECV Attack Roll, is visible, and does not provide Mental Awareness.

USING MENTAL POWERS

Characters target Mental Powers with EGO Combat Value (ECV), using an ECV Attack Roll:

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

The character must roll equal to or less than this number on 3d6 to hit a target with a Mental Power. A sleeping or unconscious mind has an ECV of 0.

All Mental Powers are invisible to characters who do not themselves have a Mental Power or Mental Awareness. However, the target of a mental attack can sense the source of the attack and knows what Power he's been attacked with (though with Mental Illusions, he only realizes it after he breaks free from the illusion).

Line Of Sight

Mental Powers use special rules for Range. Instead of having a normal Range (5" x Active Points), they have a *Line Of Sight Range* ("LOS"). This means the character can use them on anyone he can see with the naked eye, and the Range Modifier does not apply to his attack.

If a Mental Power has a continuing effect (such as Mind Control and Mental Illusions), the character only needs LOS to attack the target. After that, he does not need LOS to maintain the power.

HERO SYSTEM POWERS

The full *HERO System* rules contain several more Powers that characters can buy:

Absorption, the power to absorb incoming attacks and use them to enhance the power of one's own Characteristics or Powers

Damage Reduction, a Defense Power that reduces damage sustained by a percentage

Duplication, the ability to split into two (or more) characters

Endurance Reserve, the ability to set up a separate pool of END and REC to fuel powers

Find Weakness, the ability to reduce a target's defenses by detecting weaknesses in them

Lack Of Weakness, the ability to resist Find Weakness

Missile Deflection & Reflection, the ability to avoid certain attacks, and even to reflect them back at the attacker (or others)

Shape Shift, a distinct shape-changing power rather than an option for Multiform (see page 58)

Summon, the ability to summon or create other beings, most often used in *Fantasy Hero* games

Effect Rolls

Once a character makes a successful ECV Attack Roll, he makes an *Effect Roll* using the dice he bought for the Power (Mind Link, which doesn't involve dice, doesn't require an Effect Roll).

For Ego Attacks, the total rolled on the Effect Roll minus the target's Mental Defense equals the STUN damage inflicted on the target.

For *continuing-effect Mental Powers* — Mental Illusions, Mind Control, Mind Scan, and Telepathy — the attacker declares the effect he wants to cause (such as "I want to make him cluck like a chicken" or "I want to pinpoint his mind precisely enough to attack him with my Ego Attack"). Then he makes his Effect Roll. The GM compares the roll, minus the target's Mental Defense, to the target's EGO on the Effects Table for each Power. If the Effect Roll equals or exceeds the target's EGO plus a modifier based on the desired effect, the attack succeeds. If it is less than the target's EGO plus the modifier, the attack fails and has no effect.

Resisting And Breaking Free From Mental Powers

If a character successfully uses Mental Illusions, Mind Control, Mind Scan, or Telepathy on someone, the target gets a chance to break free from the attack with a modified EGO Roll called a *Breakout Roll*. Breakout Rolls are subconscious; making one takes no time.

A character makes his first Breakout Roll on his next Phase after being successfully attacked with a Mental Power. This occurs before he takes any actions or has to react to the Mental Power. Thus, a character always gets at least one Breakout Roll before he suffers the effects of a Mental Power.

A character's Breakout Roll is his EGO Roll (9 + (EGO/5)). The Breakout Roll suffers a penalty of -1 for every 5 points rolled over the minimum needed to achieve the desired level of effect on the Effects Table. For example, if a mentalist tries to achieve an EGO+20 effect and rolls EGO+30 for his Effect Roll, the Breakout Roll is at -2.

After the initial attempt to break free, the victim can re-attempt the modified EGO Roll at +1 for each step on the Time Chart (page 22). The character thus gets to roll at +1 after one Turn has passed, +2 after one Minute has passed, and so forth. This means continuing-effect Mental Powers get weaker over time until the victim breaks free.

The Duration Of Mental Powers

Ego Attack, Mental Illusions, Mind Control, and Telepathy are Instant Powers. When a character attacks someone with one, he pays END for it when he makes the attack. He doesn't have to pay END for it after that, even if its effects last for a long time.

If a character wants to change a Mental Illusion, give a new order with Mind Control, or communicate on a different Telepathic level, he must make a new ECV Attack Roll and pay END for the power again. If he hits, he makes a new Effect Roll based on the new effect he desires. If the Effect Roll succeeds, he makes the change he wanted; if it fails the target automatically breaks free from the effect of the Power.

Mind Scan works a little differently. Characters only pay END for it when they attack with it, as described above. However, if something cuts off the Mind Scan — such as if it's in a Multipower (page 72) and the character switches to a different slot — it stops working. The character has to go through the whole process of activating it and attacking with it all over again.

Movement Powers

Movement Powers allow a character to move from place to place. Some are extensions of existing abilities, like Running or Swimming; others are completely new modes of movement, such as Teleportation or FTL Travel. The Movement Powers are:

- Extra-Dimensional Movement
- Faster-Than-Light (FTL) Travel
- Flight
- Gliding
- Leaping
- Running
- Swimming
- Swinging
- Teleportation
- Tunneling

BUYING MOVEMENT POWERS

All characters begin the game with 6" Running, 2" Swimming, and a running Leap of 1" per 5 STR. The costs for additional Running, Swimming, or Leaping, as well as the cost for more exotic Movement Powers, are listed in the individual Power descriptions.

USING MOVEMENT POWERS

All Movement Powers except Extra-Dimensional Movement and FTL Travel have a *Noncombat velocity* mode. When moving at Noncombat speeds, a character moves twice as fast — in other words, he moves two times as many inches as he has in the power. However, this speed comes at a price: the character is at ½ DCV and 0 OCV. Moving at Noncombat velocity does not change a Movement Power's END cost.

A character can improve his Noncombat velocity. For every +5 Character Points he spends on a Movement Power, he doubles his Noncombat velocity (to x4 for +5 points, x8 for +10 points, and so forth).

Accelerating And Decelerating

A character can't instantly go from standing still to moving at full speed, or vice-versa. He has to accelerate or decelerate at the rate of 5" per hex. Thus, a character moving with Flight 20" needs 4" of room to come to a complete stop, or to get up to a full speed of 20" from standing still.

Accelerating or decelerating is a Zero-Phase Action, but characters can do it only once per Phase. A character can also Abort (page 89) to decelerate if necessary.

Sense-Affecting Powers

Sense-Affecting Powers are Powers that limit, hinder, or trick a character's Senses. The Sense-Affecting Powers are:

- Darkness
- Flash
- Images
- Invisibility

Refer to *Enhanced Senses* (page 48) and *Senses And Perception* (page 86) for more information on Senses.

BUYING SENSE-AFFECTING POWERS

The cost for various Sense-Affecting Powers are listed in the individual Power descriptions. They have different costs depending on whether they affect *Targeting* or *Nontargeting* Sense Groups. *Targeting* refers to the Sight Group. All other Sense Groups are *Nontargeting* (meaning a character cannot normally use them to acquire a target in combat).

Sensory Powers

Sensory Powers heighten or improve a character's Senses, or provide him with Senses most characters lack. The Sensory Powers are:

- Clairsentience
- Enhanced Senses
- Mind Scan

The cost for various Sensory Powers are listed in the individual Power descriptions.

Size Powers

Size Powers enable a character to change his size. The Size Powers are:

- Growth
- Shrinking

See the descriptions of those Powers for costs, and for information on the effects of being taller or shorter than normal.

Special Powers

Special Powers are Powers that characters cannot put in Elemental Controls or Multipowers unless the GM specifically permits them to. The Special Powers are:

- Enhanced Senses
- Extra Limbs
- Flash Defense
- Luck
- Mental Defense
- Mind Link
- Power Defense
- Skills

Standard Powers

"Standard Powers" is a catch-all designation for any Power that's not an Adjustment, Mental, Movement, Size, or Special Power. The Standard Powers are:

- Armor
- Characteristics
- Clairsentience
- Clinging
- Change Environment
- Damage Resistance
- Darkness
- Density Increase
- Desolidification
- Dispel
- Energy Blast
- Entangle
- Flash
- Force Field (FF)
- Force Wall (FW)
- Hand-to-Hand Attack (HA)
- Images
- Invisibility
- Killing Attack — Hand-to-Hand (HKA)
- Killing Attack — Ranged (RKA)
- Life Support (LS)
- Multiform
- Stretching
- Telekinesis
- Transform

Each Power's description mentions any special rules pertaining to it.

POWERS TABLE

Power Name	Power Category	Duration	Target	Range	END
Aid	Adjustment	Instant	Target's DCV	No	N
Armor	Standard/Defense	Persistent	Self Only	Self	N
Change Environment	Standard	Constant	Hex	Yes/x5"	Y
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairsentience STOP	Standard/Sensory	Constant	Hex	Yes/x5"	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Resistance	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Density Increase	Standard/Body	Constant	Self Only	Self	Y
Desolidification STOP	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Drain	Adjustment/Attack	Instant	Target's DCV	No	Y
Ego Attack	Mental/Attack	Instant	Target's ECV	Yes/LOS	Y
Energy Blast	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Extra-Dimensional Movement STOP	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body	Persistent	Self Only	Self	N
Faster-Than-Light (FTL) Travel STOP	Movement	Constant	Self Only	Self	N
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x5"	Y
Flash Defense	Special/Defense	Persistent	Self Only	Self	N
Flight	Movement	Constant	Self Only	Self	Y
Force Field	Standard/Defense	Constant	Self Only	Self	Y
Force Wall	Standard/Defense	Constant	Hex	Yes/x5"	Y
Gliding	Movement	Constant	Self Only	Self	N
Growth	Size/Body	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5"	Y
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack (Hand-To-Hand)	Standard/Attack	Instant	Target's DCV	No	Y
Killing Attack (Ranged)	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	N
Luck	Special	Persistent	Self Only	Self	N
Mental Defense	Special/Defense	Persistent	Self Only	Self	N
Mental Illusions	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Control	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's ECV	Yes/LOS	N
Mind Scan	Mental/Sensory	Constant	Target's ECV	Yes	Y
Multiform	Standard/Body	Persistent	Self Only	Self	N
Power Defense	Special/Defense	Persistent	Self Only	Self	N
Running	Movement	Constant	Self Only	Self	Y
Shrinking	Size/Body	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	N
Stretching	Standard/Body	Constant	Self Only	Self	Y
Suppress	Adjustment/Attack	Constant	Target's DCV	Yes/x5"	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x5"	Y
Telepathy	Mental	Instant	Target's ECV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Y
Transfer	Adjustment/Attack	Instant	Target's DCV	No	Y
Transform STOP	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Tunneling	Movement	Constant	Self Only	Self	Y

POWERS SUMMARY TABLE

Power Name	Description
Aid	Temporarily increases the power of a Characteristic or Power
Armor	Provides points of Resistant Defense
Change Environment	Alters an area in ways that hinder, harm, or inconvenience characters
Characteristics	Allows character to buy Characteristics with Advantages or Limitations
Clairsentience STOP	Character can perceive at a distance despite obstacles, corners, and the like
Clinging	Character can walk on walls and similar surfaces
Damage Resistance	Converts some of the character's PD or ED into Resistant Defense
Darkness	Creates an area that blocks Sight (or some other sense)
Density Increase	Makes character denser, stronger, and harder to hurt or move
Desolidification STOP	Character can become intangible, walk through walls, and ignore most attacks
Dispel	Turns off another character's Power
Drain	Temporarily decreases the power of a Characteristic or Power
Ego Attack	Lets character make a mental attack at Range to inflict STUN damage
Energy Blast	Lets character make a Normal Damage attack at Range
Enhanced Senses	Improves the character's normal senses, or gives him unusual new senses
Entangle	Restrains, immobilizes, or paralyzes another character
Extra-Dimensional Movement STOP	Allows character to travel to another dimension or through time
Extra Limbs	Gives character one or more additional limbs
Faster-Than-Light (FTL) Travel STOP	Lets character move faster than light in outer space
Flash	Temporarily blinds a character's Sight (or some other sense)
Flash Defense	Protects one of a character's senses from Flashes
Flight	Allows character to fly
Force Field	Provides points of Resistant Defense
Force Wall	Creates a "wall" or barrier that provides Resistant Defense
Gliding	Allows character to glide through the air
Growth	Makes character taller, stronger, and tougher
Hand-to-Hand Attack (HA)	Improves the character's ability to do Normal Damage in HTH Combat
Healing	Heals injuries
Images	Creates an image perceivable by other characters
Invisibility	Renders character imperceptible by Sight (or some other sense)
Killing Attack (Hand-To-Hand)	Lets character make a Killing Damage attack in HTH Combat
Killing Attack (Ranged)	Lets character make a Killing Damage attack at Range
Knockback Resistance	Makes a character take less Knockback from attacks
Leaping	Lets character leap further than normal
Life Support	Protects character from environmental dangers, such as lack of oxygen
Luck	Character is exceptionally lucky
Mental Defense	Protects a character from the effects of Mental Powers
Mental Illusions	Creates an illusion in a character's mind that only he can perceive
Mind Control	Allows character to take control of another character's mind
Mind Link	Establishes mental communication between two or more characters
Mind Scan	Allows character to mentally search for another character's mind
Multiform	Allows character to change shape or form
Power Defense	Protects a character from Drain, Transform, and similar attacks
Running	Lets character run faster than normal
Shrinking	Makes character smaller, and thus harder to see and hit
Skills	Allows character to buy Skills with Advantages or Limitations
Stretching	Lets character elongate his body and make HTH attacks at "range"
Suppress	Temporarily neutralizes another character's power
Swimming	Lets character swim faster than normal
Swinging	Lets character swing great distances on a line
Telekinesis	Lets character move or affect objects at range, without touching them
Telepathy	Character can read other characters' minds and communicate mentally
Teleportation	Character can move without crossing the intervening physical space
Transfer	Character temporarily decreases another character's Characteristic or Power and increases his own
Transform STOP	Allows character to impose a lasting change on a person or object
Tunneling	Character can move by making a tunnel in the ground

POWERS COSTS TABLE

Power Name	Description
Aid	10 Character Points for every 1d6 of Aid
Armor	3 Character Points for each 2 points of Resistant Defense
Change Environment	5 Character Points to Change Environment in 1" radius area; double the area for every +5 Character Points
Characteristics	Varies (see page 46)
Clairsentience STOP	20 Character Points for a PER Roll with one Sense Group, +10 Character Points per additional Sense Group
Clinging	10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point
Damage Resistance	1 Character Point to convert 2 points of Normal Defense to Resistant Defense
Darkness	See Darkness Table, page 46
Density Increase	5 Character Points for every level of Density Increase (see page 47)
Desolidification STOP	40 Character Points
Dispel	3 Character Points for every 1d6 of Dispel
Drain	10 Character Points for every 1d6 of Drain
Ego Attack	10 Character Points for every 1d6 of Ego Attack
Energy Blast	5 Character Points for every 1d6 of Energy Blast
Enhanced Senses	Varies (see pages 48-50)
Entangle	10 Character Points for every 1d6 BODY, 1 DEF of Entangle
Extra-Dimensional Movement STOP	See Extra-Dimensional Movement Table, page 50
Extra Limbs	5 Character Points
Faster-Than-Light (FTL) Travel STOP	See FTL Table, page 51
Flash	See Flash Table, page 51
Flash Defense	1 Character Point for every 1 point of Flash Defense to protect a single Sense Group
Flight	2 Character Points for every 1" of Flight
Force Field	1 Character Point for every 1 point of Resistant Defense
Force Wall	5 Character Points for every 2 points of Resistant Defense; +1" width or height for every 2 Character Points
Gliding	1 Character Point for every 1" of Gliding
Growth	15 Character Points for every level of Growth (see page 52)
Hand-to-Hand Attack (HA)	5 Character Points for every +1d6 of HA, but with a mandatory -½ Limitation
Healing	10 Character Points for every 1d6 of Healing
Images	See Images Table, page 54
Invisibility	See Invisibility Table, page 54
Killing Attack (Hand-To-Hand)	15 Character Points for every 1d6 of HKA
Killing Attack (Ranged)	15 Character Points for every 1d6 of RKA
Knockback Resistance	2 Character Points for every -1" of Knockback Resistance
Leaping	1 Character Point for every +1" Leap
Life Support	See Life Support Table, page 55
Luck	5 Character Points for every 1d6 of Luck
Mental Defense	1 Character Point for every 1 point of Mental Defense
Mental Illusions	5 Character Points for every 1d6 of Mental Illusions
Mind Control	5 Character Points for every 1d6 of Mind Control
Mind Link	See Mind Link Table, page 57
Mind Scan	5 Character Points for every 1d6 of Mind Scan
Multiform	1 Character Point for every 5 Character Points in most expensive form; 2x the number of forms for +5 points
Power Defense	1 Character Point for every 1 point of Power Defense
Running	2 Character Points for every +1" of Running
Shrinking	10 Character Points for every level of Shrinking (see page 59)
Skills	As per the Skill (see page 59)
Stretching	5 Character Points for every 1" of Stretching
Suppress	5 Character Points for every 1d6 of Suppress
Swimming	1 Character Point for every 1" of Swimming
Swinging	1 Character Point for every 1" of Swinging
Telekinesis	3 Character Points for every 2 points of Telekinetic STR
Telepathy	5 Character Points for every 1d6 of Telepathy
Teleportation	2 Character Points for every 1" of Teleportation
Transfer	15 Character Points for every 1d6 of Transfer
Transform STOP	5/10/15 Character Points for every 1d6 of Transform (see page 61)
Tunneling	5 Character Points for every 1" of Tunneling through DEF 1 materials; +1 DEF per +3 Character Points

POWER DESCRIPTIONS

AID

Type: Adjustment Power
 Duration: Instant
 Range: No Range
 Costs END: No
 Cost: 10 Character Points for every 1d6 of Aid

A character with Aid may increase one of his or someone else's Characteristics or Powers. Some examples of Aid include a character who acts as a "living battery" to boost others' STR, or an enchanted item which increases a wizard's magical powers.

A character must define what Characteristic or Power his Aid can increase when he buys it. Aid cannot give a character abilities he does not have; it can only improve abilities a character already possesses.

To use Aid, the character makes an Attack Roll (he automatically hits if he uses Aid on himself or a willing target, but still must take an Attack Action). If he succeeds, he rolls his Aid dice. The total rolled represents the number of Character Points added directly to the Active Points of the Characteristic or Power being Aided (see page 37).

The points gained from an Aid fade at the rate of 5 Active Points per Turn (see page 38).

ARMOR

Type: Standard Power/Defense Power
 Duration: Persistent
 Range: Self Only
 Costs END: No
 Cost: Each 2 points of fully Resistant Defense (either PD or ED) costs 3 Character Points.

Armor provides a character with Resistant Defenses. Characters can only buy Armor for PD or ED. They must specify the type and amount of Armor defense (PD or ED) when they buy the Armor, and cannot change it thereafter. For instance, if a character spent 21 Character Points he could buy 14 PD, 0 ED Armor, or 7 PD, 7 ED Armor, or any other combination totalling 14 points of PD and ED.

CHANGE ENVIRONMENT

Type: Standard Power
 Duration: Constant
 Range: Range (5" x Active Points)
 Costs END: Yes
 Cost: 5 Character Points to change the environment in a 1" radius area; you can double the area for every +5 Character Points.

A character with Change Environment can cause changes to his environment. The character could, for example, create an intense magnetic field, change the weather, or cause all plants in the area to bloom. A character must specify the effect he can create when buying Change Environment; this cannot be changed thereafter.

Change Environment can have minor negative effects on combat or Skills, or cause minor amounts of damage or related combat effects. However, it cannot provide combat bonuses or other beneficial effects to characters. The Combat Effects Table lists the different types of combat effects Change Environment can have. When a character purchases Change Environment, he receives for free a single -1 combat effect (such as -1 to Sight Group PER Rolls or -1" of Running). If he wants the Change Environment to have a greater effect, he can increase it by paying the Character Point cost listed in the table. For example, the power to create an 8" radius sheet of ice imposing a -3 penalty to DEX Rolls costs 26 Character Points (5 points for the base -1 in a 1" radius, +15 points to increase the radius, +6 points for the additional -2 penalty to DEX Rolls).

To use Change Environment, a character makes an Attack Roll against a target hex (DCV 3) to place the Change Environment field where he wants it. If the roll succeeds, the character has placed the center hex of his Change Environment field on the target hex; he cannot move the field thereafter.

COMBAT EFFECTS TABLE

Cost Per Additional -1	Effect
2	PER Roll for one Sense
3	PER Roll for one Sense Group
3	Characteristic Roll or Skill Roll
3	Inch of any one mode of Movement
4	Characteristic Roll and all Skill Rolls based on same Characteristic
5	CV (OCV or DCV)
5	Point of damage (player specifies type of damage and may, at the GM's option, include appropriate Advantages; otherwise Advantages may be purchased for the damage)
5	Point of Telekinesis STR

CHARACTERISTICS

Type: Standard Power
 Duration: Persistent
 Range: Self Only
 Costs END: Varies
 Cost: Varies

Characters can purchase Characteristics as Powers, with Limitations and Advantages and in Power Frameworks. Examples include a "super-speed drug" that increases a character's DEX for a few minutes, or extra STR only for the purposes of lifting objects.

The Characteristic costs the same amount of Character Points described on pages 16-19. If using the Characteristic normally costs END, then the Characteristic bought as a Power also costs END.

Primary Characteristics purchased with Advantages add to Figured Characteristics as normal. Primary Characteristics purchased with Limitations do not add to Figured Characteristics at all unless the Limitation also affects the Figured

EXAMPLE POWERS

STRENGTH BOOST PILL

Effect: Aid STR 4d6
 Target: Self
 Duration: Instant
 Range: Self
 END: 0
 Aid STR 4d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1) (80 Active Points); OAF (-1), 1 Charge (-2). Total cost: 20 points.

SLIPPERY ICE SHEET

Effect: -4 to DEX Rolls
 Target: 8" radius
 Duration: Constant
 Range: 145"
 END: 3
 Change Environment 8" radius, -4 to DEX Rolls to move on (29 Active Points); Only Affects Characters Who Are Moving On The Ground (-¼). Total cost: 23 points.

OBSCURING FOG SPELL

Effect: -3 Sight Group PER Rolls
 Target: 8" radius
 Duration: Constant
 Range: 200"
 END: 3
 Change Environment 8" radius, -3 to Sight Group PER Rolls (26 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 9 points.

REACTION-ENHANCING DRUG

Effect: +2 SPD
 Target: Self
 Duration: Constant
 Range: Self
 END: 0
 +2 SPD (20 Active Points); OAF (-1), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 9 points.

EXAMPLE POWERS**CRYSTAL BALL**

Effect: Clairsentience (Sight, Hearing)

Target: Self

Duration: Constant

Range: 2,400"

END: 5

Clairsentience (Sight and Hearing Groups), 16x Range (2,400") (50 Active Points); OAF (-1), Extra Time (5 Minutes to activate; -1). Total cost: 17 points.

BOOTS OF SPIDER CLIMBING

Effect: Clinging (normal STR)

Target: Self

Duration: Constant

Range: Self

END: 0

Clinging (normal STR) (10 Active Points); OIF (-½). Total cost: 7 points.

SUPER-TOUGH SKIN

Effect: Damage Resistance (15 PD/15 ED)

Target: Self

Duration: Persistent

Range: Self

END: 0

Damage Resistance (15 PD/15 ED) (15 Active Points). Total cost: 15 points.

SHADOW ZONE

Effect: Darkness (Sight Group)

Target: 5" radius

Duration: Constant

Range: 250"

END: 5

Darkness to Sight Group 5" radius (50 Active Points). Total cost: 50 points.

Characteristics. For example, STR bought with the Limitation *Focus* would add to Figured Characteristics normally, since taking away the Focus would affect them. But STR bought with the Limitation *Increased Endurance Cost* would not add to any Figured Characteristics, since PD, REC, and STUN do not cost END to use. Characteristics bought as Powers which would normally add to Figured Characteristics may take the Limitation *No Figured Characteristics* (-½), in which case they do not add.

CLAIRSENTIENCE STOP

Type: Standard Power/Sensory Power

Duration: Constant

Range: 5" x Active Points

Costs END: Yes

Cost: 20 Character Points for a PER Roll with one Sense Group. For each additional Sense Group, +10 Character Points. For each x2 Range, +5 Character Points.

A character with Clairsentience can use one or more of his Sense Groups (usually Sight) at a distance. Examples of Clairsentience include mystic scrying spells, borescopes used to see through walls and around corners, and closed-circuit television systems.

When a character uses Clairsentience, it is as if he were standing some distance away from his current position, trying to perceive something. He designates a "perception point" from which his Clairsentience works. He can change this perception point from use to use, and can put it anywhere within the range of his Clairsentience, but he cannot move it once he creates it. It lets him perceive in any direction from the perception point just as if he were standing there himself. Calculate the Range Modifier for PER Rolls made via Clairsentience from the perception point, not from where the character actually is.

Clairsentience is not a Targeting Sense and cannot establish Line Of Sight for Mental Powers.

CLINGING

Type: Standard Power

Duration: Constant

Range: Self Only

Costs END: No

Cost: 10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point.

A character with Clinging may cling to walls and sheer surfaces and move on them as if they were level. Some examples of Clinging include high-tech cling-grips used by climbers or insect-based wall-crawling powers.

Movement along a surface (like running along a wall) is the same as normal ground movement. If an opponent wants to pull a Clinging character from a surface, he must exceed the character's total Clinging STR in a STR Roll Versus STR Roll Contest; otherwise the character remains stuck.

DAMAGE RESISTANCE

Type: Standard Power/Defense Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 1 Character Point to convert 2 points of Normal Defense to Resistant Defense

A character with Damage Resistance may apply some or all of his normal PD or ED against Killing Attacks. Damage Resistance doesn't add to the character's defenses, it just converts some of a character's Normal Defenses into Resistant Defenses.

If a character's Normal Defenses converted with Damage Resistance have any Advantages (such as Hardened), he must also buy those Advantages for his Damage Resistance.

DARKNESS

Type: Standard Power/Attack Power/Sense-Affecting Power

Duration: Constant

Range: 5" x Active Points

Costs END: Yes

Cost: See Darkness Table

A character with Darkness can create a field which is impervious to one Sense Group (usually the Sight Group). The character must choose this Sense Group when he buys Darkness, and cannot change it thereafter. Some examples of Darkness include smoke grenades, mystic spells of silence, and blinding fields of impenetrable blackness.

To use Darkness, a character makes an Attack Roll against a target hex (DCV 3) to place the Darkness field where he wants it. If the roll succeeds, the character has placed the center hex of his Darkness field on the target hex; he cannot move the field thereafter.

Darkness makes the covered area *impenetrable* by the Sense Group it affects — characters using Senses in that group cannot perceive into, out of, or through the Darkness, nor perceive sensory effects generated within the Darkness. A character in a Darkness field who cannot perceive his opponent(s) with a Targeting Sense usually suffers penalties to his DCV and OCV (see page 86).

DARKNESS TABLE

Sense Group	Cost To Fill One Hex
Targeting (Sight)	10 Character Points
Nontargeting (all others)	5 Character Points
Extra Radius	Cost per +1" Radius
Targeting Sense	+10 Character Points
Nontargeting Sense	+5 Character Points

DENSITY INCREASE

Type: Standard Power/Body-Affecting Power
 Duration: Constant
 Range: Self Only
 Costs END: Yes
 Cost: See Density Increase Table

A character with Density Increase (“DI”) can increase his density, thereby making himself heavier, stronger, and physically tougher. Some examples of Density Increase include characters whose bodies are made of rock or metal, or a superhero with gravitic powers who can make himself denser. See the Density Increase Table for the effects of buying DI.

DENSITY INCREASE TABLE

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0	+0	+0
5	200	+5	-1	+1	+1
10	400	+10	-2	+2	+2
15	800	+15	-3	+3	+3
20	1,600	+20	-4	+4	+4
25	3,200	+25	-5	+5	+5
30	6,400	+30	-6	+6	+6
35	12,500	+35	-7	+7	+7
40	25,000	+40	-8	+8	+8
45	50,000	+45	-9	+9	+9
50	100,000	+50	-10	+10	+10
55	200,000	+55	-11	+11	+11
60	400,000	+60	-12	+12	+12
65	800,000	+65	-13	+13	+13
70	1,600,000	+70	-14	+14	+14
75	3,200,000	+75	-15	+15	+15

DESOLIDIFICATION 

Type: Standard Power/Body-Affecting Power
 Duration: Constant
 Range: Self Only
 Costs END: Yes
 Cost: 40 Character Points

A character with Desolidification can become intangible, allowing him to walk through walls and ignore attacks. Some examples of Desolidification include the intangible body of a ghost, or a superhero who can pass through solid objects by synchronizing the “phase vibrations” of his molecules.

A Desolidified character is immune to most physical and energy attacks. Mental Powers, Flashes, and Presence Attacks can still affect him. Additionally, he must define the special effects of a reasonably common group of attacks that can affect him while he’s Desolidified. For example, Desolidification defined as “turning to mist” could still be affected by wind and heat attacks; one defined as “mystic intangibility” could still be affected by magic.

While Desolidified, a character cannot touch objects or affect the physical world in any way. His attacks against the physical world have no effect; he cannot even use Mental Powers against solid targets. If a character wants to use a power against a solid

target while Desolidified, he must apply the Advantage *Affects Physical World* (+2) to that power.

DISPEL

Type: Standard Power/Attack Power
 Duration: Instant
 Range: 5" x Active Points
 Costs END: Yes
 Cost: 3 Character Points for every 1d6 of Dispel

A character with Dispel can turn off another character’s Power. Some examples of Dispel include spells designed to disrupt or “break” other spells, light-based powers which can destroy Darkness fields, or the ability to destroy or ruin gadgets. Each 1d6 of Dispel costs 3 Character Points. The character must specify which Power he can Dispel when he purchases Dispel.

To use Dispel, the character must make an Attack Roll. If successful, he rolls and totals the Dispel dice and subtracts the target’s Power Defense (if any). If the remaining total exceeds the Active Point total of the target Power, the target Power is Dispelled; that is, it stops working. If the victim of the Dispel wants to restart the Power, he can, but he must start from scratch — he must perform any preparations again. Obviously, Dispel is most effective against Powers which are difficult to turn on or take a long time to activate (like many Fantasy spells) or against objects (which must be repaired or rebuilt). Dispel is all-or-nothing: it either completely turns off a Power or it has no effect.

To create a Dispel that can affect more than one type of Power at once, apply the *Variable Effect* Advantage (page 37).

DRAIN

Type: Adjustment Power/Attack Power
 Duration: Instant
 Range: No Range
 Costs END: Yes
 Cost: 10 Character Points for every 1d6 of Drain

A character with Drain can temporarily lower the value of one of an opponent’s Characteristics or Powers. The character must specify which Power or Characteristic he can Drain when he purchases Drain.

To use Drain, a character must make an Attack Roll. If successful, he rolls and totals the Drain dice, then subtracts the target’s Power Defense (if any). The total remaining is the number of Active Points lost from the affected Power or Characteristic.

Drained Character Points return at the rate of 5 Active Points per Turn (see page 38).

EGO ATTACK

Type: Mental Power/Attack Power
 Duration: Instant
 Range: Line Of Sight
 Costs END: Yes
 Cost: 10 Character Points for every 1d6 of Ego Attack

A character with Ego Attack can directly attack another character’s mind to cause STUN damage. Some examples of Ego Attack include pain inflic-

EXAMPLE POWERS**PHANTASMIC FORM**

Effect: Desolidification
 Target: Self
 Duration: Constant
 Range: Self
 END: 4
 Desolidification (affected by magic) (40 Active Points); Extra Time (Full Phase to activate; -¼). Total cost: 32 points.

DISPEL MAGIC SPELL

Effect: Dispel 15d6
 Target: One character
 Duration: Instant
 Range: 280"
 END: 6
 Dispel 15d6, any Magic power or spell one at a time (+¼) (56 Active Points); OAF (wizard’s staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 19 points.

WEAKNESS DARTS

Effect: Drain STR 4d6
 Target: One character
 Duration: Instant
 Range: 200"
 END: 4 Charges
 Drain STR 4d6, Ranged (+½) (60 Active Points); OAF (-1), 4 Charges (-1). Total cost: 20 points.

MIND-BLAST

Effect: Ego Attack 6d6
 Target: One character
 Duration: Instant
 Range: Line Of Sight
 END: 6
 Ego Attack 6d6 (60 Active Points); Visible (attack appears as a greenish beam of energy lancing out from the character’s forehead; -¼). Total cost: 48 points.

EXAMPLE POWERS**BLASTER PISTOL**

Effect: Energy Blast 8d6

Target: One character

Duration: Instant

Range: 200"

END: 12 Charges

Energy Blast 8d6 (40 Active Points); OAF (-1), 12 Charges (-¼). Total cost: 18 points.

BLASTER RIFLE

Effect: Energy Blast 10d6

Target: One character

Duration: Instant

Range: 375"

END: 2 clips of 30 Charges each

Energy Blast 10d6, 2 clips of 30 Charges each (+½) (75 Active Points); OAF (-1). Total cost: 37 points.

LIGHTNING BOLT SPELL

Effect: Energy Blast 12d6

Target: One character

Duration: Instant

Range: 300"

END: 6

Energy Blast 12d6 (60 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 20 points.

FIRE FLARE BLAST

Effect: EB 8d6 + Sight Group Flash 4d6

Target: One character

Duration: Instant

Range: 200"

END: 6

Energy Blast 8d6 (40 Active Points) (total cost: 40 points) **plus** Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). Total cost: 53 points.

tion, induced sleepiness or euphoria, or harmful "mental feedback."

To use Ego Attack, the character makes an ECV Attack Roll. If successful, he rolls his Ego Attack dice. The target subtracts his Mental Defense (if any) and takes the remaining damage as STUN. Ego Attacks only do STUN damage; they have no effect on inanimate objects, and do no Knockback.

ENERGY BLAST

Type: Standard Power/Attack Power

Duration: Instant

Range: 5" x Active Points

Costs END: Yes

Cost: 5 Character Points for every 1d6 of Energy Blast

A character with Energy Blast can attack at Range, doing Normal Damage. Examples of Energy Blasts (EBs) include a superhero's force blast, many types of blunt throwing weapons, a wizard's bolt of mystic energy, rubber bullets, or a Galactic Trooper's blaster rifle.

To use Energy Blast, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the Normal Damage done (see page 97).

An Energy Blast can apply against Physical Defense instead of Energy Defense (for example, force beams or thrown chunks of rock), but the character must specify this when he buys the Power.

ENHANCED SENSES

Type: Special Power/Sensory Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: Varies (see text)

These Sensory Powers allow a character to sense things beyond the capacity of normal human Senses. Characters may buy several Enhanced Senses to reflect a wide array of sensory abilities.

The *HERO System* organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. All Enhanced Senses fall into one of these Sense Groups, though one, Detect, has no set Group (it falls into whichever one you define it as belonging to when you buy the power). Additionally, there are *Sense Modifiers* which you can buy for any Sense or Sense Group.

See page 86 for more information about Senses in the *HERO System*.

Hearing Sense Group

In addition to Normal Hearing, which every character has for free, the Hearing Group includes:

Active Sonar: A character with Active Sonar can sense nearby objects by emitting high-frequency sound which bounces off those objects and returns to him. Active Sonar cannot perceive fine detail (such as colors, print on paper, or fine textures). Ultrasonic Hearing or Active Sonar can detect the use of Active Sonar.

Active Sonar is a Targeting Sense. It can only perceive objects in front of the character.

Cost: 15 Character Points

Enhanced Hearing: The character can hear better than normal.

Cost: +1 to Hearing Group PER Rolls for 2 Character Points

Ultrasonic Hearing: The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

Cost: 3 Character Points

Mental Sense Group

Mental Awareness: The character can perceive the use of Mental Powers within his Line Of Sight. He can perceive the user and target of a Mental Power, but not the type of Mental Power (that requires Discriminatory).

Cost: 5 Character Points

Radio Sense Group

All Radio Sense Group Senses except for Radar have a 360 Degree arc of perception — a character can use them to perceive radio signals coming from any direction.

Enhanced Radio: The character can perceive radio signals better than normal.

Cost: +1 to Radio Group PER Rolls for 2 Character Points

Radar: A character with Radar can sense nearby objects by emitting radio waves which bounce off those objects and return to him. Radar cannot perceive fine detail (such as colors, print on paper, or fine textures). HRRP or Radar can detect the use of Radar.

Cost: 15 Character Points

Radio Perception/Transmission: The character can perceive and transmit local AM, FM, and police-band radio signals.

Cost: 10 Character Points

High Range Radio Perception ("HRRP"): The character can perceive and transmit along the entire broadcast spectrum, from radio to television to cellular telephone transmissions. Characters with HRRP may locate a specific frequency or channel by making an INT Roll.

Cost: 12 Character Points

Sight Sense Group

The Sight Group senses are the ones most commonly used by humans and most other characters. Normal Sight is the only Targeting Sense humans naturally possess. In addition to Normal Sight, which every character has for free, the Sight Group includes:

Enhanced Sight: The character can see better than normal.

Cost: +1 to Sight Group PER Rolls for 2 Character Points

Infrared Vision: The character can see heat patterns and traces, but can only perceive the outlines of people and objects (unless there is a source of infrared light available). Cold objects are perceived as "dark," while hot objects may be blindingly "bright."

Cost: 5 Character Points

Microscopic Vision: The character can see objects in quantities so small Normal Sight cannot perceive them. Microscopic Vision allows a character to see objects at 10x magnification. A character can buy it multiple times, increasing the magnification by 10x for each +5 Character Points (x100 for +5 points, x1,000 for +10 points, and so forth).

Cost: 5 Character Points per level of magnification for the Sight Group

Nightvision: The character can see in total darkness (not including the Power *Darkness*, but including some forms of Change Environment which obscure vision) as though it were normal daylight.

Cost: 5 Character Points

Ultraviolet Vision: The character can see ultraviolet (UV) light. He perceives as well at night as he can during the day, provided there is a source of UV light such as the moon or stars.

Cost: 5 Character Points

X-Ray Vision: The character can make normal PER Rolls through materials which block ordinary sight (such as walls). However, he cannot perceive through Force Fields, lead, or gold.

Cost: 10 Character Points

Smell/Taste Sense Group

In addition to Normal Smell and Normal Taste, which every character has for free, the Smell/Taste Group includes:

Tracking Smell: The character can use his sense of smell to identify and track a person or object if the character makes a PER Roll. Modifiers for time and circumstances can affect the PER Roll tremendously.

Cost: 10 Character Points

Touch Group

The Touch Group includes Normal Touch. No Enhanced Senses belong to it, but characters can buy Sense Modifiers for Normal Touch if they wish.

Detect

Detect allows the character to perceive whatever he defines as its subject — Detect Gold, Detect Minds, Detect Aliens, whatever he can think of and the GM allows. The basic cost of a Detect depends upon how broad a category of things the Power can detect (see accompanying table).

A basic Detect requires a Half Phase to use and has no Range. The PER Roll with the Detect can be increased by +1 for every +1 Character Point. Characters may apply Sense Modifiers like *Sense* or *Discriminatory* to make a Detect better or easier to use.

If the character makes a PER Roll, a Detect provides two basic types of information. The first is that the object or phenomenon exists, or does not exist, at the character's current location. Second, it tells the character what the perceived object or phenomena's "intensity" is.

When a character buys a Detect, he must assign it to one of the Sense Groups described above. It gains all the benefits of that Sense Group (it functions as a Targeting Sense if that group does, it has the same Range as that Sense Group does), but is affected by Sense-Affecting Powers used versus that

group. A character may define his Detect as belonging to "no Sense Group," but then he must buy Sense Modifiers like Range and Targeting for it individually, making it quite expensive.

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon object or phenomena, one which has little or no effect on combat; examples include Necromantic Magic, Denebians, or Gold).
5	A class of things (a common object or phenomena, or any object or phenomena which significantly affects combat; examples include Magic, Aliens, Metals, or Minds)
10	A large class of things (very common or abstract objects or phenomena; examples include Life Energy, Physical Objects, or Enemies)
+5	Each extra thing or class of things

Sense Modifiers

Characters can apply Sense Modifiers to any Sense or Sense Group, as appropriate.

Enhanced Perception: The character has better perception than normal.

Cost: +1 to PER Roll for all Sense Groups for 3 Character Points

Discriminatory: Discriminatory allows a Sense to perceive a greater range of information about an object or phenomena. A Sense with Discriminatory can identify, distinguish, and analyze an object if the character makes a PER Roll. Normal humans have this Sense Modifier for Normal Sight and Normal Hearing automatically, but not for other Senses.

Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Increased Arc Of Perception: Most Senses function in a 120-degree arc in front of the user. This Sense Modifier allows them to function in a 360-degree arc. A Sense with 360-Degree Perception operates all around the character, making it much more difficult to surprise him.

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

Range: A nonranged Sense (such as Touch or Detect) with this Sense Modifier can perceive at Range in a 120-degree arc with the usual Range Modifier (just like, for example, Normal Sight).

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

Sense: A Detect (or other Enhanced Senses, at the GM's option) may be turned into a *Sense* for 2 Character Points. Characters can use a Sense without a Half Phase Action; it can be set off by contact at any time.

Cost: 2 Character Points.

Targeting Sense: A Nontargeting Sense (such as Normal Hearing) with this Sense Modifier can

EXAMPLE POWERS

THERMOVISION GOGGLES

Effect: Infrared Vision

Target: Self

Duration: Persistent

Range: Self

END: 0

Infrared Vision (5 Active Points); OAF (-1). Total cost: 2 points.

DETECT MAGIC SPELL

Effect: Detect Magic

Target: Self

Duration: Persistent

Range: Self

END: 0

Detect Magic (INT Roll +3) (Sight Group), Discriminatory (13 Active Points); OAF (wizard's staff; -1). Total cost: 6 points.

EXAMPLE POWERS

GLUE GRENADE

Effect: Entangle 4d6, 4 DEF

Target: Explosion

Duration: Instant

Range: 300"

END: 6 Charges

Entangle 4d6, 4 DEF, Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 20 points.

SPELL OF PARALYSIS

Effect: Entangle 4d6, 4 DEF

Target: One character

Duration: Instant

Range: 300"

END: 6

Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 20 points.

ASTRAL PORTAL

Effect: Extra-Dimensional Movement (to the Astral Plane)

Target: Self

Duration: Instant

Range: Self

END: 3

Extra-Dimensional Movement (one location in the Astral Plane), Increased Weight (800 kg) (35 Active Points). Total cost: 35 points.

be used as a Targeting Sense to locate targets in combat. See page 86.

Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

Telescopic: A Sense with this Sense Modifier works more accurately over longer distances than an ordinary Sense — it provides PER Roll bonuses that only counteract the Range Modifier (page 92).

Cost: 3 Character Points for +2 PER, only to offset the Range Modifier with a single Sense Group.

ENTANGLE

Type: Standard Power/Attack Power

Duration: Instant

Range: 5" x Active Points

Costs END: Yes

Cost: 10 Character Points for every 1d6 BODY, 1 DEF of Entangle

A character with Entangle can restrain, immobilize, or paralyze another character. Some examples of Entangles include ice bonds, handcuffs, glue bombs, paralytic touch, and gravity manipulation.

To use Entangle, a character must make an Attack Roll. If successful, he rolls his Entangle dice and counts the Normal Damage BODY (page 97). The BODY of the Entangle is the BODY rolled; the Entangle has 1 DEF (PD and ED, Resistant) for each 1d6 of Entangle. When a character is Entangled, his arms and legs are restrained, giving him a DCV of 0. An Entangle completely immobilizes a character, making it impossible for him to move.

To escape an Entangle, an Entangled character must either do sufficient BODY damage to exceed the Entangle's DEF and destroy its BODY, use a Power which allows him to overcome the Entangle's effects (such as Desolidification or Teleportation), or find some other appropriate method of escape based on the special effect of the Entangle (like using Contortionist). No Attack Roll is necessary for an Entangled character to hit or do damage to the Entangle restraining him. When the Entangle's BODY is reduced to 0, he is free.

Characters with abilities that cause BODY damage and are innate or bought through Inaccessible Foci can use those powers to try to break free. Characters with abilities bought through Accessible Foci normally cannot use those powers to break free from an Entangle.

If an Entangled character is attacked, the Entangle takes damage from the attack first. After the attack does damage equal to the Entangle's DEF+BODY, the Entangle is destroyed and the Entangled character takes the remaining damage (if any) normally. Attacks which do not cause BODY damage (such as most NNDs or Drains) are not affected by an Entangle in this way; the damage injures the Entangled character directly.

Characters other than the Entangled character can try to attack and damage the Entangle without hurting the person trapped inside it. They must make their Attack Roll at a -3 OCV penalty. If they succeed, they damage the Entangle but not the victim; if they fail, they may attack the Entangle

normally (see above), or just miss altogether. For a +½ Advantage, *Takes No Damage From Attacks*, a character may create an Entangle that's normally "transparent" to damage — attacks against the victim don't hurt the Entangle at all, just the victim. The only way to damage the Entangle from outside it is to target it specifically at -3 OCV, as described above.

EXTRA-DIMENSIONAL MOVEMENT

Type: Movement Power

Duration: Instant

Range: Self Only

Costs END: Yes

Cost: See Extra-Dimensional Movement Table

A character with this Movement Power can travel from one dimension to another, or travel through time. Some examples of Extra-Dimensional Movement include wizards who can open gates to other planes, starships capable of breaching dimensional barriers, and time travel machines. The cost of Extra-Dimensional Movement depends on how many different dimensions a character can travel to, as indicated on the accompanying table. Using Extra-Dimensional Movement takes a Full Phase.

EXTRA-DIMENSIONAL MOVEMENT TABLE

Cost	Effect
20	Travel to a single location in a single dimension
25	Travel to any location in a single dimension
30	Travel to any location in a related group of dimensions
40	Travel to any location in any dimension
Time Travel	
40	Travel to a single point in time (past or future)
50	Travel to a related group of points in time (e.g., any date in the past)
60	Travel to any point in time
Weight Carried	
+0	Character himself, plus clothing, personal equipment, and Foci (100 kg)
+5	x2 weight (200 kg)
+10	x4 weight (400 kg)
...and so on (+5 points per x2 weight)	

EXTRA LIMBS

Type: Special Power/Body-Affecting Power

Duration: Persistent

Range: Self Only

Costs END: Yes

Cost: 5 Character Points to have any number of Extra Limbs

A character with Extra Limbs has one or more usable extra limbs. Some examples of Extra Limbs include a prehensile tail, extra arms, or a group of tentacles. For 5 Character Points, the character can have as many Extra Limbs as he wants, be it 1 or 100. Extra Limbs provide no OCV bonus, and don't allow a character to make any extra attacks, but characters can use them to perform maneuvers not possible to bipedal humans (like holding someone

with two hands and then punching him, or hanging from the ceiling by a tail).

FASTER-THAN-LIGHT (FTL) TRAVEL

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: See FTL Table

A character with FTL Travel can travel as fast as, or faster than, light when in space (but never in an atmosphere). Some examples of FTL Travel include a starship's hyperdrive or a character who can transform himself into pure light.

FTL TABLE

Points	Velocity	Approximation
10	1 Light Year/year	The speed of light
12	2 Light Years/year	
14	4 Light Years/year	1 LY/season
16	8 Light Years/year	
18	16 Light Years/year	1 LY/month
20	32 Light Years/year	
22	64 Light Years/year	1 LY/week
24	128 Light Years/year	
26	250 Light Years/year	
28	500 Light Years/year	1 LY/day
30	1,000 Light Years/year	
32	2,000 Light Years/year	
34	4,000 Light Years/year	
36	8,000 Light Years/year	1 LY/hour
...and so forth		

FLASH

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: See Flash Table

A character with Flash can temporarily disable or "blind" one of an opponent's Sense Groups — typically his Sight Group. The character must choose this Sense Group when he buys Flash, and cannot change it thereafter. The cost of the power depends on whether the Sense Group the Flash affects is a Targeting or Nontargeting Sense Group. Some examples of Flash include blinding bursts of light, deafening shrieks of sound, pepper spray, or poking someone in the eyes.

To use Flash, a character must make an Attack Roll. If successful, he rolls the Flash dice and counts the Normal Damage BODY (page 97). The total number of BODY rolled, minus the target's Flash Defense (if any), is the number of Segments (beginning in the Segment in which the character uses

FLASH TABLE

Sense Group	Cost per 1d6
Targeting (Sight)	5 Character Points
Nontargeting (all others)	3 Character Points

the attack) which the target's Sense Group is disabled. A Flashed character who cannot perceive his opponent(s) with a Targeting Sense suffers penalties to his DCV and OCV (see page 86).

FLASH DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point for every 1 point of Flash Defense to protect a single Sense Group

A character with Flash Defense suffers less effect from Flashes. Examples include sunglasses or earplugs. Each point of Flash Defense reduces the length of a Flash attack by 1 Segment. The character must choose which Sense Group his Flash Defense protects when he buys the Power, and cannot change it thereafter.

FLIGHT

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

A character with Flight can fly through the air. Some examples of Flight include wings, jetpacks, boot rockets, and planes. With Flight, the character can move, hover in place, gain altitude, and so forth.

FORCE FIELD

Type: Standard Power/Defense Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 1 Character Point for every 1 point of Resistant Defense

This power allows a character to create a field around himself which provides Resistant Defense against damage. Some examples of Force Fields include a starship's defensive energy shields, a superhero's personal force screen, or a spell of protection against fire.

A Force Field can provide Resistant PD, Resistant ED, or both. The character must define how the points of defense are allocated when he buys the power, and cannot change it thereafter. For example, a character who spent 20 Character Points on Force Field could buy a 10 PD/10 ED Force Field, or an 8 PD/12 ED Force Field, or a 15 PD/5 ED Force Field — but once he defines the points of defense, he cannot change them. A Force Field only protects the character with the Power and his Foci (if any), not anyone else or any other objects he carries.

EXAMPLE POWERS

LIGHT BLAST

Effect: Sight Group Flash 10d6
Target: One character
Duration: Instant
Range: 250"
END: 5
Sight Group Flash 10d6 (50 Active Points). Total cost: 50 points.

WIZARD'S FLIGHT SPELL

Effect: Flight 12"
Target: Self
Duration: Constant
Range: Self
END: 3
Flight 12", x4 Noncombat (29 Active Points); OAF Expendable (feather from a griffin's wing; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 9 points.

WINGS

Effect: Flight 10"
Target: Self
Duration: Constant
Range: Self
END: 2
Flight 10" (20 Active Points); Restrained (character cannot use Flight if Grabbed or Entangled; -½). Total cost: 13 points.

PROTECTION FROM FIRE

Effect: Force Field (20 ED)
Target: Self
Duration: Constant
Range: Self
END: 2
Force Field (20 ED) (20 Active Points); Only Works Against Fire (-½). Total cost: 13 points.

FORCE WALL EXAMPLE

Arkelos has ED 6 and is protected by a Force Wall (10 PD/10 ED). A fire elemental hurls a blast of flame (an Energy attack) at him which does 37 STUN, 9 BODY. The Force Wall provides 10 ED protection, and the elemental's attack does only 9 BODY damage. Since the damage is less than the defense, none of the STUN or BODY damage gets through — Arkelos is completely unharmed.

Suppose the attack did 37 STUN, 11 BODY instead. Since the BODY damage is greater than the Force Wall's ED, the attack breaks through the Force Wall. Arkelos takes $(37 - (10 + 6))$ 21 STUN and $(11 - (10 + 6))$ 0 BODY damage. His Force Wall has now collapsed and won't provide him with any more protection until he re-creates it.

EXAMPLE POWERS

ENERGY BARRIER BRACERS

Effect: Force Wall (10 PD/10 ED)

Target: *Varies*

Duration: Constant

Range: 300"

END: 6

Force Wall (10 PD/10 ED, up to 5" long and 2" tall) (60 Active Points); OIF (-½). Total cost: 40 points.

GLIDER CAPE

Effect: Gliding 8"

Target: Self

Duration: Constant

Range: Self

END: 0

Gliding 8" (8 Active Points); OAF (-1). Total cost: 4 points

FORCE WALL

Type: Standard Power/Defense Power
 Duration: Constant
 Range: 5" x Active Points
 Costs END: Yes
 Cost: 5 Character Points for every 2 points of Resistant Defense; +1" width or height for every 2 Character Points

A character with Force Wall can create a "wall" that provides Resistant Defense. Some examples of Force Walls include protective screens of energy, force domes, or walls of enchanted fire.

Unlike a Force Field, which only protects the character, a Force Wall can protect multiple characters at once — it depends on how big the Wall is, where it's located, and so forth. A character can create a Force Wall at Range, making it a useful tool for protecting his friends, sealing off an open door, and the like. (this requires an Attack Action and an Attack Roll against the DCV 3 of the target hex).

A Force Wall can provide Resistant PD, Resistant ED, or both. The character must define how the points of defense are allocated when he buys the power, and cannot change it thereafter. For example, a character who spent 40 Character Points on Force Wall could buy an 8 PD/8 ED Force Wall, or a 4 PD/12 ED Force Wall, or a 10 PD/6 ED Force Wall — but once he defines the points of defense, he cannot change them.

A standard Force Wall is 1" (three hex sides) long and 1" high. A character can make his Force Wall larger or taller by spending more Character Points on it. If the Force Wall is long enough for the character to join its ends, the top and bottom are considered covered as well.

Attacks treat Force Walls like real walls which have 0 BODY (see *Breaking Things*, page 107). An attack (whether from the inside or the outside) must penetrate the Force Wall to continue to its target. Compare the BODY damage rolled by the attack to the appropriate defense of the Force Wall:

- If the BODY of the attack is equal to or less than the Force Wall's appropriate defense, the attack doesn't break through the Force Wall and no STUN or BODY gets through at all.
- If the BODY of the attack is greater than the Force Wall's appropriate defense, it breaks down the Wall; subtract the Wall's appropriate defense from the BODY and STUN of the attack and apply the remaining damage to the target normally. The Force Wall collapses and no longer provides any defense, but the character can create

it again by re-activating the power (a Zero-Phase Action).

A Force Wall acts like a real wall — attacks won't penetrate in *either* direction until the attack's BODY damage exceeds the Force Wall's appropriate defense. This means a character can't effectively shoot through his own Force Wall with attacks that do BODY damage unless he wants to break the Wall. Alternately, the GM can allow the character to buy an attack with the Advantage *Indirect* (+¼) so that it bypasses the Force Wall.

Force Walls are usually immobile: once set up they stay in place. However, a character can make himself the "center" of his Force Wall; the Force Wall then moves with him as he moves. Moving Force Walls have 0 STR — characters cannot use them to push people aside or perform Move Throughs.

GLIDING

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

A character with Gliding can glide through the air. Some examples of Gliding include hanggliders, a superhero's glider-cape, or a spell which makes a character lighter than air.

From the ground, a character starts Gliding with a velocity and altitude equal to his upward leap in inches. Gaining altitude is up to the GM; doing it slowly by using thermal updrafts is usually easy. While in the air, a character must drop 1" per Phase to maintain his forward Gliding velocity (and may, at the GM's option, have to make a DEX Roll to go precisely where he wants). Gliding does not use normal acceleration rules; instead, acceleration is +1" velocity per 1" of altitude lost.

GROWTH

Type: Size Power/Body-Affecting Power
 Duration: Constant
 Range: Self Only
 Costs END: Yes
 Cost: See Growth Table

A character with this Size Power can increase his size, making himself taller, heavier, stronger, and tougher. The accompanying table describes the effects of Growth. A character using Growth may have trouble fitting into cars or buildings.

GROWTH TABLE

Points Of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY & STUN	DCV	PER Rolls Against	Additional Reach	STR	KB
0	2m (1")	up to 1m (½")	up to 100	+0	-0	+0	+0	+0	-0
15	4m (2")	2m (1")	800	+3	-2	+2	+1"	+15	-3
30	8m (4")	4m (2")	6,400	+6	-4	+4	+2"	+30	-6
45	16m (8")	8m (4")	50,000	+9	-6	+6	+4"	+45	-9
60	32m (16")	16m (8")	400,000	+12	-8	+8	+8"	+60	-12
75	64m (32")	32m (16")	3,200,000	+15	-10	+10	+16"	+75	-15

...and so on

HAND-TO-HAND ATTACK

Type: Standard Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: Every +1d6 Hand-To-Hand Combat damage costs 5 Active Points with a mandatory $-\frac{1}{2}$ Limitation

A character with Hand-To-Hand Attack (HA) does increased damage in HTH combat. Some examples of HA include clubs, especially powerful (or mystically enhanced) punches, or energized gauntlets which improve a character's punch.

Each die of HA adds directly to a character's dice of Normal Damage from his STR (see page 16). To buy an HA, a character spends 5 Active Points per 1d6, and applies any Advantages to derive an Active Point total. He then applies a mandatory $-\frac{1}{2}$ Limitation, *Hand-To-Hand Attack* (plus any other Limitations taken for the Power) to derive a Real Cost. This Limitation signifies that the HA damage only works if it adds to a character's damage dice based on STR. It cannot function on its own, does not add to any other attacks, and does not add to a character's STR in any other way.

HEALING

Type: Adjustment Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 10 Character Points for every 1d6 Healing

A character with Healing can heal the injuries suffered by himself or another character. Examples of Healing include a wizard's spell which heals damage from sword-blows or a werewolf's ability to regenerate damage.

To use Healing, roll the dice and count the STUN and BODY rolled. The character to whom Healing was applied regains that much BODY and STUN. However, Healing can only restore BODY and STUN lost to an injury; it can't give a character "extra" STUN or BODY beyond that, no matter how high the roll is.

Healing can only be applied to a given injury or wound once per day. If a second character tries to apply Healing to the same wound, he must exceed the amount rolled by the first application to have any effect, and the second application of Healing only affects the subject to the extent it exceeds the first use (see the example in the sidebar on page 54).

Regeneration: Some characters or creatures, such as vampires and werewolves, have the ability to rapidly heal any injuries done to them — a power known as *Regeneration*. To buy Regeneration, a character buys dice of Healing with the Advantages *Reduced Endurance* (0 END; $+\frac{1}{2}$) and *Persistent* ($+\frac{1}{2}$), and the Limitations *Self Only* ($-\frac{1}{2}$) and *Extra Time* (1 Turn; $-\frac{1}{4}$). This means every time the character takes a Post-Segment 12 Recovery (page 100), he also automatically heals 1 BODY of damage done to him per die of Healing purchased (thus, Regeneration with Healing 3d6 automatically heals 3 BODY per Turn). He does not heal any STUN damage. However, Regeneration



HEALING EXAMPLE

Hemdring suffers a wound in combat that does 21 STUN, 7 BODY. Friar Hengist uses his Spell Of Curing (Healing 4d6) to heal the injury. He rolls 15 STUN, 4 BODY on his Healing dice, so now Hemdring is only down 6 STUN, 3 BODY. Father Geoffrey decides to apply his own Spell Of Curing to Hemdring's wound. He rolls 17 STUN, 5 BODY. His Healing only helps Hemdring to the extent that it exceeds the first Healing — 2 STUN, 1 BODY. So, Hemdring still has a total of 4 STUN, 2 BODY damage. In a day, both Friar Hengist and Father Geoffrey can try their Healing spells on Hemdring's wound again.

EXPANDING IMAGES

Sometimes a character may want to create an Image that affects more than one Sense Group — for example, an “Illusion Spell” that creates an Image other people can both see and hear. At the GM's option, a character who buys Sight Group Images can add other Sense Groups for a cost of +5 Character Points each. In this case, any purchased PER Roll modifiers apply to all Sense Groups the Image affects. For example:

ILLUSIONARY DUPLICATE SPELL

Effect: Images

Target: 1" radius

Duration: Constant

Range: 150"

END: 3

Sight and Hearing Group Images, -5 to PER Rolls (30 Active Points); OAF Expendable (handheld mirror; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½), Set Effect (can only create an illusionary duplicate of the caster; -1). Total cost: 7 points.

works again and again, every Post-Segment 12; it doesn't have to wait a day to apply again to the same wound.

IMAGES

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: See Images Table

A character with Images can create images which other characters can perceive with the appropriate Sense Group (usually the Sight Sense Group). Some examples of Images include holograms and spells of illusion. When a character purchases Images, he pays for three things: the Sense Group the Images can affect; the size of the Images (how large they can be); and, if desired, penalties to onlookers' PER Rolls (making it harder to discover the Images aren't real).

To project an Image, the character decides what Image to produce, where to produce it, and what actions (if any) the Image performs. He makes an Attack Roll (against DCV 3) to place the center of the Image in the target hex. If he succeeds, all characters with Line Of Sight notice the Image and may make a PER Roll (with the modifiers listed on the Images Table and Perception Modifiers Table). The more complex the Image, the easier it is to recognize as a fake.

If an observer misses his modified PER Roll, he believes the Image is real. If an observer makes his modified PER Roll, he perceives the Image but knows it's not real.

Images cannot cause any physical effects, are intangible (unless they affect the Touch Sense Group), and can never cause damage or hold objects off the ground.

IMAGES SUMMARY TABLE

Sense Group	Cost To Fill One Hex
Targeting (Sight)	10 Character Points
Nontargeting (all others)	5 Character Points
Extra Radius	Cost per +1" Radius
Any type of Sense	+¼ Advantage
Decreased PER Roll	Cost
-1 to target's PER Rolls	3 Character Points

PERCEPTION MODIFIERS TABLE

PER Roll Bonus	Image
+0	Very Simple Image: an unmoving object; a single odor or musical note
+2	Simple Image: a ball rolling, a simple melody
+4	Complex Image: a man walking, a conversation, the smells of a hamburger
+6	Multiple Complex Images: a football team in action, an orchestral symphony, the smells of Thanksgiving dinner

INVISIBILITY

Type: Standard Power/Sense-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Invisibility Table

A character with Invisibility can become invisible to one Sense Group (usually the Sight Sense Group). Some examples of Invisibility include a “stealth plane” that's Invisible to radar or a magic ring that lets the wearer fade from sight.

An Invisible character has a “fringe” around himself. Others may perceive the fringe with a normal PER Roll at a range of 1" or less. The character can pay +10 Character Points to have no fringe.

In combat, Invisibility often makes the character harder to hit, and can make it much easier for him to obtain bonuses for Surprise attacks (see pages 86, 93). However, Invisibility does not automatically make a character's attacks or other Powers Invisible as well (that requires the Advantage *Invisible Power Effects*; see page 64).

INVISIBILITY SUMMARY TABLE

Sense Group	Cost
Targeting (Sight)	20 Character Points
Nontargeting (all others)	10 Character Points
Modifiers	Cost
No Fringe	+10 Character Points

KILLING ATTACK — HAND-TO-HAND

Type: Standard Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 15 Character Points for every 1d6 Killing Attack

A character with Hand-To-Hand Killing Attack (HKA) can make an attack in HTH Combat which causes Killing Damage (see page 97). Some examples of HKA include claws, knives, and laser swords.

To use HKA, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the damage done (see page 97). He gets +1d6 to his HKA for every 15 points of STR used with it, to a maximum of double the number of dice he bought. For example, a character who buys HKA 2d6 could increase it to as much as HKA 4d6 with STR (if he had 30 STR or more), but could not increase it to more than HKA 4d6 no matter how much STR he has.

KILLING ATTACK — RANGED

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 15 Character Points for every 1d6 Killing Attack

A character with Ranged Killing Attack (RKA) can make an attack in Ranged Combat which causes Killing Damage (see page 97). Some examples of RKA include bullets, arrows, lasers, and throwing knives.

To use RKA, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the damage done (see page 97).

KNOCKBACK RESISTANCE

Type: Special Power/Defense Power
Cost: Persistent
Range: Self Only
Costs END: No
Cost: 2 Character Points for every -1" of Knockback

A character with Knockback Resistance reduces the Knockback he takes from attacks. Each -1" of Knockback Resistance costs 2 Character Points, and reduces both the inches traveled and the amount of damage done by Knockback (see page 99).

LEAPING

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

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

Purchased inches of Leaping add to a character's base inches of leaping from STR (1" forward for every 5 STR [and half distance upward]; see page 17). In combat, leaps are identical to Flight, except the character must indicate the target hex for his leap when he begins his leap, and he cannot change direction in mid-leap.

LIFE SUPPORT

Type: Standard Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: See Life Support Table

A character with Life Support can operate in unfriendly or deadly environments without harm, and/or needs reduced resources to maintain his health and life. Examples of Life Support include gas masks, SCUBA gear, elixirs of eternal youth, and taking tiny doses of a poison to build up an immunity to its effects. The Life Support Table shows the Character Point cost for various types of Life Support.

A character with a *Safe Environment* Life Support does not take damage from that type of environmental condition, or from a Change Environment which creates that condition. However, he still takes damage from attacks with that special effect, due to the sudden system shock.

LUCK

Type: Special Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 5 Character Points for every 1d6 of Luck

This Power represents a quality of fate which helps events turn out in a character's favor. The GM indicates when a character with Luck should make a Luck Roll. Each "6" rolled on the Luck dice counts

EXAMPLE POWERS**STEALTH SUIT**

Effect: Invisibility (Sight)
Target: Self
Duration: Constant
Range: Self
END: 0
 Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IIF (-¼). Total cost: 24 points.

QUESTIONITE CLAWS

Effect: HKA 2d6, AP
Target: One character
Duration: Instant
Range: No Range
END: 0
 HKA 2d6 (up to 4d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½). Total cost: 40 points.

LASER PISTOL

Effect: RKA 2d6, AP
Target: One character
Duration: Instant
Range: 225"
END: 12 Charges
 RKA 2d6, Armor Piercing (+½) (45 Active Points); OAF (-1), Does No Knockback (-¼), 12 Charges (-¼). Total cost: 18 points.

GAS MASK

Effect: Life Support (Self-Contained Breathing)
Target: Self
Duration: Persistent
Range: Self
END: 0
 Life Support (Self-Contained Breathing) (10 Active Points); OAF (-1). Total cost: 5 points.

LIFE SUPPORT TABLE

Cost	Effect
5	<i>Breathe Underwater:</i> The character can breathe normally underwater.
10	<i>Self-Contained Breathing:</i> The character's breathing is self-contained (he doesn't need to breathe at all).
3	<i>Diminished Eating:</i> The character does not have to eat or drink.
3	<i>Diminished Sleep:</i> The character does not have to sleep.
1-2	<i>Safe Environment:</i> The character is safe in the following environments:
	Cost Environment
2	Character is safe in Low Pressure/Vacuum
1	Character is safe in High Pressure
2	Character is safe in High Radiation
2	Character is safe in Intense Cold
2	Character is safe in Intense Heat
1-5	<i>Longevity:</i> All characters have a base lifespan of 100 years. For every point of Longevity, double that lifespan (200 years, 400 years, and so on). For 5 points, a character is Immortal.
3, 10	<i>Immunity:</i> The character is immune to the effects of a particular drug, poison, disease, or similar substance. For 3 points, he's immune to any one poison, venom, gas, biowarfare agent, or the like. For 10 points, he's immune to <i>all</i> substances in one of the following categories: terrestrial diseases and biowarfare agents; terrestrial poisons and chemical warfare agents.

A character can buy whichever forms of Life Support he wants; he does not have to purchase some as a condition for purchasing others.

EXAMPLE POWERS**PSI-SHIELD HELMET**

Effect: Mental Defense (10 points + EGO/5)

Target: Self

Duration: Persistent

Range: Self

END: 0

Mental Defense (10 points plus wearer's EGO/5) (10 Active Points); OIF (-½). Total cost: 7 points.

MINDSCAPES

Effect: Mental Illusions 12d6

Target: One character

Duration: Instant

Range: Line Of Sight

END: 0

Mental Illusions 12d6, Reduced Endurance (0 END; +½) (90 Active Points). Total cost: 90 points.

CUPID'S DART

Effect: Mind Control 12d6

Target: One character

Duration: Instant

Range: Line Of Sight

END: 6

Mind Control 12d6 (60 Active Points); OAF (-1), Only To Control/Inflict Love (-1). Total cost: 20 points.

CHARM OTHERS SPELL

Effect: Mind Control 10d6

Target: One character

Duration: Instant

Range: Line Of Sight

END: 5

Mind Control 10d6 (50 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 17 points.

as 1 point of Luck. The GM then decides what (if any) lucky event happens to a character. The more points of Luck the character rolled, the luckier he should be. One point of Luck means something minor but helpful (like finding a previously-overlooked clue); three or more points of Luck could lead to incredible coincidences and nigh-miraculous defiance of probability.

MENTAL DEFENSE

Type: Special Power/Defense Power
 Duration: Persistent
 Range: Self Only
 Costs END: No
 Cost: 1 Character Point for every 1 point of Mental Defense (the character may also add a number of points equal to his EGO/5 to those purchased)

A character with Mental Defense is resistant to mental attacks — he can withstand some of the effects of Mental Powers (such as Ego Attack, Mind Control, or many Powers bought *Based On ECV*). Some examples of Mental Defense include psionic shields or extremely strong willpower.

Each point of Mental Defense is subtracted from the total rolled on the Effect Roll for Mental Powers before those Powers are applied to the character.

MENTAL ILLUSIONS

Type: Mental Power/Attack Power
 Duration: Instant
 Range: Line Of Sight
 Costs END: Yes
 Cost: 5 Character Points for every 1d6 Mental Illusions

A character with this Mental Power can project illusions directly into an opponent's mind. Some examples of Mental Illusions include psionic illusion powers and hallucination-inducing drugs.

To use Mental Illusions, the character makes an ECV Attack Roll. If successful, he defines the illusion he wants the target to perceive, and the GM determines what level of effect he needs on the Mental Illusions Effects Table to create that illusion. The character then makes a standard Effect Roll (page 39), subtracts the target's Mental Defense (if any), and compares the result to the Mental Illusions Effects Table. If the Effect Roll is not sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is high enough to achieve the desired effect, the illusion is established in the target's mind; the target won't know he's experiencing an illusion until he succeeds with a Breakout Roll.

On the target's first Phase after a Mental Illusion is established, he may attempt to see through or "disbelieve" the illusion by making a Breakout Roll (page 40). The target remains under the influence of the illusion (at the given level) until he succeeds with a Breakout Roll — but since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Illusion's effects before he can take any actions based on it.

The target of a Mental Illusion receives a chance to make another Breakout Roll (with a bonus to the roll) if the illusion performs in a way which does not meet his expectations (for example, if an illusory loved one does not recognize him). At the GM's discretion, he receives additional bonuses to his roll if other persons try to "snap him out of it."

MENTAL ILLUSIONS EFFECTS TABLE**Total rolled on dice minus**

Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

-10	Illusion matches target's Psychological Limitations
+10	Illusion contradicts target's Psychological Limitations

MIND CONTROL

Type: Mental Power/Attack Power
 Duration: Instant
 Range: Line Of Sight
 Costs END: Yes
 Cost: 5 Character Points for every 1d6 Mind Control

A character with this Mental Power can take control of another character's mind, and thus of his actions. Examples of Mind Control include psionic domination powers, some forms of brainwashing, and hypnosis.

To use Mind Control, the character makes an ECV Attack Roll. If successful, he gives the target an order (the character must have some way to communicate the order to his target, such as his voice or Telepathy; otherwise, he cannot establish Mind Control). The GM determines what level of effect the character needs on the Mind Control Effects Table to establish that control, based on how agreeable the target is to the command. The character then makes a standard Effect Roll (page 39), subtracts the target's Mental Defense (if any), and compares the result to the Mind Control Effects Table. If the Effect Roll is insufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character establishes control over the target's mind; the target will not be aware that he's experiencing Mind Control until he succeeds with a Breakout Roll.

On the target's first Phase after Mind Control is established, he may attempt to break free from the control by making a Breakout Roll (page 40). He remains under the influence of the control (at the given level) until he succeeds with a Breakout Roll. However, since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Mind Control's effects before he can take any actions based on it.

MIND CONTROL EFFECTS TABLE

Total rolled on dice minus Mental Defense:	Effect
Greater than EGO	Target will perform actions he is inclined to perform anyway
EGO +10	Target will perform actions he wouldn't mind doing
EGO +20	Target will perform actions he is normally against doing
EGO +30	Target will perform actions he is violently opposed to doing
Modifiers (can be applied at any level)	
-5	Order is worded in an exceptionally convincing manner
+5	Order is poorly conceived or contradictory
-10	Order matches target's Psychological Limitations
+10	Order contradicts target's Psychological Limitations
+10	Target will not remember actions
+20	Target will remember actions and think they were natural

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then he gets to make another Breakout Roll with a +2 bonus to his EGO Roll per level of change on the table. For example, if a character was given an EGO +10 command, and the situation changed to require an EGO+30 effect, the character would receive a +4 bonus to his EGO Roll.

MIND LINK

Type:	Mental Power
Duration:	Persistent
Range:	Line Of Sight
Costs END:	No
Cost:	See Mind Link Table

A character with Mind Link, a variation of Telepathy, can set up a specific link with a willing mind for instant mental communication. The cost of Mind Link depends on three factors: the group of minds within which the character's Mind Link works; the number of minds the character can Link to at one time; and miscellaneous modifiers pertaining to range and related factors (see accompanying table).

To establish a Mind Link, the character must have Line Of Sight to the target and must make an ECV Attack Roll to set up the Link. The target must be completely willing (ECV 0), otherwise the Link fails. Once established, Mind Link does not require Line Of Sight, and only ends when either party wants to "hang up." Characters can use Mental Powers through a Mind Link; such attacks hit automatically (they don't require an ECV Attack Roll).

MIND LINK TABLE

Cost	Number Of Minds
5	Character can Link with a single mind, defined when he buys the power
10	Character can Link with any one mind in a group of minds, defined when he buys the power (e.g., everyone in a family; everyone on a superteam)
15	Character can Link with any one mind
Cost	Number Of Minds In Link At Once
+5	Character can Link with two minds at once
+10	Character can Link with four minds at once
+15	Character can Link with eight minds at once ...and so forth (+5 points per x2 minds)
Cost	Modifiers
+0	Mind Link has a planetary range
+5	Mind Link has unlimited range in this dimension
+10	Mind Link can reach into other dimensions
+10	Character can establish Mind Link without Line Of Sight (planetary range)

MIND SCAN

Type:	Mental Power/Sensory Power
Duration:	Constant
Range:	Planetary (can be used to find a mind anywhere on the same planet)
Costs END:	Yes
Cost:	5 Character Points for every 1d6 Mind Scan; +1 ECV with Mind Scan for +2 Character Points

A character with this Mental Power can mentally search an area to find another mind.

To use Mind Scan, the character defines the

EXAMPLE POWERS

BROTHERHOOD OF TARAMAK'S MENTAL BOND

Effect: Mind Link (any four minds within the Brotherhood)

Target: Self

Duration: Persistent

Range: Planetary

END: 0

Mind Link (any four minds of priests belonging to the Brotherhood of Taramak), No LOS Required (30 Active Points). Total cost: 30 points.

MINDSEEKING

Effect: Mind Scan 12d6

Target: One character

Duration: Constant

Range: Planetary

END: 0

Mind Scan 12d6, Reduced Endurance (0 END; +½) (90 Active Points). Total cost: 90 points.



EXAMPLE POWERS

WEREWOLF FORM

Effect: Multiform (400-point wolfman form or 180-point giant wolf form)

Target: Self

Duration: Persistent

Range: Self

END: 0

Multiform (assume 400-point wolfman form or 180-point giant wolf form) (85 Active Points); Extra Time (1 Turn to activate; -¾), Can Only Change Forms At Night (-1). Total cost: 31 points.

DRACOFORM AMULET

Effect: Multiform (1,000-point dragon form)

Target: Self

Duration: Persistent

Range: Self

END: 0

Multiform (assume 1,000-point dragon form) (200 Active Points); OIF (-½), Extra Time (Full Phase to activate; -¼), 1 Charge (-2). Total cost: 53 points.

ULTIMATE DISGUISE

Effect: Shape Shift (any humanoid form)

Target: Self

Duration: Persistent

Range: Self

END: 0

Shape Shift (any humanoid form), Imitation, Reduced Endurance (0 END; +½) (60 Active Points); Extra Time (Full Phase to activate; -¼). Total cost: 48 points.

MIND SCAN MODIFIERS TABLE

Number Of People	Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
...and so forth	
Nature Of Minds	
Familiar mind	+1 to +5
Unfamiliar mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

MIND SCAN EFFECTS TABLE

Total rolled on dice minus Mental DEF is:	Effect
Greater than EGO	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located.
EGO +10	Mentalist can use all Mental Powers on target, and can estimate the general distance to the target.
EGO +20	Mentalist knows the exact location of the target. He can attack with all attacks. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target.
Modifiers (can be applied at any level)	
+20	Mind Scan is undetectable by target

area (of any size) he wishes to scan. He makes an ECV Attack Roll versus the DECV of the target mind. However, his OECV suffers a penalty based on the number of minds in the search area, as indicated on the Mind Scan Modifiers Table.

If the ECV Attack Roll fails, the character cannot make contact with the target. If the roll succeeds, he determines the general location and presence of the target.

After a successful ECV Attack Roll, the character declares the desired Mind Scan level and makes a standard Effect Roll (page 39) using the Mind Scan Effects Table. If the Effect Roll is not enough to reach the desired level, the Mind Scan has no effect — the target cannot be contacted mentally, and no “lock-on” is established, but the target knows someone is mentally scanning for him. If the Effect Roll is enough to achieve the desired effect, the character has “locked on” to the target with Mind Scan. The target can make Breakout Rolls (page 40) in the usual manner. Whether the Breakout Roll succeeds, the target

knows someone is searching for him with Mind Scan.

Once established, a Mind Scan lock-on is a two-way circuit. If the character can mentally attack his target, then his target can mentally attack him; if he knows where his target is, his target knows where he is. Two characters can carry on a long-distance mental duel through Mind Scan.

MULTIFORM

Type:	Standard Power/Body-Affecting Power
Duration:	Persistent
Range:	Self Only
Costs END:	No
Cost:	1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points

A character with this Standard Power can change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. Examples include a werewolf's power to switch between human and lupine forms, a character whose suit of armor can “reconfigure” itself into many different types of armor; and a wizard's ability to assume the form of any animal.

The player must choose one of the character's forms to be the “true form.” The true form can be any of the character's forms, depending upon character conception. The cost for Multiform, which only the true form pays for, is 1 Character Point for every 5 Character Points the most expensive form is built with (including points from Disadvantages), +5 Character Points for every 2x the number of forms of equal or lesser cost.

Each form a character can change into is as free-willed as the original character. The player must have a complete character sheet for each form. Forms may have different abilities, personalities, or Disadvantages than the true form or each other, if the player so desires. A character's forms are built on the same Base Points as the true form (or fewer points, if the player so desires). Each form must take sufficient Disadvantages to balance out its cost (just like building any other character).

SHAPE SHIFT

At the GM's option, a character can buy a special version of Multiform called *Shape Shift*. Shape Shift allows a character to change his form — the way he looks, feels, sounds, smells, and so forth — but not change his powers, Characteristics, or the like.

Shape Shift costs 20 Character Points for the ability to shift shape into a single alternate form, defined when the character purchases the power. For +10 Character Points, the character can shift shape into a Limited Group of forms, defined when the character purchases the power. For +20 Character Points (a total cost of 40 points), the character can shift shape into any form. In all cases, forms must be no more than +/-10% of the character's height and mass.

Shape Shift does not allow characters to imitate other persons or objects unless the character pays an additional +10 Character Points.

Unlike normal Multiform, Shape Shift costs END.

Changing from one form to another requires a Half Phase. When a character shifts forms, the STUN and BODY damage he has taken and the END he has used do not disappear — they carry over to the next form.

POWER DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point for every 1 point of Power Defense

A character with Power Defense is especially resistant to Drains, Transfers, Transforms, and related attacks. When an attack against which Power Defense applies is used on the character, he subtracts his Power Defense from the attack. Any remaining points of effect in the attack apply normally to him.

RUNNING

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

A character with Running can run faster than normal. Each +1" of Running purchased adds to the character's normal 6" of Running.

SHRINKING

Type: Size Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Shrinking Table

A character with Shrinking can decrease in size, making it more difficult for other characters to see or attack him. See the accompanying table for the effects (the extra Knockback only affects distance traveled, not damage taken). Shrinking does not affect a character's STR, movement, or other abilities; they are just as powerful when he is Shrunk as when he is normal height.

SHRINKING TABLE

Points of Shrinking	Height	Mass	PER Rolls		
			Against	DCV	KB
0	2m	100 kg	0	+0	+0
10	1m	12.5 kg	-2	+2	+3
20	.5m	1.6 kg	-4	+4	+6
30	.25m	.2 kg	-6	+6	+9
40	.125m	.025 kg	-8	+8	+12
50	.064m	.0032 kg	-10	+10	+15
60	.032m	.0004 kg	-12	+12	+18

SKILLS

Type: Special Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: As per the Skill

With GM's permission, a character can purchase Skills as Powers, with Power Modifiers. The cost is computed as if the Skill were a Power.

If a character buys a Characteristic-Based Skill through a Focus, then the appropriate Characteristic is assumed to be 0. Thus an enchanted glove with the Skill *Sleight Of Hand* would have a 0 DEX, and the base Skill Roll would be $9 + \text{DEX}/5 = 9$.

STRETCHING

Type: Standard Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 5 Character Points for every 1" Stretching

A character with Stretching can stretch his body, make HTH attacks at Range, and reach for things which are a long distance away from him. Some examples of Stretching include a character with an elastic body or a robot with mechanical servos that let it elongate its arms.

Attacks made at Range with Stretching suffer no Range Modifier — the character is always considered to be in HTH Combat. Stretching allows a character to reach around walls or obstacles, reach over or around a target to hit it from behind even though the character is standing in front of him, and so forth.

Stretching does not allow a character to run faster or squeeze under doors. To simulate those abilities, the character should buy Running and/or Desolidification with appropriate Limitations.

SUPPRESS

Type: Adjustment Power/Attack Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: 5 Character Points for every 1d6 Suppress

A character with Suppress can partially or wholly neutralize another character's Powers. Some examples of Suppress include a mystic spell that interferes with a character's ability to move, or a neuro-energy field preventing the use of all mutant powers. The character must specify which Power or Characteristic he can Suppress when he purchases Suppress.

To use Suppress, the character makes an Attack Roll. If successful, he rolls and totals the Suppress dice, then subtracts the target's Power Defense (if any). The remaining total is the number of Active Points of the target's Power which stop working. A Suppress remains in effect as long as the attacker pays END. When the character stops paying END, all points which have been Suppressed immediately "return" to the affected character.

EXAMPLE POWERS

HYPER-RUNNING

Effect: Running +24"
Target: Self
Duration: Constant
Range: Self
END: 2

Running +24" (30" total), Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$) (60 Active Points). Total cost: 60 points.

BECOME INSECT SIZE

Effect: Shrinking
Target: Self
Duration: Constant
Range: Self
END: 6

Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB) (60 Active Points). Total cost: 60 points.

LOCKGUN

Effect: Lockpicking 14-
Target: One lock
Duration: Constant
Range: Self
END: 0

Lockpicking 14- (13 Active Points); OAF (-1). Total cost: 6 points.

SPELL OF DIMINISHED MAGICS

Effect: Suppress Magic 5d6
Target: One character
Duration: Constant
Range: 375"
END: 7

Suppress 5d6, all Magic powers and spells simultaneously (+2) (75 Active Points); OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Magic Skill Roll ($-\frac{1}{2}$). Total cost: 25 points.

EXAMPLE POWERS**WIND MANIPULATION**

Effect: Telekinesis (30 STR)

Target: One character

Duration: Constant

Range: 225"

END: 4

Telekinesis (30 STR) (45 Active Points). Total cost: 45 points.

PSYCHOKINESIS

Effect: Telekinesis (40 STR)

Target: One character

Duration: Constant

Range: 350"

END: 7

Telekinesis (40 STR), Fine Manipulation (70 Active Points); Extra Time (Full Phase; -½). Total cost: 47 points.

MIND-READING

Effect: Telepathy 8d6

Target: One character

Duration: Instant

Range: Line Of Sight

END: 0

Telepathy 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Total cost: 60 points.

TELEPORTATION CHAMBER

Effect: Teleportation 10" (x500 Noncombat)

Target: One character

Duration: Instant

Range: No Range

END: 6

Teleportation 10", x500 Noncombat (60 Active Points); OAF Immobility (-2), Extra Time (1 Turn; -¼). Total cost: 14 points.

SWIMMING

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

A character with Swimming can swim on or through water and other liquids. Each +1" of Swimming purchased adds to the character's normal 2" of Swimming.

SWINGING

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

A character with Swinging can swing great distances from a line (assuming he has an appropriately tall structure or object to attach his swingline to). The character can also move upwards by climbing or pulling himself up a swingline. Some examples of Swinging include jungle characters who cross the jungle by swinging from vines and arachnid-based superheroes who create their own "webs" to swing from.

TELEKINESIS

Type: Standard Power/Attack Power
 Duration: Constant
 Range: 5" x Active Points
 Costs END: Yes
 Cost: 3 Character Points for every 2 points of Telekinetic STR

A character with Telekinesis ("TK") can manipulate objects at a distance. Some examples of TK include psychokinesis (manipulating objects with mental force) and magical spells which allow wizards to move huge blocks of stone effortlessly.

