

Heroic Visions

By
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Second Edition

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All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

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INTRODUCTION

A role playing game is very different from traditional games like chess or checkers. With other games, the goal is straight forward - beat your opponent. The goal of a role playing game is primarily to have fun and secondarily for your player characters to survive and defeat their adversaries. These adversaries are not the other player characters but characters known as NPC's (Non Player Characters) who are under the Game Master's (otherwise known as GM) control. Role playing games are "cooperative;" the players work together as a group or a team and not against each other. The players learn the fundamentals of teamwork as they work to survive in worlds of their Game Master's intricate design. This means that there is no winning and losing in the conventional sense. The players win or lose as a group. The GM and the players both having a good time is the only "win" possible.

Role playing is similar to the dramatic arts. A play has a director who sets the scene for the actors. The director has some control over how the actors will react. The actors implicitly follow the instructions of the director. This is not entirely true for role playing games; the players can be best described as improvisational actors. The director sets the scene and steps back to watch the action. The actors react to the plot within the parameters of their characters' personalities. This is what the players do in a role playing game; they act out the role of their characters.

When playing a role playing game, one person takes the part of both director and author. He or she is the Game Master. The GM describes the setting to the players. Each player creates his character including their powers, abilities and personality. The player makes up the snappy dialogue on the spot, trying to talk and act as his character would in the scenario. The GM takes the role of the supporting cast in the adventure. It is his job

to breath life into the characters with whom the player characters interact.

Prior to the evening's adventure, the GM will either have purchased a pre-made module or created one of his own. A module serves as a rough outline of what is to happen in the adventure. This consists of scenes or scenarios with the general reactions of the characters that are under GM control. The art of Game Mastering manifests during the actual playing session. This is where the GM interprets the rules in the context of the players' actions. These actions are the meat of role-playing. The key to role-playing is the interaction between GM and players.

Equipment

1. Two or more players, plus
2. Game Master
3. Dice: four 6 and 8-sided, two 4, 10, 12 and 20-sided
4. Paper and pens for notes and maps
5. Imagination

Body Type and Construction Points

Every Body Type yields a pre-determined amount of points. The GM has the final say on what Body Types are permissible in his campaign as well as the Construction Point Maximum. If a scenario deals with drug dealing Centaurs, the GM might not desire Cyborgs running around on his campaign world. Remember the GM has the final say; it is her responsibility to make the game challenging and exciting for the players. Body Types and Point Maximums are some of the tools that maintain game balance. The Zephaniah Comics Universe is rich in its diversity. It's scope could very easily overwhelm. The GM will want to develop his own corner of the galaxy, one system at a time.

Basic Personality

All players should give some thought to the basic personality of their player character. In the comic books, it is a character's personality that sells books and not his flashy powers. Super beings, like average citizens, have some moral (or immoral) code that they live by. This code dictates their actions on a case by case basis. This is not to be confused with the codes found in the Traits section. Those codes are partial. They do not include the full range of situations that a Player Character will become involved in.

Skills are another aspect of character generation. Beside reflecting the personality, skills give a character a sense of being. It is helpful to know what your character can do in his down time. A Player Character,

or PC, can be anyone from a reporter for a leading newspaper to a college student struggling to both pass midterms and save the world in the same week.

Goals

What is the character's goal in life? Some characters have goals related to their powers (to be the perfect crime fighter or be on the cover of Person magazine) while others may have more ordinary goals (to put their children through school, to marry their childhood sweetheart or even to be a millionaire). Characters should state their goals and work toward them. Of course, goals can change as the character grows and develops!

How does the character feel about public attention? Supers may be loved or hated, but they are rarely ignored. Does she seek the limelight, tolerate it as a necessary evil, hide from the press or punch photographers? Will he sign autographs for children? For pretty girls? For the President? Put on shows for charity? Collect groupies? Kiss babies? Run for office? Do they act extroverted to cover their shyness? Think about how the heroes would react to all of this attention as well as what could bode for the extremely popular or unpopular character?