A character can use Telekinetic STR any way he can use normal STR — it can pick things up, Grab characters, "squeeze" something, throw things, or "punch" an opponent. (Normal rules for these actions, including the Range Modifier, apply unless the GM rules otherwise.) Telekinesis can move an object a number of inches per Phase equal to the number of inches which the Telekinetic could throw the object (see page 18). However, a character can't pick himself up with Telekinesis or grab a flying character and be dragged along.

The GM may require a character with Telekinesis to make a DEX Roll to perform fine work (such as typing, threading a needle, or using Lockpicking), or may forbid it entirely unless the character pays +10 Character Points to buy *Fine Manipulation* for his Telekinesis.

TELEPATHY

Type: Mental Power
 Duration: Instant
 Range: Line Of Sight
 Costs END: Yes
 Cost: 5 Character Points for every 1d6 of Telepathy

A character with Telepathy can read or send thoughts. Some examples of Telepathy include classic mind-reading abilities and some truth drugs.

To use Telepathy, the character makes an ECV Attack Roll. If successful, he declares the desired Telepathy level, makes a standard Effect Roll (page 39), subtracts the target's Mental Defense (if any), and compares the result to the Telepathy Table. If the Effect Roll isn't sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, mental contact has been established with the target, who may make a standard Breakout Roll (page 40). If the Breakout Roll is made, the Telepathy fails, but the target is aware of the attempt to read his mind. If the Breakout Roll is not made, each Phase thereafter the telepath can search for one fact, or get the answer to one question; the target will be aware of the fact that his mind is being read with Telepathy.

Telepathy cannot be used to alter or remove another character's memories or Psychological Limitations. Doing that requires Mind Control (for short-term effects) or Transform (for long-term or permanent effects).

TELEPATHY TABLE**Total rolled on dice minus**

Mental DEF is:	Effect
Greater than EGO	The telepath can read or send surface thoughts
EGO +10	The telepath can read deep, hidden thoughts
EGO +20	The telepath can read into the target's memory
EGO +30	The telepath can read into the target's subconscious
Modifiers (can be applied at any level)	
+20	Telepathy cannot be detected by target

TELEPORTATION

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

A character with this Movement Power can move from one point to another without physically traveling through the space in between the two points (typically the character "disappears" at the first point and "reappears" at his desired destination).

Normally a character can only Teleport himself, his clothes, and his personal effects (including Foci). This is assumed to be a total weight of 100

kilograms. For each +5 Character Points, the character can double the amount of weight he can carry (200 kg, 400 kg, and so forth), thus allowing him to take his friends along when he Teleports.

Teleportation has a Noncombat Movement mode like all other Movement Powers; Noncombat Teleportation takes one extra Phase, regardless of how far the character Teleports. Characters cannot use Teleportation to perform Move Throughs or Move Bys.

TRANSFER

Type: Adjustment Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 15 Character Points for every 1d6 of Transfer

A character with Transfer can temporarily take points from an opponent's Characteristic or Power and add those points to one of his own Characteristics or Powers.

To use Transfer, the character makes an Attack Roll. If successful, he rolls his Transfer dice. The total on the dice, minus the target's Power Defense (if any), is the number of Active Points of an opponent's Characteristic or Power which are Transferred.

When the character purchases Transfer, he specifies what Characteristic(s) or Power(s) it drains Character Points from and which Characteristic(s) or Power(s) receive the Transferred points. The character may choose to set up a ratio of Character Points between different Characteristics or Powers (for example, half the points go to END, half to STR). He may Transfer the Character Points to a different Characteristic or Power than they were taken from — for example, a character could Transfer points from an opponent's STR to his own STUN.

TRANSFORM

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 5 Character Points for every 1d6 Cosmetic Transform; 10 Character Points for every 1d6 Minor Transform; 15 Character Points for every 1d6 Major Transform

A character with Transform can change a target into something else or impose a lasting change on it. Some examples of Transform include spells that turn princes into toads, the ability to permanently blind people, or the power to transmute things to stone. You can use Transform to simulate any attack which has a long-term or permanent effect (other than injury or death) on the target, or to create objects out of thin air. The cost of Transform depends on how radical the Transformation is (see accompanying table).

To use Transform, the character makes an Attack Roll. If successful, he rolls the Transform dice, counts the total, and subtracts the target's Power Defense (if any). If the remaining total is equal to or greater

TRANSFORM TABLE

Type	Cost for every 1d6	Examples
Cosmetic	5 Character Points	Changes object's appearance only, not its function: changing someone's hair color, making passable food into better fare
Minor	10 Character Points	Minor changes in the target's functions: rendering inedible food edible, turning a dagger into a sword
Major	15 Character Points	Major changes in the target's functions, or completely and fundamentally altering the target: turning base metals into gold, transforming a living being into a stone statue, rendering a person blind or permanently paralyzed, turning a handsome prince into a frog.

than twice the target's normal full BODY, the target is Transformed. If the total is less than twice the target's normal full BODY, he suffers no ill effects from the Transform (though his appearance may alter slightly, which alerts him to what's happening to him). However, the target must keep track of the "damage" he has taken from that Transform. If he is later attacked with the same Transform, the additional Transform "damage" is added to the previous "damage" to determine whether a Transformation has occurred. When the accumulated Transform damage equals twice the target's normal full BODY, the Transformation takes place. Transform "damage" from different Transforms is not added together; you must keep track of "damage" from each Transform separately.

Transform ordinarily only affects a character's body, not his mind. To Transform his mind — for example, to implant or remove memories, or make someone a willing slave — the Transform must have the *Based On EGO Combat Value* Advantage (page 64). In this case the Transform works against EGO, not BODY.

When a character buys Transform, he must define a way for the target to regain its normal form; he may not change this method later. A Transform could heal as if it were BODY damage, through a second application of the same or similar power, or when some special action is taken (such as getting a princess to kiss the victim, or taking the victim to a particular location).

TUNNELING

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

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

Characters cannot use Tunneling on living creatures to cause damage. A character trapped in an Entangle cannot use Tunneling to escape from it.

EXAMPLE POWERS

SPELL OF PETRIFICATION

Effect: Major Transform 6d6

Target: One character

Duration: Instant

Range: 450"

END: 9

Major Transform 6d6 (living being into stone statue, heals back through another application of this or a similar spell) (90 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Limited Target (living beings only; -¼), Requires A Magic Skill Roll (-½). Total cost: 28 points.

MOLE MACHINE

Effect: Tunneling 12" through DEF 15 materials

Target: Self

Duration: Constant

Range: Self

END: 7

Tunneling 12" through DEF 15 materials (69 Active Points); OIF (-½), No Noncombat Multiple (-¼). Total cost: 39 points.

ADVANTAGES



AREA OF EFFECT EXAMPLE

Pulsar buys an Energy Blast 6d6 (30 Active Points). He decides to add Area Of Effect (Radius; +1). That increases the cost of the Power to 60 Active Points. The Area Of Effect has a Radius of (30/10 =) 3". (It's not 6" because you don't use the Active Points provided by the *Area Of Effect* Advantage to determine the size.)

If Pulsar had chosen to make his Area Of Effect a Cone, it would be a triangle-shaped area with each side 7" (1 + (30/5)) long.

If Pulsar had chosen to make his Area Of Effect a Line, it would be 1" wide and 12" ((30/5) x 2) long.

Later on, Pulsar decides to make his Area Of Effect (Radius) bigger. He increases the cost to +1¼, which means the Power costs (30 x (1 + 1¼) =) 67 Active Points. The Radius is now 6" (3" x 2).

Sometimes you want to make a power or ability better than what you can create with just Powers. In that case, you should consider applying an *Advantage* to the power.

Advantages modify ordinary Powers to make them more useful and effective — but since they make a Power better, they also increase its Active Point cost. For example, to build a grenade, you might buy a Ranged Killing Attack 2d6 with the *Explosion* Advantage. But while you'd only pay 30 Character Points for an ordinary RKA 2d6, one with *Explosion* costs 45 Character Points.

Buying Advantages

Each Advantage has a multiplier value which you use to figure the Active Cost of a Power plus Advantage. The Active Point cost of a Power with Advantages equals:

$$\text{Active Cost} = \text{Base Cost} \times (1 + \text{total value of all Advantages})$$

Example: Sapphire wants to buy an Energy Blast 8d6 with the +½ Advantage Armor Piercing. Sapphire's Energy Blast has an Active Cost of 40 x (1 + ½) = 60 Points.

You apply Advantages to Powers after applying any other modifier that increases the Power's cost. For example, suppose a character has Teleportation 10" and can carry x4 mass (which costs +10 Character Points). Now he wants to make the Power *Reduced Endurance* (0 END; +½). You apply the Advantage *after* adding the +10 points, so the final cost is: ((20 + 10) x 1½) = 45 Character Points.

Using Advantages

If a character buys an Advantage for a Power, he must always use that Advantage when using that Power. He can't "turn off" the Advantage.

Adding an Advantage increases a Power's END cost, since it increases the Power's Active Points. In the example above about Sapphire's Energy Blast, ordinarily an Energy Blast 8d6 would cost 4 END (40/10 = 4). But an Energy Blast 8d6, *Armor Piercing* (+½) costs 6 END (60/10 = 6).

ADVANTAGES SUMMARY TABLE

Advantage Name	Description
Affects Desolidified	Power can affect Desolidified characters
Area Of Effect	Power affects everyone within a defined area, targets DCV 3
Armor Piercing	Only half of target's defenses apply against the attack
Autofire	Power can fire up to 5 shots
Based On ECV	Power works like a Mental Power
Charges	Power has a large number of uses per day
Damage Shield	Power surrounds character, affects anyone touching him
Duration Advantages	Improve power's duration
Explosion	Power affects everyone within a defined area, targets DCV 3, but becomes less effective as it spreads outward
Invisible Power Effects	Power cannot be perceived
No Normal Defense	Power ignores conventional defenses, but only does STUN damage
Personal Immunity	Power doesn't affect character who uses it
Range Advantages	Improve power's range, or make it work better at range
Ranged	Makes non-ranged power work at range
Reduced Endurance	Power costs less (or no) END
Uncontrolled	Power can maintain itself without conscious thought or effort from character

ADVANTAGE DESCRIPTIONS

AFFECTS DESOLIDIFIED

Value: +½

A Power with Affects Desolidified can affect a character or object who is Desolidified just as if the target were solid.

AREA OF EFFECT

Value: Varies (see below)

Powers with Area Of Effect affect all targets in an area. Areas Of Effect come in different sizes and shapes; a character must choose which shape Area Of Effect his power has when he buys it, and cannot change it thereafter.

One Hex (+½): An Area Of Effect (One Hex) fills one single hex (an area 2 meters wide and broad).

Radius (+1): An Area Of Effect (Radius) is a circle. The circle has a radius in hexes equal to the Active Points in the Power divided by 10.

Cone (+1): An Area Of Effect (Cone) is triangular. The triangle has sides which are each 1 + (the Active Points in the Power divided by 5) hexes long.

Line (+1): An Area Of Effect (Line) is a 1" wide line with a length in hexes equal to 2 times (the Active Points in the Power divided by 5).

You can double the size of an Area Of Effect of any type for an additional +¼ Advantage (thus, +¼ for x2 size, +½ for x4 size, and so on).

When calculating the size of an Area Of Effect, *do not* use the Active Points provided by the *Area Of Effect* Advantage itself — just the Active Points from the Power and any other Advantages it has.

Using An Area Of Effect Attack

When a character uses an Area Of Effect attack, he chooses a hex to target. He makes an Attack Roll against that hex, which has DCV 3. The DCVs of the characters caught in the Area Of Effect don't matter — if the character's Attack Roll hits DCV 3, he hits everyone covered by the Area Of Effect.

If the Area Of Effect attack succeeds, you have to place the Area over the target zone properly. For a Radius, place the *center hex* of the Radius on the hex that was hit. For a Cone, place the *hex at the "point"* toward the character on the hex that was hit. For a Line, place the *first hex in the Line* on the hex that was hit, with the rest of the Line projecting away from the character.

An Area Of Effect affects everyone within the "footprint"

of the area (roll the damage once and apply it in full to everyone in the Area). Targets in the area cannot Dodge or Block the attack. If an Area Of Effect attack misses, it misses entirely and has no effect on anyone.

If an Area Of Effect attack has No Range (see pages 36, 71), then the target hex is automatically the hex the character is standing in (he takes the damage unless the attack also has *Personal Immunity*). However, for a Cone or Line, the character may define the target hex as the hex immediately in front of him (this is a good way to build abilities like a dragon's breath or a wide laser beam).

ARMOR PIERCING

Value: +½

Armor Piercing ("AP") allows an attack to cut through defenses more easily: it reduces the target's defenses by *half*. For example, if a character takes 28 STUN from an AP attack, and he has 20 points of defense, he only applies half his defenses — 10 — to the attack, so he takes 18 STUN.

To counteract Armor Piercing, characters can buy defenses with the *Hardened* Advantage (page 39).

AUTOFIRE

Value: +½

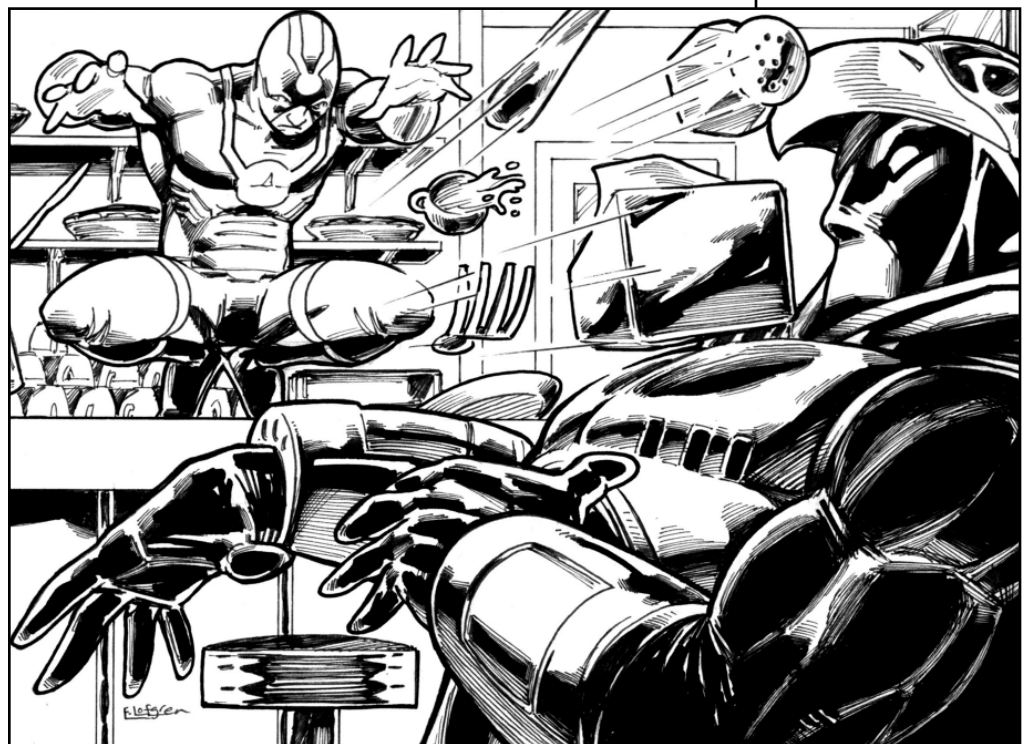
A character can use a Power with Autofire to hit a target more than once in a single Phase, or to hit multiple targets with the same attack. He can fire up to five shots. See pages 92-93 for Autofire rules.

A character using an Autofire attack must pay END (or use 1 Charge) for each separate shot (if he applies the *Reduced Endurance* Advantage to an Autofire attack, the value of Reduced Endurance is *doubled*). Each hit from a Autofire attack applies separately against the target's defenses.

If a character buys Autofire for an attack that

CALCULATING ADVANTAGES AND LIMITATIONS

Don't have a calculator handy? You can still determine the effect of Advantages and/or Limitations on the cost of a power by using the reference tables on page 66. The Advantages Quick-Reference Table tells you the Active Points in a power; the Limitations Quick-Reference Table tells you the Real Points in a power.



EXPLOSION EXAMPLE

Kasdreva has an Energy Blast 8d6, Explosion (60 Active Points). He attacks with this Power and hits his target hex. For damage he rolls 1, 2, 3, 3, 4, 5, 6, 6. The target hex takes $1+2+3+3+4+5+6+6 = 30$ STUN and $0+1+1+1+1+1+2+2 = 9$ BODY. Someone 2" away from the target hex would take the same damage, less the two sixes: $1+2+3+3+4+5 = 18$ STUN and $0+1+1+1+1+1 = 5$ BODY.

doesn't require a normal Attack Roll or isn't applied against standard defenses (PD and ED) — including all Mental Powers, Darkness, Drain, Suppress, Transfer, Transform, or attacks with the Advantages *Area Of Effect*, *Explosion*, or *No Normal Defense* — then he must pay an additional +1 for Autofire.

BASED ON EGO COMBAT VALUE

Value: +1

Powers with Based On ECV ("BOECV") function mostly like Mental Powers (page 39). They use an ECV Attack Roll rather than one based on normal Combat Value. They have a range of Line Of Sight, and can affect Desolidified characters. Mental Defense applies against them, rather than the standard defense. But BOECV powers are visible and do not provide the character with Mental Awareness.

CHARGES

Value: Varies (see page 68)

Because a Power with Charges uses no END, a Power with a lot of Charges is actually better than a normal Power, and must be bought with an Advantage. See *Charges*, page 68.

DAMAGE SHIELD

Value: +½

This Advantage allows a character to set up a field around himself which causes damage to any target that contacts it.

A Damage Shield inflicts damage on anyone who makes a successful Attack Roll in HTH Combat to hit or Grab the character. It also inflicts damage on anyone whom the character Grabs, but not on someone he simply hits. The Damage Shield does *not* prevent the character from taking damage when hit or Grabbed (it's not a defense).

To create a Damage Shield, a character buys any Attack Power and applies this Advantage to it. The Power must be Constant (either inherently or because he has purchased *Continuous* for it). If the Attack Power is normally Ranged, it automatically becomes a No Range Power when the character purchases Damage Shield for it (the character gets no Limitation for this).

DURATION ADVANTAGES

Value: Continuous: +1
Persistent: +½

These Advantages improve a Power's duration.

Continuous

This Advantage converts an Instant Power into a Constant Power (see page 36).

Persistent

This Advantage converts an Instant or Constant Power into a Persistent Power (see page 36). The Power must cost 0 END, either inherently or because the character applies the Advantage *Reduced Endurance* (0 END; +½) to it.

EXPLOSION

Value: +½

This Advantage is similar to Area Of Effect (Radius), but the Power loses effectiveness as it spreads out from the center — it has an "explosive" effect, in other words.

To use an Explosion attack, make an Attack Roll against a target hex (which has DCV 3). If the attack hits, roll the damage. The full damage applies to the hex in the center of the Explosion. For each hex out from there, subtract one die of damage (highest die first) until no more are left. The amount of damage someone within the "blast radius" takes depends on how close they are to the center — one in the center takes the full damage; one 3" away from the center takes the full damage minus the three highest dice.

INVISIBLE POWER EFFECTS

Value: Varies (see below)

Most Powers and/or their sources can be perceived (see page 36). This Advantage makes them invisible. To make a Power invisible to the Sight Group is a +½ Advantage. To make a Power invisible to any other Sense Group is a +¼ Advantage. For a flat +1 Advantage, a Power is invisible to all of the Sense Groups.

Since Mental Powers are already mostly invisible, characters can make them fully invisible for a +½ Advantage.

NO NORMAL DEFENSE

Value: +1

A Power with No Normal Defense ("NND") ignores conventional defenses. For example, if a character applies NND to Energy Blast, the EB ignores the usual PD, ED, Force Field, or Armor — the target takes the full damage rolled on the dice. NND attacks do *STUN damage only*; they cannot do BODY damage.

A character who buys an NND attack must define a reasonably common Power or circumstance, or a set of uncommon Powers or circumstances, as a valid defense against it. If the target has this defense, he totally ignores the attack; it does no damage to him at all.

Some examples of NNDs include knockout poisons and drugs (defense is Life Support (Immunity)), sonic attacks (defense is Hearing Group Flash Defense, covering one's ears, or being deaf), and tasers (the defense is any form of Resistant ED).

PERSONAL IMMUNITY

Value: +¼

This Advantage prevents the character from being affected by his own power. If bought for an attack (such as an Area Of Effect attack with No Range), that attack can't harm the character; if bought for Darkness, the character can perceive through it normally. This has no effect on other characters' similar powers, however.



RANGE ADVANTAGES

Value: Increased Maximum Range: $+\frac{1}{4}$
 No Range Modifier $+\frac{1}{2}$

These Advantages affect how a Power works at range.

Increased Maximum Range

This Advantage increases a Power's maximum range. For every $+\frac{1}{4}$ Advantage, multiply the maximum range of the Power by five (don't include this Advantage when calculating the Active Points upon which the Power's range is based). The Power still suffers the standard Range Modifier, however.

No Range Modifier

A character using a Power with this $+\frac{1}{2}$ Advantage ignores the Range Modifier (page 92). The Power has as good a chance to hit at its maximum range as at point blank range.

RANGED

Value: $+\frac{1}{2}$

Powers which ordinarily have No Range (such as Aid, Drain, or Transfer) can be used at Range if a character purchases this Advantage for them. The Power gains a range of 5" x Active Points and suffers the standard Range Modifier.

REDUCED ENDURANCE

Value: $+\frac{1}{4}$ (half END) or $+\frac{1}{2}$ (0 END)

This Advantage reduces the normal END cost of a Power. For a $+\frac{1}{4}$ Advantage, reduce the Power's END cost by half; for a $+\frac{1}{2}$ Advantage, reduce the Power's END cost to 0. Do not include the Character Points added by this Advantage when calculating a Power's END cost.

UNCONTROLLED STOP

Value: $+\frac{1}{2}$

A Constant Power with this Advantage can maintain itself without conscious thought from its user.

To set up an Uncontrolled power, the character must activate and use the Power as normal (including succeeding with an Attack Roll, if necessary). If he succeeds, he feeds as much END as he desires into the power to create a pool of END to fuel it. The Uncontrolled power runs for as long as there is END to power it. However, any power bought with this Advantage must have a reasonably common and obvious set of circumstances which turns it off.

Once a character has set up an Uncontrolled power, he's not restricted in any way. He can, for example, make more attacks or move away from the Uncontrolled power without affecting it at all. Even if he's Stunned or Knocked Out, the Uncontrolled power keeps working until it runs out of END.

ADVANTAGES AND LIMITATIONS CALCULATIONS TABLES

These tables are a quick-reference for calculating the effects of Advantages and Limitations when you don't have a calculator handy. To determine the Active Cost of a power with Advantages, find the base cost of the power in Character Points across the top, then cross-reference with the total value of all Advantages applied in the left-hand column (the value listed is before the base 1 is added). To determine the Real Cost of a power with Limitations, find the Active Cost of the power in Character Points across the top, then cross-reference with the total value of all Limitations applied in the left-hand column (the value listed is before the base 1 is added).

ADVANTAGES CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+¼	6	12	19	25	31	37	44	50	56	62	69	75	81	87	94	100	106	112	119	125
+½	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150
+¾	9	17	26	35	44	52	61	70	79	87	96	105	114	122	131	140	149	157	166	175
+1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
+1¼	11	22	34	45	56	67	79	90	101	112	124	135	146	157	169	180	191	202	214	225
+1½	12	25	37	50	62	75	87	100	112	125	137	150	162	175	187	200	212	225	237	250
+1¾	14	27	41	55	69	82	96	110	124	137	151	165	179	192	206	220	234	247	261	275
+2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
+2¼	16	32	49	65	81	97	114	130	146	162	179	195	211	227	244	260	276	292	309	325
+2½	17	35	52	70	87	105	122	140	157	175	192	210	227	245	262	280	297	315	332	350
+2¾	19	37	56	75	94	112	131	150	169	187	206	225	244	262	281	300	319	337	356	375
+3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400

LIMITATIONS CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
-¼	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
-½	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
-¾	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	48	51	54	57
-1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
-1¼	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
-1½	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
-1¾	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	34	36
-2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
-2¼	1	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
-2½	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	28
-2¾	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
-3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25

LIMITATIONS



Sometimes you have an idea for a power or ability that's not quite as good as normal. Maybe it only works a few times a day, or it takes a long time to turn on, or it doesn't always work. In the *HERO System*, you represent this by applying a *Limitation* to the power.

A Limitation describes situations or conditions in which a Power does not function, functions less effectively, or suffers some other restriction. Because they make a Power less useful, Limitations lower its cost. Most importantly, though, Limitations help you develop your character's conception and background. Many backgrounds automatically suggest particular Limitations, and vice versa. Be careful not to take too many Limitations on a single power, though — the GM will use those weaknesses against your character.

THE UNIVERSAL RULE OF LIMITATIONS

A very simple rule governs all Limitations:

A Limitation which doesn't limit the character isn't worth any bonus!

A Limitation has to actually restrict, hinder, or otherwise cause problems for a character, or it's not legitimate. For example, in many campaigns the Limitation *Does Not Work Against Magic* would be valid, because magic exists. But if you're in a game where magic does not exist, this isn't a legitimate Limitation — it doesn't restrict the character because he's never going to encounter magic. The GM must approve all Limitations before allowing them in play.

Taking Limitations

Each Limitation has a divisor value that you use to determine the Real Cost of the power. Add up the total value of all Limitations on a power (treat them as positive numbers even though they're listed with a minus sign), and then use this formula:

$$\text{Real Cost} = \frac{\text{Active Cost}}{1 + \text{total value of all Limitations}}$$

The Real Cost is the number of Character Points the character must spend to buy the power. The Active Cost is the number of Character Points the power has when figuring its effect and END cost — the power plus all Advantages (page 62). The "total value" is the total of the listed values for the Limitations the power has.

Example: *Lorraine d'Arbois, a space pilot, buys 15 Character Points in HKA with the Limitation Obvious Inaccessible Focus (Powered Armor Blaster). This Limitation is worth -½. That means the Real Cost is $(15 / (1 + ½)) = 10$. She pays 10 Character Points for 15 Active Points of HKA.*

Example: *Lazer wants to build an energy pistol which does Energy Blast 8d6, Armor Piercing damage; that's $(40 \times (1 + ½)) = 60$ Active Points. The pistol only has 12 Charges (-¼) and it's an Obvious Accessible Focus (-1). Thus, the Real Cost is $(60 / (1 + ¼ + 1)) = 26.67$, which rounds to 27 Character Points. Lazer pays 27 Character Points for his 60 Active Point pistol.*

APPLYING ADVANTAGES AND LIMITATIONS TO THE SAME POWER

Although Advantages and Limitations are listed with a plus and a minus, do not add the Advantages and subtract the Limitations to get one total modifier. Apply the total Advantages and total Limitations separately to the cost of a power.

Example: *Lisa creates a throwing knife for her thief character. She wants to buy an HKA 1d6 with the Advantage Ranged (+½) and the Limitation Obvious Accessible Focus (-1). She cannot subtract the Advantage from the Limitation to get a total -½ Limitation (which would make the knife cost 10 points). Instead, she must first apply the Advantage (for an Active Point cost of 22) and then the Limitation (for a Real Point cost of 11).*

LIMITATIONS SUMMARY TABLE

Limitation Name	Description
Activation Roll	Power only works some of the time, based on a roll
Always On	Power cannot be turned off
Charges	Power can only be used a few times per day
Concentration	Character has reduced DCV and PER Rolls when activating or using power
Endurance Limitations	Power costs END, or more END than normal
Extra Time	Power takes longer than normal to activate or use
Focus	Power works through an object or device
Gestures	Character must make special, distinctive gestures to use power
Incantations	Character must speak special, distinctive words to use power
Limited Power	Power is restricted in some way defined by character
Linked	Power can only be used when another power is used
Only In Heroic Identity	Power only works for one of the character's identities
Range Limitations	Power has no range, or less range than normal
Requires A Skill Roll	Character must make a Skill Roll to use power
Side Effects	If power fails to work, character suffers harm
Visible	A normally invisible power is perceivable

CONTINUING CHARGES EXAMPLE

The Verdict, a gun-toting vigilante, wants to buy four smoke grenades. He wants to convert the 4 Charges into Continuing Charges, because a cloud of smoke that only lasts for a Phase doesn't help him much. He decides he wants the smoke cloud to last for 1 Turn (12 seconds). The Continuing Charges Table says that for a 1 Turn duration, the value of the Limitation goes down two levels on the Charges Table. Counting down two levels from 4 Charges (-1), the Verdict comes to 7-8 Charges (-½). So, his 4 Continuing Charges lasting 1 Turn each are worth a -½ Limitation.

LIMITATION DESCRIPTIONS

ACTIVATION ROLL

Value: Varies (see table)

A Power with this Limitation only works some of the time — it's unreliable. Examples include Armor that covers only part of the body, or complicated gadgets that don't always work. The Activation Roll table shows the Activation Roll and the Limitation value.

To use a Power with an Activation Roll, the character must roll the Activation Roll number or less on 3d6 *each Phase he wants to use or maintain it* (even if the Power is Constant). If the roll succeeds, he can use the power; if it fails, he cannot use the power that Phase.

Characters make Activation Rolls after all other preparations: they must spend the END for the power regardless of whether the Activation Roll succeeds. If the power is an Attack Power, attempting to use it is an Attack Action even if the power fails to activate.

ACTIVATION ROLL

Roll	Value
8-	-2
9-	-1½
10-	-1¼
11-	-1
12-, 13-	-¾
14-	-½
15-	-¼

ALWAYS ON

Value: -½

If a character can never turn off a power, and this restricts and hinders him, he may take the Limitation *Always On* for that power. Before a power can take Always On, it must first have the Advantages *Reduced Endurance* (0 END) and *Persistent* (unless it is naturally Persistent).

CHARGES

Value: Varies (see table)

A character can only use a Power with this Limitation a limited number of times per day. Examples include a gun with just ten shots or a magic spell that only works once a night. The number of uses determines the value of the Limitation.

A power which has Charges does not cost END to use. Since that is useful in some ways, if a power has a lot of Charges (more than 16), Charges becomes an *Advantage* instead. However, as an Advantage it can never be worth more than +1, no matter how many Charges the power has (Recoverable Charges are an exception to this).

Charges Options

Here are a few ways to change or increase the effectiveness of Charges:

CHARGES TABLE

Number Of Uses	Charges Value	Recoverable Charges Value
1	-2	-1¼
2	-1½	-1
3	-1¼	-¾
4	-1	-½
5-6	-¾	-¼
7-8	-½	-0
9-12	-¼	+¼
13-16	-0	+½
17-32	+¼	+¾
33-64	+½	+1
65-125	+¾	+1¼
126-250	+1	+1½
251-500	+1	+1¾
...and so forth.		

Clips: A character can split a power's Charges up into *clips* having fewer Charges than his overall total. If a character takes a Limitation value one step down the Charges Table, he can have two times the number of clips of those Charges.

For example, normally a character who has 8 Charges gets a -½ value for the Limitation. If he reduces the value one step down the table (to -¼), he can have two clips, each with 8 Charges. Thus, he's got 16 Charges overall, but they're split into two clips of 8.

Changing Clips takes a Full Phase (but see Fast Draw, page 26).

Continuing Charges: Charges normally last for, at most, a character's Phase, which means they're not efficient for Constant Powers like Flight or Darkness. Characters can make Charges last longer by converting them into *Continuing Charges*.

Continuing Charges only apply to Constant or Persistent Powers. A Continuing Charge functions like a Constant Power (page 36) in terms of when and how it affects targets. However, all powers bought with Continuing Charges must include a reasonably common way to turn the power off. If the power turns off for any reason, the Charge is consumed; the character must use another Charge to reactivate the power.

Converting a Charge into a Continuing Charge reduces the value of the Limitation (and may even turn it into an Advantage). See the Continuing Charges Table.

CONTINUING CHARGES TABLE

Duration	Change in Charge Limitation
Full Phase	No change
Extra Phase	-1 level on Charges table
1 Turn	-2 levels on Charges table
1 Minute	-3 levels on Charges table
5 Minutes	-4 levels on Charges table
20 Minutes	-5 levels on Charges table
...and so forth	

Recoverable Charges: Sometimes characters can quickly recover a Charge after using it. Examples include a knife the character throws, or arrows he shoots — after the battle's over, he can recover them and use them again. These are called *Recoverable Charges*, and they have a value listed on the Charges Table.

Charges Never Recover: Charges which Never Recover — such as a magic wand with a limited supply of arcane “energy” — are worth an additional -2 Limitation.

CONCENTRATION

Value: Varies (see below)

This Limitation requires the character to concentrate while activating or using a Power, making him less able to defend himself or take notice of events occurring around him.

If a Concentrating character is at ½ DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth -¼.

If a Concentrating character is at 0 DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth -½.

If a character applies Concentration to a Constant Power and has to Concentrate as long as the power remains in effect (instead of just in the Phase when he activates it), double the value of Concentration.

A character can only use one power requiring Concentration at a time.

ENDURANCE LIMITATIONS

Value: Costs Endurance: -¼ or -½
Increased Endurance Cost: Varies (see table)

These Limitations affect the END cost of a power.

Costs Endurance

This Limitation makes a Power that doesn't ordinarily cost END (like Armor or FTL Travel) cost END at the normal rate (Active Points/10 per Phase) and turn off if the character is Stunned or Knocked Out.

If the Power only costs END to activate, this Limitation is worth -¼. If the Power costs END every Phase the character uses it, the value is -½.

Increased Endurance Cost

A Power with this Limitation costs a character more END than normal (see accompanying table).

INCREASED ENDURANCE TABLE

Endurance Multiple	Limitation
x 2	-½
x 3	-1
x 4	-1½
x 5	-2
x 6	-2½
x 7	-3
x 8, x9	-3½
x 10	-4

EXTRA TIME

Value: Varies (see table)

A Power with this Limitation takes longer than usual to activate and/or use. Normally it requires a Zero-Phase Action to activate a Power, and for attacks, a minimum of a Half Phase Action to use the Power. A character must take longer than that to activate and/or use a Power with this Limitation. See the Extra Time Table for times and values.

While a character activates a Power with Extra Time, he may take other actions. However, the Power only activates once the proper amount of time passes. Attacks are an exception: if the character takes this Limitation for a Power requiring an Attack Roll, he cannot make another attack until the Power has been used (unless the GM gives permission otherwise).

A character can stop activating his Power at any time simply by stopping his preparations. At the GM's discretion, if the character is interrupted while activating the Power — for example, if he takes damage — it may stop activating. A character must pay the full END cost for a Power with this Limitation when he begins activating it, so he loses the END even if he stops activating it or is interrupted.

EXTRA TIME TABLE

Time Period/Duration	Value
Full Phase	-½
1 Turn (Post-Segment 12)	-1¼
1 Minute	-1½
5 Minutes	-2
20 Minutes	-2½
1 Hour	-3
6 Hours	-3½
1 Day	-4
1 Week	-4½
1 Month	-5
...and so forth	

If a Constant or Persistent Power only requires Extra Time to activate (but not to maintain every Phase), halve the value of Extra Time.

FOCUS

Value: Varies (see below)

A Power with this Limitation works through some sort of object or device. This is a very common Limitation; for example, guns, swords, magic rings, helmets, shields, and powered armor can all be Foci (plural of Focus).

There are four types of Focus Limitation:

Obvious, Accessible Focus (OAF) (-1): Anyone looking at the character knows the power comes from the Focus, and it can easily be taken away from the character (another character can Grab it, or attack it). Examples include guns (and most other weapons), shields, and magic wands.

Obvious, Inaccessible Focus (OIF) (-½): Anyone looking at the character knows the power comes from the Focus, but taking it away from him requires 1 Turn out of combat. Examples include armor, rings, and clothing.

Inobvious, Accessible Focus (IAF) (-½): It's not immediately clear where the Power comes from, but another character can easily take it away from the character (another character can Grab it, or attack it) once he figures out what it is. Examples include disguised weapons (such as cane-swords) or a magic hat that gives no indication it's the source of the character's spells.

Inobvious, Inaccessible Focus (IIF) (-¼): It's not immediately clear where the Power comes from, and even after another character figures it out, taking the Focus away from him requires 1 Turn out of combat. Examples include magic rings that don't obviously grant powers to a character.

Most Foci are *Breakable* — they have a DEF equal to the (Active Points/5) of the largest power bought through the Focus (minimum of 3), and lose one power every time an attack does BODY damage to them. However, some Foci are *Unbreakable*, meaning they cannot be damaged or destroyed in any way. This is appropriate for some magical or unique items.

Most Foci are *Universal*, meaning anyone can use them. A gun, for example, can be used not only by the character who buys it, but by anyone else. But some Foci are *Personal*, meaning only the character who buys them can use them. Enchanted items “keyed” to a single person are examples of Personal Foci.

Other Modifiers For Focus

There are two other ways to customize Focus to create specific types of objects.

Expendability: If a character uses up a Focus every time he activates the power, and must then replace the Focus before he can use the power again, it's worth an additional -¼ Limitation (or more, for particularly rare or expensive Foci). Examples include the “material components” used to cast spells in some Fantasy worlds.

Size And Mobility: If a Focus is *Bulky* (moving or using it reduces the character to ½ DCV), it's worth an additional -½ Limitation. If it's *Immobile* (it must always remain in the same place), it's worth an additional -1 Limitation. Examples include large, difficult-to-handle weapons, magic circles, and the like.

GESTURES

Value: -¼ or -½

A character can use a Power with this Limitation only if he makes gestures that are clearly visible at a distance, obviously out of the ordinary, and not usable for anything else (such as attacking with a weapon). He must be able to move freely; if he is encumbered or in a confined space, the power doesn't work. If he is restrained or Grabbed, he cannot activate and/or use the Power.

Gestures is worth -¼ in most cases, or -½ if the character must Gesture continuously while he activates and maintains a Constant Power. While Gesturing, a character cannot activate any other powers that require Gestures.

INCANTATIONS

Value: -¼ or -½

A character can use a Power with this Limitation only if he speaks loud phrases that are clearly audible at a distance, obviously out of the ordinary, and not usable for anything else (such as communicating with a comrade). He must be able to speak freely and clearly; if he is gagged or has his mouth full, the power doesn't work.

Incantations is worth -¼ in most cases, or -½ if the character must Incant continuously while he activates and maintains a Constant Power. While Incanting, a character cannot activate any other powers that require Incantations.

LIMITED POWER

Value: Varies (see table)

You can use this catch-all Limitation to construct your own Limitations if you can't find one that does what you want elsewhere in this book. The Limited Power Guidelines Table provides some suggestions for determining the value of a new Limitation, and the Limited Power Examples Table provides some example. The GM must approve all such Limitations, of course.

LIMITED POWER GUIDELINES TABLE

Value	Effect On Power
-0	Power loses less than a fourth of its effectiveness, or condition is Very Uncommon (character will rarely, if ever, be limited)
-¼	Power loses about a fourth of its effectiveness, or condition is Uncommon (character will be limited about a fourth of the time)
-½	Power loses about a third of its effectiveness, or condition is Common (character will be limited about a third of the time)
-1	Power loses about half its effectiveness, or condition is Very Common (character will be limited about half the time)
-1½	Power loses about two-thirds of its effectiveness, or condition is Extremely Common (character will be limited over half the time)
-2	Power loses almost all of its effectiveness, or condition is Ubiquitous (character will almost never get to use power)

LINKED

Value: -½

A power with this Limitation may only be used with another power. If the other power (the “greater power”) isn't being used, the character can't use the power with the *Linked* Limitation (the “lesser power”). The lesser power must be the one with the lower Active Point cost; if they have the same Active Point cost, pick one to be the “lesser power” (see the example in the sidebar on page 71).

Linked only applies to and affects the lesser power. The character can use the greater power without using the lesser power if he wants; Linked doesn't restrict the greater power at all. However, he can only use the lesser power when he uses the greater power.

LIMITED POWER EXAMPLES TABLE

Bonus	Limitation
-1	Power Only Works On Women
-¾	Power Does No STUN (only works for attacks which normally do STUN)
-¼ or -½	Power Does Not Work On Dwarves (exact value depends upon how common dwarves are in the campaign)
-¼	Power Only Works In Daylight
-¼	Power Only Works While Character Is Touching The Ground
-½	Power Only Works In Darkness
-1	Power Only Works In Twilight
-1½	Power Only Works In Water
-1½	Power Only Works During Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense Magnetic Fields
-2	Power Only Works Under A Full Moon
-½	Power Does Not Work In Darkness
-¼	Power Does Not Work In Water
-¼	Power Does No Knockback

When a character uses Linked powers, he activates and uses both of them at the same time, as a single Action. If one of the powers would reduce the target's defenses or DCV, it applies *last*.

ONLY IN HEROIC IDENTITY

Value: -¼

A character can only use a Power with "OIHID" while he is in his heroic identity. Obviously, only characters who maintain two distinct identities (for example, a superhero who maintains a secret identity, or some characters with shapechanging powers) can use this Limitation.

For this Limitation to be valid, the character must have some difficulty changing forms — the change must take at least a Full Phase, if not longer, and/or there must be other difficulties or ways to prevent him from changing identities.

Typically a power cannot take both OIHID and the *Focus* Limitation.

RANGE LIMITATIONS

Value: No Range:	-½
Limited Range:	-¼
Range Based On Strength:	-¼

This suite of Limitations affects how Ranged powers work at Range.

No Range

This Limitation means a Ranged Power does not work at Range. The character can only use it at HTH Combat range.

Limited Range

This Limitation means a Ranged Power has less Range than normal. The GM determines the exact Range based on special effects, input from the player, and so forth.

Range Based On Strength

This Limitation means the power's range depends on the STR used to throw it (see page 18). It's often used for grenades, throwing knives, and similar weapons.

REQUIRES A SKILL ROLL

Value: -½

A Power with Requires A Skill Roll ("RSR") does not work automatically or infallibly — the character must make a Skill Roll to activate it. The character must specify the Skill he uses to activate the power when he takes the Limitation, and he cannot change it thereafter. It must be a Skill that costs 3 Character Points for a Characteristic-Based Roll and +2 Character Points for each +1 to the roll. It can be a standard Skill (like Stealth or Computer Programming) or some form of the *Power* Skill (such as Magic or Speedster Tricks).

To activate the Power, the character must make a successful Skill Roll with a penalty of -1 per 10 Active Points in the Power. Making this roll is a Zero-Phase Action.

SIDE EFFECTS

Value: Varies (see table)

This Limitation means disadvantageous or harmful things happen to the character when he fails to use his Power properly. The value depends on the strength of the Side Effect.

Side Effects is usually taken for a Power which has some chance of failure — one with the Limitations *Requires A Skill Roll* or *Activation Roll*. Each time the character's attempt to activate or use the Power fails, he suffers the penalty for the Side Effect. The exact nature of the Side Effect is up to the player (with the GM's approval), but it must always be disadvantageous or harmful. Examples include the character taking half damage due to a "backlash" from the power, the character losing extra END, or the character becoming momentarily blind (Flashed).

A Side Effect automatically affects the character — no Attack Roll is necessary, and the character gets no defense against it.

SIDE EFFECTS

Value	Side Effect
-¼	Minor Side Effect: 15 Active Points, or some other minor or trivial effect
-½	Major Side Effect: 30 Active Points
-1	Extreme Side Effect: 60 Active Points
Modifiers	
x2 value	Side Effect occurs automatically whenever Power is used (or is bought for a Power which always works)

VISIBLE

Value: -¼

If a Power is normally invisible (such as Armor, Density Increase, or Mental Powers), applying this Limitation to it makes it visible per the normal rules (page 36).

LINKED EXAMPLE

Lazer wants to create a laser attack which both cuts and blinds an opponent. He buys an RKA 3d6 for 45 Character Points and a Sight Group Flash 4d6 for 20 Character Points. Since the Flash has fewer Active Points, it's the "lesser power," and Lazer applies the *Linked* Limitation to it. The Flash 4d6 now costs $(20 / (1 + \frac{1}{2})) = 13$ Character Points. Lazer can only use the Flash when he uses the RKA, but he can use the RKA without using the Flash if he prefers. When he uses both, he activates and fires them at a target at the same time as one Action. The RKA applies to the target before the Flash, since the Flash, if successful, reduces the target's DCV.

POWER FRAMEWORKS



FLEXIBLE MULTIPOWERS

At the GM's option, characters can buy Multipowers with *flexible slots*. The cost of a flexible slot is the slot's Real Points divided by 5 (in other words, it's double the cost of a normal Multipower slot). If you want a Multipower with flexible slots, all slots in the Multipower must be flexible.

The benefit to having flexible slots is that the character can use two or more powers at once, with this restriction: the Active Points in all the powers in use cannot exceed the reserve cost. For example, if a character had a 90-point Multipower with flexible slots, he could use one power at 80 points of effect and one at 10, two at 45 points of effect each, three at 30 points of effect each, or any other combination adding up to 90.

Suppose the *Energy Projection Powers* Multipower in the main text had flexible slots. It would cost $60 + 12 + 12 + 6 + 12 + 12 = 114$ Character Points. However, the character could then choose to use *Flight 15"* (30 points) and *Energy Blast 6d6* (30 points), or he could use *Energy Blast 4d6 Armor Piercing* (30 points) and *Force Field (10 PD/10 ED)* (20 points) and *Flight 5"* (10 points). But he couldn't use *Energy Blast 8d6* (40 points) and *Flight 20"* (40 points), because $40 + 40 = 80$, which exceeds the reserve cost of 60.

Characters use Power Frameworks to buy several powers which group together and draw from a common "pool" of points. This makes those powers much cheaper, but restricts how and when the character can use them. The individual powers in a Power Framework are usually referred to as "slots."

Power Frameworks are most appropriate for Superheroic games. In Heroic games, they're usually only used to represent weapons or other pieces of equipment with multiple functions (such as a three-setting laser pistol defined as a Multipower).

There are two types of Power Frameworks: Elemental Controls and Multipowers.

GENERAL RULES

A character can never buy one Power Framework in another Power Framework, nor can he have a power in one Power Framework add to or modify a power in another Power Framework. Slots within a single Power Framework cannot add together or modify each other.

Characters may not buy more than one Power in a single Power Framework slot unless those Powers are Linked or the character has the GM's permission.

Characters cannot purchase Talents and Special Powers in Power Frameworks except with the GM's permission.

ELEMENTAL CONTROL ▲

A character with an Elemental Control ("EC") has two or more powers closely related by a common special effect (for example, Fire Powers, Mental Powers, Weather Control Powers, or Telekinetic Powers).

To buy an EC, do the following:

1. Decide how many Active Points you want each of the slots to have. All slots must have the same number of Active Points.
2. Pay half that Active Point cost as the *base cost* of the EC.
3. Buy the slots. Each slot costs half the Active Point cost established in Step 1. (Thus, by paying the base cost one time, the character gets each slot at half cost.)

All slots in an EC must cost END (though they can have the *Reduced Endurance* Advantage).

A character cannot buy a Power which inherently costs no END (for example, Armor or FTL Travel) as an EC slot unless the Power has the Limitation *Costs Endurance*.

Here's an example EC of Ice Powers, where each slot has 60 Active Points:

Cost	Power
30	<i>Ice Powers</i> : Elemental Control, 60-point powers
30	1) <i>Ice Blast</i> : Energy Blast 12d6
30	2) <i>Ice Block</i> : Entangle 6d6, 6 DEF
30	3) <i>Ice Slides</i> : Running +30"

Total cost: 120 points.

Thanks to the fact that he's bought these three powers through an EC, a character with Ice Powers pays only 120 Character Points for 180 Character Points' worth of powers.

Advantages And Limitations

If you want a power in an EC slot to have an Advantage, calculate the cost of the power normally to determine the Active Points. For example, in the Ice Powers EC above, Slot 1 could be an *Energy Blast 8d6, Armor Piercing* instead of an *Energy Blast 12d6* — either one has 60 Active Points.

If a power in an EC slot has a Limitation, the Limitation applies *only to the slot cost*. It does not apply to the base cost. For example, if Slot 3 had *Activation Roll 11- (-1)*, it would cost 15 points instead of 30 (making the overall cost of the EC 105 points).

One Limitation works differently: *Charges*. If you want the whole EC to be usable only a certain number of times per day, apply *Charges* to the base cost. (If you want a slot to have its own specific number of uses, apply *Charges* to it alone.)

USING ELEMENTAL CONTROLS

A character can use any or all of the Powers in his Elemental Control at the same time — assuming he can afford to pay all the END, of course.

Because all the powers in an EC are so closely related, if another character uses a *Drain* or *Transfer* against *any* slot, it affects *every* slot *and* the base cost. In effect, this doubles the effectiveness of *Drains* and *Transfers* and applies them to every slot at once.

MULTIPOWER ▲

A character with a Multipower has two or more powers that draw from a common pool of Character Points (known as a *Multipower reserve*). The powers are cheaper than in an Elemental Control, and don't have to be closely related by a special effect, but the character can only use one of them at a time.

To buy a Multipower, do the following:

1. Define the size of the Multipower reserve and pay for it in Character Points. For example, if you want a 40-point reserve, the reserve costs 40 Character Points.
2. Buy the slots.
 - a. No slot can have more Active Points than the Multipower reserve has points.
 - b. The cost of a slot is its Real Points divided by 10.

Here's an example Multipower for a character who has energy projection powers:

Cost	Power
60	<i>Energy Projection Powers</i> : Multipower, 60-point reserve
6	1) <i>Energy Bolt</i> : Energy Blast 12d6
6	2) <i>Cutting Energy Bolt</i> : Energy Blast 8d6, Armor Piercing
3	3) <i>Deadly Energy Touch</i> : Ranged Killing Attack 3d6, No Range (-½)
6	4) <i>Energy Boost</i> : Flight 30"
6	5) <i>Energy Shield</i> : Force Field (30 PD/30 ED)
Total cost: 87 points	

As you can see, the reserve has 60 points. That means no slot in the Multipower can have more than 60 Active Points — they could have fewer than 60 Active Points (as Slot 3 does), but 60 is the maximum.

Thanks to the fact that he's bought these five powers through a Multipower, the character pays only 87 Character Points for 270 Character Points' worth of powers. However, he can only use one power at a time.

Advantages And Limitations

Advantages and Limitations apply to a slot's cost normally: Advantages increase a slot's Active Point cost, so you have to make sure it fits within the reserve amount; a Limitation reduces a slot's Real Point cost and saves points. In the example Multipower, look at Slot 2 (which has an Advantage) and Slot 3 (which has a Limitation).

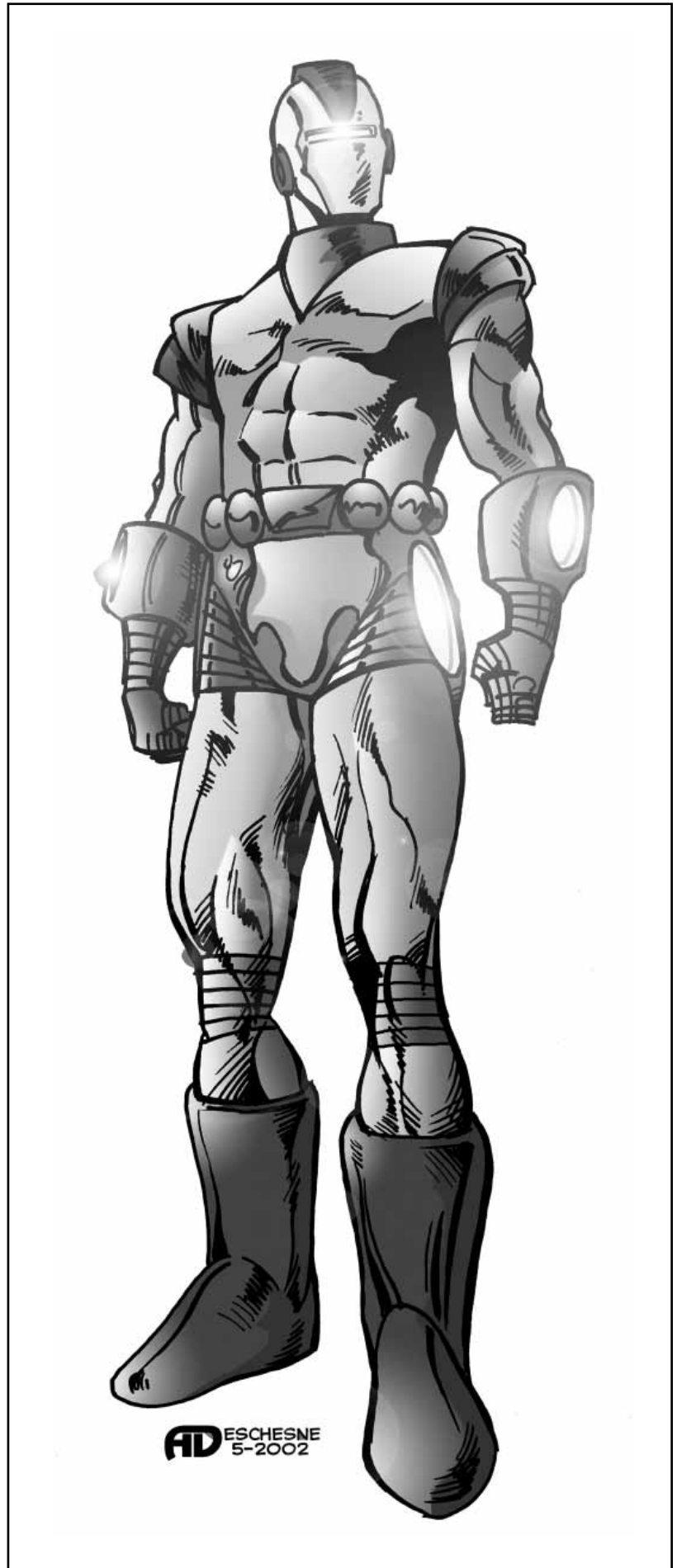
Charges is an exception. If you want the whole Multipower to be usable only a certain number of times per day, apply Charges to the reserve cost. (If you want a slot to have its own specific number of uses, apply Charges to it alone.)

USING MULTIPOWERS

The only restriction on Multipowers is that a character can only use one power in a Multipower at a time. Using the example above, if the character is using his Flight, he cannot use any of his Energy Blasts, his RKA, or his Force Field — all he can do is fly. This remains true even if he uses his Flight at less than full power. (But see the *Flexible Multipowers* sidebar on page 72.)

Changing the slots in a Multipower — switching from one power to another — is a Zero-Phase Action (page 88), but a character can only switch slots once per Phase.

Multipowers do not suffer from from any of the restrictions placed on Elemental Controls.



EXAMPLE POWERS



CREATING CYBERWARE

Many science fiction campaigns take place in settings featuring *cyberware* — special devices (or tailored tissue and organs) implanted in the body. Cyberware devices aren't usually built with the *Focus* Limitation — they're so much a part of the character that they'd require surgery to remove, so they're effectively innate abilities. However, many of them have the Limitation *Restrainable* (-¼), reflecting the fact that there are some countermeasures that other people can take to disable them. For example, in settings with cyberware, the police often have special electromagnetic pulse guns that can temporarily turn off some cyber-systems.

To show you just how varied and flexible the *HERO System* can be, here are a few example abilities. (You can find more in the sidebars on pages 45-61.) These are just examples; there may be other ways to build these abilities, or ways you can customize them by adding or removing Advantages and Limitations.

CYBERWARE

FINGERTIP BLADES

Effect: HKA 1d6, No STR Bonus
Target/Area:
Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: Small, razor-sharp, claw-like blades have been installed underneath the character's fingernails. They don't get a bonus from STR like HKAs normally do; the blades are too small for the user's STR to have any extra effect.

Game Information: *HKA 1d6 (15 Active Points), No STR Bonus (-½). Total cost: 10 points.*

MUSCLE GRAFTS

Effect: +20 STR, No Figured Characteristics
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 2 when used

Description: The character has had artificial muscles grafted onto his regular muscles. He's a lot stronger, but not any tougher.

Game Information: +20 STR (20 Active Points); No Figured Characteristics (-½). Total cost: 13 points.

REFLEX ENHANCEMENT

Effect: +10 DEX
Target/Area:
Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's nervous system has been augmented with additional artificial nerves and microcomputers, making him much more agile, fast, and accurate.

Game Information: +10 DEX (30 Active Points); *Restrainable* (-¼). Total cost: 24 points.

PSIONIC POWERS

PSYCHIC AGONY

Effect: Ego Attack 2d6
Target/Area:
Affected: One character
Duration: Constant
Range: Line Of Sight
END Cost: 4

Description: The character can make the target experience intensely painful headaches and other agonizing pains. This lasts as long as the character focuses on the victim (*i.e.*, pays END to maintain the effect).

Game Information: *Ego Attack 2d6, Continuous (+1) (40 Active Points); Extra Time (Full Phase; -½). Total cost: 27 points.*

PSYCHIC INVISIBILITY

Effect: Invisibility to Sight Group, Only Versus Beings With Minds
Target/Area:
Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can make himself invisible by "erasing" himself from the perceptions of those around him. But this only works on beings with minds; if he's filmed with a camera or the like, he shows up normally.

Game Information: *Invisibility to Sight Group (20 Active Points); Only Versus Beings With Minds (see text; -½). Total cost: 13 points.*

PSYCHOKINETIC BLAST

Effect: Energy Blast 8d6, BOECV
Target/Area:
Affected: One character
Duration: Instant
Range: Line Of Sight
END Cost: 8

Description: The character can project from his brain a blast of pure psychokinetic force strong enough to injure other people, break down doors, and so forth.

Game Information: *Energy Blast 8d6, BOECV (+1) (80 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½). Total cost: 46 points.*

SPELLS

HEALING-SPELL

Effect: Healing 4d6
 Target/Area
 Affected: One character
 Cast Time: Half Phase (Attack Action)
 Casting
 Procedures: Focus, Gestures, Incantations
 Duration: Instant
 Range: Touch
 Magic Roll: -4
 END Cost: 4

Description: This spell allows the caster to heal the injuries he or another person suffers.

Game Information: *Healing 4d6 (40 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 13 points.*

MAGEHAND

Effect: Telekinesis (10 STR), Fine Manipulation
 Target/Area
 Affected: Self One character
 Cast Time: Half Phase (Attack Action)
 Casting
 Procedures: Focus, Gestures, Incantations
 Duration: Constant
 Range: 125"
 Magic Roll: -2
 END Cost: 2

Description: This simple but effective spell allows a wizard to move and manipulate objects without having to physically touch them. It uses the optional *Fine Manipulation* ability for Telekinesis.

Game Information: *Telekinesis (10 STR), Fine Manipulation (25 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.*

MYSTIC BOLT

Effect: RKA 2d6, No Range Modifier
 Target/Area
 Affected: One Hex
 Cast Time: Half Phase (Attack Action)
 Casting
 Procedures: Focus, Gestures, Incantations
 Duration: Instant
 Range: 300"
 Magic Roll: -6
 END Cost: 6

Description: This spell fires a bolt of mystic force at a target hex. All characters in the target hex take the damage. The spell has a range of 300" and suffers no Range Modifier penalties.

Game Information: *RKA 2d6, Area Of Effect (One Hex; +½), No Range Modifier (+½) (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 20 points.*

SUPERPOWERS

ICY PRISON

Effect: Entangle 6d6, 6 DEF, Vul. (fire/heat)
 Target/Area
 Affected: One character
 Duration: Instant
 Range: 300"
 END Cost: 6

Description: The character can encase his foes in solid blocks of ice. Fire and heat attacks are especially effective at freeing the trapped person.

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); Vulnerable (Entangle takes x2 damage from Fire/Heat attacks; -1). Total cost: 30 points.*

POWER STAFF

Effect: Elemental Control of Energy Powers
 Target/Area
 Affected: Varies
 Duration: Varies
 Range: Varies
 END Cost: Varies

Description: The character possesses an artifact of great power — a Power Staff created by the super-scientist of a benevolent alien species. With it he can project blasts of power, fly, protect himself, and so forth... but if he's not careful, his enemies can take it away from him!

Game Information:

Cost	Power
30	<i>Power Staff: Elemental Control, 60-point powers</i>
15	1) <i>Power Blast I: Energy Blast 12d6; OAF (-1)</i>
15	2) <i>Power Blast II: RKA 4d6; OAF (-1)</i>
15	3) <i>Power Shackles: Entangle 6d6, 6 DEF; OAF (-1)</i>
15	4) <i>Energy Hand: Telekinesis (40 STR); OAF (-1)</i>
15	5) <i>Power Shield: Force Field (20 PD/20 ED), Hardened (+¼), Reduced Endurance (½ END; +¼); OAF (-1)</i>
15	6) <i>Power Barrier: Force Wall (6 PD/6 ED, 5" long and 2" high), Reduced Endurance (0 END; +½); OAF (-1)</i>
15	7) <i>Power Flying: Flight 20", Reduced Endurance (0 END; +½); OAF (-1)</i>

Total cost: 135 points.

X-RAY VISION

Effect: X-Ray Vision
 Target/Area
 Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 1

Description: The character has the power to see through walls and the like. Unlike normal senses, using this one can tire him out.

Game Information: *X-Ray Vision (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

CREATING SPELLS

Many types of gaming campaigns, particularly *Fantasy Hero* games, feature magic. This page has some example spells that characters could cast. You can find more spells on page 119 as part of the character sheet for Valerius the Harper. For thousands more spells, see *The Fantasy Hero Grimoire* from Hero Games.

The way you create spells in the *HERO System* varies depending on how the magic system for the world works. The spells on this page are for a magic system that requires all spells to have the following Limitations: OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), and Requires A Magic Roll (-¼) (the *Magic Skill* is a form of the *Power Skill*). Other magic systems might build spells with other Limitations, or no standard Limitations at all; *Fantasy Hero* discusses this subject in detail.

All of these spells take at least a Half Phase Action to cast. That's a standard rule in *Fantasy Hero* games.

DISADVANTAGES



Characters have weaknesses as well as strengths; you need both to create an interesting, well-rounded individual. In the *HERO System*, you represent a character's weaknesses with *Disadvantages*. Disadvantages help develop a character's background and personality, and provide the GM with interesting ideas for adventures. To encourage characters to take them, Disadvantages give the character more Character Points to spend.

Superheroic characters can have up to 150 Character Points' worth of Disadvantages; Heroic characters can have up to 75 Character Points of Disadvantages (see page 14). A character doesn't have to take the full amount of Disadvantages available to him — or any Disadvantages at all, for that matter.

DISADVANTAGES SUMMARY TABLE

Disadvantage Name	Description
Accidental Change	Character sometimes involuntarily changes between two forms or identities
Dependence	Character suffers harm if he does not regularly have some substance or item
Dependent NPC	Character must protect/help an NPC who often gets into trouble
Distinctive Features	Character has an unusual, distinctive feature
Enraged/Berserk	Character sometimes loses control of himself
Hunted	Character is pursued by an enemy
Physical Limitation	Character suffers from some physical handicap
Psychological Limitation	Character suffers from some mental or emotional handicap
Reputation	Character is known for some negative quality
Rivalry	Character competes with a rival
Social Limitation	Character's ability to interact with society is restricted
Susceptibility	Character takes damage when exposed to some normally harmless substance or effect
Unluck	Character is unlucky
Vulnerability	Character takes extra damage from some type of attack

All Disadvantages are subject to the *Basic Law of Disadvantages*:

A Disadvantage which isn't a Disadvantage isn't worth any points!

None! For example, if a PC takes *Physical Limitation: No Legs*, and then buys *Extra Limbs (legs)*, he doesn't get the Disadvantage points. Similarly, if a character takes *Hunted: Trolls 11-* when trolls don't exist in the campaign world, it's not worth any points. The GM has to approve all Disadvantages.

You cannot reduce the value of a Disadvantage below 0, even if it has negative modifiers.

DISADVANTAGE DESCRIPTIONS

ACCIDENTAL CHANGE

A character with this Disadvantage has at least two forms or identities and sometimes accidentally or involuntarily changes between them — for example, a character who's a werewolf and changes to wolfman form during the full moon. The value depends on how frequently the phenomena that triggers the change occurs, and the chance (expressed as a 3d6 roll) that the change occurs (see the accompanying table).

Every Phase a character is exposed to the circumstances that cause his change, he rolls 3d6. If he rolls less than the listed number, he changes. He cannot change back until the circumstances which caused the change have altered.

ACCIDENTAL CHANGE

Value	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances

Value	Chance To Change
+0	Infrequently (8-)
+5	Frequently (11-)
+10	Very Frequently (14-)
+15	Always

Examples

Accidental Change 14- when character sees or smells blood (Uncommon): 15 Character Points.

Accidental Change Always when character experiences stress under a full moon (Uncommon): 20 Character Points.

DEPENDENCE

A character with this Disadvantage is dependent on a certain substance or item. If he cannot get it, he suffers negative effects, possibly even injury or death. Examples include a character with a drug addiction or an aquatic superhero who has to return to the sea every hour.

The value of Dependence depends on three things. The first is the commonality of the substance the character needs is. The rarer the substance, the more the Disadvantage is worth.

The second is what effect being deprived of the substance has. It could inflict damage, cause the character's powers to function poorly, or make the character incompetent or weak.

The third is how long the character can remain away from the substance before he suffers the effects of deprivation. The longer he can go without it, the less his Dependence is worth.

DEPENDENCE

Value	Dependent Substance is
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain
Value	Effect
	Damage: The character takes damage per time increment
+5	1d6
+10	2d6
+15	3d6
+5	Character's powers acquire 14- Activation Roll
+10	Character's powers acquire 11- Activation Roll
+5	Incompetence: -1 to all Skill Rolls and related rolls per time increment
+5	Weakness: -3 to all Characteristics per time increment
Value	Time Before Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day

...and so forth (see Time Chart, page 22)

Examples

Spare Parts (character must replace the rare high-tech parts in his armor with new ones every day, or it begins to suffer malfunctions resulting in an 11- Activation Roll for Powers derived from the armor) (Uncommon): 10 Character Points.

Recharging (character must recharge his powers with his "mystic battery" every day or suffer Weakness) (Very Common): 0 Character Points.

DEPENDENT NPC

Value	The DNPC is
10	Incompetent (-20 points or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As powerful as the PC
-5	DNPC has useful noncombat position or skills
+5	DNPC is unaware of character's adventuring career/Social Limitation: Secret Identity
Value	Appearance
+5	8- (Infrequently)
+10	11- (Occasionally)
+15	14- (Frequently)

Examples

Nosy Old Mrs. McCreedy: DNPC 11- (character's landlord), Incompetent, Unaware of character's Social Limitation (Secret Identity): 25 Character Points

Lady Riselda: DNPC 14-, Normal, Useful Noncombat Position (the Baron's lovely young daughter with a knack for getting into trouble): 15 Character Points

DEPENDENT NON-PLAYER CHARACTER

A character with this Disadvantage has a non-player character friend, companion, or associate who often gets into trouble, requiring the character to protect or save him. Examples include a "significant other" who always seems to get into trouble, a weak, elderly relative the character looks out for, or an inquisitive pet.

The value of this Disadvantage depends upon two factors: first, how competent the DNPC is in relation to the character; second, how often the DNPC becomes involved in the character's adventures.

A DNPC is a *Disadvantage*. He might help the character once in a while, but mostly he causes trouble. If a "DNPC" is too helpful, the character should buy him as a Contact or Follower instead (see *Perks*, page 31).

DISTINCTIVE FEATURES

Value	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or major effort)
15	Not Concealable
Value	Reaction
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction (abject fear, unabiding lust, utter disgust)
Value	Sensing
-0	Feature Detectable By Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Feature Detectable By Uncommonly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/or By Simple Tests
-10	Feature Detectable Only By Unusual Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
-5	Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

Examples

Mystic Aura: Not Concealable (Always Noticed; Detectable Only With Unusual Senses): 10 Character Points.

Uniform: Easily Concealed (Noticed and Recognizable): 5 Character Points

Hideously Scarred: Concealable With Effort (Always Noticed): 15 Character Points

DISTINCTIVE FEATURES

A character with this Disadvantage has some easily recognizable feature(s) which are difficult to conceal. Examples include distinctive appearances (bright purple hair, a facial scar, unusual height, a strange voice), an aura of mystic power, a uniform, or the like.

The value of Distinctive Features depends on three factors: how easy the feature is to conceal; how strong a reaction the feature tends to provoke in others; and which senses can detect the feature.

Distinctive Features is a *Disadvantage*. If having a distinctive appearance doesn't inconvenience or hinder the character somehow, it's not worth any points.

ENRAGED/BERSERK

A character with this Disadvantage loses control of himself when confronted by certain situations or stimuli. The value depends on three factors: the commonality of the phenomena that triggers the character's rage; how easily the character becomes Enraged/Berserk; and how easily the character "snaps out of it" and returns to his senses.

When a character encounters the phenomena that Enrages him (or makes him Berserk), roll 3d6. If the roll is less than or equal to his chance to become Enraged/Berserk, the Disadvantage takes effect. He can roll to return to his senses whenever he defeats a foe, runs out of END, or someone tries to snap him out of it. If he rolls less than or equal to his chance to recover, he's back to his normal self; otherwise, he remains Enraged/Berserk.

An Enraged character mindlessly attacks the individual (or object) that Enrages him. He cannot try to defend himself, take any defensive actions, or do anything other than attack that person (or object). Furthermore, he must use his most famil-

ENRAGED/BERSERK

Value	Circumstances
5	Uncommon circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk
Value	Chance to Become Enraged
+0	8-
+5	11-
+10	14-
Value	Chance to Recover
+0	14-
+5	11-
+10	8-

Examples

Enraged: in combat (Very Common), go 11-, recover 11-: 25 Character Points

Berserk: at the sight/smell of blood (Common), go 11-, recover 8-: 35 Character Points

iar or often used offensive power at full strength against the target.

A Berserk character is like an Enraged character, but with one important difference: he attacks the nearest target, not necessarily the one that angers him. This makes him a danger to his friends and teammates.

HUNTED

A character with Hunted is pursued by some person or group. His Hunter may show up during adventures and try to harm or hinder him.

The value of a Hunted depends on three factors. The first is how capable, competent, and dangerous the Hunter is relative to the character (this includes not just combat abilities, but the Hunter's power to investigate the character or otherwise interfere with his life). The second factor is how often the Hunter tends to show up (based on a 3d6 roll made by the GM at the beginning of each adventure). The third factor is what the Hunter intends to do to the character — watch him, mildly punish him, or harshly punish him.

Additionally, some Hunteds get extra points for having extensive "Non-Combat Influence" (such as the ability to make the IRS audit the character). This most often applies to the police and like organizations. Some Hunters are worth fewer points because they only operate in a certain geographic area; the character can avoid them by avoiding that area.



HUNTED

Value	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat Influence (NCI)
-5	Hunter is limited to a certain geographical area
+5	PC has a Social Limitation: Public Identity or is otherwise very easy to find
Value	Appearance
+0	8- (Occasionally)
+5	11- (Frequently)
+10	14- (Very Frequently)
Value	Motivation
-10	<i>Watched:</i> Hunter is only Watching the character
-5	Hunter desires to Mildly Punish the character (deportation, fining, question, theft of possessions)
-0	Hunter desires to Harshly Punish the character (imprison, enslave, kill)

Examples

Hunted: Dr. Destroyer 8- (More Powerful, NCI, Kill/Imprison): 20 Character Points

Hunted: The Police 11- (More Powerful, NCI, Limited Geographical Area, Imprison): 20 Character Points

Hunted: Private Detective 11- (Less Powerful, Watching): 0 Character Points

PHYSICAL LIMITATION

A character with this Disadvantage has a physical problem which hampers him, such as blindness, a weak leg, or being so large and heavy he can't ride in cars. The value depends on how often and to what extent the problem hinders or impairs the character in the game.

PHYSICAL LIMITATION

Value	Limitation Occurs
5	Infrequently
10	Frequently
15	All the Time
Value	Limitation Impairs
+0	Slightly
+5	Greatly
+10	Fully

Examples (see also page 86)

No Hands (All The Time, Fully Impairing): 25 Character Points.

Unable To Walk (Frequently, Fully Impairing): 20 Character Points.

Missing One Eye — lacks depth perception (½ OCV with all Ranged Attacks), no peripheral vision on one side (Infrequently, Greatly Limiting): 10 Character Points.

PSYCHOLOGICAL LIMITATION

A character with this Disadvantage has a mental quirk or impairment of some sort. The value depends on how often the condition affects the character, and how much it impairs or affects him. Types of Psychological Limitations include:

- *Codes of conduct*, such as following a code of honor (e.g., chivalry, bushido, or always keeping one's word) or refusing to kill opponents
- *Fears and hatreds*, such as a character who's afraid of heights, or one who has a burning hatred of dwarves
- *Personality traits or compulsions*, a large category of negative behaviors including overconfidence, arrogance, being in love with someone, or the like.

PSYCHOLOGICAL LIMITATION

Value	Situation Is
5	Uncommon
10	Common
15	Very Common
Value	Intensity
+0	<i>Moderate:</i> Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5.
+5	<i>Strong:</i> Character takes irrational actions concerning the situation, may only change actions if he makes an EGO Roll.
+10	<i>Total:</i> Character becomes totally useless or completely irrational in the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)

Examples

Code Of Chivalry (Common, Total): 20 Character Points

Code Versus Killing (Common, Total): 20 Character Points

Claustrophobia (Uncommon, Total): 15 Character Points

Overconfidence (Very Common, Moderate): 15 Character Points

Coward (Common, Total): 20 Character Points

Vengeful (Uncommon, Strong): 10 Character Points

In Love With X (Common, Strong): 15 Character Points

REPUTATION

A character with Reputation is viewed in an unfavorable light. For example, he could be considered dangerous, violent, a racist, or easily tricked

REPUTATION

Value	Recognized
5	Sometimes (8-)
10	Frequently (11-)
15	Almost always (14-)
-5	Reputation Is Known Only To A Small Or Limited Group

Examples

Reputation: Racist, 11-: 10 Character Points

Reputation: Untrustworthy, 14-: 15 Character Points



or fooled. The value depends on how often other people recognize or remember the character based on his negative Reputation.

RIVALRY

A character with this Disadvantage is engaged in a not-so-friendly rivalry with another character. A Rivalry may be Professional, Romantic, or both. If it's one or the other, it's worth 5 Character Points; if it's both, it's worth 10 Character Points. If the Rival is a fellow player character, the Rivalry is worth +5 Character Points.

SOCIAL LIMITATION

This Disadvantage means the character's ability to interact with society and/or other people is somehow limited, restricted, more difficult than usual, or dangerous to him. Examples include keeping an important secret (such as a secret identity), being well-known or famous, or belonging to a disfavored minority. The value depends upon how often the restrictive circumstances occur and their effects on the character.

SUSCEPTIBILITY

A character with Susceptibility takes damage from objects or effects which are harmless to most people. Examples include demons and undead suffering damage from sunlight or holy objects, or a superhero from the planet Argon suffering damage when exposed to green argonite.

The value of a Susceptibility depends on three

SOCIAL LIMITATION

Value	Circumstances Occur
5	Occasionally (8-)
10	Frequently (11-)
15	Very Frequently (14-)
Value	Effects Of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
+5	Major (there is a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Social Limitation Is Not Limiting In Some Cultures Or Societies

Examples

Secret Identity (Frequently, Major): 15 points
 Public Identity (Frequently, Major): 15 points
 Subject To Orders (Very Frequently, Major): 20 points
 Slave (Very Frequently, Major): 20 points.

factors: how frequently the character tends to encounter the object or effect; how much damage he takes from it; and how quickly he takes damage.

A Susceptible character takes STUN damage with no defense immediately when exposed to the object or effect to which he is Susceptible. Thereafter, he takes damage at the time increments defined by the Disadvantage. Once he's unconscious, he also begins to take Normal Damage BODY from the attack until he dies or is removed from the object or effect. He

SUSCEPTIBILITY

Value	Condition Is
5	Uncommon
10	Common
15	Very Common
Value	Take Damage Every
+0	Effect is instant (it only occurs or exists for an instant, such as many Instant Powers)
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
...and so forth	
Value	Number Of Dice
+0	1d6
+5	2d6
+10	3d6

Examples

Susceptibility To Holy Ground: suffer Drain STR 2d6 + Drain CON 1d6 every Turn character is on holy or sacred ground (Uncommon): 20 Character Points
 Susceptibility To Green Argonite: 3d6 damage per Phase (Uncommon): 25 Character Points
 Susceptibility To Being Teleported: 3d6 damage, Instant Effect (Uncommon): 15 Character Points

does not stop taking damage, and may not Recover from the damage, until the object or effect is removed.

UNLUCK

Improbable and unlucky things happen to a character who has Unluck. Unluck is worth 5 points per 1d6 and functions like the opposite of the *Luck* Power (page 55). Whenever the GM thinks it's appropriate, he has the character make an Unluck roll. Every "1" that comes up on the dice equals one level of Unluck. The more levels the character gets, the worse the fate that befalls him.

VULNERABILITY

A character with Vulnerability takes extra damage from a particular attack form. For example, an ice elemental might be Vulnerable to fire, while a character suffering from a curse might be Vulnerable to magic. The value depends on two factors: how common or frequent the attack form is; and the multiplier applied to the damage ($\times 1\frac{1}{2}$ or $\times 2$). The multiplier applies to either the STUN and BODY of the attack; the character chooses which one when he takes the Disadvantage (he can have it apply to both by taking Vulnerability twice). The multiplier increases the attack's damage *before* the character applies his defenses to reduce the damage.

VULNERABILITY

Value	The Attack is
5	Uncommon
10	Common (a group of Uncommon attacks, or a single Common attack)
15	Very Common (a group of Common attacks).
Value	Vulnerability Multiplier
+0	$\times 1\frac{1}{2}$ (Target takes $1\frac{1}{2}x$ damage)
$\times 2$	$\times 2$ (Target takes $2x$ damage)

Examples

Vulnerable To Sonic Attacks (Uncommon, $2x$ BODY): 10 Character Points

Vulnerable To Fire Attacks (Common, $1\frac{1}{2}x$ BODY): 10 Character Points

Vulnerable To Punches (Very Common, $1\frac{1}{2}x$ STUN): 15 Character Points

EXPERIENCE POINTS

As characters play in a campaign, they learn from things they do, mistakes they make, and people they encounter. To reflect this process of learning and development, the GM should give each character *Experience Points* between adventures. Experience Points work like Character Points, they're just obtained in a different way. Characters spend them to improve their existing Characteristics, Skills, and other abilities, or to buy new Skills and abilities.

The accompanying table provides guidelines for how many Experience Points to give to characters. Don't take it as an absolute; every adventure and group of characters is different, so sometimes the GM needs to adjust the guidelines.

EXPERIENCE POINTS

Situation	Experience
Base experience points for being in a scenario	1 point
Characters were on a very long, involved adventure	2 points
Adventure ran more than one session	+1 point/session
The adventure was difficult	+1 point
Characters heavily outnumbered	+1 point
Optional Guidelines	
Characters were clever, inventive, subtle, or roleplayed well	+1 point
Characters solved a mystery	+1 point
The adventure was a resounding success	+1 point
Characters roleplayed very poorly	-1 point
The adventure was a terrible failure	-1 point



EXAMPLE CHARACTER



Here's a step-by-step example of how to create a character.

Tim plays in a *Pulp Hero* game that emulates the pulp adventure magazines of the 1930s. He decides to create a classic strong-jawed, two-fisted hero. He chooses the name "Randall Irons," which has a strong, adventurous sound.

As Tim envisions him, Randall Irons is better than a normal person — stronger, smarter, tougher — but not a *lot* better. He's not the strongest or fastest adventurer out there; he's a well-rounded hero. So, Tim chooses the following Characteristics:

Val	Char	Cost
15	STR	5
15	DEX	15
18	CON	16
12	BODY	4
13	INT	3
13	EGO	6
20	PRE	10
14	COM	2
6	PD	3
6	ED	2
4	SPD	15
7	REC	0
36	END	0
39	STUN	10

Total Characteristics Cost: 91

Next, Tim gives some thought to his character's Skills. First and foremost, he wants Irons to be physically and athletically competent, so he chooses several Skills and abilities to reflect that:

Cost	Skill
3	Climbing 12-
3	Combat Driving 12-
3	Stealth 12-
2	Running +1" (7" total)
2	Leaping +2" (5" forward, 3" upward)

Tim decides that not only is Irons a good shot, but he fought in the Great War (World War I), and learned several Skills from his military experiences:

Cost	Skill
6	+2 with Firearms
4	+2 versus Range Modifier with Pistols
3	Fast Draw (Small Arms) 12-
3	Navigation 12-
3	Tactics 12-
3	WF: Small Arms, Blades

Since the Great War ended, Irons has traveled all over the world having adventures. Tim gives him some Skills to represent his early adventuring career:

Cost	Skill
3	Gambling 12-
2	Knowledge Skill: Africa 11-
2	Knowledge Skill: China 11-
2	Knowledge Skill: Europe 11-
2	Knowledge Skill: India 11-
2	Knowledge Skill: Legends And Lore 11-
1	Language: French (basic conversation)
1	Language: German (basic conversation)

Irons is supposed to be a hero of the "two-fisted" variety, so Tim needs to improve his fighting Skills a little. Tim decides Irons learned how to box before joining the Army:

Cost	Skill
4	Martial Block
3	Martial Grab
4	Martial Strike
5	Offensive Strike

Lastly, Tim wants to give Randall Irons a special ability that sets him apart from other pulp heroes. He decides Irons has a gift for getting along with animals. Somehow, even the fiercest animals like him. He can make friends with the most vicious guard dog, stop a tiger from leaping at him, or calm down a rampaging bull elephant. Tim represents this with the Skill *Animal Handler*; the special effect of the Skill is "Irons has an empathic ability to make friends with animals."

Cost	Skill
9	Animal Handler 16-

Tim adds up what he's spent on Skills, and gets 75. Since he spent 91 Character Points on Characteristics, that means he's spent 166 points. Unfortunately, in this game, starting characters are only built on 150 points, so Tim needs to remove 16 points from Randall Irons. He decides to get rid of the Range Skill Levels (-4 points), the extra Running and Leaping (-4 points), and the KSs of China and India (-4 points), and to reduce the Animal Handler to 14- (-4 points). That gets him down to 150 points; he can buy the Skills he had to get rid of after he earns a few Experience Points.

Now Tim has to choose some Disadvantages for Randall Irons — he needs 75 points' worth of them. The first one is obvious: he wants Randall Irons to be a true hero, the sort of man who'll pass up an opportunity to attack a villain if he has to rescue a hostage, won't hit a lady (and treats women in general with respect), and so on. The GM accepts this as a valid Disadvantage, so Tim notes it on his character sheet:



Value Disadvantage

- 15 Psychological Limitation: True-Blue Hero (Common, Strong)

15 points down, 60 to go. Tim decides Irons is the type of man who sometimes gets in over his head. He can't resist a serious challenge (even if he's out-matched) and thinks he can handle any problem — in short, he's a little too overconfident for his own good:

Value Disadvantage

- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)

In his military and adventuring careers, Irons has made a few enemies. The first is “Colonel” Bruce Forsythe, a former British military officer. Irons disobeyed Forsythe's badly-conceived orders several times during the war, and eventually exposed Forsythe as a traitor. Forsythe escaped justice and became an adventurer, ever eager for revenge against his hated nemesis Irons. In short, Forsythe is a Hunted; he counts as “More Powerful” than Irons because he has a lot of money and contacts he can use.

Value Disadvantage

- 20 Hunted: “Colonel” Bruce Forsythe 11- (Mo Pow, Capture/Kill)

That's 50 points worth of Disadvantages so far; Tim needs 25 more. He decides another Hunted would be in order, but he wants something a little different, with a bit of a romantic twist to it. He chooses

the lovely Drisana, the daughter of a rajah and criminal mastermind in India whom Irons and his friends have clashed with on several occasions. Drisana obviously has romantic feelings for Irons, and to some extent he reciprocates them... but she's her father's daughter, with criminal inclinations and a hunger for wealth and power, so it's a match that can never be (unless Irons somehow manages to reform her).