Appearance

What is the character's overall appearance? This includes the special effects of both major and minor powers. It can be interesting to create a super being whose looks belies his abilities. A buffed fellow who looks like a tank might have a glass jaw or be the developer of the latest Warp Drive. Worse, the scrawny old lady who is robbing the bank might have a strength of 15 thanks to some radioactive Geritol or the like. Remember, appearances can be deceiving.

Although there are some random choices in Heroic Visions, the player's goal is to create a complete super being. Player characters are more interesting and believable if their abilities work together. For instance, a being who could teleport, talk to animals and create dazzling light flashes would be "legal" in game terms, but hard to explain or justify. A Player Character should not just be a bundle of powers and skills. Care should be taken in developing playable and exciting advantages and traits.

The definition of a super ability gives its important game effects: dice damage, area affected, range, and occasionally other effects. For each power, various side effects should be defined. All physical abilities are assumed to have an obvious (usually visual) effect,

unless the No Obvious Effects Advantage is bought. Therefore, most force beams, missiles and so forth will be visible. (audible, or both) It's up to the player to determine whether his character's laser is a steady green glow, a purple flash that makes a humming noise, or whatever else he can imagine. Psi powers have an effect that is obvious to other psionics (but nobody else). The advantage - No Obvious Effect would negate this.

Costumes & Secret Identities

The costume is an important part of a superbeing's arsenal. On the basic level, a costume serves to identify the hero or heroine. That's why it's important for the player to come up with a rudimentary sketch of his character's costume. Care should be taken to make a distinct costume. Do you recall how many comic book stories began with someone mistaking a character for a villain just because their costume were similar? We won't mention the cases of deliberate impersonation. Some things are better left to the imagination.

One of the last questions that the player must ask himself is whether or not the character has a Secret Identity. A Secret Identity means different things to different heroes and villains. To some it's a chance to be off duty and go about the normal routine for a while. For others, the secret identity allows the character access to important equipment, material or people that benefit him in his super identity. If one does not have a secret identity, that character can never be truly off duty. This does not mean that everyone will recognize the hero but it's a guarantee that his arch foes will. Again, Heroic Visions is a system of choices. Experiment and play with different costumes and secret identities to find out what suits you and your player character.

Super Teams

In a one shot adventure, players will often form a diverse group of heroes or villains who just happen to be together. That's all right for a short term basis but in a continuing campaign, the players will probably want to form a cohesive team.

The interaction and internal conflicts within a team can lead to great role playing opportunities. If some members have a Code Vs. Killing and others do not, things could get sticky if some of the heroes get tired of being stalked by a powerful villain. This is one of the famous shades of grey through which a team has to go through.

The super team also gives super beings a way to interact with society. Both friends and enemies can

reach them when they want to drop by for a chat or a small war.

Team Creation and Origins

When the characters are first created, the GM should give hints to the players about the type of campaign he wants to set up. In some cases, team members should have similar powers or origins. You know, like the P-Men, an outlaw band of psionic adventurers. In other cases, complimentary powers could be more interesting: one or two fliers, one or two combat monsters, one or two stalkers and or one or two espers.

The team could be brought together by the same origin; for example, all of them could be teenage samurai dragons or a band of X-Criminals and so on. The powers could also be gained in the same origin (The classic exposure to some type of radiation mishap)

Some teams are formed by having a common goal. Seekers came together to fight for a shared vision. Strike Force united to escape their enemies. The GM and the players should not have any challenges with coming up with Team Origins.

Choosing A Name

Every super team needs a name! Choose one that will identify your members and goals, be easy to say, and look good in the papers. Care should be taken to create an original name. Life could get hectic if people start confusing y'all with the local villain group.

Team Objective

Every super team has a reason for being. There are many possibilities other than to merely fight crime. They include:

Military Strike Force: A sponsored team that is makes surgical strikes against their enemies - Seekers

To commit crime: This is not necessarily the sole province of villain groups. Remember that it is a society that decides what is a criminal. One example is the Renegade organization. They are viewed as villains by the Mangian Empire yet they are the people's champions.