Value Disadvantage

- 10 Hunted: Drisana 8- (As Pow, Capture [to force Irons to marry her and become her willing consort])

Speaking of romance, Tim thinks Irons, with his good looks and winning ways, is probably something of a lady's man. Maybe that's inspired a little jealousy in one of the other PCs. In fact, the idea of having a Rivalry with another PC appeals to Tim; it would make for great roleplaying! He approaches Eric with this idea, since Eric's character, a bitter piano player named Hamilton Cross, is just the type to resent Irons's success with women. Eric likes the idea, too, so Tim notes on his character sheet:

Value Disadvantage

- 15 Rivalry: Professional and Romantic (with Hamilton Cross, another PC)

That does it! Randall Irons now has 75 points' worth of Disadvantages, so he's ready to play. Here's what the final character sheet looks like:

RANDALL IRONS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
6	PD	3	Total: 6 PD (0 rPD)	
6	ED	2	Total: 6 ED (0 rED)	
4	SPD	15	Phases: 3, 6, 9, 12	
7	REC	0		
36	END	0		
29	STUN	0	Total Characteristics Cost: 91	

Movement: Running: 6"/12"

Cost	Skills	END
6	+2 with Firearms	
5	Animal Handler 14-	
3	Climbing 12-	
3	Combat Driving 12-	
3	Fast Draw (Small Arms) 12-	
3	Gambling 12-	
2	Knowledge Skill: Africa 11-	
2	Knowledge Skill: Europe 11-	

2	Knowledge Skill: Legends And Lore 11-
1	Language: French (basic conversation; English is native)
1	Language: German (basic conversation)
4	Martial Arts: Martial Block
3	Martial Arts: Martial Grab
4	Martial Arts: Martial Strike
5	Martial Arts: Offensive Strike
3	Navigation 12-
3	Stealth 12-
3	Tactics 12-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 59

Total Cost: 150

75+ Disadvantages

20	Hunted: "Colonel" Bruce Forsythe 11- (Mo Pow, Capture/Kill)
10	Hunted: Drisana 8- (As Pow, Capture [to force Irons to marry her and become her willing husband])
15	Psychological Limitation: True-Blue Hero (Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Rivalry: Professional and Romantic (with Hamilton Cross, another PC)

Total Disadvantage Points: 150



chapter two:



COMBAT AND ADVENTURING

SENSES AND PERCEPTION



Characters in the *HERO System* constantly perceive things — they see, hear, and smell the world around them. In some games, they may even have exotic Senses such as “x-ray vision” or the ability to detect magic. Here’s how they use those Senses.

Perception Rolls

Characters aren’t always aware of everything going on around them, especially during combat. If something isn’t obvious, the GM can have characters make a *Perception Roll* (“PER Roll”). Every character’s base PER Roll is equal to 9 plus the character’s Intelligence divided by 5.

**Perception Roll =
(9 + (INT/5)) or less**

To succeed with a PER Roll, the character must roll this number or less on 3d6. The GM should apply modifiers to this roll depending on the circumstances. For example, a bright object, a loud noise, or a strong odor would provide the character with a bonus to his PER Roll, while trying to overhear a whisper or see something dark at night would probably involve a penalty.

Targeting And Nontargeting Senses

Not all Senses are equal — a normal human can learn a lot more about someone by looking at him than by smelling him. To reflect this difference, all Senses are divided into two categories: Targeting and Nontargeting.

Characters can use *Targeting Senses* to determine the exact location of a target in combat. For most characters, Normal Sight is the only Targeting Sense. But some characters buy the *Targeting Sense Modifier* for other senses, or have unusual senses like Radar that are Targeting Senses (see pages 48-50).

Nontargeting Senses include all senses other than Normal Sight. A Nontargeting Sense only allows a character to sense the general location of a target in combat.

LACK OF SENSES IN COMBAT

If a character can use a Targeting Sense to perceive his target, he can attack with his normal OCV and DCV.

However, characters can’t always perceive their opponents with Targeting Senses. For example, a character may have been blinded by a Flash, or his opponent could be Invisible. When a character cannot perceive his opponent with any Targeting Sense, he suffers modifiers to his OCV and DCV:

- In *HTH Combat*, the character is at ½ OCV and ½ DCV.
- In *Ranged Combat*, the character is at 0 OCV and ½ DCV.

Sense Groups

The *HERO System* organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. Characters have the regular five senses humans have (Normal Hearing, Normal Sight, Normal Smell, Normal Taste, and Normal Touch), plus any Enhanced Senses they buy (see pages 48-50). Sense Groups matter primarily when Sense-Affecting Powers (page 40) are used in the game.

BLINDNESS AND OTHER MISSING SENSES

If a character lacks some of the normal senses people have, he can take a Physical Limitation (page 79) to reflect that:

Blindness (All The Time, Fully Impairing): 25 Character Points

Deafness (All The Time, Greatly Impairing): 20 Character Points

No Sense Of Smell (Frequently, Greatly Impairing): 15 Character Points

No Sense Of Taste (Infrequently, Slightly Impairing): 5 Character Points

No Sense Of Touch (character suffers -3 OCV with weapons, and -3 on all Skill Rolls involving handling or manipulating physical objects) (Frequently, Greatly Impairing); 15 Character Points

ENTERING COMBAT



Once the GM decides to begin combat, matters like scale and time become very important. There are more rules for combat than for other subjects because keeping track of all the details can be crucial.

COMBAT BASICS

Game Scale

The *HERO System* uses an increment of measurement called *inches* (or sometimes “hexes”). Each inch represents 2 meters (approximately 6.5 feet) in the game setting (thus, 1” = 2m).

One game inch (hex) = 2 meters = 6.5 feet

Combat Time

The *HERO System* divides combat time into three separate time increments: Turn, Segment, and Phase.

TURN

The basic time frame of combat is called a *Turn*. Each Turn equals 12 seconds of time. Each Turn a character gets to perform a number of Actions equal to his Speed (SPD), as described below.

SEGMENT

A Turn consists of 12 *Segments*, each 1 second long. After every Segment 12, before the next Turn begins, there is a *Post-Segment 12* period which takes no time. At this time most characters automatically get to take a Recovery (see page 100).

Who Acts First

Characters who can perform an Action in a Segment (*i.e.*, who have a Phase; see below) do so in order of their DEX values. The character with the highest DEX score goes first, the second highest goes next, and so on. Two or more characters with the same DEX who act in the same Segment should each roll 1d6; the one with the highest roll acts first. Ties should roll again.

PHASE

A Segment on which a character can act is one of his *Phases*. Each character has a number of Phases in each Turn equal to his Speed (SPD). For instance, a SPD 5 character has five Phases; the character can perform an Action in each Phase. The Speed Chart tells you which Segments a character’s Phases occur in. Find the character’s SPD on the

left-hand side of the table, then read across. Each column represents one of the Segments in a Turn; the character has a Phase in each Segment marked with an X. For example, a character with a SPD of 4 has Phases in Segments 3, 6, 9, and 12.

A character’s Phase begins on his DEX in each of the indicated Segments. For example, if a character has SPD 5, DEX 20, his first Phase in a Turn begins in Segment 3 on DEX 20.

In a combat featuring many characters, GMs may wish to ignore the SPD Chart to make combat go more quickly and smoothly. Simply allow each character to act once per “combat round.”

THE SPEED CHART

		Segments											
		1	2	3	4	5	6	7	8	9	10	11	12
Character's Speed	1	-	-	-	-	-	-	X	-	-	-	-	-
	2	-	-	-	-	-	X	-	-	-	-	-	X
	3	-	-	-	X	-	-	-	X	-	-	-	X
	4	-	-	X	-	-	X	-	-	X	-	-	X
	5	-	-	X	-	X	-	-	X	-	X	-	X
	6	-	X	-	X	-	X	-	X	-	X	-	X
	7	-	X	-	X	-	X	X	-	X	-	X	X
	8	-	X	X	-	X	X	-	X	X	-	X	X
	9	-	X	X	X	-	X	X	X	-	X	X	X
	10	-	X	X	X	X	X	-	X	X	X	X	X
	11	-	X	X	X	X	X	X	X	X	X	X	X
	12	X	X	X	X	X	X	X	X	X	X	X	X

SPEED QUICK-REFERENCE TABLE

If Your SPD Is	You Have Phases In Segments
1	7
2	6, 12
3	4, 8, 12
4	3, 6, 9, 12
5	3, 5, 8, 10, 12
6	2, 4, 6, 8, 10, 12
7	2, 4, 6, 7, 9, 11, 12
8	2, 3, 5, 6, 8, 9, 11, 12
9	2, 3, 4, 6, 7, 8, 10, 11, 12
10	2, 3, 4, 5, 6, 8, 9, 10, 11, 12
11	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
12	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

ACTIONS TABLE

Action	Time Required	Move Required
Brace	0 Phase	—
Grab	½ Phase \$*	—
Haymaker	½ Phase #*	—
Move By	1 Phase %	1”
Move Through	1 Phase %	1”
Set	1 Phase	—
Set and Brace	1 Phase	—
Other Combat Maneuvers		
Any action which requires an Attack Roll	½ Phase *	—
Accelerating/decelerating	0 Phase	—
Change clothes	1 Phase	—
Draw a weapon	½ Phase	—
Make a Presence Attack	No Time	—
Make a roll at the GM's request	No Time	—
Make a Skill Roll	Variable	—
Open a door	½ Phase	—
Get to one's feet	½ Phase	—
Recover from being Stunned	1 Phase	—
Shift a Multipower	0 Phase &	—
Shift Skill Levels	0 Phase &	—
Speaking (conversation)	Variable	—
Speaking (soliloquy)	No Time	—
Start a vehicle	½ Phase	—
Take a Recovery	1 Phase	—
Turn on a Power	0 Phase	—
Turn off a Power	0 Phase	—
Use more than half of your inches of movement	1 Phase	Full Move
Use up to half of your inches of movement	½ Phase	Half Move

#	Action takes place at the very end of the next Segment
\$	A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.
*	Attack Action — the character may not perform another Action after these Actions, but may perform a Half Phase Action before these Actions.
%	Move By and Move Through are usually performed at the end of a Full Move, and thus take a Full Phase. However, a character could perform one after taking a Half Phase Action such as opening a door.
&	Even though they are Zero-Phase Actions, a character can only perform these Actions once per Segment.

BEGINNING COMBAT

Combat always begins on Segment 12. This gives everyone a chance to act and then take a Post-Segment 12 Recovery. If combat begins with a Surprise attack (page 93), the targets don't get to act on Segment 12 — the attackers get a free Action.

As in any other Segment, the character with the highest DEX goes first in Segment 12, and the GM then counts down the DEXs until no one else has a Phase. For example, if Andarra has a DEX of 17, GM she would say “DEX 19, 18, 17... okay, Andarra, your Action”). This is typically referred to as a having a character's DEX “come up” or “occur.”

Actions

As discussed above, a Phase is a Segment in which a character can act, *i.e.*, perform an *Action*. During a Phase, a character may perform one or more Actions, depending upon the nature of those Actions and the order in which they're performed.

There are four basic types of Actions: Full-Phase; Half Phase; Zero-Phase; and Actions which take no time. Attack Actions are a special type of Half Phase Action.

Full-Phase Actions

Full-Phase Actions take a character's entire Phase; he can do nothing else and take no other Actions that Phase. Examples of Full Phase Actions include a character using more than half of his inches of movement, taking a Recovery, recovering from being Stunned, or changing a Clip.

Half Phase Actions

Second are *Half Phase Actions*. These only require half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include a character using up to half of his inches of movement, opening a door, or making most PER Rolls or Skill Rolls (though the time on the latter can vary, depending on the Skill and the circumstances). Attack Actions are a special type of Half Phase Action (see below).

Zero-Phase Actions

A character may perform as many *Zero-Phase Actions* as he wishes at the beginning of a Phase or after performing a Half Phase Action, but not after performing an Attack Action or a Full-Phase Action. Examples include activating a Power, turning off a Power, or allocating Skill Levels.

Actions Which Take No Time

As the term implies, these Actions take no time to perform — a character may perform them whenever he wishes (even on a Segment in which he doesn't have a Phase) and as often as he wishes. Examples including making a Presence Attack, making a soliloquy, or making a roll at the GM's request.

Attack Actions

Attack Actions — Actions requiring or involving any kind of Attack Roll, such as using Mind

Control, using a Combat Maneuver, projecting an Energy Blast, punching, or Blocking — are a special case. Attack Actions only take a Half Phase, but must be the last action the character performs in the Phase. A character can Half Move and then attack, but can't attack and then Half Move. Performing an Attack Action brings a character's Phase to an end — he can perform no other Actions after performing an Attack Action.

If a character performs a Combat Maneuver or other maneuver which modifies his OCV, DCV, damage done, or other factors, any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of his next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

WHO GOES FIRST?

If there's some question as to the exact timing of Actions, here's how to resolve it:

1. In most situations, resolve the problem with DEX Rolls — the character who makes his DEX Roll by the most gets to act first; if both characters make the roll by the same amount, the Actions go off simultaneously.
2. If a character is Holding An Action (see below) and chooses to make a defensive action, his Action automatically occurs first, before the Action of the character attacking him.
3. If a character Aborts his Phase (see below), his defensive Action automatically occurs first, before the Action of the character attacking him.

Holding An Action

A character may choose not to act when his DEX indicates his Phase begins. He may wait until a lower DEX or until some event occurs ("I wait until he strikes"; "I wait until he comes around the corner"). This is known as *Holding an Action* (or delaying or reserving a Phase).

A character may Hold his Action until a later DEX in one of his Phases or until a later Segment. However, he can never use a Held Action to take two Actions in one Segment — he loses any Held Action when the next Segment in which he has a Phase begins, because he can only have one Phase at a time. A character who waits a whole Turn without taking an Action still has only one Phase saved.

A character may perform a Half Phase Action and then Hold a Half Phase so he can perform a Half Phase Action later.

A character can usually use a Held Action at any time. If two characters want to perform an Action at the same time, see *Who Goes First?*, above.

Aborting An Action

Sometimes a character can act first to protect himself by *Aborting* an Action. An Action that's Aborted to always "goes first," even if an opponent is already attacking or has a higher DEX.

A character can only Abort his next Action to perform one or more of the following defensive Actions:

- Block
- Dodge
- Activating a Defense Power or any Power that provides some significant form of protection
- Switching forms, shapes, or identities to obtain more defense or protection
- Decelerating or turning while moving
- Any other Action deemed by the GM to be primarily for purposes of defending or protecting the character.

Aborting an Action requires the character's next full Phase to perform (unless the character is Holding An Action, in which case Aborting uses the Held Action). Characters who are Surprised (page 93) ordinarily cannot Abort, but the GM may allow this.

Once a character performs an Attack Action or uses his full Phase in a particular Segment, he cannot Abort to any action until the next Segment.

Example: Lazer has DEX 20 and SPD 5. Because he has SPD 5, he has Phases in Segments 3, 5, 8, 10, and 12. Someone attacks him in Segment 6, so he decides to Abort to Dodge. This uses up his next full Phase, the one in Segment 8 — when Segment 8 rolls around, Lazer can do nothing (but at least he still has the extra DCV from the Dodge).

If Lazer was attacked in Segment 5 before DEX 20 occurred in the initiative order, he could still choose to Abort to Dodge. This would cost him his Phase in Segment 5, since he hadn't yet acted in Segment 5. If Lazer was attacked in Segment 5 after he made a Half Move and was Holding his remaining Half Phase Action, he could Abort to Dodge and sacrifice his Held Half Phase; he would not have to use up a full Phase.

If Lazer made an attack on Segment 5, and someone attacked him after he used up his full Phase with his Attack Action, he could not Abort to Dodge — he would have to wait until the next Segment, Segment 6, since he's already used up his full Phase in Segment 5.

ENDURANCE COSTS IN COMBAT

Here's a quick reference to help you remember Endurance (END) costs during combat.

Strength (STR): STR costs 1 END per 10 points used (or 1 END per 5 STR in some Heroic games). For example, a superhero who uses STR 50 to punch spends 5 END to do so.

Powers: Most Powers cost 1 END per 10 Active Points in them. For example, an Energy Blast 8d6 (40 Active Points) costs 4 END each time it's used; an Energy Blast 8d6, Armor Piercing (60 Active Points) costs 6 END per use.

Some Powers, like Armor, Clinging, and Mind Link, do not cost END at all. See the individual Power descriptions for information (or the reference table on page 42).

Powers that normally cost END may have the Advantage *Reduced Endurance* (which reduces the END cost to half or zero) or the Limitation *Increased Endurance Cost* (which makes them cost more END than normal).

Powers that don't normally cost END may have the Limitation *Costs Endurance*, which makes them cost END at the standard rate, and/or the Limitation *Increased Endurance Cost*, which makes them cost more END than normal.

FIGHTING



HOW YOU WANT TO ROLL THE DICE IN COMBAT

Here's a quick summary of the core resolution mechanics in *HERO System* combat — in other words, how you want to roll the dice when fighting.

Skill Rolls, Characteristic Rolls, and Perception Rolls: You want to roll *low* on 3d6; the lower the roll, the more likely you are to succeed.

Attack Rolls: You want to roll *low* on 3d6 to hit; the lower you roll, the more likely you are to hit your target. This applies to physical combat, mental combat, and any other type of combat.

However, when you're rolling the dice of damage or effect for your attack, you want to roll *high*. The higher you roll, the more damage you do to the target, or the greater the effect your attack has.

Although combat in the *HERO System* involves a lot of rules and options, it is really quite simple. Once you read the rules and try them out, you shouldn't have any trouble running all sorts of battles. Here's the basic procedure:

1. The player decides what Action his character will perform in the character's Phase.
2. If the character attacks a target, he must make an Attack Roll to hit.

a. If the Attack Roll fails, the attack misses and the character's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

b. If the Attack Roll succeeds, the character determines how much damage the attack does and/or its effect. The character's Phase then ends, and the GM goes on to the next character who has a Phase in that Segment.

All combat can be divided into two types: *Hand-To-Hand Combat* (HTH) and *Ranged Combat*. HTH Combat is combat between characters standing in the same or adjacent hexes (*i.e.*, who are more

or less within arm's reach of each other); typically it involves punching or melee weapons such as swords. Ranged Combat is any combat between characters who are not in HTH distance of each other; it requires weapons such as guns or bows, or Ranged Powers such as Energy Blasts or RKAs.

ATTACK ROLLS AND COMBAT VALUE

The first step in combat is to determine whether an attack hits its intended target. To do that, you need to know the attacker's OCV, the target's DCV, and the results of the attacker's Attack Roll.

The Attack Roll

To determine if an attack hits its target, you make an *Attack Roll* using 3d6. You calculate the Attack Roll this way:

$$\text{Attack Roll} = (11 + \text{Attacker's OCV} - \text{Target's DCV}) \text{ or less}$$

		ATTACK ROLL QUICK-REFERENCE TABLE															
		Target's DCV															
OCV		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	1	11	10	9	8	7	6	5	4	3	3	3	3	3	3	3	3
	2	12	11	10	9	8	7	6	5	4	3	3	3	3	3	3	3
	3	13	12	11	10	9	8	7	6	5	4	3	3	3	3	3	3
	4	14	13	12	11	10	9	8	7	6	5	4	3	3	3	3	3
	5	15	14	13	12	11	10	9	8	7	6	5	4	3	3	3	3
	6	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3	3
	7	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3
	8	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	4
	9	17	17	17	16	15	14	13	12	11	10	9	8	7	6	5	5
	10	17	17	17	17	16	15	14	13	12	11	10	9	8	7	6	6
	11	17	17	17	17	17	16	15	14	13	12	11	10	9	8	7	7
	12	17	17	17	17	17	17	16	15	14	13	12	11	10	9	8	8
	13	17	17	17	17	17	17	17	16	15	14	13	12	11	10	9	9
	14	17	17	17	17	17	17	17	17	16	15	14	13	12	11	10	10
15	17	17	17	17	17	17	17	17	17	16	15	14	13	12	11	11	

Example: If the attacker's OCV is 8 and the target's DCV is 6, then the Attack Roll is $11 + 8 - 6 = 13$ or less.

If the attacker has an OCV of 7 and the target has a DCV of 10, then the Attack Roll is $11 + 7 - 10 = 8$ or less.

A result of 3 on an Attack Roll always succeeds; a result of 18 always fails.

To speed play, use the chart on page 90 to determine the Attack Roll.

Calculating OCV And DCV

COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's Offensive Combat Value (OCV). Base OCV is DEX/3.
- 2) Determine the target's Defensive Combat Value (DCV). Base DCV is DEX/3 for characters, and depends on size for objects.
- 3) Attacker makes an Attack Roll (3d6). To hit the target, the attacker must roll less than or equal to $(11 + \text{attacker's OCV} - \text{target's DCV})$.
- 4) If the Attack Roll fails, the attack misses, and the attacker's Phase ends. The GM moves on to the next character who has a Phase in that Segment.
- 5) If the Attack Roll succeeds, the attacker hits; determine the damage and its effects, or any other effect of the attack. The attacker's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

Obviously, the key factors in figuring out whether an Attack Roll succeeds are the OCV and DCV involved. Base OCV and DCV are figured as follows:

Base OCV = Attacker's DEX/3

Base DCV = Target's DEX/3

It's called *base* OCV and DCV because many things can modify OCV and DCV. The accompanying checklists and the DCV Modifiers Table help you determine a character's final OCV and DCV in any situation.

OCV CHECKLIST

- 1) Determine base OCV (character's DEX/3).
- 2) Add any applicable Combat Skill Levels which the character wishes to use to increase his OCV.
- 3) Apply any modifiers for the particular weapon or armor being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.

- 5) Apply any Combat Modifiers.
- 6) Apply the Range Modifier (if applicable).
- 7) Apply any other modifiers.
- 8) Apply any modifiers which halve OCV (or otherwise reduce it by a fraction or percentage).

DCV CHECKLIST

- 1) Determine base DCV (character's DEX/3).
- 2) Add any applicable Combat Skill Levels which the character wishes to use to increase his DCV.
- 3) Apply any modifiers for the particular weapon, armor, or shield being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply any other modifiers.
- 7) Apply any modifiers which halve DCV (or otherwise reduce it by a fraction or percentage). You can only halve DCV once, even if multiple "half DCV" penalties apply.
- 8) A character's minimum DCV is 0, regardless of modifiers. Any modifiers affect a character's DCV versus both HTH and Ranged attacks.

DCV MODIFIERS TABLE

Character Is	DCV
Affected by EGO +30 Mental Illusion	½
Affected by PRE/EGO +20 Presence Attack	½
Affected by PRE/EGO +30 Presence Attack	0
Attacked from behind out of combat	½
Attacked from behind in combat	½
Braced	½
Bulky Focus, character is carrying	½
Climbing	½
Encumbered (depending on degree)	-0 to -5
Entangled	0
Fighting in a cluttered or cramped area	-2
Flash/Darkness/Invisibility, affected by	½
Grabbed by another character	½
Grabbing another character	½
In the water	-2
Intoxicated	-2
In zero gravity	½
Knocked Out	0
On a narrow surface (tightrope, ledge)	-2
On ice, mud, or other slippery surfaces	-1
Prone	½
Recovering from being Stunned	½
Sleeping	0
Stunned	½
Surprised (in combat)	½
Surprised (out of combat)	½
Taking a Recovery	½
Underwater	-2
Using Noncombat Movement	½
Using a Power with Concentration	½

ALTERNATE ATTACK ROLL CALCULATION

If you're having a little trouble calculating Attack Rolls, you may want to try this method instead:

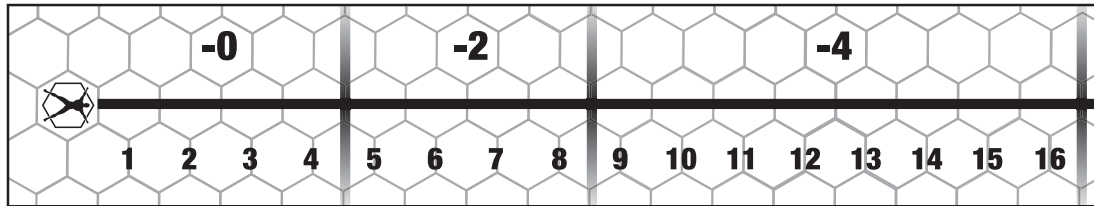
$11 + \text{Attacker's OCV} - 3d6 \text{ roll} = \text{the DCV the attacker hit}$

In other words:

1. The attacker adds 11 to his OCV.
2. The attacker then rolls 3d6 and subtracts the result from the total of Step (1).
3. The final result is the DCV the attacker hits with his attack.

This method may be easier for some players to understand. It also allows the GM to keep the target's DCV a secret if he wants to.

For example, suppose the attacker has OCV 8. He adds 11 for a total of 19. He then rolls 3d6 and gets a 12. Since $19 - 12 = 7$, he hits DCV 7. If the target has DCV 7 or less, the attack hits; if the target has DCV 8 or higher, the attack misses.



RANGE MODIFIER

When a character attacks a target at Range, the attack is subject to the Range Modifier, since it's harder to hit far-away targets. The Range Modifier Table lists the OCV penalties for different ranges.

RANGE MODIFIER TABLE

Range	OCV Modifier
0-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33-64"	-8
65-128"	-10
...and so forth	

Mental Combat

Almost all attacks use the ordinary Attack Rolls and CV described above. However, Mental Powers use *Ego Combat Value* (ECV) instead of the normal Combat Value. You can divide ECV into Offensive ECV (OECV) and Defensive ECV (DECV), just like CV. The Powers which use ECV are Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy, and Powers bought with the Advantage *Based On ECV*.

A character's base ECV is:

Base ECV = EGO/3

Substituting ECV for CV, Mental Combat works just the same as normal combat. The Attack

Roll is (11 + OECV - Target's DECV) or less on 3d6. Apply appropriate modifiers (but not the Range Modifier, since Mental Powers work on a Line Of Sight basis [page 39]).

A character using a Mental Power uses EGO instead of DEX to determine when he acts in the Phase. If he wants to take any physical actions (such as making a Half Move) first, he must wait until his DEX comes up, move, and then use his Mental Power.

COMBAT MODIFIERS

The following situations, circumstances, and actions can affect characters' Attack Rolls.

AREA OF EFFECT ATTACK

If a character uses an Area Of Effect attack, or a Power that inherently affects an area (such as Change Environment, Darkness, or Images), he targets a hex with it rather than a character. A hex has a DCV of 3 (meaning it's usually easy to hit for most characters). If the attack hits, it automatically hits everyone in the area. If it misses, it's so far off target it hurts no one (though the GM may have it cause some collateral damage to the environment).

Characters attack with Explosions (page 64) the same way.

AUTOFIRE

Automatic weapons and Powers bought with the Advantage *Autofire* can fire more than one attack with a single Attack Roll. Thus, they can hit one target several times or several targets with one

COMBAT MODIFIERS TABLE

Modifier	Notes	OCV	DCV
Area Of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	—	—
Autofire	More than one shot; 1 hit/2 points roll is made by	+0	-0
Concealment	Target half hidden	-2	—
	Only target's head and shoulders visible	-4	—
Encumbrance	Attacker is weighed down	—	-0 - -5
Environmental Conditions	Various ambient conditions or situations	Varies	Varies
Explosions	Treat like Area Of Effect	—	—
Off Hand	Using off hand	-3	—
Surprised	In combat	—	x½
	Out of combat, take x2 Stun	—	x½
Surprise Move	GM decides	+1 to +3	—
Target Prone	May also have Concealment	—	x½
Target Size	Fills 1 hex/2x human sized	+2	—
	Fills 2 hexes/4x human	+4	—
	Fills 4 hexes/8x human sized	+6	—
	½ human sized	-2	—
	¼ human sized	-4	—
	1/8 human sized	-6	—
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	—

attack. The character declares how many shots he wants to fire, up to the maximum of five.

If a character makes an Autofire attack against a single target, he hits with one attack if he makes his Attack Roll exactly. For every full 2 points by which he makes the Attack Roll, he hits the target an additional time (to a maximum of the number of shots fired). For example, if he needed a 13- to hit his target, and rolled a 9, he would hit his target 3 times (once at 13, once at 11, and once at 9).

If a character makes an Autofire attack against multiple targets, he must declare the targets and count a line of continuous hexes that includes all the targets. The character suffers a -1 OCV penalty for each hex in the line; he must make a separate Attack Roll for each target fired at. Each target can only get hit one time. The character must fire a minimum of one shot into each hex, even if no target occupies it (thus, a character with an Autofire weapon can affect a maximum of 5 hexes, and, at most, 5 separate targets). If the character misses one of the targets, he may continue down the line of hexes attempting to hit other targets.

CONCEALMENT

Targets which are partly Concealed or “behind cover” are harder to hit. If a target is half Concealed (like a person behind a table or leaning around a corner), the attacker suffers a -2 OCV. If only a person’s head is showing (like someone peering out of a door), the attacker suffers a -4 OCV.

ENCUMBRANCE

A character who carries around heavy equipment may become *encumbered*, and therefore not able to fight as well. As indicated on the accompanying table, Encumbrance can affect the character’s DEX-based rolls, DCV, and rate of movement, and may tire him out quickly.

ENCUMBRANCE TABLE

Total Weight Carried	DCV/DEX		END Cost per Turn
	Roll	Movement	
Up to 10%	-0	—	0
10-24%	-1	—	0
25-49%	-2	-1”	1
50-74%	-3	-2”	2
75-89%	-4	-4”	3
90-100%	-5	-8”	4

Notes

Total Weight Carried: A percentage of the total weight a character can lift, as indicated by the Strength Table (page 17).

END Cost Per Turn: When Encumbered in combat, the character uses this much END per Turn, in addition to any other END used for STR, Powers, and the like.

ENVIRONMENTAL CONDITIONS

The Environmental Conditions Table lists some typical environmental conditions and the problems they can cause in combat. Characters can eliminate these penalties using the listed Skills or by buying the Talent *Environmental Movement* (page 32).

ENVIRONMENTAL CONDITIONS TABLE

Condition	Problem; Modifiers
Climbing	Depending on the difficulty of the climb, reduce DCV by up to half.
Cluttered, Cramped	-2 DCV, -1 OCV (or worse) unless character succeeds with an Acrobatics roll.
Intoxication	-2 OCV, -2 DCV.
Narrow Surfaces	-2 DCV and -2 DC to all attacks unless character succeeds with an Acrobatics roll.
Poor Footing	-1 DCV and -1 DC to all attacks unless character succeeds with a Breakfall roll.
Water	Underwater: -2 DCV and -2 DC to all attacks unless character has TF: SCUBA. Standing in water: -2 DCV unless character succeeds with a Breakfall roll.
Zero-Gravity	-3 OCV, ½ DCV, and -3 DCs unless character makes a PS: Zero-G Operations roll.

OFF HAND

A weapon used in the character’s “off” hand suffers a -3 OCV penalty. The Talent *Ambidexterity* eliminates this penalty.

SURPRISED

This Combat Modifier applies when the character is attacked from behind, above, by an invisible attacker, from ambush, or any other situation where he is surprised by the attack. The GM decides whether a character is “surprised” based on the circumstances.

A character Surprised while out of combat is at ½ DCV and takes 2x STUN from the attack (multiply the STUN before the character applies his defenses). This includes attacks against sleeping or Knocked Out characters.

A character Surprised while in combat is at ½ DCV, but the STUN damage remains normal.

SURPRISE MOVE

A Surprise Move is any maneuver a character makes which startles an opponent, tricks an enemy or takes advantage of his unperceptiveness, or involves an unexpected action which provides the attacker with a new angle of attack. The GM should reward this sort of inventiveness on the part of the player with an OCV bonus of +1 to +3 for that attack.

AUTOFIRE EXAMPLE

Andarra fires at three rock creatures in a 5 hex continuous line. She takes a -5 on her OCV for firing at each target (-1 for each hex in the line). Andarra has an OCV of 6. Each rock creature has a DCV of 4. Andarra’s first Attack Roll is $11 + 6 - 4 - 5 = 8$ or less. Andarra rolls a 5, hitting the first rock creature (each target can only get hit once). Andarra rolls to hit the second rock creature and gets a 9, missing it altogether. Then she rolls a 6 and hits the third rock creature.

HERO SYSTEM OPTIONAL COMBAT MANEUVERS

The full *HERO System* rules contain Optional Combat Maneuvers that characters can use. They add more options to combat, but also complexity:

Blazing Away
Club Weapon
Cover
Dive For Cover
Hipshot
Hurry
Pulling A Punch
Rapid Fire
Roll With A Punch
Snap Shot
Suppression Fire
Sweep

TARGET SIZE

Inanimate objects larger or smaller than normal human size (1" tall) are easier or harder to hit: a target 2x human size is +2 to an attacker's OCV, a target 4x human size is +4, and so on; a target ½ human size is -2 to an attacker's OCV, one ¼ human size is -4, and so forth.

These same modifiers apply to PER Rolls made to perceive large or small objects.

UNFAMILIAR WEAPON

A character must have Weapon Familiarity with a weapon, or have paid Character Points for it, to use it properly. Otherwise, he suffers a -3 OCV penalty.

COMBAT MANEUVERS

Although the number of different ways one character can strike another in combat is nearly infinite, the differences between the vast majority of these maneuvers — *in game terms* — are minimal. Therefore, the *HERO System* rules define fighting with several *Combat Maneuvers* that cover most of the possibilities. Any character can use Combat Maneuvers, but Martial Maneuvers cost Character Points (see *Martial Arts*, page 27).

Combat Maneuvers can modify the character's OCV, DCV, damage done, and/or other factors. Any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of the character's next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

Explanation Of Standard Maneuvers

BLOCK

Block allows a character to block an opponent's HTH attack and set himself up to deliver the next blow. Blocks do not affect Ranged attacks. Using a Block is an Attack Action.

A character must declare his intention to Block before his attacker makes an Attack Roll. To attempt a Block, he makes an Attack Roll against his opponent's OCV (not DCV). If successful, he Blocks the attack and takes no damage. Furthermore, if these two characters both have their next Phases in the same Segment, the character who Blocked automatically gets to act first, regardless of relative DEX (the Blocking character's opponent is delayed until after the Blocking character's DEX).

If a Block misses, the attacker still has to hit the Blocking character's DCV.

A character who has successfully Blocked one attack can Block additional attacks made against him in that Segment or later Segments. Each additional roll is made at a cumulative -2 penalty (second Block -2, third Block -4, and so on). If the character misses any of his Blocks, or takes any Action besides Blocking, he cannot Block further attacks.

BRACE

Brace allows a character to brace himself to steady his aim and improve his accuracy at range. To Brace, a character must take a Zero-Phase Action to steady himself; this gives him +2 OCV only to offset the Range Modifier, but halves his DCV. Characters can combine Brace with Set.

DISARM

Disarm allows a character to knock a weapon or hand-held object out of another character's grasp. If the Attack Roll succeeds, the characters engage in a STR Versus STR Contest — each rolls 1d6 per 5 points of STR and counts the Normal Damage BODY (page 97). If the attacker's BODY total is higher or the rolls tie, the Disarm succeeds and the target's weapon or object goes flying ½d6 hexes in the direction of the strike. If the defender's BODY total is higher, he retains his grip on his weapon.

DODGE

Dodge improves a character's chances to avoid an attack by giving him +3 DCV against all attacks. Characters can Abort to Dodge. Using Dodge counts as an Attack Action.

GRAB

This Maneuver allows a character to get a hold on another character or object.

If the Attack Roll succeeds, the character has Grabbed his opponent. He can then do the following in the same Phase without making another Attack Roll:

- Squeeze the target, or smash him against something. This does the character's STR damage to the victim.
- Throw the target against something. This does the character's STR damage to the victim, and subjects him to the non-damaging effects of a Throw (see *Martial Throw*, below), but means the character has to let the victim go.

If the character squeezes or smashes the victim, he can do the same thing in later Phases, but this requires an Attack Action and an Attack Roll.

Breaking free from a Grab requires a STR Versus STR Roll — each character rolls 1d6 per 5 points of STR and counts the Normal Damage BODY (page 97). If the attacker's BODY total is higher or the rolls tie, the victim remains Grabbed; if the victim's roll is higher, he breaks free. If a character uses only half his STR to try to break free, the attempt is an Action that takes no time; if he uses more than half his STR, it's an Attack Action.

A Grabbed character's two arms are immobilized. He can't use most handheld weapons and Accessible Foci. If a Grabbed character has more than two manipulatory limbs (because he bought Extra Limbs), he can use the rest of them normally.

A Grabbed character has ½ DCV against all attacks. If he has a free limb or another way to make an attack, he has a -3 OCV to attack the character Grabbing him, and is at ½ OCV when attacking other characters.

COMBAT MANEUVERS TABLE

STANDARD MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH attacks, Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, requires STR vs. STR Roll
Dodge	½	—	+3	Dodge all attacks, Abort
Grab	½	-1	-2	Grab Two Limbs; can squeeze or throw
Haymaker	½*	0	-5	+4 Damage Classes to any attack
Move By	½	-2	-2	((STR/2) + (v/5))d6; attacker takes ½ damage
Move Through	½	-v/5	-3	(STR + (v/3))d6; attacker takes ½ or full damage
Set	1	+1	+0	
Strike	½	+0	+0	STR damage or by weapon type

MARTIAL MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Choke Hold	½	-2	+0	Grab, 2d6 NND (see text)
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR +1d6 Strike; Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
Martial Dodge	½	—	+5	Dodge, affects all attacks, Abort
Martial Escape	var	+0	+0	+15 STR versus Grabs
Martial Grab	½	-1	-1	Grab Two Limbs, +10 STR for holding on
Martial Strike	½	+0	+2	STR +2d6 Strike
Martial Throw	½	+0	+1	STR + v/5 Strike; Target Falls
Nerve Strike	½	-1	+1	2d6 NND (see text)
Offensive Strike	½	-2	+1	STR +4d6 Strike
Sacrifice Throw	½	+2	+1	STR; You Fall, Target Falls
+1 Damage Class				Adds to all Martial Maneuvers
Weapon Element				Allows use of Martial Arts with weapons

* This maneuver takes one extra Segment to perform

EXPLANATION OF TERMS:

Phase: How long it takes to perform the Maneuver.

OCV: The Maneuver's modification to OCV.

Dash ("—"): Not applicable.

DCV: The maneuver's modification to the attacker's DCV.

Effects: The damage or other effect done by the Maneuver. STR means the Maneuver does STR/5 in d6 of Normal Damage.

Abort: A character can Abort to this Maneuver (see page 89).

A character performing a Grab is at ½ DCV against all attacks. He has his full OCV when attacking the Grabbed character, and is at ½ OCV if he attacks other characters while maintaining the Grab.

HAYMAKER

A Haymaker is basically an all-out attack — the character takes extra time to “wind up” a punch, put extra force into his Energy Blast, aim carefully to hit a vital spot, or otherwise attack the target powerfully. It takes one extra Segment to execute — the character spends his Phase preparing, then launches the attack at the very end of the next Segment — and if the target moves during that time, or the character suffers Knockback, the Haymaker automatically fails. It adds +4 Damage Classes (page 97) to an attack. It cannot add to other Combat Maneuvers (except for Strike) or Martial Maneuvers.

MOVE BY

This Maneuver allows a character to attack while doing a Full Move past his target with Running, Leaping, Swimming, Flight, Gliding, or Swinging. If a Move By hits, it does half of the character's regular STR damage plus (Velocity/5)d6 Normal Damage to the target (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes one-third of this damage himself (but may apply his defenses to it). If a Move By misses, the character keeps moving past the target to the end of his Full Move.

MOVE THROUGH

Move Through allows a character to attack at the end of a Full Move with Running, Leaping, Swimming, Flight, Gliding, or Swinging — he runs right into his opponent. This simulates ramming attacks, tackles, and many similar actions.

MARTIAL ARTS STYLES

Here are the Martial Maneuvers to buy if you want your character to know a particular style of martial arts. A character only has to buy at least 10 Character Points' worth of the maneuvers listed to practice that style.

Boxing: Martial Block, Martial Grab, Martial Strike, Offensive Strike

Fencing: (requires a sword; each +2d6 of damage added by a Maneuver adds +1 Damage Class to the weapon's damage): Defensive Strike, Martial Block, Martial Disarm, Martial Strike, Offensive Strike.

Generic Martial Arts: Martial Block, Martial Dodge, Martial Strike, Martial Throw, Offensive Strike.

Jujutsu: Choke Hold, Martial Block, Martial Disarm, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Sacrifice Throw.

Karate: Killing Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Strike, Offensive Strike.

Kung Fu: Killing Strike, Legsweep, Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Nerve Strike, Offensive Strike.

Wrestling: Choke Hold, Martial Escape, Martial Grab, Martial Throw, Sacrifice Throw.

If the attack hits, it does the character's regular STR damage + (Velocity/3)d6 in Normal Damage (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes half of this damage himself (but may apply his defenses to it). If a Move Through misses, the character keeps moving past the target to the end of his Full Move.

SET

This Combat Maneuver represents the effects of taking extra time to aim at a specific target, thereby improving one's accuracy. It requires a Full Phase to establish, and provides a +1 OCV bonus to all attacks against that target until the character ends the Set (which occurs if the character does anything other than aim at or attack the target, gets Stunned or Knocked Out, and so forth). A character can Set and Brace in a single Phase to get both bonuses (he also suffers both penalties).

STRIKE

This is the basic attack Maneuver. It includes attacks such as punches, kicks, elbow smashes, headbutts, attacks with weapons, firing a gun, using Attack Powers (such as Drain, Energy Blast, Entangle, or any other power requiring an Attack Roll), and just about any other way a character can hit another character.

MARTIAL ARTS

Any character can use the basic Combat Maneuvers, but only those who have received special training, or have a particular aptitude for HTH combat, know Martial Arts. Martial Arts is a Skill characters have to purchase; see page 27.

Defensive Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Grab, Martial Strike, and Offensive Strike are similar to various Standard Combat Maneuvers described above, but provide modifiers to OCV, DCV, damage done, or the like. The other Martial Maneuvers are explained below.

Choke Hold: This maneuver allows the character to Grab an opponent's head and neck and inflict NND damage (he can also keep the victim from speaking). The defense against this NND is having rigid armor on the neck, a PD Force Field, or Life Support (Self-Contained Breathing).

Killing Strike: This Maneuver allows the character to do Killing Damage to the target without using a weapon. It includes things like throat punches, breaking bones, snapping a victim's neck, and so on. Standard rules for HKAs and Killing Damage apply.

Legsweep: This Maneuver knocks an opponent's legs out from under him, dashing him painfully to the ground. See *Martial Throw* for details on the effects of Throws.

Martial Escape: This Maneuver grants a character extra STR only for breaking free from Grabs.

Martial Throw: This Maneuver allows an attacker to throw an opponent weighing no more than he can lift with his STR to the ground. This has several effects.

First, the Thrower does his STR damage to the Thrown character, plus 1d6 for every 5" of velocity the target had. If the Thrown character makes a Breakfall roll at -1 for every 2d6 of damage, he only takes half damage. In either case, the target ends up prone in an adjacent hex.

Second, if the Thrower and Thrown character both have their next Phases in the same Segment, the Thrower automatically gets to act first, regardless of relative DEX (just like with a Block).

Nerve Strike: This maneuver allows a character to do NND damage by striking particularly vulnerable or sensitive parts of a target's body. The defense to the NND is rigid armor protecting the target's vulnerable spots or a PD Force Field.

Sacrifice Throw: Identical to Martial Throw, but the character performing the throw also ends up prone in his own hex.