Espionage or Counter-Espionage: possibly political, corporate or paramilitary.

To further some cause: Star Force - dedicated to maintaining law and order within the Gedaliah Confederation or X-Psi - dedicated to the control and/or elimination of

all psionic beings.

To help other supers in trouble: Arcadia PD's Super Tactical Assault Team a.k.a. S.T.A.T.

To earn money: as troubleshooters, mercenaries, assassins or paranormal investigators.

Performers: probably, but not necessarily, utilizing their super abilities. One example could be a team of super powered rock stars.

Team Rules

Many teams will adopt certain rules or codes of conduct. These can cover anything from damage to private property; who gives the orders both in and out of combat; sharing the spoils of war; use of team property; and so on. These rules can either be in a written constitution or simply a loose agreement between friends.

Team Property

As a group develops; it will acquire property; transportation (it's not too cool to have to rely on Mass Transit to get to the Mad Professor's hideout); means of secure communication; a headquarters; a team bank account; and so on.

NPC Team Rules

Depending on the team makeup, the Game Master may want to create one or two NPCs as extra members of the super group. These NPCs can serve several purposes:

Extra firepower: especially if the team is small.

Extra talents: providing useful skills or abilities that no PC has.

A mouthpiece for the GM: for situations where a hint is needed to get the adventure back on track.

Team Tactics

A skilled team of warriors will develop various tactics to take advantage of their members abilities. Example of this include:

Seeker Missile - A strong member hurling an acrobatic member at a distant foe or the Strike Force **Omni Strike** - all members perform a coordinated ranged attack against one foe. The more successful super teams invest some Construction Points into the Coordinating Attacks

Skill.

Team Patron

If the team has a powerful sponsor, that sponsor should be taken as a Patron by each team member. The GM rolls once per game session to see if the Patron appears. A super team is, itself, a very powerful entity. A meaningful Patron for such a group might be a government, a mega-corporation, an ultra powerful super or an extra dimensional creature or immortal.

Team Enemies

Remember to check to see if the team, as a group, has any particular foes that may be taken as a character Trait by all team members. This is determined by each member taking the same Hunted or Watched. It is permissible for some of the newer members, who arrive after the Hunted or Watched has been taken, not to have this group Trait.

BODY TYPE

The first step in character generation is the selection of your hero's body type. The choice of body type will give you a basic idea of your hero's height, weight, and Body Construction Points. These points will be used in the purchase of your stats, skills and powers. Finally, the body type will sometimes give you powers or skills free of charge. This means that you can spend your points on Power Ranks & Orders, Skills, or Primary Attributes.

Body Type Chart	
Die Roll	Body Form
01-20	Normal Human
21-25	Induced Psi / Mutant
26-30	Random Psi / Mutant
31-35	Hereditary Psi / Mutant
36-40	Alien
41-45	Altered Human
46-49	Abnormal Chemistry
50-52	Mineral
53-57	Liquid
58-60	Ethereal
61-65	Demihuman
66-70	Mechanical
71-75	Angel / Demon
76-79	Immortal
80-84	Animal
85-89	Vegetable
90-93	Gaseous
94-95	Energy
96-00	Changeling

Mechanical Body Type Sub Tables	
Die Roll	Body Type
01-10	Android
11-18	Exoskeleton—Cyborg
19-31	Mechanical Body Cyborg
32-44	Mechanical Augmented Cyborg
45-60	Human Robot
61-72	Usuform Robot
73-88	Metamorphic Robot
89-00	Computer Robot

Alien Body Type Sub table	
Die Roll	Body Type
01-03	Onalogian
04-10	Aquatan
11-17	Lengardian
18-25	Newavian
26-30	Rakgarian
31-33	Galactic Knight
34-40	Restnomian
41-46	Taklonian
47-52	Thalarian
53-58	Vanguardian
59-66	Vorakian
67-78	Stzian
79-85	Lianid
86-94	Cigamite
95-00	Other Alien

Demihuman Body Type Sub Table	
Die Roll	Body Type
01-10	Centaur
11-20	Equiman
21-30	Faun
31-40	Avian
41-50	Lupinoid
51-62	Wyverinoid
63-71	Lamian
72-85	Merhuman
86-94	Felinoid
95-00	Other Demihuman

Abnormal Biochemistry: The hero appears completely normal but possesses a different chemical base. A key element in the body's chemical makeup is replaced by another element. Frequent abnormalities include the elements: Silicon, Copper or Cobalt.

Silicon based life has a body temperature 40° lower than similar carbon-based life forms.

Copper produces green blood whereas Cobalt produces blue blood.

Abnormal Humans face a series of problems. They must have specially synthesized foods that meet their new chemical makeup. These heroes can not give or receive blood transfusions or any surgical implants. One advantage that Abnormal Bio Chemical Beings have is that normal predators (both natural and supernatural) can not ingest them without becoming at least severely poisoned.
Stats: St 4, Ag 1, Per 3, Ap 1, Sta 6, Con 3, In 3, Pre 6
Weight: 5D6 x 12 pounds/Height: 5-7 ft.
Hit Dice: 1D10
BCPs: 120

Altered Human: This is someone who started out as a normal human but later experienced some form of dramatic change. The change affected the physical body but not the being's DNA. Thus, the hero can not pass his powers to his descendants.
Stats: St 2, Ag2, Per 2, AP 3, Sta. 3, Con 1, In 2, Pre 4
Weight: 6D6 x 10 pounds/Height: 5-7 ft
Hit Dice: 2D6
BCPs: 105

Android: This is an artificially created being which is virtually indistinguishable from a normal human. Only the most extensive analysis can tell the difference between the two forms.
(For Stats and BCPs refer to the Items Section)

Angel/Demon: These beings are a group of immortals. They belong to the same family and are polar opposites. Angels/Demons are not Biblical angels or demons but have taken on the spiritual aspect of their namesake. They have dedicated their lives to either Jesus or to the god of this world.
Stats: St 4, Ag 2, Per 3, Ap 5, Sta 4, Con 2, In 2, Pre 5
Weight: 5D6 x 10 pounds/Height: 5-8 ft.
Hit Dice: 2D10
Powers:
Demons: Fire Generation 1/3, Fire Immunity 1/3
Angels: Wings 2/3, Energy (Celestial) Weapon 1/2
BCPs: 145

Avian: This body type comes in two basic forms: angels and harpies. The angelic avians resemble humans with wings sprouting from their shoulder blades. On the other hand, harpies possess arms that are modified to serve as wings. Their feathered legs end in sharp claws. Both Avian types have Telescopic Vision 1/3
Stats: (Both) St 2, Ag 3, Per 2, Ap 4, Sta 5, Con 2, In 2, Pre 2
Weight: 5D8 x 10 pounds/Height: 5-7 ft.
Hit Dice: 2D8
Powers:
(Angels) Wings 4/2

(Harpies) Body Weaponry: Claws 1/3, Wings 1/3
BCPs: 85

Aquatan: The hero is from the planet Aquatus. This race has a mutant potential that is almost as high as Earth's. Their complexion spans the various shades of blue.
Stats: St 5, Ag 2, Per 3, Ap 2, Sta 4, Con 2, In 2, Pre 3
Wgt: 6D6 x 10 pounds/Hgt: 4.5 to 6 ft.
Hit Dice: 3D10
Powers: Water Breathing 1/6, Swimming 1/5, Active Sonar 1/5
BCPs: 80

Centaur: Centaurs have a human head, torso and arms mated to the body of a horse. Centaurs of legend are viewed as either noble scholars or Boschian revelers. Centaurs possess the archery skill.
Stats: St 6, Ag 2, Per 3, Ap 2, Sta 5, Con 4, In 2, Pre 3
Wgt: 12D6 x 10 pounds/ Hgt: 6-8 ft
Hit Dice: 3D10
Powers: Running 1/3
Skills: Archery 7
BCPs: 70