Weapon Element: A character must define his Martial Arts as Barehanded or using a particular weapon. For example, Fencing is defined as using swords. Defining Martial Arts as requiring a weapon costs nothing, but the character cannot use his Martial Arts with his bare hands.

If a character defines his Martial Arts as Barehanded, he can buy *Weapon Elements* to allow him to also use weapons with it. A Weapon Element with a 1-point Weapon Familiarity category (page 30) costs 1 point.

When a character uses a Martial Maneuver with a weapon, substitute the weapon's damage for "STR" listed in the Damage/Effects column. If the weapon does Normal Damage, any damage bonuses from the Maneuver add to the weapon's damage directly; if the weapon does Killing Damage, add *half* the maneuver's damage bonus dice as Damage Classes (page 97). For example, if a sword does HKA 1d6, and a character uses it with a Martial Maneuver that does +4d6 damage, the sword does (1d6 + 2 DCs =) 1½d6 damage.

+1 Damage Class: Extra Damage Classes increase the damage done with Martial Maneuvers. Each one purchased applies to all of a character's Martial Maneuvers. It adds +1d6 of damage, or +5 STR, depending on the type of Maneuver.

DETERMINING DAMAGE



If an attack hits, you must determine how much damage it does. This involves rolling dice. The description of the Power, maneuver, or weapon used indicates the number of dice to roll. For example, you'd roll eight dice for an Energy Blast 8d6.

Most damage in the *HERO System* is one of two types: Normal Damage or Killing Damage. Normal Damage is caused by things like punches, clubs, and Energy Blasts; it's intended primarily to Stun the target. Killing Damage is done by things like bullets, swords, and claws; it's intended to injure or kill the target.

Damage Class

To make it easy to compare different types of damage, the *HERO System* uses *Damage Classes*, or "DCs." The accompanying table lists the DCs for Normal and Killing Damage.

Damage Classes become important when you add damage to an attack via Martial Maneuvers or the like. A Maneuver that adds +2 DCs to a weapon adds +2d6 to a Normal Damage weapon, but doesn't add that much to a Killing Damage weapon.

No matter how a character adds damage to an attack, he cannot do more than double the base DCs of the attack. For example, if a character has a sword that does HKA 1d6+1 damage (4 DCs), the most damage he can do with that sword is HKA 2½d6 (8 DCs), no matter how strong or skilled he is.

DAMAGE CLASS TABLE

DC	Killing	Normal
1	1 point	1d6
2	½d6	2d6
3	1d6	3d6
4	1d6+1	4d6
5	1½d6	5d6
6	2d6	6d6
7	2d6+1	7d6
8	2½d6	8d6
9	3d6	9d6
10	3d6+1	10d6
11	3½d6	11d6
12	4d6	12d6
13	4d6+1	13d6
14	4½d6	14d6
15	5d6	15d6
16	5d6+1	16d6
17	5½d6	17d6
18	6d6	18d6
19	6d6+1	19d6
20	6½d6	20d6
...and so forth.		

Normal Damage Attacks

Punches, blunt weapons like clubs, Energy Blasts, and concussion explosions are Normal Damage attacks. This type of damage tends to knock an opponent out (by causing STUN damage) rather than kill him (by causing BODY damage).

For Normal Damage, the total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does 22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

NORMAL DAMAGE

Each die for Normal Attack	BODY done
1	0 (zero)
2-5	1
6	2

Killing Damage Attacks

Claws, knives, bullets, and similar attacks do Killing Damage. This type of damage is more likely than Normal Damage to kill an opponent.

For Killing Damage, the total on the dice is the amount of BODY the attack does. To determine the STUN done, the character rolls a *STUN Multiplier* — 1d6-1 (minimum of 1) — and multiplies the result by the amount of BODY done. For example, suppose an RKA 3d6 rolls 3 + 4 + 5 = 12. That's 12 BODY damage. Then you roll another die for the STUN Multiplier. If it comes up 5, the Multiplier is (5 - 1 =) 4, so the attack does 48 STUN (4 x 12).

TAKING DAMAGE

Now that you know how to dish out damage, here's how to take it.

Sidekick distinguishes between two types of defenses: *Normal* (which only apply against Normal Damage) and *Resistant* (which apply against Normal and Killing Damage). Normal Defenses include a character's natural PD and ED; Resistant Defenses include Armor, Force Fields, and PD and ED for which a character has bought Damage Resistance. In Heroic campaigns, Resistant Defense usually indicates some form of armor.

Sidekick also distinguishes between *physical*

COUNTING THE DICE

One of the things that may slow down your *HERO System* combat is counting the damage dice — particularly if you're in a game where characters have high-damage attacks, such as a superhero game. Here are a few tips to make counting the damage dice quicker and easier:

—Group dice into 10s, such as 6-4, 3-3-2-2-, 5-5, and so forth. Then you can quickly add up the 10s and any remainder dice.

—When counting Normal Damage BODY, compare 6s and 1s. If they're equal, then the BODY damage equals the number of dice rolled (the "0 BODY" from the 1s averages out the "2 BODY" from the 6s). If you have more 6s than 1s, you do that many more points of BODY than the dice rolled; if you have more 1s than 6s, you do that many BODY less than the dice rolled.



damage (such as punches, bullets, swords, falling, clubs, and so forth) and *energy* damage (such as fire, lasers, Energy Blasts, and the like). Defenses usually only protect against one type of damage or the other — for example, a character's Physical Defense (PD) only works against physical attacks, and his Energy Defense (ED) against energy attacks.

1. If the attack does Normal Damage (fists, clubs, Energy Blasts):

- a. Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.
- b. Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.
- c. Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

2. If the attack does Killing Damage (claws, blades, guns):

- a. Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). Armor, Damage Resistance, Force Field, and Force Wall provide Resistant Defense; so does armor the character wears (chainmail or plate armor, for example).
- b. Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.
 - i. A character's Normal Defenses, including his PD and ED (unless modified by Damage Resistance), *do not* reduce the BODY from Killing Damage, even if he has Resistant Defenses.

c. If the character has *no* Resistant Defenses, he takes all the STUN damage done by the attack.

d. If the character has any Resistant Defenses, add all applicable forms of Defense — both Normal and Resistant — together to determine his total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage:

- a. If the character has the applicable defense, he takes no damage at all.
- b. If the character does not have the applicable defense, he takes all the damage.

Some Advantages, such as *Armor Piercing* or *Hardened*, may affect how damage applies to defenses.

EFFECTS OF DAMAGE

There are four major effects of damage: Stunning; Knockout; Injury; and Death.

Stunning

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is less than his CON, he suffers no additional effect — he just loses the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is greater than his CON, he loses the STUN and is *Stunned*. A Stunned character's DCV instantly drops to to ½. At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character can do nothing until he recovers from being Stunned (though he still gets his free Post-Segment 12 Recovery).

Recovering From Being Stunned

A Stunned character must take a moment to clear his head. This is called *recovering from being Stunned*.

Recovering from being Stunned requires a Full Phase, and is the only thing the character can do during that Phase. A character can recover from being Stunned in the Segment in which he was Stunned if he had a Phase in that Segment and had not yet acted that Phase. When he recovers from being Stunned, the character's DCV returns to normal, but he doesn't gain back any of his lost STUN.

If a character has to recover from being Stunned in his Phase, but takes damage in that Segment prior to when his Phase begins, he cannot recover from being Stunned that Phase. He must try to do so on his next Phase instead.

Knockout

If the amount of STUN damage a character suffers from a single attack or multiple attacks (after subtracting his defenses) is greater than his STUN, he is Knocked Out. A character who is Knocked Out has OCV 0, DCV 0, and ECV 0, and any attack that hits him does 2x STUN. At the end of the Segment, any of his Powers which are not Persistent turn off.

To regain consciousness, a Knocked Out character must take Recoveries (page 100) — in fact, that's all he can do until he wakes up (though he cannot take a Recovery in the same Segment when he was Knocked Out, even if he has a Phase). But if he's deeply unconscious, he may not get to take a Recovery every Phase (see accompanying table). When the character's Recoveries make his STUN total positive, he wakes up and can take whatever

RECOVERY TIME

STUN Total

-0 to -10
-11 to -20
-21 to -30
-31 or more

How Often Character Recovers

Every Phase and Post-Segment 12
Post-Segment 12 only
Once a minute only
GM's option (a long time)

Actions he wants to. However, his END total in this situation equals his current STUN total; he's put all of his energy into waking up.

Injury

Characters who take BODY damage suffer appropriate injuries based on the attack being used — cuts, broken bones, wounds, burns, and other such unpleasanties.

Death

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, he has lost twice his original BODY (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY).

KNOCKBACK

In some types of combat, attacks are so powerful they knock the characters all over the battlefield. To reflect this, characters can do Knockback (KB). Knockback is most appropriate for Superheroic campaigns.

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (+1d6 if the attack is Armor Piercing, does Killing Damage, uses Martial Arts, or the target uses Clinging; -1d6 if the target is in the air or in zero gravity). He subtracts the total rolled from the amount of BODY rolled on the attack dice.

If the result is negative, no Knockback occurs; the defender remains where he was standing before the attack.

If the result is 0, the character is Knocked Down.

If the result is positive, the target is Knocked Back that many inches. If he hits a solid object (like a wall or a tree), he takes a number of dice of Normal Damage equal to the inches of Knockback. If he hits nothing, he lands on the ground and takes half that much Normal Damage.

A character who's Knocked Down or Knocked Back is "prone." While prone he has half DCV. He must spend a Half Phase in his next Phase getting to his feet or reorienting himself, which restores his DCV to normal.

RECOVERY



During combat, a character may temporarily lose both STUN and END. To reflect the body's recuperative capacity, each character has a *Recovery* (REC) Characteristic derived from his STR and CON.

Characters use REC to regain STUN and END. This is known as "Recovering" or "taking a Recovery." When a character Recovers, add his REC to his current STUN and END totals.

Characters get to Recover in two situations. First, after Segment 12 each Turn, all characters (even Stunned ones) get a free *Post-Segment 12 Recovery*. This Recovery occurs automatically (unless the character is holding his breath or deeply unconscious).

Second, a character may choose to take a Recovery as his Action in any of his Phases. Taking a Recovery is a Full Phase Action, reduces the character's DCV by half, and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted).

If a character takes damage from an attack in the Segment in which he takes a Recovery, the Recovery fails; he gets no STUN or END back and has wasted his Phase.

Holding Breath And Drowning

A character who holds his breath does not get to Recover, even on Post-Segment 12. He also expends a minimum of 1 END per Phase. If he runs out of END, he can spend STUN as END at the rate of 1d6 STUN per "2 END" used. If he runs out of STUN, he starts to lose BODY at the rate of -1 BODY per Phase until he dies.

Recovering BODY

Injured characters Recover their REC in BODY per month. The GM can proportion this BODY over the course of the month if desired. Hospital care or advanced medicine may as much as double the healing rate; poor or unsanitary conditions may as much as halve it.



PRESENCE ATTACKS



Powerful individuals are impressive — impressive enough to make others stop and listen, or even obey commands. The *HERO System* simulates this with Presence Attacks, which involve the character's PRE.

A Presence Attack is an attempt to influence one or more targets. It affects everyone who can hear it, provided it's intended for them. It can make an opponent hesitate or surrender, convince a bystander to offer assistance, intimidate a prisoner into confessing, or make someone run away in fear.

To perform a Presence Attack, a character rolls 1d6 for every 5 points of PRE he has (plus any dice added or subtracted by modifiers). Compare the total on the Presence Attack dice to the defender's PRE or EGO (whichever is higher) using the Presence Attack Table.

A Presence Attack is an action that takes no time; a character can make one even in a Segment when he doesn't have a Phase.

PRESENCE ATTACK TABLE

Presence

Attack is

Target's PRE or EGO

Effect of Attack

Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.

Target's PRE or EGO +10

Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.

Target's PRE or EGO +20

Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he is friendly, he is inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.

Target's PRE or EGO +30

Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he is friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

PRESENCE ATTACK MODIFIERS

Modifier	Situation or Character's Action
-1-2d6	Inappropriate setting
-1d6	In combat
-1d6	At a disadvantage (e.g., captured)
	Presence Attack conflicts with target's Psychological Limitation
-1d6	Moderate Psychological Limitation
-2d6	Strong Psychological Limitation
-3d6	Total Psychological Limitation
	Reputation Disadvantage contrary to Presence Attack
-1d6	8- Reputation
-2d6	11- Reputation
-3d6	14- Reputation
-4d6	Extreme Reputation
	Presence Attack agrees with target's Psychological Limitation
+1d6	Moderate Psychological Limitation
+2d6	Strong Psychological Limitation
+3d6	Total Psychological Limitation
+1d6	Exhibiting a Power or superior technology
+1-3d6	Violent action
+1-3d6	Good soliloquy
+1-2d6	Appropriate setting
+2d6	Target is in partial retreat
+4d6	Target is in full retreat/has been captured



EXAMPLE OF COMBAT



Here's an example of the way combat works. It pits Defender, a superhero described on page 117, against a supervillain named Pulsar (page 118), who has the help of a couple of hired goons (DEX 12, SPD 3) armed with 9mm submachine guns (page 113).

The adventure begins when Defender learns that Pulsar is robbing the First National Bank. He heads that way immediately, using his Boot-Jets (his Flight) to get there as quickly as possible.

Approaching from the air, Defender notices the bank has a skylight. He decides that's the best way to make a dramatic entrance.

SEGMENT 12

The combat begins on Segment 12, so all the characters have a Phase. Pulsar is DEX 23, Defender is DEX 25, and the thugs are DEX 12. Therefore Defender goes first, followed by Pulsar and then the thugs.

Defender makes a Half Move to fly through the skylight. Since that's pretty impressive, he decides to open with a Presence Attack (page 101): "All right, Pulsar, you're busted! You and your boys surrender now and you won't get hurt." Defender's PRE is 20, so he gets a base of 4d6. The GM decides to award Defender +1d6 for his violent action. On the other hand, this is a combat situation, so Defender suffers a -1d6 penalty, for a total of 4 + 1 - 1 = 4d6. He rolls the dice and gets an excellent result — 21! Pulsar has PRE 15, so he's only affected enough for Defender to act first (which he is anyway), but the goons only have PRE 10. They hesitate for a Half Phase this Phase, and so can only take a Half Phase Action.

Since the Presence Attack takes no time (page 101), Defender still has a Half Phase left and decides to attack. He fires his Electro-Bolos at Pulsar. Defender has a base OCV of 8, and +2 Combat Skill Levels he can apply. He decides to put them both in OCV, for a final OCV of 10. Pulsar is 4" away from him, so the Range Modifier is -0. Pulsar has DCV 8. Therefore Defender needs to roll $11 + 10 \text{ OCV} - 8 \text{ DCV} = 13$ or less to hit. He rolls an 11 and hits! Now he has to roll the 6d6 for his Entangle to determine the BODY. He rolls 6, 6, 4, 3, 2, 1, which means a total of $2 + 2 + 1 + 1 + 1 + 0 = 7$ BODY. The Entangle has 7 BODY, 6 DEF. That concludes Defender's Phase.

Now it's Pulsar's Phase. He wants to break free from the Electro-Bolos. Since he's got innate energy powers, he can use one of his Power Blasts to try to break free. He uses Power Blast I, an Energy Blast 12d6. He doesn't have to make an Attack Roll to hit the Entangle, so he just rolls his damage: 6, 6, 6, 5,

4, 3, 3, 3, 3, 2, 2, 1. The STUN doesn't matter, but the BODY is $2 + 2 + 2 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 0 = 14$ BODY, a slightly better than average roll. The Entangle has 6 DEF + 7 BODY; after Pulsar subtracts the 6 DEF he still does 7 BODY damage, so the Power Blast I destroys the Entangle entirely. However, blasting the Entangle was an Attack Action, so Pulsar has used up his Phase.

Now the thugs act. Since Defender impressed them with his Presence Attack, they use their remaining Half Phase to run behind the tellers' counter and take cover.

That concludes Segment 12. Now everyone gets a Post-Segment 12 Recovery. No one's taken any STUN, but both Defender and Pulsar have used END, so they add their REC to their END. Since they both have high REC scores (20 and 10, respectively), and each only used 6 END, that puts them back at full END.

SEGMENTS 2, 3, AND 4

Now the next Turn begins. Pulsar has SPD 6, so he gets Phases in Segments 2, 4, 6, 8, 10, and 12. Defender has SPD 5, so he gets Phases in Segments 3, 5, 8, 10, 12. The thugs have SPD 3, so they get Phases in Segments 4, 8, and 12. (See the SPD Chart, page 87.)

In Segment 2, Pulsar has a Phase. He decides to (a) activate his Force Field (a Zero-Phase Action), and (b) fire a Power Blast at Defender — his Power Blast I. He has an OCV of 8, with +3 Combat Skill Levels that he can add. Defender is 4" away from him, so the Range Modifier is -0. Pulsar decides to apply all three Levels to OCV, giving him a final OCV of 11. Defender has a DCV of 8. He doesn't know what Pulsar's OCV is (the GM keeps that information secret, of course), but he knows Pulsar is no pushover and doesn't want to take the chance of getting hit. He decides to Abort his Phase in Segment 3 so he can Dodge, which will give him +3 DCV, for a final DCV of 11.

Pulsar needs to roll $11 + 11 \text{ OCV} - 11 \text{ DCV} = 11$ or less to hit. He makes his Attack Roll and rolls a 13 — a miss. Defender's Dodge has paid off!

In Segment 3, Defender has a Phase. However, he Aborted this Phase to Dodge in Segment 2, so he does not get to act. However, he retains the +3 DCV bonus from the Dodge until he gets his next Phase (in Segment 5).

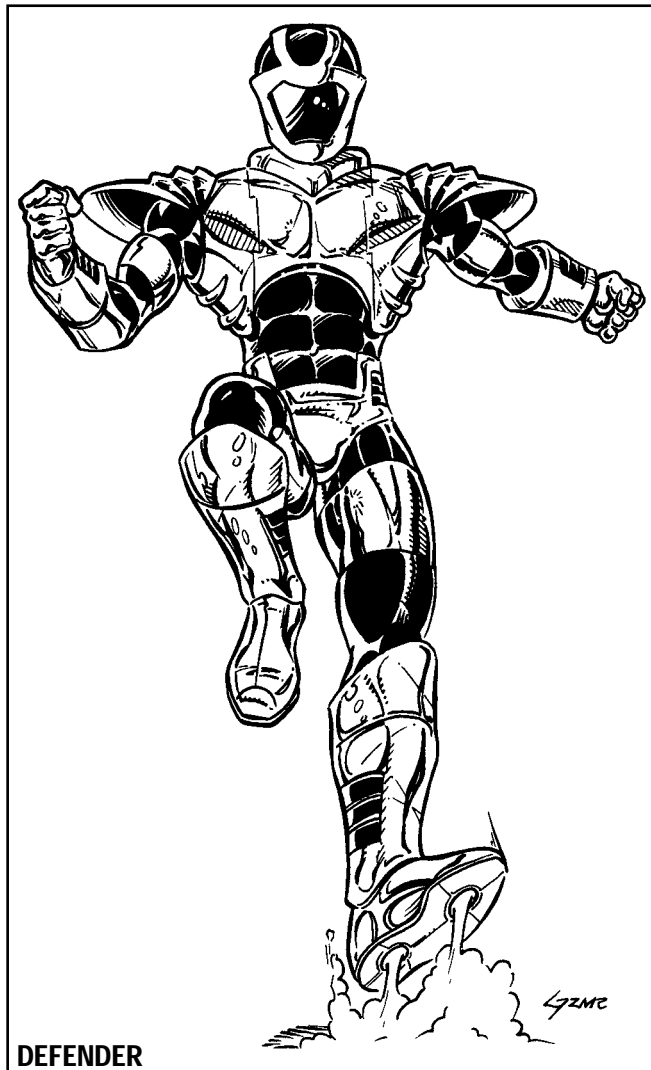
In Segment 4, Pulsar and the thugs all have a Phase — good thing Defender still has that DCV bonus! Pulsar fires another Power Blast I, with the same Attack Roll. This time he rolls 11 and hits. Now he rolls his damage: 6, 6, 5, 5, 4, 3, 3, 3, 2, 2, 2, 1. That's 42 STUN, 13 BODY. Defender has a total

of 20 ED, so he takes $(42-20 =) 22$ STUN and $(13-22 =) 0$ BODY. His CON is 30, so he's not Stunned (page 99). Now Pulsar rolls for Knockback (page 99). Ordinarily he would roll 2d6, but Defender is flying, so he only rolls 1d6. He rolls a 5. $13 \text{ BODY} - 5 = 8$, so Defender gets Knocked Back 8" — right into the wall! Pulsar rolls 8d6 for Knockback damage, getting 6, 5, 4, 4, 3, 3, 1, 1 for 27 STUN, 7 BODY. Defender takes 7 STUN and 0 BODY from that, so he's lost a total of 29 STUN this Phase. He has 35 STUN normally, so he's only got 6 STUN left before he's Knocked Out!

Now it's the thugs' turn. They decide to use their submachine guns on full Autofire (5 shots) against Defender. They have DEX 12, for an OCV of 4. Defender is 16" away from them, for a Range Modifier of -4, and has DCV 6 at present — his normal DCV 11 is halved because he took Knockback and is "prone." That means each of the thugs needs $11 + 4 - 4 - 6 = 5$ or less to hit. They roll 11 and 12, so both of them miss.

SEGMENT 5

In Segment 5, Defender has a Phase. Ordinarily he would have to spend a Half Phase to "get to his feet," but the GM rules that since he's still above ground and can fly, he can combine that with a Half Move. He flies forward 10" (a Half Move),



putting him 2" away from Pulsar and 6" away from the goons. He fires an Electric Blast at Pulsar with OCV 8, putting both his Combat Skill Levels into DCV (since he's so low on STUN that he doesn't dare get hit). He needs to roll $11 + 8 - 8 = 11$ or less to hit. He rolls a 10 and hits! For damage he rolls $6 + 6 + 6 + 5 + 5 + 5 + 4 + 4 + 3 + 3 + 3 + 2 = 52$ STUN, 15 BODY, an excellent roll. Pulsar subtracts his defenses — 17 ED + 10 ED Force Field — for 25 STUN, 0 BODY. Since Pulsar only has CON 23, taking 25 STUN damage Stuns him (page 99). At the end of this Phase, all of his powers which aren't Persistent (such as his Force Field) will turn off.

Defender now rolls for Knockback. He rolls 10 on 2d6, so Pulsar takes $15 - 10 = 5$ " of Knockback. That Knocks him Back into the teller's counter and he takes 5d6 damage. Defender rolls $5 + 4 + 3 + 1 + 1 = 14$ STUN, 3 BODY. Pulsar's natural PD and Force Field are high enough (total of 23 PD) that he takes no damage from the Knockback.

At the end of the Segment, Pulsar's Force Field turns off.

SEGMENT 6

The only character with a Phase in Segment 6 is Pulsar. Unfortunately, he's Stunned, so he has to spend his entire Phase recovering from being Stunned (page 99). At the end of his Phase, he becomes un-Stunned.

SEGMENT 8

In Segment 8, all four characters have a Phase. Defender (DEX 25) goes first. Since Pulsar's not yet out, he decides to fire another Electric Blast. Defender has OCV 8. Pulsar's DCV would normally be 8, but he's prone (lying on the ground), so it's halved to 4.

At this point, Pulsar does not have his Force Field active — it shut off when he became Stunned. He could Abort his Phase in Segment 8 to turn it on, or to Dodge, but he's got a Psychological Limitation: Overconfidence. The GM decides Pulsar's opinion is: "He can't hit me... and even if he can, I can take it!"

Defender needs to roll $11 + 8 - 4 = 15$ or less to hit. He rolls an 11 and hits. He rolls $6 + 5 + 5 + 4 + 4 + 4 + 3 + 3 + 3 + 2 + 1 + 1 = 41$ STUN, 11 BODY. Pulsar only has his natural ED of 17, so he takes 24 STUN and 0 BODY. He had already taken 25 STUN in Segment 5, so he's now lost a total of 49 STUN. Unfortunately, he only has 40 STUN, so he's Knocked Out (page 99). As indicated by the Recovery Table (page 99), he's not badly Knocked Out (-9 STUN), so he gets to take a Recovery every Phase and on Post-Segment 12 (he doesn't get a Recovery this Segment, even though he has a Phase he hasn't taken yet, because this is the same Segment in which he was Knocked Out; see page 99).

Now the thugs get to act. They try the same thing they did last Phase — full

Autofire with their submachine guns against Defender. This time the Range Modifier is only -2 OCV, since they're 6" away from him. That means they need $11 + 4 - 2 - 10 = 3$ or less to hit him. One rolls an 11 and misses; the other, to the GM's astonishment, rolls a 3! Using the Autofire rules (page 92), the GM determines that two of the second thug's bullets hit Defender.

The 9mm submachine gun does RKA $1d6+1$ damage with a $1d6-1$ STUN Multiplier. The thug rolls a 4 for BODY damage for the first bullet, so the attack does 5 BODY. Then he rolls the STUN Multiplier and gets a 4, so the attack does 15 STUN (5×3). But Defender has Armor (15 PD) plus 5 PD, so the bullet just bounces off him, doing no damage at all! The thug rolls 2d6 for Knockback ($-1d6$ because Defender's flying, but $+1d6$ because he used a Killing Attack) and gets an 8. $5 - 8 = -3$, so the attack does no Knockback. The second bullet doesn't do any better — 3 BODY, 9 STUN, and no Knockback.

SEGMENT 10

In Segment 10, Pulsar and Defender both have an Action. Pulsar can only take a Recovery, and that occurs at the very end of the Segment.

Defender decides to use his Electro-Bolos on one of the thugs. First he makes a Half Move closer to them (to eliminate the Range Modifier).

He needs an $11 + 8 - 4 = 15$ or less to hit them. He rolls a 10 and hits easily. He rolls 6d6 to determine the BODY of his Entangle: $2 + 1 + 1 + 1 + 1 + 0 = 6$ BODY, so the thug is caught in a 6 DEF, 6 BODY Entangle. The thug can't use his gun while Entangled (since it's an Obvious, Accessible Focus), and can only hope to do 4 BODY at most with his STR 10, so he's completely immobilized and will remain that way until someone frees him.

Pulsar applies his REC 10 to his STUN. He was at -9 STUN, he now has 1 STUN. That means he only has 1 END (page 99).

SEGMENT 12

Everyone has a Phase this Segment. Defender attacks the other thug with his Entangle and hits him easily, with results similar to the other thug. Pulsar's hired goons are now out of the picture.

Unfortunately, the same cannot be said of Pulsar. But he knows he's weak, so he plays possum and takes another Recovery. He's now at 11 STUN, 11 END.

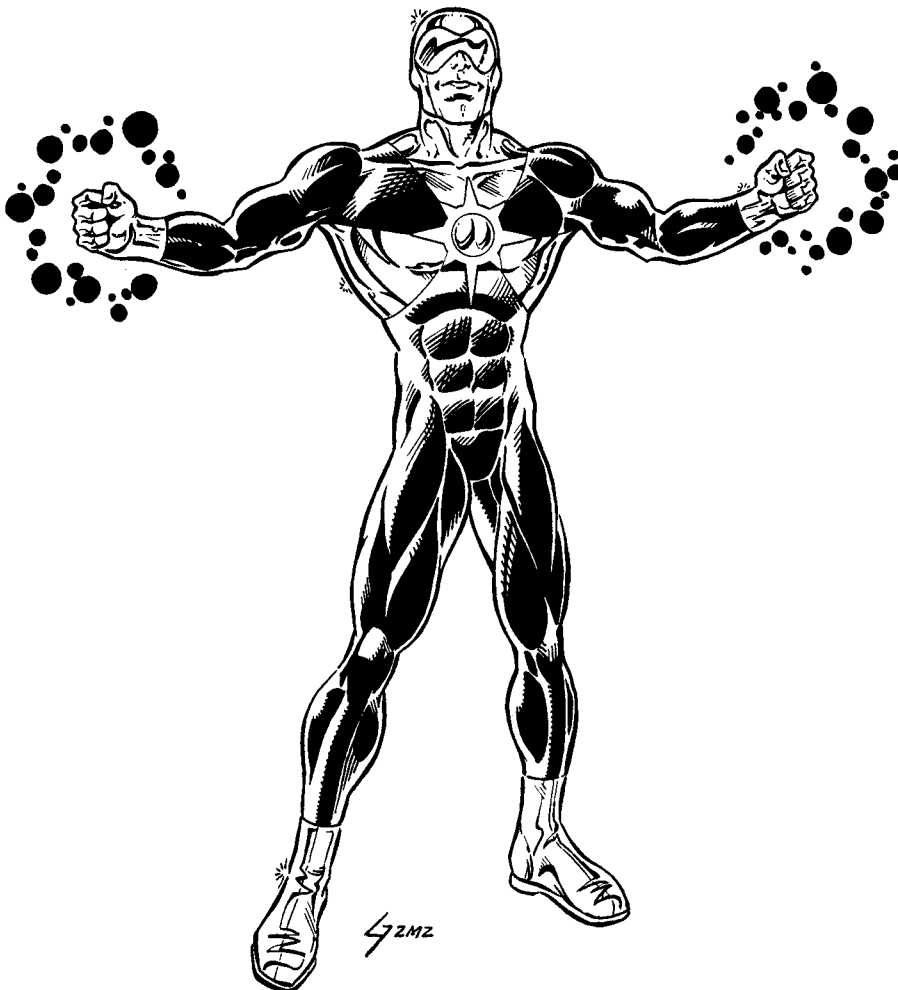
After Segment 12, everyone gets a Post-Segment 12 Recovery. That puts Defender at 26 STUN and 76 END (he used 44 END last Turn — 20 for using Flight in each of his Phases, and 24 for making four attacks at 6 END each). It puts Pulsar at 21 STUN, 21 END.

SEGMENT 2

A new Turn begins. In Segment 2, Pulsar re-activates his Force Field and flees, flying away at 10", which is enough to get him outside the bank.

In Segment 3, Defender pursues him — in fact, he decides to try a Move Through with his Flight 20" to tackle Pulsar and smash him to the ground. He'll be at -4 OCV ($20''$ movement divided by 5) and -3 DCV, giving him OCV 4, DCV 5. His Combat Skill Levels don't apply because he's not using his Multipower. However, the GM rules that this counts as attacking Pulsar "from behind," so Pulsar has only half his DCV (4). Defender needs an $11 + 4 - 4 = 11$ or less to hit. He rolls an 11 and hits! He's going to do $8d6$ (his STR damage) plus $6d6$ ($20''$ divided by 3, which rounds down to 6 because you can't add part of a Damage Class) = $14d6$ damage! He rolls $6 + 6 + 5 + 4 + 4 + 4 + 3 + 3 + 3 + 3 + 3 + 1 + 1 + 1 = 47$ STUN, 13 BODY. Pulsar subtracts his total Physical Defense of 23 and takes 24 STUN, 0 BODY (Defender takes half damage, or 23 STUN, 0 BODY; he loses 3 STUN after applying his defenses). That leaves Pulsar at -3 STUN — he's Knocked Out again!

The GM rules that the fight is over, since Defender can inflict more damage or restrain Pulsar before Pulsar can get back into fighting shape. Once again Good triumphs over Evil!



PULSAR

chapter three:



THE ENVIRONMENT

LIVING IN A DANGEROUS WORLD



The environment is often a source of danger for daring characters. They can fall off cliffs, be struck by lightning, or get mauled by wild animals. However, characters can affect the environment, too — primarily by breaking and smashing things which get in their way.

The following tables and text describe a few common circumstances and the damage (or other effects) characters might suffer from them.

For rules about drowning, see page 100.

ELECTRICITY

Power Type	Insulated	Poorly Grounded	Well Grounded
Household Current	1d6 S	2d6	1d6 K
Heavy Household Current	3d6 S	5d6	2d6 K
Light Industrial Current	5d6 S	8d6	3d6 K
Heavy Industrial Current	7d6	11d6	4d6 K
High Tension Line	9d6	14d6	5d6 K
Automobile Spark Plug	2d6 S	5d6	2d6 K
Lightning Bolt	5d6 S	10d6	4d6 K+

S: STUN only damage

K: Killing Damage

Well Grounded includes standing in water or holding onto a metal pipe stuck into the ground. Insulated includes flying, standing on a rubber mat, or wearing a special insulating suit. The rest of the time, the character is probably Poorly Grounded.

FIRE TABLE

Fire Type	Heat Damage	Other Damage
Torch	1 pip — 1d6 K	+2d6 HA
Lantern, Flaming Oil	1 pip — 1d6+1 K	
Wood or House Fire	1 pip — 2d6 K	0-2d6 NND (Smoke)
Oil or Chemical Fire	1 pip — 3d6 K	0-3d6 NND (Smoke)
Electric Burner/Heater	½-1d6 K	
Superheated Steam	2-3d6 K	10d6 Normal (physical), if in blast
Boiling Oil or Tar	2-4d6 K	
Molten Metal	4d6 K	14d6 Normal (physical)
Blast Furnace	6d6 K	12d6 Normal (physical), if in furnace
Rocket Exhaust	6-8d6 K	18d6 Normal (physical)
Acetylene Torch	2d6 K AP	
Oxy-Hydrogen Torch	2½d6 K AP	
Laser Torch	3d6+1 K AP	
Plasma Torch	4d6 K AP	

AP: Armor Piercing

K: Killing Damage

NND: No Normal Defense (STUN only)

CHEMICALS

Type Of Chemicals	Damage
Diluted, Weak	½d6 per Segment
Diluted, Strong	2d6 per Segment
Concentrated, Weak	1d6 per Segment
Concentrated, Strong	4d6 per Segment

The damage indicated on the table is Normal Damage, NND, but it does BODY. The defenses are to be covered by a substance which the chemicals will not affect (like a chemical-proof sealed suit) or to have a PD Force Field (or other Power that keeps the chemicals from touching the character).

FALLING

On planets with a gravity similar to Earth's, an object's velocity increases by +5" each Segment due to the acceleration of gravity. The additional acceleration is applied before the character moves. Thus, when an object begins to fall, it starts with a velocity of 5". An object that is beginning its fifth Segment of falling will have a velocity of 25" (the 20" from the fourth Segment, plus an additional 5"). The maximum velocity based on gravity is 30"/Segment.

Segments Since Fall Began	Total Current Velocity	Distance Fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"

...and so forth

Falling Damage: Short falls (10" or less) cause 1d6 Normal Damage per 1" fallen. A character who falls 10" or more takes 1d6 Normal Damage for every 1"/Segment of velocity he has at the time he strikes the ground (the "Current Velocity" listed in the Falling Table). A successful Break-fall roll halves falling damage, but don't forget the standard -1 per 2" fallen penalty to the roll.

Dropped Objects: Determine how many dice of damage a dropped object would take if it fell to the character's position. The character takes that many dice of damage, to a maximum of the object's DEF+BODY.

BREAKING THINGS



Many fights inevitably involve property damage. What would a barroom brawl be without smashed chairs and broken windows, or a super-battle without characters getting knocked through walls?

In the *HERO System*, every object has a Defense (DEF) value and a BODY total. The object's DEF works like a character's PD and ED, and is Resistant. The BODY an object has depends

on its size, shape, weight, and durability. Objects don't have STUN; only the BODY damage they take matters. The Object Table lists the DEF and BODY for some common objects.

If a character uses an object as a weapon, the maximum amount of damage he can do with it equals its combined DEF+BODY — if he tries to do additional damage, the object simply breaks.

OBJECT TABLE

Material or Object	DEF	BODY	Material or Object	DEF	BODY
Doors			Trees (cont.)		
Airlock door	8	7	Medium tree (less than 5")	5	8
City gates, small	5	10	Large tree (5" or more)	5	11
City gates, large/heavy	8	20+	Vehicles		
Interior wood door	2	3	Armored car	8	18
Interior spaceship door	6	4	Automobile	3	15
Exterior wood door	4	3	Bicycle	3	2
Metal fire door	5	5	Cart, small	3	8
Safe door	10	9	Cart, large	4	12
Large vault door	16	9	Chariot	4	8
Furniture			Helicopter	3	14
Chamber pot	2	2	Hovercraft	5	14
Computer, personal	2	2	Jetpack	4	4
Furniture, light wood	3	3	Motorcycle	3	11
Furniture, heavy wood	4	5	Plane, Light	3	13
Furniture, plastic	2	3	Plane, Twin engine	3	15
Furniture, steel-reinforced	5	5	Plane, Multi-engine	3	19
Glass	1	1	Railroad car	6	15
Glass, reinforced	2	1	Spaceship, small	10	10
Hearth/fireplace	5	10	Spaceship, medium	10	20-40
Lamp post (breakaway)	5	3	Spaceship, large	15	30-80
Lantern	1-2	2	Submarine	10	20
Locks			Tank (front armor)	20	
House door lock	3	2	Tank (side, top, rear, bottom)	16	19
Magnetic lock	5	3	Truck or bus	4	17
Padlock	4	3	Wagon, covered	3	12
Machinery			Walls		
Light machinery	5	4	Armored wall	13	7
Medium machinery	7	6	Brick wall	5	3
Heavy machinery	9	8	Concrete wall	6	5
Spacesuit	2	3	Home inside wall	3	3
Outdoor Items, Misc.			Home outside wall	4	3
Awning	3	1	Reinforced concrete wall	8	5
Boulder (single)	5	13	Spaceship interior wall	8	6
Bushes	2	2	Wooden wall	4	3
Cobblestone, single	4	4	Weapons		
Dirt (per hex)	0	10	Heavy weapon	6	8-9
Flagpole (breakaway)	4	2	Pistol	4	3-4
I Beam (per 2m length)	9	8	Rifle	4	5-7
Manhole cover	9	5	Sword	4	4-6
Railroad tracks	4	5	Very large heavy weapon	6	12
Roadway (.5m thick)	5	11	Miscellaneous		
Stone (per hex)	5	19	Barrel	3	6
Telephone pole	5	5	Control console (per hex)	4	4
Trees			Drum, 55-gallon, steel	4	6
Small tree (less than 1")	4	5	Wooden crate (1" square)	4	7

BREAKING THROUGH WALLS

With walls and similar structures, a character may not need to destroy an object completely — he might just want to create a hole through it. In this case, a character who exceeds the wall's BODY has created a human-sized hole in it. The size of the hole doubles for every +1 BODY inflicted over the wall's base BODY. The GM may reduce the BODY listed in the Object Table for these purposes if the wall is thin, fragile, or the like.

BREAKING MACHINERY

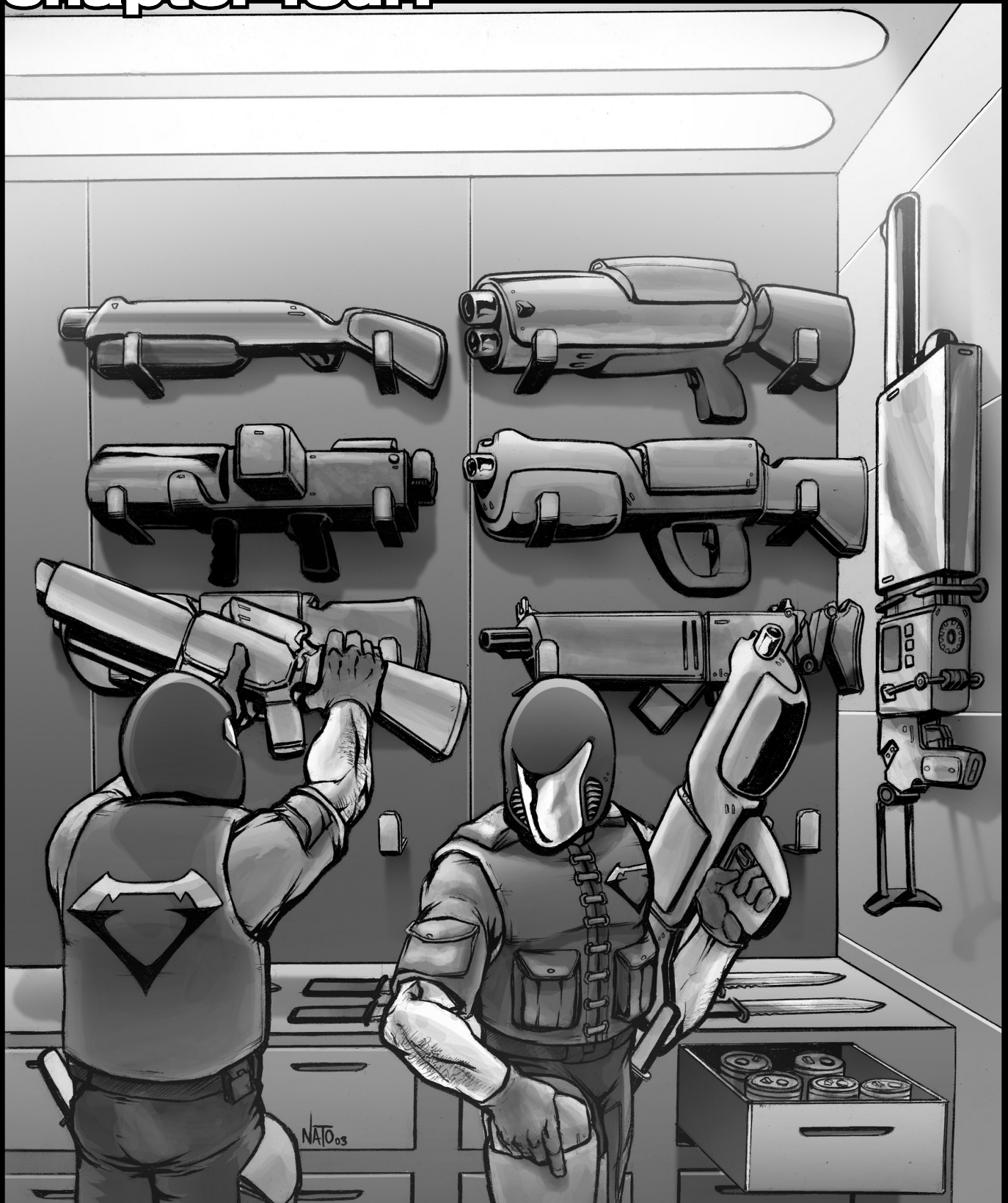
Characters who damage machines may make them stop working before they're completely destroyed.

If a machine takes up to ¼ of its BODY in damage, it continues to function on a 14- roll.

If a machine takes more than ¼ and up to ½ of its BODY in damage, it continues to function on an 11- roll.

If a machine takes more than ½ of its BODY in damage, it continues to function on an 8- roll.

chapter four:



EQUIPMENT

VEHICLES



As indicated in the accompanying table, Vehicles have the following Characteristics and attributes:

Size: The length and width of the Vehicle for game purposes. This does not include the wings on airplanes or the rotors of helicopters, nor indicate precise real-world measurements. It's mainly used to determine the DCV modifier and the like.