Changeling: This character has two options: 1) he is a secret changeling on the planet where he now resides or 2) he dwells on a changeling home world. One such world is Cigam. These home worlds are almost unknown to any but changelings. He needs to decide on his base or preferred form. This is the form for which he will assign his "normal" stats. Most changelings have the Dark Secret Trait because they are scorned and feared almost universally throughout the cosmos. Beings don't trust the highly flexible shape changing abilities of the changelings. Changelings differ from normal shape shifters in that they highlight their other powers while keeping their shape shifting abilities secret. There are far more changelings in the universe than they actually appear to be.
Stats: (purchased as desired)
Weight: 5D6 x 10 pounds/Height: 5-7 ft.
Hit Dice: 2D10
Powers: Shape Change 2/4
BCPs: 225

Cigamite: These individuals hail from the mysterious planet of Cigam. Cigamites have a Heightened Presence and have limited resistance to Psionic Attacks. Furthermore most Cigamites possess some degree of Psionic Power.
Stats: St 2, Ag 2, Per 3, Ap 2, Sta 3, Con 3, In 2, Pre 5
Weight: 7D6 x 10 pounds/Height: 5-7 ft
Hit Dice: 2D8
Powers: Resistance: Mental Attacks 1

BCPs: 90

Computer: This robot doesn't have a body per se. It is a computer entity. Stats are developed normally. Intelligence, Confidence and Personality are possessed by the computer entity. The other stats are possessed by a robot shell. The character can even power and empty robot body thus cloaking his true nature. It takes one round to leave such a body and travel along a circuit path.
(See Devices Section)

Cyborg: The character is part human and part machine. There are many different combinations of human to machine parts and common sense should prevail. The GM and players should feel free to select the powers that best represent their character's synthesis of man and machine.
(See Devices Section)

Energy Body: The hero is an energy being. The basic form can be any energy type in this book. The Energy Body can move at will in any direction and possesses an intensity that translates into hit points. At 0 hit points, the Energy Body will fall unconscious and temporarily dissipate (if the being is a shape shifter, he'll return to his normal form). This character's Order in Energy Body replaces Stamina when calculating their Healing Rate. Energy Bodies have the same characteristics as the energy upon which their composition is based. They can be contained within special storage units. This is the only documented way to immobilize this being. Energy Beings composed of visible wavelengths may create a ghost-like image of themselves. Characters striking an Energy Body in hand to hand combat will take damage as if they were blasted with an energy blast (unless the character is normally immune to that type of energy)
Stats: (purchased as needed)
Weight: nil / Height: varies
Hit Dice: 2D10
Powers: + 2 Order to any energy power
BCPs: 240

Equiman: These individuals possess horse legs in place of human ones. They have a horse's mane and tail as well. An equiman is born from two equimen or from a centaur and a human mating. If they hide their lower extremities, equimen can pass as humans.
Stats: St 3, Ag 4, Per 2, Ap 3, Sta 4, Con 1, In 2, Pre 3
Weight: 6D6 x 12 pounds/Height: 5-8 ft
Hit Dice: 3D6
Powers: Running 1/2
Traits: Distinctive Features (Hooves) Concealable with Disguise
BCPs: 150

Ethereal: The hero is an intangible disembodied spirit. He can be an actual ghost or belong to a race that only exists in this form. An ethereal can drift in any direction at will with a speed that equals his Confidence. He can also pass through any solid matter effortlessly. His visibility is totally subjected to his will; he can be invisible, translucent, transparent or opaque.