DCV: The DCV modifier for the Vehicle. The larger a Vehicle is, the easier it is to hit.

Mass (KB): The mass of the Vehicle when empty and its Knockback modifier.

STR: The maximum lifting Strength of the Vehicle. The Vehicle can lift this much in addition to itself; its Mass does not count against its lifting total (use the Encumbrance rules, page 93, to determine if a vehicle is too overloaded to move at full speed). Vehicles' STR does not cost END to use.

DEF: The DEF of the Vehicle. If the defense is listed as #/#, the first number is the defense from the front, the second number is the defense from the sides, bottom, top, and rear. If the defense is in brackets, it is Hardened.

BODY: The amount of BODY the Vehicle can take before it stops running. To destroy a Vehicle completely, you must do two times the listed BODY.

DEX: The maximum effective DEX a character can use when driving the Vehicle (see *Using Vehicles*).

SPD: The maximum effective SPD a character can use when driving the Vehicle (see *Using Vehicles*).

MOVE: The Vehicle's inches of movement and its Noncombat velocity multiple. For example, a Vehicle with a Move of 25"x4 can move at 25" and has a x4 Noncombat velocity multiplier. Vehicles' movement does not cost END to use.

A Vehicle has the mode(s) of movement appropriate for its type: cars and other ground vehicles have Running; air vehicles have Flight; and so forth.

MAX: The maximum amount of inches the Vehicle can travel in one full Turn at Noncombat Movement velocities.

Cost: The cost of the Vehicle, expressed as Active Points/(points divided by 5). A character in a Superheroic game who pays Character Points for a Vehicle pays the second cost (see page 114).

EQUIPMENT

This chapter provides rules for vehicles and weapons in the *HERO System*. Characters who need a fancy broadsword or a cool car can find it here.

Equipment is built with Character Points. In Heroic campaigns, characters typically don't have to pay Character Points for their equipment; instead, they pay money. Superheroic characters must pay Character Points for equipment.

HERO SYSTEM EQUIPMENT

The full *HERO System* rules discuss equipment in much more detail. In addition to providing rules for building your own Vehicles, weapons, and armor, they also cover:

Automatons (robots, golems, and the like)

Computers

Bases (headquarters, castles, and so on)



VEHICLE TABLE

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	Move	MAX	Cost	Notes
Miscellaneous Cars												
Compact	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	24"x4	288"	84/17	
Midsized	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	25"x4	300"	86/17	
Full-Size	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	36"x4	288"	93/19	
Limousine	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	34"x4	272"	89/18	
Pickup Truck	2.5"x1.25"	-2	1.6t (-4)	40	3	16	15	3	25"x4	300"	98/20	
Sports Utility Vehicle	2.5"x1.25"	-2	1.6t (-4)	35	4	15	15	3	23"x4	276"	94/19	1
Van	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	30"x4	240"	81/16	
Small Truck	4"x2"	-4	6.4t (-6)	40	4	16	10	2	15"x8	240"	58/12	
Semi (w/o trailer)	5"x2.5"	-4	12.5t (-7)	45	4	17	10	2	14"x8	224"	62/13	
Tractor-Trailer	8"x4"	-6	50t (-9)	55	4	18	10	2	15"x8	240"	73/15	
Armored Car	4"x2"	-4	6.4t (-6)	45	8	18	10	2	14"x8	224"	76/15	
Police Car	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	101/19	2
Sportscars												
Chevrolet Corvette ZR-1	2"x1"	-2	800kg (-3)	25	3	13	20	4	31"x4	496"	117/20	3
Jaguar XJS	2"x1"	-2	800kg (-3)	25	3	13	22	4	24"x4	384"	107/18	
Porsche 928S	2"x1"	-2	800kg (-3)	25	3	13	23	4	28"x4	448"	119/21	
Motorcycles												
Harley-Davidson	1.25"x.64"	-0	200kg (-1)	15	4	13	18	4	27"x4	432"	100/20	4
Kawasaki ZX-11 C Ninja	1.25"x.64"	-0	200kg (-1)	15	3	11	23	4	30"x4	480"	112/22	
Military Land Vehicles												
HMMWV "Humvee"	2.5"x1.25"	-2	1.6t (-4)	35	4	15	15	3	15"x4	180"	67/13	5
M1 Abrams MBT	8"x4"	-6	50t (-9)	55	[20/16]	19	10	2	9"x8	144"	463/88	6
M113A2 APC	5"x2.5"	-4	12.5t (-7)	45	9/6	17	10	2	7"x8"	112"	163/28	7
Civilian Air Vehicles												
Boeing 747	8"x4"	-6	50t (-9)	55	3	19	15	3	50"x8	1200"	14½8	
Gen. Aviation Aircraft	2"x1"	-2	800kg (-3)	25	3	13	15	3	34"x4	408"	87/17	
Helicopter	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	90/18	
Learjet Century III	4"x2"	-4	6.4t (-6)	40	3	16	20	4	48"x8	1536"	144/29	
Military Air Vehicles												
F-15E Eagle	8"x4"	-6	50t (-9)	55	3	19	25	5	100"x50	5000"	468/89	8
AH-1S HueyCobra	4"x2"	-4	6.4t (-6)	40	9	16	20	4	24"x4	384"	316/58	9
AH-64 Apache	4"x2"	-4	6.4t (-6)	40	15	16	23	4	33"x4	528"	363/68	10
Boats												
Speedboat, medium	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	27"x2	162"	58/12	11
Yacht, medium	6.4"x3.2"	-5	25t (-8)	50	3	18	10	2	24"x2	96"	47/9	

NOTES

1. Sports Utility Vehicles have +2 to Combat Driving, Only To Counteract Terrain Modifiers (-1) (costs 3 points).

2. Police Cars include Radio, Siren/Light Bar, and possibly various police weapons.

3. All Sportscars have Distinctive Features.

4. A Motorcycle's DEF is bought with the Limitation *Does Not Protect Rider* (-½). All Motorcycles have three Skill Levels with their Ground Movement (costs 6 points) to reflect their excellent handling.

5. The HMMWV (High Mobility Multipurpose Wheeled Vehicle; "Humvee") is the U.S. Army's modern all-purpose vehicle. Depending on its equipment, it can function as an ambulance, communications center, cargo transport, and so forth. It can also be equipped to carry weapons (the listed Humvee has none).

6. This M1 Abrams Main Battle Tank has a crew of four. It has Distinctive Features. It is armed and equipped with a main gun (105mm cannon, RKA 8d6, Explosion, 55 Charges), two 7.62mm machine guns (RKA 2d6+1, Autofire (10), +1 STUN Multiplier; 11,400 Charges), one 12.7mm machine gun (RKA 3d6, Autofire (10), +1 STUN Multiplier; 1,000 Charges), smoke generators, NBC protection, and a nightvision system.

7. The M113A2 APC (Armored Personnel Carrier) has a crew of 2 and can carry up to 11 soldiers. It is amphibious. It has Distinctive Features. The standard model is equipped with a .50 machine gun (RKA 3d6, Auto-

fire (10), +1 STUN Multiplier; 2,000 Charges); the M113A2 can be recon-figured for many different types of missions and weapons.

8. Military planes have Distinctive Features. Most have common equipment including an ECM system (+4 DCV), ejection seat, infrared sensors, life support, 360-Degree Radar with +10 versus Range Modifiers, and HRRP.

Military helicopters have Distinctive Features. If the moving rotors hit something, they will do ½d6 Killing Damage for every 10" of Flight.

9. The F-15E Eagle jet fighter flies at about Mach 2.5. It has Distinctive Features. It is equipped with Sidewinder and Sparrow missiles and a 20mm machine gun (RKA 4d6 Autofire (10), +1 STUN Multiplier; 940 Charges); they can carry an additional 16,000 pounds of ordinance (such as about four more Sparrow missiles).

10. The AH-1S HueyCobra is equipped with eight TOW missiles, a 7.62mm minigun (RKA 2d6+1, Autofire (10), +1 STUN Multiplier; 500 Charges), a 40mm grenade launcher (RKA 2½d6, Explosion, 300 Charges), and can carry a variety of other weapons. It also has IR sensors, radar, and HRRP.

11. The AH-64 Apache has four hardpoints. This allows it to carry four pods of four Hellfire missiles, four 19-tube 2.76-inch rocket launchers, or some combination of the two. It also has a 30mm (RKA 4½d6, Autofire (10), AP, 1,200 Charges). It also has IR sensors, radar, and HRRP.

USING VEHICLES

Vehicles move just like characters: they have a SPD, Combat Movement velocity, and Noncombat Movement velocity. However, some special rules apply.

Vehicles have a base movement in inches. This movement is the number of inches the vehicle can move at Combat Movement velocity in a single Phase; a vehicle can travel more quickly if it moves at Noncombat velocity (which of course reduces the vehicle's OCV to 0 and halves its DCV). A vehicle's Phases derive from its SPD, just like a character. For example, a vehicle with a SPD 4 moves on Segments 3, 6, 9, 12.

A vehicle can only be driven on the *lower* of its SPD or the driver's SPD. If the Vehicle has a higher SPD than its driver, it's too responsive for him to use to its full potential; if his SPD is higher, the vehicle simply can't keep up with his reaction time. In either case, either the driver or the vehicle has to Hold its Actions as appropriate to keep the vehicle moving properly.

Vehicles In Combat

A vehicle must use the *lower* of its DEX or its driver's DEX to determine its base CV.

VEHICULAR DCV

After determining a vehicle's CV from its DEX, apply its DCV Modifier from size to determine its final DCV.

In most cases, vehicles are driven at Noncombat velocity, so they have half their DCV. They only have their full DCV when driven at Combat velocities.

The driver's skill (or lack thereof) may also modify a vehicle's DCV. If the driver does not have Combat Driving (or Piloting for aircraft), the vehicle is at half DCV regardless of velocity (however, you can only halve the vehicle's DCV once, so an untrained driver driving at Noncombat velocity still only halves the vehicle's DCV).

Damage To Vehicles

Vehicles which take damage slowly fall apart. Each time a vehicle takes BODY from an attack, the GM should roll on the Vehicle Damage Table to determine the effects.

When a vehicle has lost all of its BODY it falls apart or otherwise becomes inoperable. If a vehicle takes twice its BODY, it's completely destroyed.

VEHICLE DAMAGE TABLE

d6	Vehicle Loses
1	One 2x Noncombat Movement multiplier
2	5" of Combat Movement
3	Vehicle's largest Power
4	10 STR
5	5 DEX
6	1 SPD

VEHICLE AND PASSENGER ATTACKS

Determine a vehicle's OCV from the DEX it can use, just like its DCV. If the driver has Combat Driving (or Piloting), the vehicle has its full OCV; if he does not have Combat Driving, halve the vehicle's OCV.

Use the vehicle's OCV for attacks with weapons built into the vehicle, and for ramming (Move Through) and sideswipe (Move By) attacks.

The driver or passengers may make their own attacks with their own weapons or Powers; they act on their own Phases and DEXs. All such attacks suffer an automatic -2 OCV penalty — it's hard to aim in a moving vehicle. The driver suffers an additional -1, since he has to devote some of his attention to controlling the vehicle. If the driver has made any Combat Driving (or Piloting) rolls at more than a -1 modifier that Segment to control or maneuver his vehicle, all attacks he or his passengers make suffer an additional -1 modifier.



WEAPONS AND ARMOR



Weapons can improve a character's accuracy, his ability to do damage, or both. Armor, of course, helps to keep the character from getting hurt in the first place.

Characters in Heroic campaigns, who don't pay Character Points for their weapons, suffer a -3 OCV nonproficiency penalty if they don't have a *Weapon Familiarity* Skill for the weapon (page 30). Characters in Superheroic campaigns must pay Character Points for their weapons, and can use any weapon they pay points for without the need for a WF.

Wielding HTH weapons costs Endurance, but the END cost depends on the STR used with the weapon (if any). For example, if a character has 20 STR and wields a broadsword, he spends 2 END every Phase he uses it.

WEAPONS TABLES

The accompanying tables, and the notes which follow, describe a wide variety of weapons in *HERO System* terms.

HAND-TO-HAND WEAPONS TABLE

Weapon	OCV	Damage	STUNx	STR Min	A/R Cost	Notes
Axes & Maces						
Axe, Battle	0	2d6	0	13	45/15	1½H
Axe, Great	0	2d6+1	0	16	52/15	2H
Axe, Hand (Hatchet)	0	1d6	0	6	30/11	Can Be Thrown
Hammer, War	-1	1d6+1	+1	13	32/11	1½H
Mace	0	1d6+1	0	10	30/10	
Mace, Great	0	2d6	0	15	45/13	2H
Pick	0	1d6 AP	0	11	30/11	
Clubs (Do Not Require Weapon Familiarity)						
Club	0	4d6N	—	10	30/11	
Club, Great	0	6d6N	—	15	45/14	2H
Swords and Knives						
Dagger	0	1d6-1	0	6	24/9	Can Be Thrown
Katana	+1	1½d6	0	12	45/15	1½H, Can Be Thrown
Knife	0	½d6	0	4	20/8	Can Be Thrown
Stiletto	0	½d6 AP	0	5	25/10	Can Be thrown
Sword, Bastard	0	1½d6	0	12	37/12	1½H
Sword, Broad	0	1d6+1	0	12	30/11	
Sword, Great	+1	2d6	0	17	50/15	2H
Sword, Short	0	1d6	0	10	22/8	
Pole Arms						
Javelin	0	1d6+1	0	8	40/15	Can Be Thrown
Pole Arm	-1	2d6	0	13	48/14	2H, Long
Spear	0	1½d6	0	10	50/18	Can Be Thrown
Spear, Long	-1	2d6	0	13	48/14	2H, Long
Spear, Medium	-1	1½d6	0	11	39/12	1½H, Long
Flails (ignore DCV bonus provided by shields)						
Flail	0	1d6	0	9	22/8	
Morningstar	0	1½d6	0	10	37/12	1½H
Unusual Melee Weapons						
Lance	0	1½d6	0	12	44/13	Long, †
Quarterstaff	+1	4d6N	—	10	35/11	
Whip	0	½d6	0	8	37/13	Range of 3"; can Grab, †
Science Fiction Melee Weapons						
Electric Whip	0	1d6 Energy	0	6	44/16	Range of 3"; can Grab
Energy Saber	+1	1½d6 E	+1	10	49/15	†
Shock Prod	0	3d6 N E	—	6	22/7	†
Vibro-blade	+1	1½d6 AP	0	11	42/15	

FIREARMS TABLE

Weapon	OCV	RMod	Damage	STUNx	STR Min	Shots	A/R Cost	Notes
Revolvers†								
.38 Derringer	-2	-2	1d6	0	4	2	15/1	
.38 Special (S&W Model 10)	0	0	1d6+1	0	7	6	20/5	
.357 Magnum (Colt Python)	0	0	1½d6	0	8	6	25/6	
.41 Magnum (S&W Model 57)	0	0	1½d6	0	10	6	25/6	
.44 Magnum (Llama Super Comanche)	-1	0	2d6	+1	12	6	34/8	
.45 (Colt Peacemaker)	0	0	2d6-1	+1	12	6	34/8	
Semi-Automatic Pistols†								
.22 LR (Hi Standard Trophy)	+2	-1	1d6-1	0	6	10	19/7	
.30 (Luger P-08)	+1	0	1d6+1	0	8	32	30/9	
.380 A (Walther PPK S)	+1	-1	1d6	0	6	7	17/5	
9mm (Browning HP)	0	0	1d6+1	0	7	20	25/7	
.44 Magnum (Automag)	0	0	2d6	+1	14	7	37/9	
.45 ACP (M1911A1)	+1	0	2d6-1	+1	9	7	39/10	
.50 (Desert Eagle)	+1	0	2d6+1	+1	15	9	49/13	
Submachine Guns†								
.32 Cz (Skorpion Model 61)	+1	-1	1d6	0	8	20	28/8	AF5
9mm (Uzi)	+2	0	1d6+1	0	12	40	50/16	AF5
9mm (Heckler&Koch MP5)	+2	0	1d6+1	0	12	30	45/15	AF5
.45 ACP (Ingram MAC 10)	+1	0	2d6-1	+1	12	32	59/17	AF5
.45 ACP (Thompson M-1928)	+2	0	2d6-1	+1	13	50	7½2	AF5
Rifles†								
7.62 RL (SVD Dragunov Sniper Rifle)	+1	+2	2d6+1	+1	15	10	55/15	2H
.30-06 (M-1 Garand)	+1	+2	2d6+1	+1	15	8	55/14	2H
.450 M Nitro (H&H African)	0	+2	2½d6	+1	16	2	56/12	2H
Assault Rifles†								
.30 C (M-2 Carbine)	+2	+1	1½d6	0	14	30	57/18	AF5
.223/5.56 (Colt M16A1)	+2	+1	2d6	+1	12	30	73/23	AF5
5.54 R (AK-74)	+2	+1	2d6	+1	14	30	73/23	AF5
7.62 R (AK47/AKM)	+2	+1	2d6	+1	15	30	73/22	AF5
7.62 N (FN-FAL)	+1	+2	2d6+1	+1	16	20	8¼4	AF5
Shotguns†								
12 gauge full choke	+1	+2	2½d6	+1	10	5	61/14	2H
12 gauge open choke	+1	0	2½d6	+1	9	5	55/11	2H
12 gauge sawed off	+2	-2	2½d6	+1	9	5	54/11	2H
Heavy Weapons†								
7.62 (M-60 LMG)	+1	+2	2d6+1	+1	17	100	116/30	AF10, Bipod
.50 (M2HB HMG)	+2	+4	2d6+1	+1	—	105	137/46	AF10, Mounted
FIM-92A Stinger SAM	+2	—	14d6 N EX	—	12	1	150/32	No Range Modifier
Wire Guided Missile (TOW)	0	—	6d6 AP	+1	—	1	157/33	Mounted, No Range Modifier if Concentrates (½ DCV)
Science Fiction Pistols†								
Blaster Pistol	+1	0	9d6N E	—	8	32	84/24	
Laser Pistol	+1	0	2d6 AP E	+0	9	32	72/21	
Neutron Pistol	+1	0	4d6 N NND	—	7	32	50/15	
Science Fiction Rifles†								
Blaster Auto Rifle	+1	+2	12d6 N E	—	12	64	131/35	AF5, 2H
Laser Auto Rifle	+1	+2	3d6 AP E	+0	12	64	123/33	AF5, 2H
Neutron Auto Rifle	+1	+2	5d6 N NND	—	11	64	73/20	2H
Grenades†								
Concussion	—	—	6d6 N EX	—	—	1	45/10	Thrown (Range Based On STR)
Fragmentation	—	—	2d6 EX	0	—	1	45/10	Thrown (Range Based On STR)

RANGED MUSCLE-POWERED WEAPONS TABLE

Weapon	OCV	RMod	Damage	STUNx	STR Min	Shots	A/R Cost	Notes
Bow, Heavy	0	0	1½d6	0	10	10 RC	44/12	2H, †
Bow, Light	0	0	1d6	0	8	10 RC	26/7	2H, †
Crossbow, Heavy	0	+1	1½d6	0	14	10 RC	47/11	2H, †, ‡
Crossbow, Light	0	+1	1d6+1	0	12	10 RC	38/9	2H, †, ‡
Longbow, Heavy	0	+1	2d6	0	15	10 RC	55/14	2H, †
Longbow, Light	0	+1	1d6+1	0	10	10 RC	38/10	2H, †
Shuriken/Darts	0	0	½d6	0	5	9 RC	17/7	
Sling	0	-1	1d6+1	+1	8	10 RC	27/10	
Throwing Knife	0	0	1d6	0	7	4 RC	22/7	

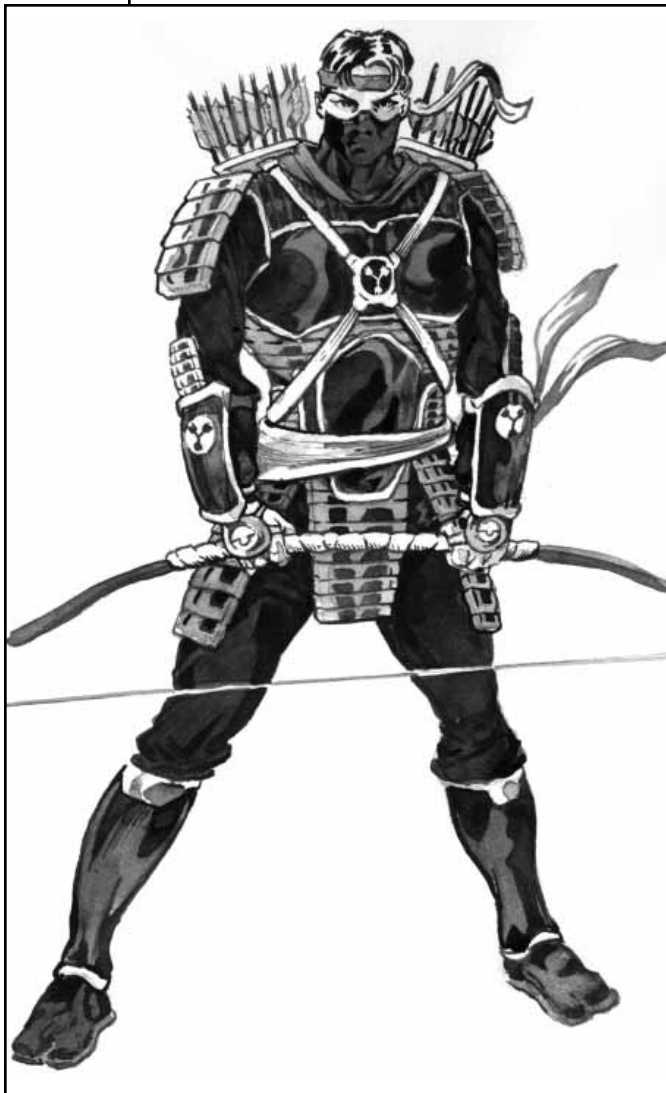
Key And Notes For Weapons Tables

1½H, 2H: One-And-A-Half-Handed Weapon and Two-Handed Weapon. Most weapons only require one hand; some require two. A One-And-A-Half-Handed Weapon ordinarily requires two hands, but a character can wield it in one hand by increasing its STR Min (see below) by +2.

AF5: Autofire up to 5 shots

AF10: Autofire up to 10 shots

AP: Armor Piercing



Bipod, Mounted: These weapons require a bipod or mount; they are Bulky Foci

E: Energy damage

EX: Explosion

Long: Long Weapon; provides +1" reach

Mounted: Weapon must be mounted on a tripod or vehicle

N: Normal Damage (all other weapons do Killing Damage)

NND: No Normal Defense

RC: Recoverable Charges

†: STR Minimum Doesn't Add To Damage

‡: Extra Time (1 Phase to reload between shots; -¾)

OCV

A modifier to the character's OCV when he uses the weapon.

RMOD

A modifier to the weapon's accuracy at Range. Positive values help to offset the standard Range Modifier; negative values add to it. RMod can never raise a character's base OCV, it can only counteract (or add to) Range Modifier penalties.

DAMAGE

The damage done by the weapon. Unless the damage has the N (Normal Damage) notation, the weapon does Killing Damage.

EXPLOSIVES

Explosive	Damage	Notes
Fragmentation Grenade	2d6 EX	Thrown; Range Based On STR
Concussion Grenade	6d6 N EX	Thrown; Range Based On STR
Dynamite (1 stick)	5d6 N EX	
Dynamite (2 sticks)	6d6 N EX	
Dynamite (4 sticks)	8d6 N EX	
Nitroglycerine (1 Liter)	12d6 N EX	
Gas Tank (12 Liters)	15d6 N EX	
Plastic Explosive (1 block)	15d6 N EX	
Mortar Round	4d6 EX	
Howitzer Round	5d6 EX	Loses 1 DC per 2 hexes
Heavy Bomb	6d6 EX	Loses 1 DC per 3 hexes

STUNx

The STUN Multiplier for Killing Damage weapons. A “0” indicates no modifier, meaning a normal 1d6-1 STUN Multiplier.

STR MIN

The *Strength Minimum* for the weapon in Heroic campaigns (Superheroic campaigns don't use this rule). A weapon's STR Min indicates the STR required to *use it effectively* (not to just pick it up).

For every 5 points (or fraction thereof) of STR a character is *below* a weapon's STR Min, he suffers a -1 OCV *and* -1 Damage Class penalty when using the weapon.

For every full 5 points by which a character's STR exceeds a weapon's STR Minimum, he can add +1 Damage Class to the weapon (but he cannot more than double the weapon's listed base damage; see page 97). Some weapons, such as bows and firearms, do not add damage from STR, no matter how much the character's STR exceeds the weapon's STR Minimum (for such weapons, the STR Minimum indicates the STR needed to hold, draw, and/or cock the weapon).

SHOTS

The number of rounds of ammunition the weapon typically comes with. Characters can usually acquire more ammo if necessary. Only one round of ammunition can be thrown/shot in a Phase; when the weapon runs out, the character must reload.

A/R COST

The Active Point/Real Point cost of the weapon. Characters in Superheroic campaigns pay the Real Point cost to have the weapon.

NOTES

This catch-all category includes any information not listed elsewhere.

ARMOR AND SHIELDS

Characters may want to wear armor and carry shields to partially or wholly protect themselves from damage. Personal armor can range from a policeman's kevlar vest to a knight's plate cuirass. Most armor functions as both PD and ED Armor, meaning it's Resistant Defense.

ARMOR TYPES TABLE

Fantasy Armor	Defense
Cloth	1
Leather	2
Boiled Leather	3
Brigandine	4
Scale	5
Chain	6
Plate and Chain	7
Full Plate	8
Modern Armor	Defense
Light Kevlar	5
Kevlar	9
Heavy Kevlar	11
Science Fiction Armor	Defense
Light Reflect	+3 ED
Full Reflect	+6 ED
Advanced Polymers	12
Plasteel	15

The Defense provided by armor works like the Power Armor, and adds to both PD and ED.

SHIELD TABLE

Shield	DCV	A/R Cost
Small Shield	+1	5/2
Normal Shield	+2	10/4
Large Shield	+3	15/5

SIGHTS

Certain technological devices allow anyone to shoot more accurately. Special vision devices let a gunman work in very low light or total darkness. The attacker must first be Braced and be sighted in to use most of the sights listed on the accompanying table. Each sight has an OCV modifier and modifier to the Range Modifiers. If a gun has no sights, the character using it receives only the usual bonuses for Bracing (see page 94).

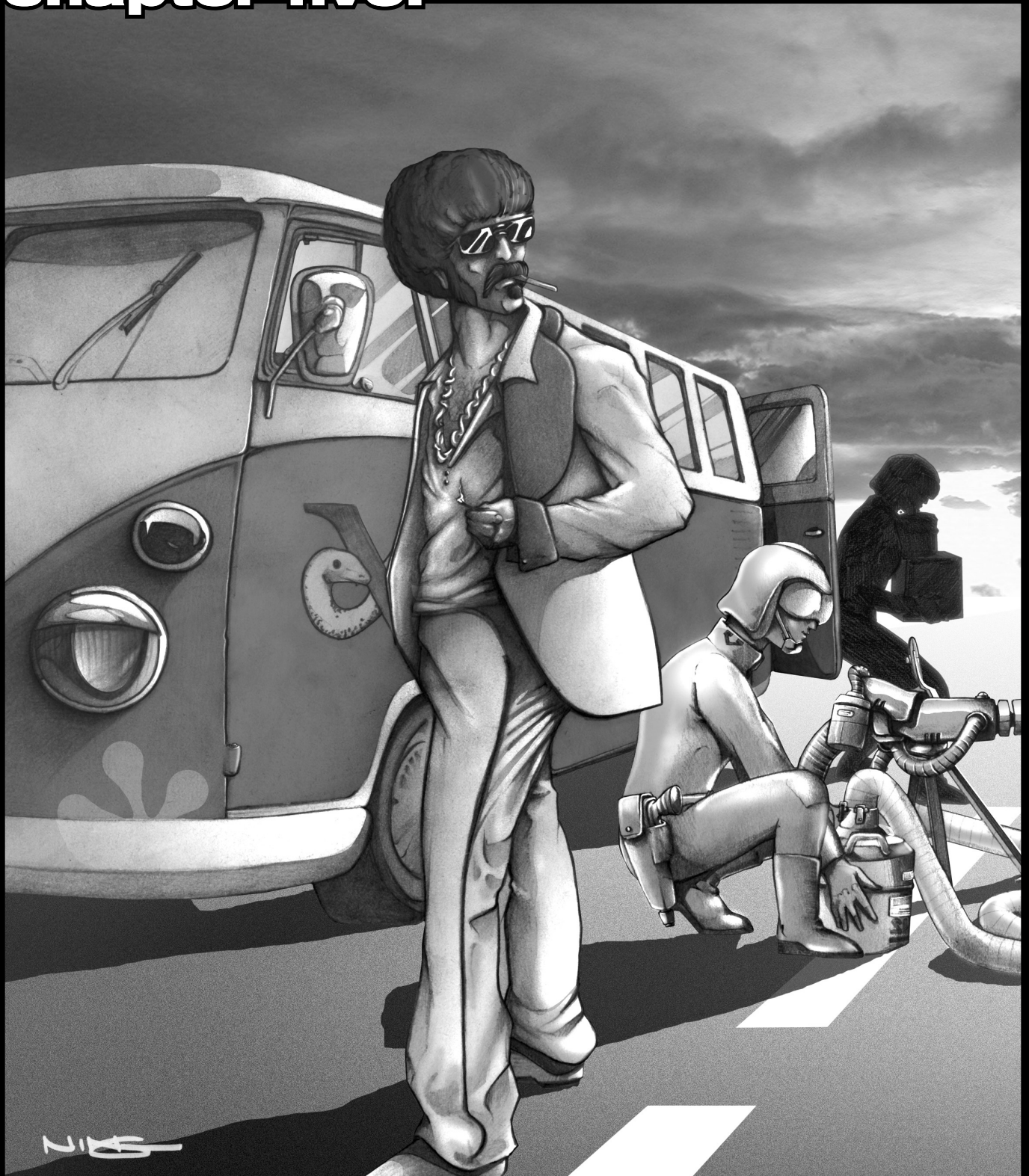
Name	OCV	RMod
Iron Sights (normal)	+0	+0
Micrometer Sights	+1	+0
Standard Scope	+1	+1
High-Power Scope	+1	+2
Laser Sight*	+1	+1
Infrared Scope‡	—	—
Nightsight Scope†	—	—

* Need not Brace to use; only works for shots to 64"; may not be usable against brightly colored backgrounds, through fog, or in other conditions.

‡: Provides Infrared Perception (Sight Group)

†: Provides +3 to Sight Group PER Rolls to counteract darkness modifiers.

chapter five:



EXAMPLE CHARACTERS

DEFENDER

Val	Char	Cost	Roll	Notes
40	STR	15*†	17-	Lift 6,400 kg; 8d6 [4]
25	DEX	22*†	14-	OCV: 8/DCV: 8
30	CON	15*†	15-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
5	PD	3		Total: 20 PD (15 rPD)
5	ED	3		Total: 20 ED (15 rED)
5	SPD	20*		Phases: 3, 5, 8, 10, 12
20	REC	21*		
100	END	27*		
40	STUN	18		Total Characteristic Cost: 184

*: OIF (Powered Armor; -½)

†: No Figured Characteristics (-½)

Movement:	Running:	6"/12"
	Leaping:	8"/16"
	Flight:	20"/40"

Cost Powers END

40	<i>Weapons Array:</i> Multipower, 60-point reserve; all OIF (Powered Armor; -½)	
4	1) <i>Electric Blast:</i> Energy Blast 12d6; OIF (-½)	6
4	2) <i>Pulse-Blast:</i> Energy Blast 8d6, Autofire (5 shots; +½); OIF (-½)	6
1	3) <i>Overload Blast:</i> RKA 3d6; OIF (-½), Increased Endurance Cost (x4 END; -1½), Activation Roll 15- (-¼)	16
4	4) <i>EMP Pulse:</i> Dispel 16d6, any Electricity power one at a time (+¼); OIF (-½)	6
3	5) <i>Electro-Bolos:</i> Entangle 6d6, 6 DEF; OIF (-½), 12 Charges (-¼)	[12]
3	<i>Searchlight:</i> Sight Group Images, 1" radius; OIF (Searchlight Generator; -½), Only To Create Light (-1), No Range (-½)	1
30	<i>Powered Armor:</i> Armor (15 PD/15 ED); OIF (-½)	0
27	<i>Boot-Jets:</i> Flight 20"; OIF (-½)	4

Perks

10 Money: Wealthy

Skills

6	+2 with Weapons Array
3	Computer Programming 13-
3	Electronics 13-
3	High Society 13-
3	Inventor 13-
1	Language: French (basic conversation; English is native)
2	Knowledge Skill: Millennium City 11-
2	Knowledge Skill: New York City 11-
1	Knowledge Skill: Washington, D.C. 8-
2	Knowledge Skill: Superhuman World 11-
3	Mechanics 13-
2	Professional Skill: Play Chess 11-
2	Science Skill: Chemistry 11-
3	Science Skill: Physics 13-
3	Systems Operation 13-
1	TF: V-Jet

Total Powers & Skill Cost: 193

Total Cost: 350

200+ Disadvantages

10	DNPC: Wendy Brooks (the Champions's housekeeper) 8- (Normal)
20	Hunted: Mechanon 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
10	Hunted: Lazer 8- (As Pow, Capture)
20	Psychological Limitation: Fearlessly Heroic; Risks His Life Even In Obviously Lethal Situations (Very Common, Strong)
20	Psychological Limitation: Code Versus Killing (Common, Total)
10	Psychological Limitation: Must Live Up To Family Reputation For Achievement (Uncommon, Strong)
15	Reputation: do-gooder superhero who'll help anyone, 14-
10	Social Limitation: Famous (Frequently, Minor)
15	Social Limitation: Secret Identity (James Harmon IV) (Frequently, Major)

Total Disadvantage Points: 350

Background/History: James Harmon IV comes from a long line of famous men and noteworthy heroes. Eager to live up to his family's reputation, he used his money and natural gift for inventing new technologies to build a suit of powered armor. Now he fights crime as Defender, leader of the world-renowned Champions of Millennium City.

Personality/Motivation: Defender is the living, breathing embodiment of the word "hero." He gives of himself unstintingly, taking on any mission to combat evil or save the helpless. He's absolutely fearless, caring nothing for danger if only he can do something helpful.

Quote: "All right, team, let's hit 'em hard! If they make it past us, millions of lives are in danger!"

Powers/Tactics: Defender's "superpowers" all come from his suit of powered battlearmor. A marvel of modern technology, it provides far more than just protection. His weapon array, including several different types of electric blasters, allows him to dish out more damage than your average platoon, and his boot-jets give him air combat capability with a high degree of maneuverability. The suit even enhances his Characteristics, making him stronger, faster, and tougher (the bonuses to his REC and END represent the suit's batteries, which provide power for the weapons, boot-jets, and other gadgets). James is constantly tinkering with the suit, finding ways to improve its performance or adapt it for specific situations.

In battle, Defender usually prefers his Electro-bolos, which can restrain many opponents without harming them. If they don't work, his Electric Blast is his first option for single foes, or his Pulse-Blast for groups — unless his opponent has electrical powers, in which case he'll try his EMP Pulse. Only in the most desperate situations does he use his Overload Blast; he has a deep respect for all life (even that of supervillains), and risks his full power

MORE EXAMPLE CHARACTERS

In addition to the sample characters in this section, there's also Firebrand (the character featured in the example character sheet on page 9) and Randall Irons (the *Pulp Hero* character described on page 82).

only when it's absolutely necessary.

Appearance: Defender's powered armor has a black framework, golden helmet, gauntlets, and boots, and blue breastplate, belt/trunks, and thigh- and armbands. Out of his armor, James Harmon is a tall, dark-haired man in his early 30s, with a sort of casual handsomeness many women find irresistible.

PULSAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
13	PD	10		Total: 23 (10 rPD)
17	ED	12		Total: 27 (10 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
46	END	0		
40	STUN	6		Total Characteristic Cost: 145

Movement: Running: 6"/12"
Flight: 10"/20"

Cost	Powers	END
60	<i>Energy Powers:</i> Multipower, 60-point powers	
6	1) <i>Power Blast I:</i> Energy Blast 12d6	6
6	2) <i>Power Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
6	3) <i>Stun-Blast:</i> Energy Blast 6d6, NND (defense is ED FF; +1)	6
2	4) <i>Powered Punch:</i> Hand To Hand Attack +5d6; Hand-To-Hand Attack (-½)	2
30	<i>Force Field:</i> FF (10 PD/ED), Reduced Endurance (0 END; +½)	0
30	<i>Power-Flight:</i> Flight 10", Reduced Endurance (0 END; +½)	0
<i>Martial Arts: Commando Training</i>		
	Maneuver	OCV DCV Notes
3	Aikido Throw	+0 +1 3d6 + v/5, Target Falls
4	Boxing Cross	+0 +2 5d6
4	Choke	-2 +0 Grab One Limb, 2d6 NND (2)
4	Karate "Chop"	-2 +0 ½d6 HKA (1d6+1 with STR)

Skills

9	+3 with Energy Powers Multipower
3	Combat Driving 14-
3	Concealment 11-
3	Demolitions 11-
7	Gambling 13-
2	Knowledge Skill: The Superhuman World 11-
1	Knowledge Skill: VIPER 8-
1	Knowledge Skill: U.S. Army 8-
3	Power: Energy Powers 14-
2	Professional Skill: Soldier 11-
5	Security Systems 12-

3	Shadowing 11-
3	Stealth 14-
3	Streetwise 12-
2	TF: SCUBA, Snow Skiing

Total Powers & Skill Cost: 205

Total Cost: 350

200+ Disadvantages

20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Social Limitation: Secret Identity (Frank Costen) (Frequently, Major)
15	Unluck 3d6
30	Vulnerability: 2 x STUN from Physical HKAs (Very Common)
35	Experience Points

Total Disadvantage Points: 350

Background/History: After dropping out of high school and getting dishonorably discharged from the Army for brawling, Frank Costen joined the insidious criminal organization VIPER. Some of VIPER's scientists used him as an unwilling subject in experiments for human mutation... experiments that worked! Frank gained the power to manipulate and project energy. Taking the name *Pulsar*, he abandoned VIPER to make a name — and a lot of money — for himself as a supervillain.

Personality/Motivation: Pulsar is, at heart, a lazy underachiever. He thinks of himself as the stuff master villains are made of, and explains all his failures away as "bad luck." But the truth is he doesn't work hard at anything; he expects to be given fame, fortune, and women on a silver platter, and he has an excuse for everything that goes wrong.

Despite his numerous failures, losses, and periods of imprisonment, Pulsar has an overweening sense of self-confidence. He's convinced he has the power to defeat anyone, and he's quite susceptible to flattering comments and extravagant praise (especially from women). Despite his well-known dislike for taking orders, a charismatic person can easily manipulate Pulsar into doing his bidding.

Quote: "Now you'll see what *true* power is!"

Powers/Tactics: Pulsar has energy powers. He can fire power-blasts, fly, and protect himself with a force field. He can even use his power to "juice up" an otherwise ordinary punch. The only downside to Pulsar's powers is that they altered his molecular structure, making him vulnerable to things that pierce his skin — bullets, knives, and so on. Energy seeps out of cuts and punctures like blood gushing from a wound, causing him intense pain.

Appearance: Pulsar wears a bodystocking colored a green-tinted chrome, with a white starburst chest symbol. His half-face mask, the same color as his bodystocking, includes a set of darker green eye-protecting goggles. His boots and short gloves are a metallic green.

VALERIUS THE HARPER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 49

Movement: Running: 6"/12"

Cost	Spells	END
4	Belzorath's Spell Of Waking Dreams	2
22	Fireball	7
13	Jeatric's Spell Of True Seeming	18
7	Khelred's Flammifer	0
8	Protection From Fire	4
15	Quench Flame	4
17	Stelrane's Spell Of Dispersion	5
20	Valerius's Sparklings	6
9	Wizard's Power	3
8	Wizard's Shield	2

Skills

10	+2 to Magic Skill Rolls
3	+1 with Magic Spells
3	<i>Greater Orb Of Fire</i> : +3 with Fire Magic rolls; OAF (-1)
2	Cryptography 13-; Translation Only (-½)
3	High Society 13-
3	Knowledge Skill: Arcane And Occult Knowledge 13-
2	Knowledge Skill: Herbalism 11-
2	Knowledge Skill: History 11-
2	Knowledge Skill: Legends And Lore 11-
1	Literacy
3	Power: Air Magic 13-
7	Power: Fire Magic 15-
5	Power: Sorcery 14-
5	Power: Wizardry 14-
2	Professional Skill: Play Harp 11-
2	Professional Skill: Singing 11-
1	Riding 8-
1	WF: Staff

Total Powers & Skills Cost: 180

Total Cost: 229

75+ Disadvantages

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
15	Hunted: Taal Salira 8- (Mo Pow, Kill)
20	Hunted: Lord Garethon 8- (Mo Pow, NCI, Kill)
10	Psychological Limitation: Self-Sacrificing; Willing To Risk His Life In The Cause Of Good (Common, Moderate)

10	Psychological Limitation: Touchily Proud; Takes Offense Easily (Common, Moderate)
15	Psychological Limitation: Curiosity About/ Fascination With Magic (Common, Strong)
79	Experience Points

Total Disadvantage Points: 229

SPELLS

Here's game information on Valerius's spells. Most of them take a Half Phase to cast; this is a standard rule for *Fantasy Hero* campaigns.

BELZORATH'S SPELL OF WAKING DREAMS

Effect:	Images to Sight Group
Target/Area Affected:	2" radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	60"
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell, crafted aeons ago by the sorcerer Belzorath and since refined and perfected by many hands, allows the caster to create illusions.

Game Information: *Images to Sight Group, Increased Size (2" radius; +¼) (12 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 4 points.*

FIREBALL

Effect:	RKA 2d6
Target/Area Affected:	6" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	335"
Magic Roll Penalty:	-7
END Cost:	7

Description: A favorite of many mages, this spell produces a large sphere of magefire hot enough to injure almost any foe.

Game Information: *RKA 2d6, Area Of Effect (6" Radius; +1¼) (67 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½). Total cost: 22 points.*

JEZRIC'S SPELL OF TRUE SEEMING

Effect:	Multiform (16 animals of up to 200 points each)
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	18

Description: This spell allows the caster to assume the form of various animals.

Game Information: *Multiform (16 animals of up to 200 points each) (60 Active Points); Costs Endurance (to change only; -½), Increased Endurance Cost (3x END; -1), Extra Time (1 Turn; -¼), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 13 points.*

KHELRED'S FLAMMIFER

Effect: 1 point RKA, Armor Piercing
Target/Area Affected: One character or object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Uncontrolled (until runs out of fuel, or is extinguished)
Range: 30"
Magic Roll Penalty: -2
END Cost: 0

Description: One of the first spells bought by any fire mage, Khelred's Flammifer allows a wizard to set flammable objects on fire.

Game Information: *RKA 1 point, Continuous (+1), Armor Piercing (+½), Reduced Endurance (0 END; +½), Uncontrolled (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (17 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Fire Magic Roll (-½). Total cost: 7 points.*

PROTECTION FROM FIRE

Effect: Armor (14 ED), Only Versus Fire
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 1 Hour, +1 Hour per +1 by which the character makes his Fire Magic roll)
Range: Touch
Magic Roll Penalty: -3
END Cost: 3 to cast

Description: This spell allows the caster to confer on himself a high degree of protection from fire attacks. The defense applies against both normal and magical fire, and lasts for a minimum of 1 Hour. For each point by which the caster makes his Fire Magic roll, the duration increases for 1 Hour. The caster may end the spell at any time.

Game Information: *Armor (14 ED), Uncontrolled (see summary; +½) (31 Active Points); OAF (Wizard's Staff; -1), Costs Endurance (only to cast; -¼), Gestures (-¼), Incantations (-¼), Only Works Against Fire (-½), Requires A Fire Magic Roll (-½). Total cost: 8 points.*

QUENCH FLAME

Effect: Dispel Fire 12d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 225"
Magic Roll Penalty: -4
END Cost: 4

Description: What a fire mage calls up, he must be able to put down. This spell lets him do just that. It extinguishes fires both mundane and magical, snuffing them out without so much as a puff of smoke remaining.

Game Information: *Dispel 12d6, any Fire power one at a time (+¼) (45 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½). Total cost: 15 points.*

STELRANE'S SPELL OF DISPERSION

Effect: Dispel Magic 14d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 260"
Magic Roll Penalty: -5
END Cost: 5

Description: One of the most basic spells in any wizard's arsenal, the Spell Of Dispersion breaks apart and neutralizes mystic energies, causing spells to cease functioning.

Game Information: *Dispel 14d6, any Magic power one at a time (+¼) (52 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 17 points.*

VALERIUS'S SPARKLINGS

Effect: RKA 2d6, Armor Piercing
Target/Area Affected: One Hex
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -6
END Cost: 6

Description: Valerius's primary attack spell is one he developed himself. It "conjures" a small, intensely hot wisp of flame resembling a ghost, wraith, or miniature fire elemental. This "being" flies toward the target, causing intense pain and burns when it hits.

Game Information: *RKA 2d6, Area Of Effect (One Hex; +½), Armor Piercing (+½) (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½). Total cost: 20 points.*

WIZARD'S POWER

Effect:	+30 PRE, Only For Presence Attacks
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	None
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell surrounds the caster's body with a display of arcane power that impresses and cows those who witness it. He need not gesture or incant to invoke this ability, nor use a Wizard's Staff or material components; he simply calls upon his innate mystic powers.

Game Information: +30 PRE (30 Active Points); Only For Impressiveness/Fear Presence Attacks (-1½), Requires A Wizardry Roll (-½), Costs Endurance (-½). Total cost: 9 points.

WIZARD'S SHIELD

Effect:	Force Field (12 PD/12 ED)
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: A basic defensive spell taught to many mages, the Wizard's Shield provides protection against most forms of attack. It does not shield the caster against exotic forms of attack created by some spells.

Game Information: Force Field (12 PD/12 ED) (24 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 8 points.

Background/History: When he was young, Valerius trained to become a harper, but soon discovered he had a talent for spellcasting and pursued that instead. He became a powerful wizard, one specializing in fire spells. Since then he's participated in many adventures, during one of which he found a powerful magical artifact called the Greater Orb Of Fire. He thinks he has yet to unlock the Orb's full powers.

Personality/Motivation: Thanks to his bardic training, Valerius lacks the somber mien of so many wizards. Quick-witted, gregarious, talkative, entertaining, and ever-curious about the world around him, he makes friends easily. He's equally at home in the company of kings and peasants, and seems able to command the respect of all and sundry for both his wisdom and his power.

Quote: "Do not think you can stand before one who commands the power of magefire!"

Powers/Tactics: An accomplished wizard, Valerius

has a wide selection of spells to call upon, though he favors spells that use or control the Element of Fire. In combat he usually remains in the rear, taking advantage of his spells to attack his enemies at range. He concentrates on enemy archers or spellcasters first, warriors second.

Appearance: Valerius is a human wizard who stands about 6'0" tall and has a trim, fit build and dark brown hair. His clean-shaven face betrays his age of about 40. Although his countenance is generally lighthearted, his look can become deadly serious and stern quickly.

Valerius carries his Wizard's Staff, a long, straight, polished length of black wood about his height, at all times, only putting it aside (and within easy reach!) when he needs to use both hands. Topping the staff is a golden dragon which clasps with its body/legs the Greater Orb of Fire, a powerful magical artifact.



HERO SYSTEM GLOSSARY



Aborting An Action: Taking an Action early to do something defensive. See page 89.

Action: Any act a character can perform during a Phase (*q.v.*).

Active Points: The total cost of a power after all Adders and Advantages are applied (without reducing the cost via Limitations or other modifiers). For example, an Energy Blast 8d6 has 40 Active Points (8 x (5 points per d6)); an Energy Blast 8d6, Armor Piercing has 60 Active Points ((8 x (5 points per d6)) x 1.5). Also referred to as *Active Cost*.

Adder: An improvement to a Power which costs a flat amount of points, rather than multiplying the cost like an Advantage does. For example, doubling the Noncombat velocity of a Movement Power costs +5 Character Points.

Advantage: A modifier applied to a Power to make that Power more useful or effective. This increases the cost of the Power.

AP: Armor Piercing, an Advantage.

Attack Action: An Action requiring or involving an Attack Roll (*q.v.*). See page 88.

Attack Roll: The roll made to determine if an attack hits the target. The player rolls 3d6 and must get a number less than or equal to $11 + \text{Attacker's OCV} - \text{Defender's DCV}$ to hit. See pages 90-91.

Base: Refers to a Characteristic, Skill, or Power at its lowest or most primary level, without any additional modifiers, bonuses, Adders, Advantages, and so forth. For example, “base CV” means CV calculated by dividing DEX by 3, without adding any bonuses from Combat Skill Levels or other sources. “Base Points” means the Character Points each character receives “for free” at the beginning of the game, which he supplements by taking Disadvantages.

BODY: A Characteristic representing how much injury a character can withstand before dying. See pages 17, 99.

BOECV: Based On Ego Combat Value, an Advantage. See page 64.

Breakout Roll: The roll made by the victim of certain Mental Powers to resist

or break free from the effects of those Powers. See page 39.

Characteristic: One of a character’s innate physical or mental capabilities, such as Strength, Intelligence, or Speed. See page 16.

Characteristic Roll: A roll, similar to a Skill Roll, derived from a Characteristic using the formula $9 + (\text{CHAR}/5)$, used to determine whether a character can accomplish certain tasks. See page 16.

Character Points: The points used to create a character by purchasing Characteristics, Skills, Perks, Talents, and Powers. See page 14.

Combat Movement: Moving while trying to present a difficult target and seeking out targets to attack. A character using Combat Movement gets his full OCV and DCV, but moves more slowly than one using Noncombat Movement (*q.v.*).

Combat Value: See CV.

CON: Constitution, a Characteristic.

CSL: Combat Skill Level. See page 25.

CV: Combat Value, determined by dividing your DEX by 3 and applying any modifiers from Combat Maneuvers, equipment, surprise, and the like. For Mental Powers, use Ego Combat Value (ECV), calculated by dividing your EGO by 3 and applying any modifiers.

CV is divided into Offensive Combat Value (OCV) and Defensive Combat Value (DCV). OCV and DCV both equal to CV, but modifiers may affect them differently. Similarly, ECV is divided into Offensive ECV (OECV) and Defensive ECV (DECV), which equal ECV.

For more information on calculating CVs, see pages 90-91.

d6: A six-sided die.

DC: Damage Class, a rating of an attack’s effectiveness. See page 97.

DCV: Defensive Combat Value. See CV.

DECV: Defensive Ego Combat Value. See CV.

DEF: Defense, meaning both Physical Defense (PD) and Energy Defense (ED). Commonly used to refer to the Defense

value of things like walls, vehicles, Entangles, inanimate objects in general, and the like. DEF is Resistant.

Delay An Action: See *Held Action*.

DEX: Dexterity, a Characteristic.

Disadvantage: A drawback, complication, or ongoing problem a character suffers from. Taking Disadvantages (such as having a Social Limitation or a DNPC) limits a character, but also fleshes him out and makes him more fun to play. Furthermore, Disadvantages provide more Character Points to build the character with (see pages 14, 76).

DNPC: Dependent Non-Player Character, a *Disadvantage*. See page 77.

EB: Energy Blast, a Power. See page 48.

EC: Elemental Control. See *Power Framework*.

ECV: Ego Combat Value. See CV.

ECV Attack Roll: The roll made to determine if a mental attack hits the target. The player rolls 3d6 and must get a number less than or equal to $11 + \text{Attacker's OECV} - \text{Defender's DECV}$ to hit. Alternately, $\text{OECV} + 11 - 3d6$ is the DECV you hit. See pages 39, 92.

ED: Energy Defense, a Characteristic.

Effect Roll: The roll made to determine the effect of a Mental Power on a target. See page 39. In a more generic sense, it can also mean the roll made to determine the effect of any Power.

Elemental Control: A type of Power Framework (*q.v.*) through which several Powers with common special effects are bought.

END: Endurance, a Characteristic.

Experience Points: Character Points awarded during a campaign to reflect characters’ accomplishments and players’ role-playing skills. Experience Points are spent to improve existing abilities and learn new ones. See page 81.

Figured Characteristics: See *Characteristics*.

Framework: See *Power Framework*.

Full Move: Moving more than half of your

inches of movement. See page 88.

Full Phase: An Action which requires a character's entire Phase to perform. The character may take no other Actions that Phase. Examples of Full Phase Actions include using more than half of your inches of movement, taking a Recovery, recovering from being Stunned, changing a Clip of ammunition, or attacking before making a Half Phase Action. See page 88.

GM: Gamemaster — the director, referee, and arbiter of a roleplaying game session.

HA: Hand-To-Hand Attack (a Power).

Half Move: Moving up to half of your inches of movement.

Half Phase, Half Phase Action: An Action which only requires half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include using up to half of your inches of movement, or opening a door. Attacks only take a Half Phase if made after performing any other type of Half Phase Action. See page 88.

Hand-To-Hand Combat (HTH): Combat between characters who are standing in the same or adjacent hexes. Usually HTH Combat involves punching or melee weapons such as swords, not attacks which work at range (such as guns or energy blasts).

Held Action: An Action not taken on the character's DEX in a Phase, but instead "held" or delayed until a later DEX or Segment for some reason. See page 89.

Heroic: General term for campaigns in which the PCs are primarily normal, having Skills, Perks, and possibly Talents or minor special abilities built with Powers, but few or no overt superhuman powers.

Hex: A standard unit of measurement in the game — a six-sided area one inch (25mm) across on a map, representing an area 2 meters across (approximately 6.5 feet). Hexes are used to measure range, movement, and areas in the *HERO System*.

HKA: Hand-To-Hand Killing Attack (a Power). See page 54.

Holding An Action: See *Held Action*.

HRRP: High Range Radio Perception, an Enhanced Sense. See page 48.

HTH: Hand-To-Hand Combat (*q.v.*)

IAF: Inobvious Accessible Focus, a type of Limitation. See page 69.

IIF: Inobvious Inaccessible Focus, a type of Limitation. See page 69.

Inch: A standard unit of measurement in

the game, also called a Hex (*q.v.*).

INT: Intelligence, a Characteristic.

IPE: Invisible Power Effects, an Advantage. See page 64.

KA: Killing Attack. See page 97.

Killing Damage: The damage done by Killing Attacks, such as bullets, knives, claws, and the like. To determine it, roll the dice. The total on the dice is the amount of BODY the target takes. To determine the STUN damage done, roll 1d6-1 (minimum of 1) and multiply the BODY done by the number rolled. Only Resistant Defense protects against Killing Damage. For complete information, see page 97.

Knockback (KB): Being knocked backward by the force of an attack, a possible effect of being hit in combat. See page 99.

Knocked Out: Unconscious. A character is Knocked Out when he loses all of his STUN due to damage from attacks. See page 99.

KS: Knowledge Skill. See page 26.

Limitation: A modifier applied to a Power which makes that Power less useful, or restricts its use in some way. This reduces the cost of the Power. A Power with a Limitation has been "Limited." See page 67.

Line Of Sight: The method by which characters target Mental Powers. See *Mental Powers*, page 39.

LOS: Line Of Sight (*q.v.*).

NCI: Noncombat Influence. See *Hunted*, pages 78-79.

NCM: Normal Characteristic Maxima (*q.v.*).

NND: A No Normal Defense attack; an attack with that Advantage. See page 64.

Noncombat Movement: Moving without trying to present a difficult target or seeking targets to attack so as to achieve higher speeds. Characters using Noncombat Movement are at ½ DCV, 0 OCV.

Nonplayer Character: A character played by the GM, with whom Player Characters interact.

Nonresistant: Normal Defenses (*q.v.*) — defenses which do not protect against Killing Damage.

Nontargeting Sense: A Sense which a character cannot use to locate targets in combat. Nontargeting Senses include Hearing, Smell, and Taste. See *Targeting Sense*.

Normal Characteristic Maxima: An upper limit on the Characteristics of normal

humans in Heroic campaigns. Beyond this limit they must pay double to increase their Characteristics. See page 16.

Normal Damage: The damage done by most attacks, including Energy Blasts, fists, clubs, and the like. To determine it, roll the dice. The total on the dice is the amount of STUN the target takes. The BODY is determined by looking at the numbers rolled: every 1 rolled does 0 BODY, every 2-5 rolled does 1 BODY, and every 6 rolled does 2 BODY. (Thus, the number of BODY done is usually close to the number of dice rolled.) Normal Damage is affected by both Normal and Resistant Defenses. See page 97.

Normal Defenses: Defenses which protect against Normal Damage, but not against Killing Damage. See pages 97-98.

NPC: Nonplayer Character.

OAF: Obvious Accessible Focus, a type of Limitation. See page 69.

OCV: Offensive Combat Value. See *CV*.

OECV: Offensive Ego Combat Value. See *CV*.

OIF: Obvious Inaccessible Focus, a type of Limitation. See page 69.

OIHID: Only In Heroic Identity, a Limitation which simulates a Power which only works when the character is in a specific identity or form. See page 71.

PC: Player Character (*q.v.*).

PD: Physical Defense, a Characteristic.

PER Roll: Perception Roll, a roll made to see if a character perceives something with one of his Senses. A character's base PER Roll is (9+(INT/5)) or less. See page 86.

Phase: A Segment (*q.v.*) on which a character can perform an Action. A character's SPD determines his Phases. See page 87, and also *Full Phase*, *Half Phase*, and *Zero-Phase Action*.

Player Character: A character created by, and whose actions are controlled by, one of the players.

Post-Segment 12: A period between Turns which takes no time. After each Segment 12, a Turn ends, and in the Post-Segment 12 period before the next Turn begins, characters automatically get to take Recoveries. See page 100.

Power: When capitalized (Power), this term signifies a game element described on pages 34-61. Characters purchase Powers with Character Points and use them to build powers (not capitalized) — any superhuman or unusual ability a character may possess. Characters also use Powers

to build equipment and (in Heroic campaigns) minor special abilities.

Power Framework: Power Modifiers which change the way a character's Powers are grouped, structured, and/or bought. The Power Frameworks are Elemental Controls (ECs) and Multipowers (MPs). See page 72.

PRE: Presence, a Characteristic. See page 17.

Primary Characteristics: See *Characteristics*.

PS: Professional Skill. See page 28.

Ranged Combat: Combat which takes place at any distance beyond HTH Combat range and involves the use of ranged attacks such as firearms, energy bolts, arrows, or thrown knives.

Range Modifier: A penalty to an Attack Roll which represents how much more difficult it is to hit targets far away from you. The further away you are from a target, the greater the Range Modifier (and thus the worse the penalty). The Range Modifier also applies to PER Rolls. See page 92.

Real Points: The final cost of a power after all Advantages and Limitations are applied — the actual number of points the character spends to buy the power. For example, an Energy Blast 8d6 bought with the Limitation *OAF* costs 20 Real Points (a base of 40 Active Points, subject to a -1 Limitation). Also referred to as *Real Cost*.

Recovery:

1. A Characteristic (REC) which measures how fast a character Recovers from taking damage. See page 18.
2. An Action in which a character gets back his REC worth of STUN and END. All characters get an automatic Recovery in Post-Segment 12. This is also called "taking a Recovery." See page 100.

Resistant Defenses: Defenses which protect against Killing Damage. See *Killing Damage*, *Normal Defenses*.

RKA: Ranged Killing Attack (a Power).

RSL: Range Skill Levels. See page 28.

Segment: The smallest unit of time in the game, equal to 1 second. There are 12 Segments in a Turn. A Segment on which a character can act is one of that character's *Phases (q.v.)*. See page 87.

Skill: A learned ability or body of knowledge which the character possesses. Examples include the ability to pick locks, drive a car, or know all about literature. Characters purchase Skills with Character Points.

Skill Versus Skill Contest: A method for resolving competing actions. The character taking action makes a Skill Roll, and if he succeeds, the character opposing him has a -1 to his Skill Roll for every 1 point the first character made his roll by. See page 22.

Slot: One of the powers within a Power Framework. For example, a Multipower with Energy Blast, Killing Attack, Flight, and Force Field has four slots, one with each power.

SPD: Speed, a Characteristic. See page 18.

Special Effects: The defining features of a power or maneuver, chosen by the player. Special effects determine how a power or maneuver is used, what Advantages and Limitations it has, and so forth. Examples of special effects include Fire, Weather, Sound, Gadget, Mutant Powers, Cosmic Energy, or Electricity. An Energy Blast defined as projecting a bolt of flame at the target would have a Fire special effect. See page 34.

SS: Science Skill. See page 28.

Stunned: A character becomes Stunned when he takes more STUN damage from a single attack than he has points of CON. See page 99.

STR: Strength, a Characteristic. See pages 16-17.

Superheroic: General term for campaigns in which the player characters are primarily superhuman, having not only Skills, Perks, and Talents, but overt superhuman abilities bought with Powers. See page 14.

Taking A Recovery: See *Recovery*.

Talents: Weird and unusual abilities which some characters possess. Examples include Ambidexterity, Eidetic Memory, and Perfect Pitch. See pages 32-33.

Targeting Sense: A Sense which a character can use to detect the exact location of targets in combat (and therefore attack them at no penalty). For normal humans, Sight is the only Targeting Sense. See page 86.

TF: Transport Familiarity, the Skill of driving or piloting various types of vehicles. See page 30.

Time Chart: A chart in the game used to determine the effects of powers and abilities which work over long periods of time. See page 22.

Turn: A unit of time in the game equal to 12 seconds. Each second is called a Segment. See page 87.

Value: The number defining a Characteristic or Advantage.

WF: Weapon Familiarity, the Skill of using various types of weapons. See page 30.

Zero-Phase Action: An Action which takes so little time that it can be performed at the beginning a Phase or after a character makes a Half Phase Action, but not after performing a Full Move or making an attack. Zero Phase Actions include turning a Power on or off or switching slots in a Multipower. See page 88.

SIDEKICK INDEX

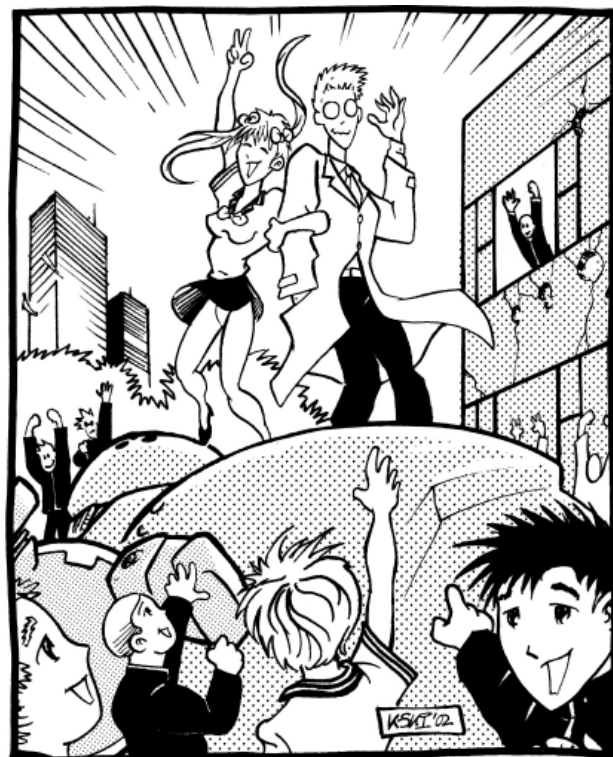
If you're looking for the definition of a term or abbreviation, you should also check the Glossary on page 122.

- Aborting an Action 89
 Absolute Time Sense (Talent) 32
 Accelerating 40
 Accidental Change (Disadvantage) 76
 Acrobatics (Skill) 24
 Acting (Skill) 24
 Actions 88-89
 Actions Which Take No Time 88
 Activation Roll (Limitation) 68
 Active Sonar (Power) 48
 Adjustment Powers 37-38
 Advantages 62
 Adventuring 86-104
 Affects Desolidified (Advantage) 63
 Aid (Power) 45
 Always On (Limitation) 68
 Ambidexterity (Talent) 32
 Animal Handler (Skill) 24
 Area Of Effect (Advantage) 63
 Area Of Effect Attack
 (Combat Modifier) 92
 Armor (Power) 45
 Armor (worn) 115
 Armor Piercing (Advantage) 63
 Astral Portal (example power) 50
 Attack Action 88-89
 Attack Powers 38
 Attack Rolls 90-91
 Autofire (Advantage) 63
 Autofire (Combat Modifier) 92-93
 Based On Ego Combat Value
 (BOECV) (Advantage) 64
 Basic rules and concepts 6
 Become Insect Size (example power) ... 59
 Belzorath's Spell Of Waking Dreams
 (example power) 119
 Benchmarks for Characteristics 19-20
 Berserk (Disadvantage) 78
 Blaster Pistol (example power) 48
 Blaster Rifle (example power) 48
 Blindness 86
 Block (Combat Maneuver) 94
 Body (BODY) (Characteristic) 17, 99
 Body-Affecting Powers 38
 Boots Of Spider Climbing
 (example power) 46
 Boxing (Martial Arts style) 96
 Brace (Combat Maneuver) 94
 Breakfall (Skill) 24
 Breaking things 107
 Breakout Rolls for Mental Powers 40
 Breathe Underwater (Power) 55
 Bribery (Skill) 24
 Brotherhood Of Taramak's Mental
 Bond (example power) 57
 Bugging (Skill) 24
 Bump of Direction (Talent) 32
 Bureaucrats (Skill) 24
 Calculations 6
 Calculations Tables 66
 Caution Sign 34
 Change Environment (Power) 45
 Character creation 13-84
 Character creation software 5
 Character Points 14
 Character sheet example 9-12, 127
 Characteristic Rolls 16
 Characteristics 16-20
 Characteristics (Power) 45
 Charges (Advantage) 64
 Charges (Limitation) 68
 Charm Others Spell (example power) .. 56
 Chemicals, effects of 106
 Choke Hold (Martial Maneuver) . 27, 95-96
 Clairsentience (Power) 46
 Climbing (Skill) 24
 Clinging (Power) 46
 Combat 86-104
 Example of combat 102-04
 Time 87
 Combat Driving (Skill) 24
 Combat Maneuvers 94-96
 Combat Modifiers 92-94
 Combat Movement 40
 Combat Piloting (Skill) 25
 Combat Sense (Talent) 32
 Combat sequence 90-91
 Combat Skill Levels (Skill) 25
 Combat Value 90-91
 Comeliness (COM) (Characteristic) 17
 Complementary Skills 22
 Computer Programming (Skill) 25
 Concealment (Combat Modifier) 93
 Concealment (Skill) 25
 Concentration (Limitation) 69
 Constant Powers 36
 Constitution (CON)
 (Characteristic) 17, 99
 Contact (Perk) 31
 Continuous (Advantage) 64
 Contortionist (Skill) 25
 Conversation (Skill) 25
 Costs Endurance (Limitation) 69
 Criminology (Skill) 25
 Cryptography (Skill) 26
 Crystal Ball (example power) 46
 Cupid's Dart (example power) 56
 Cyberware, creating 74
 Damage Class 97
 Damage, determining and taking ... 97-99
 Damage Resistance (Power) 46
 Damage Shield (Advantage) 64
 Danger Sense (Talent) 32
 Darkness (Power) 46
 DCV 91
 Deafness 86
 Death 99
 Decelerating 40
 Deduction (Skill) 26
 Defender (example character) ... 102-04, 117
 Defense (DEF) (Characteristic
 for objects) 19
 Defense Powers 39
 Defensive Strike (Martial
 Maneuver) 27, 95-96
 Delayed Return Rate (Advantage) 38
 Demolitions (Skill) 26
 Density Increase (Power) 47
 Dependence (Disadvantage) 77
 Dependent NPC (Disadvantage) 77
 Desolidification (Power) 47
 Detect (Power) 49
 Detect Magic Spell (example power) 49
 Determining damage 97-99
 Dexterity (DEX) (Characteristic) 17
 Dice, what to roll 6, 7, 90
 Diminished Eating (Power) 55
 Diminished Sleep (Power) 55
 Disadvantages
 Generally 76-81
 By campaign type 14
 Money as 31
 Disarm (Combat Maneuver) 94
 Discriminatory (Sense Modifier) 49
 Disguise (Skill) 26
 Dispel (Power) 47
 Dispel Magic Spell (example power) 47
 Distinctive Features (Disadvantage) .. 77-78
 Dodge (Combat Maneuver) 94
 Double Jointed (Talent) 32
 Dracoform Amulet (example power) ... 58
 Drain (Power) 47
 Drowning 100
 Duration Advantages (Advantage) 64
 Duration of Powers 36
 ECV Attack Roll 39, 92
 Effect Rolls for Mental Powers 39
 Ego (EGO) (Characteristic) 17
 Ego Attack (Power) 47
 Eidetic Memory (Talent) 32
 Electricity, effects of 106
 Electronics (Skill) 26
 Elemental Control (Power Framework) . 72
 Encumbrance (Combat Modifier) 93
 Endurance (END)
 (Characteristic) 18, 36-37, 89
 Endurance Limitations (Limitation) 69
 Energy Barrier Bracers
 (example power) 52
 Energy Blast (Power) 48
 Energy Defense (ED) (Characteristic) . 18
 Enhanced Hearing (Power) 48
 Enhanced Perception (Sense Modifier) .. 49
 Enhanced Radio (Power) 48
 Enhanced Senses (Power) 48
 Enhanced Sight (Power) 48
 Enraged (Disadvantage) 78
 Entangle (Power) 50
 Environment, generally 93, 106-07
 Environmental Conditions
 (Combat Modifier) 93
 Environmental Movement (Talent) 32
 Equipment 109-15
 Everyman Skills 22
 Example of combat 102-04
 Example Powers 45-61, 74-75, 119-21
 Experience Points 81
 Explosion (Advantage) 64
 Explosion (Combat Modifier) 92
 Explosives 114
 Extra Damage Classes
 (Martial Arts) 27, 95-96
 Extra Limbs (Power) 50
 Extra Time (Limitation) 69
 Extra-Dimensional Movement (Power) 50
 Falling, effects of 106
 Fast Draw (Skill) 26
 Faster-Than-Light (FTL) Travel
 (Power) 51
 Fencing (Martial Arts style) 96
 Figured Characteristics 18
 Fingertip Blades (example power) 74
 Fire, effects of 106
 Fire Flare Blast (example power) 48
 Firearms 112-15
 Fireball (example power) 119
 Firebrand (example character) 9-12
 Flash (Power) 51
 Flash Defense (Power) 51
 Flight (Power) 51
 Focus (Limitation) 69
 Follower (Perk) 31
 Force Field (Power) 51
 Force Wall (Power) 52
 Forensic Medicine (Skill) 26
 Forgery (Skill) 26
 Fringe Benefit (Perk) 31
 Full-Phase Action 88
 Gambling (Skill) 26
 Game scale 6, 87
 Gas Mask (example power) 55
 Gestures (Limitation) 70
 Glider Cape (example power) 52
 Gliding (Power) 52
 Glossary 122
 Glue Grenade (example power) 50
 Grab (Combat Maneuver) 94
 Growth (Power) 52
 Guns 112-15
 Half Phase Action 88
 Hand-to-Hand Attack (HA) (Power) ... 53
 Haymaker (Combat Maneuver) 95
 Healing (Power) 53
 Healing damage (STUN and BODY) .. 100
 Healing-Spell (example power) 75
 Height, standard 6
 Hero Designer (character
 creation software) 5
 HERO System resources 5
 Heroic campaigns 14
 Heroic maximum values for
 Characteristics 16
 Hexes 6, 87
 High Range Radio Perception (HRRP)
 (Power) 48
 High Society (Skill) 26
 Holding an Action 89
 Holding one's breath 100
 Hunted (Disadvantage) 78-79
 Hyper-Running (example power) 59
 Icy Prison (example power) 75
 Illusory Duplicate Spell
 (example power) 54
 Images (Power) 54
 Immunity (Power) 55
 Incantations (Limitation) 70
 Inches 6, 87
 Increased Arc Of Perception
 (Sense Modifier) 49
 Increased Endurance Cost (Limitation) .. 69
 Increased Maximum Range
 (Advantage) 65
 Infrared Vision (Power) 48
 Initiative 87, 89
 Injury 99
 Instant Powers 36
 Intelligence (INT) (Characteristic) 17
 Interrogation (Skill) 26
 Introduction 5
 Inventor (Skill) 26
 Invisibility (Power) 54
 Invisible Power Effects (Advantage) 64
 Jezric's Spell Of True Seeming
 (example power) 119
 Jujutsu (Martial Arts style) 96
 Karate (Martial Arts style) 96
 Khelred's Flammifer (example power) .. 120
 Killing Attack (Hand-To-Hand)
 (Power) 54
 Killing Attack (Ranged) (Power) 55
 Killing Damage 97
 Killing Strike (Martial
 Maneuver) 27, 95-96
 Knockback 99
 Knockback Resistance (Power) 55
 Knockout 99
 Knowledge Skill (Skill) 26
 Kung Fu (Martial Arts style) 96
 Language (Skill) 27
 Laser Bolt Eyes (example power) 36
 Laser Pistol (example power) 55
 Leaping 16-17
 Leaping (Power) 55
 Legsweep (Martial Maneuver) ... 27, 95-96
 Life Support (Power) 55
 Light Blast (example power) 51
 Lightning Bolt Spell (example power) .. 48
 Lightning Calculator (Talent) 32
 Lightsleep (Talent) 33
 Limitations 67
 Limited Power (Limitation) 70
 Limited Range (Limitation) 71
 Line Of Sight 39
 Linked (Limitation) 70

Lipreading (Skill)..... 27
 Lockgun (example power) 59
 Lockpicking (Skill)..... 27
 Longevity (Power) 55
 Luck (Power) 5
 Magehand (example power) 75
 Martial Arts (Skill) 27, 96
 Martial Block (Martial Maneuver)..... 27, 95-96
 Martial Disarm (Martial Maneuver)..... 27, 95-96
 Martial Dodge (Martial Maneuver)..... 27, 95-96
 Martial Escape (Martial Maneuver)..... 27, 95-96
 Martial Grab (Martial Maneuver)..... 27, 95-96
 Martial Maneuvers 27, 95-96
 Martial Strike (Martial Maneuver)..... 27, 95-96
 Martial Throw (Martial Maneuver)..... 27, 95-96
 Mechanics (Skill) 27
 Melee weapons 112-15
 Mental Awareness (Power) 48
 Mental Combat 92
 Mental Defense (Power) 56
 Mental Illusions (Power) 56
 Mental Powers..... 39
 Microscopic Vision (Power) 49
 Mimicry (Skill) 27
 Mind Control (Power) 56
 Mind Link (Power) 57
 Mind Scan (Power) 57
 Mind-Blast (example power)..... 47
 Mind-Reading (example power) 60
 Mindscapes (example power)..... 56
 Mindseeking (example power)..... 57
 Modifiers for Skills 21
 Mole Machine (example power)..... 61
 Money (Perk) 31
 Move By (Combat Maneuver) 95
 Move Through (Combat Maneuver)..... 95
 Movement, basic 16
 Movement Powers 40
 Multiform (Power) 58
 Multipower (Power Framework)..... 72-73
 Muscle Grafts (example power)..... 74
 Mystic Bolt (example power)..... 75
 Navigation (Skill)..... 27
 Nerve Strike (Martial Maneuver)..... 27, 95-96
 Nightvision (Power) 49
 No Normal Defense (NND) (Advantage) 64
 No Range (Limitation)..... 71
 No Range Modifier (Advantage) 65
 Noncombat Movement 40
 Nontargeting Senses 86
 Normal Characteristic Maxima 16
 Normal Damage 97
 Objects, breaking 107
 Obscuring Fog Spell (example power) 45
 OCV 91
 Off Hand (Combat Modifier) 93
 Offensive Strike (Martial Maneuver)..... 27, 95-96
 Only In Heroic Identity (Limitation)..... 71
 Oratory (Skill)..... 27
 Paramedics (Skill)..... 27
 Perception Rolls 86
 Perfect Pitch (Talent) 33
 Perquisites (Perks)..... 31
 Persistent (Advantage)..... 64
 Persistent Powers 36
 Personal Immunity (Advantage) 64
 Persuasion (Skill)..... 27
 Phantasmic Form (example power)..... 47
 Phase (time measurement) 87
 Physical Defense (PD) (Characteristic) ... 18
 Physical Limitation (Disadvantage)..... 79
 Power (Skill) 28
 Power Categories 37-41
 Power Defense (Power) 59
 Power Frameworks..... 72
 Power Staff (example power) 75
 Powers 34-61
 Powers Reference Tables 42-44
 Presence (PRE) (Characteristic) ... 17, 101
 Primary Characteristics 16-17
 Professional Skill (Skill)..... 28
 Protection From Fire (example power) ... 51
 Protection From Fire (example spell) ... 120
 Psi-Shield Helmet (example power) 56
 Psychic Agony (example power) 74
 Psychic Invisibility (example power) 74
 Psychokinesis (example power)..... 60
 Psychokinetic Blast (example power) ... 74
 Psychological Limitation (Disadvantage)..... 79
 Pulsar (example character)..... 102-04, 118
 Quench Flame (example power) 120
 Questionite Claws (example power) 55
 Radar (Power) 48
 Radio Perception/Transmission (Power) 48
 Randall Irons (example character) .. 82-84
 Range (Sense Modifier) 49
 Range Advantages (Advantage) 65
 Range Based On STR (Limitation) 71
 Range Limitations (Limitation)..... 71
 Range Modifier 92
 Range of Powers 36
 Range Skill Levels (Skill) 28
 Ranged (Advantage)..... 65
 Reaction-Enhancing Drug (example power) 45
 Recovery (REC) (Characteristic) .. 18, 100
 Reduced Endurance (Advantage)..... 65
 Reflex Enhancement (example power)..... 74
 Reputation (Disadvantage) 79
 Requires A Skill Roll (Limitation)..... 71
 Resistance (Talent) 33
 Riding (Skill) 28
 Rivalry (Disadvantage) 80
 Rounding 6
 Rules summary 6
 Running (Power) 59
 Sacrifice Throw (Martial Maneuver)..... 27, 95-96
 Safe Environment (Power) 55
 Scale of the game 6, 87
 Science Skill (Skill) 28
 Security Systems (Skill) 28
 Seduction (Skill) 28
 Segment (time measurement)..... 87
 Self-Contained Breathing (Power) 55
 Sense (Sense Modifier) 49
 Sense Groups..... 86
 Sense-Affecting Powers 40
 Senses 48, 86
 Sensory Powers 41
 Set (Combat Maneuver) 96
 Shadow Zone (example power) 46
 Shadowing (Skill) 29
 Shields 115
 Shrinking (Power) 59
 Side Effects (Limitation)..... 71
 Sights (for firearms) 115
 Size Powers 41
 Skill Levels (Skill) 29
 Skill Rolls 21
 Skills 21-30
 Skills (Power) 59
 Sleight of Hand (Skill) 29
 Slippery Ice Sheet (example power)..... 45
 Social Limitation (Disadvantage)..... 80
 Software, character creation 5

Special effects 34-36
 Special Powers 41
 Speed (SPD) (Characteristic)..... 18, 87
 Speed Chart 87
 Speed Reading (Talent)..... 33
 Spell Of Diminished Magic (example power) 59
 Spell Of Paralysis (example power)..... 50
 Spell Of Petrification (example power).... 61
 Spells, creating 75, 119
 Spending Character Points..... 14-15
 Standard Powers 41
 Stealth (Skill) 29
 Stealth Suit (example power) 55
 Stealane's Spell Of Dispersion (example power) 120
 Stop Sign 34
 STR Minimum (for weapons)..... 115
 Streetwise (Skill) 29
 Strength (STR) (Characteristic)..... 16-18
 Strength Boost Pill (example power) ... 45
 Stretching (Power) 59
 Strike (Combat Maneuver) 96
 Stun (STUN) (Characteristic)..... 18, 99
 Stunning 99
 Summary of rules 6
 Super-Tough Skin (example power) 46
 Superheroic campaigns..... 14
 Suppress (Power) 59
 Surprised (Combat Modifier) 93
 Surprise Move (Combat Modifier) .. 93-94
 Survival (Skill) 29
 Susceptibility (Disadvantage) 80
 Swimming (Power) 60
 Swinging (Power) 60
 Systems Operation (Skill)..... 29
 Tactics (Skill)..... 29
 Taking damage 97-99
 Talents 32
 Target Size (Combat Modifier) 94
 Targeting Sense (Sense Modifier)..... 49
 Targeting Senses 49, 86
 Telekinesis (Power) 60
 Telepathy (Power) 60
 Teleportation (Power) 60
 Teleportation Chamber (example power) 60
 Telescopic (Sense Modifier) 50

Thermovision Goggles (example power) 49
 Throwing things..... 16-18
 Time Chart 22
 Tracking (Skill) 29
 Tracking Smell (Power) 49
 Trading (Skill) 29
 Transfer (Power) 61
 Transform (Power) 61
 Transport Familiarity (Skill) 30
 Tunneling (Power) 61
 Turn (time measurement) 87
 Ultimate Disguise (example power)..... 58
 Ultrasonic Hearing (Power) 48
 Ultraviolet Vision (Power) 49
 Uncontrolled (Advantage)..... 65
 Unfamiliar Weapon (Combat Modifier) 94
 Universal Translator (Talent) 33
 Unluck (Disadvantage) 81
 Upgrading to the full *HERO System* 5
 Valerius the Harper (example character) 119-21
 Valerius's Sparkings (example power).... 120
 Variable Effect (Advantage) 37
 Vehicles 109-11
 Ventriloquism (Skill)..... 30
 Visibility of Powers 36
 Visible (Limitation) 71
 Vulnerability (Disadvantage) 81
 Weakness Darts (example power) 47
 Weapon Element (Martial Arts) 27, 95-96
 Weapon Familiarity (Skill) 30
 Weapons 112-15
 Weaponsmith (Skill) 30
 Weather Control (example power) 35
 Weight, standard 6
 Werewolf Form (example power) 58
 Wind Manipulation (example power).... 60
 Wings (example power)..... 51
 Wizard's Flight Spell (example power) ... 51
 Wizard's Power (example power) 121
 Wizard's Shield (example power) 121
 Wrestling (Martial Arts style) 96
 X-Ray Vision (example power)..... 75
 X-Ray Vision (Power) 49
 Zero-Phase Action 88



Character Name: _____

Alternate Identities: _____

Player Name: _____



HERO SYSTEM FIFTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
___	STR	10	x1	___	___	HTH damage ___d6 Lift ___ END (___)
___	DEX	10	x3	___	___	OCV (DEX/3) ___ DCV (DEX/3) ___
___	CON	10	x2	___	___	
___	BODY	10	x2	___	___	
___	INT	10	x1	___	___	Perception Roll ___
___	EGO	10	x2	___	___	Base ECV (EGO/3) ___
___	PRE	10	x1	___	___	Base Presence Attack ___d6
___	COM	10	x1/2	___	___	
___	PD	(STR/5)	x1	___	___	Resistant PD ___ Total PD ___
___	ED	(CON/5)	x1	___	___	Resistant ED ___ Total ED ___
___	SPD	1+ (DEX/10)	x10	___	___	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
___	REC	(STR/5)+(CON/5)	x2	___	___	
___	END	(CON x 2)	x1/2	___	___	
___	STUN	BODY+(STR/2)+(CON/2)	x1	___	___	

Total Characteristics Points

COMBAT INFORMATION

Base OCV ___ Base DCV ___

Adjustments +/- Adjustment +/-

Total OCV ___ **Total DCV** ___

Combat Skill Levels _____

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	-	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Haymaker	1/2	+0	-5	+4 DC, +1 Segment
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

ATTACKS

Primary attack power _____ d6

Secondary attack power _____ d6

Tertiary attack power _____ d6

Attack SFX _____

Other attack SFX _____

EXPERIENCE POINTS

Total earned _____

Spent _____

Unspent _____

Base Points _____

Disadvantage points _____

DEFENSES

	Amount	Defense SFX
Physical Defense	___	___
Resistant Physical Defense	___	___
Energy Defense	___	___
Resistant Energy Defense	___	___
Mental Defense	___	___
Flash Defense (_____)	___	___
Power Defense	___	___
Other: _____	___	___
Other: _____	___	___

MOVEMENT

Type	Combat	NonCom
Run (6")	___	___
Swim (2")	___	___
H. Leap (___")	___	___
V. Leap (___")	___	___
	___	___
	___	___
	___	___
	___	___
Movement SFX _____		
Movement SFX _____		

RANGE MODIFIER

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

NOTES

DAMAGE AND CHARGE TRACKER

STUN	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□
END	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□
BODY	□□□□	□□□□	□□□□	□□□□	□□□□	CHARGES □□□□ □□□□ □□□□
CHARGES	□□□□	□□□□	□□□□	□□□□	□□□□	CHARGES □□□□ □□□□ □□□□ □□□□