If the ethereal is a ghost, his form resembles an idealized version of his old body. A ghost's image is based on his self esteem. That's why ghosts often appear as either incredibly beautiful or hideously ugly. Ghosts are immune to most physical attacks. They are only susceptible to Mental attacks and especially vulnerable to powers that affect the spirit. Ethereals can be solid in other dimensions. In them, they are affected just like other solid life forms. In these dimensions, they are not subject to ethereal damaging powers like Will Drain.
Stats: (purchased as desired)
Weight: nil/Height: varies
Hit Dice: 2D10
Powers: Non Corporeality 1/3
BCPs: 190

Faun: These beings possess the hairy legs, short tail and horns of a goat. They are frequently confused with Equimen. Fauns tend to be very strong willed (some would say stubborn) which allows them to resist interrogation. Fauns are fascinated with music and most are excellent musicians.
Stats: St 4, Ag 2, Per 3, Ap 2, Sta 4, Con 5, In 2, Pre 5
Weight: 8D6 x 12 pounds/Height: 3-5 ft.
Hit Dice: 4D6
Advantages: Resistance 5
Skills: Flute 3
BCPs: 100

Felinoid: These are human shaped cat beings. Their overall body shape is that of a human with fur covered skin. Felinoids have cat like faces. They all have a tail, sharp teeth, long pointed ears, and diamond pupils in their eyes. Felinoids have Infrared Vision and are skilled Trackers and Climbers.
Stats: St 2, Ag 6, Per 3, Ap 5, Sta 5, Con 3, In 2, Pre 3
Weight: 5D6 x 10 pounds/Height: 5-7 ft
Hit Dice: 1D12
Powers: Infrared Vision 1/3, Tracking Scent 1/2
Skills: Climbing 5
BCPs: 85

Galactic Knight: The hero is a member of this prestigious Knight Order. Galactic Knights hail from the planet Fidelis and are an offshoot of the Universal Guardian Corps. Unlike the Corps, only Fidelians can be Galactic Knights.
Stats: St 9, Ag 7, Per 5, Ap 2, Sta 7, Con 6, In 2, Pre 5

Weight: 6D6 x 10 pounds/Height: 5-6 ft
Hit Dice: 5D10
Advantages: LS: Longevity, LS: Osmosis
Powers: Resistance - Energy 1/9, Warp Flight 1/5, Adaption 1/5, Body Armor (Metallic) 1/8, Cosmic Navigation 1/2, Cosmic Energy Blast 1/10 (No Range Penalty), Spirit Armor 1/2, Regeneration 1/1
Skills: Fidelis 1, KS: Universal Guardian Corps 1
Traits: Code: Galactic Knight, Minor Intergalactic Reputation (40-): Galactic Knight (*only when in Armored Form*)
Origin: Galactic Knights do not roll on the Origin Chart but have received their powers through "Endowment" +5D10 Construction Points
Body Type Notes: Body Armor must be activated. It adds an additional 1 - 2 ft. to a Fidelian's Height. Energy Resistance, Spirit and Body Armor are vulnerable to Psionic Attacks.
BCPs: 65

Hereditary Psionic/Mutant: This individual was born to either psychic or mutant parents. Furthermore, he could even have a lineage of super powered ancestors. These individuals often form communities away from civilization's bright lights and excitement.
Stats: St 2, Ag 2, Per 2, Ap 2, Sta 2, Con 3, In 2, Pre 3
Weight: 5D6 x 10 pounds/Height: 5-8 ft
Hit Dice: 1D10
Powers: +1 Rank and +2 Order to primary power
BCPs: 110

Human Robot: This being is 100% machine. There is flexibility in that they can choose how they want to present themselves to the world. Human robots can look robotic or wear synthetic skin which allow them to pass casual inspection. Robots can possess all types of heightened senses and gadgets. Note robots possess a power score and they regain power as per living beings. However, they can also tap into a power source and recharge faster.
(Please refer to Devices Section)

Immortal: This is an immortal or a close relative of one that was worshiped in the past as a false god. Some immortals actively sought such worship but some were worshiped just through the population's ignorance. The immortal is still a force to be reckoned with since he often possesses a multitude of powers and fantastic weapons.
Stats: St 2, Ag 2, Per 3, Ap 5, Sta 5, Con 6, In 2, Pre 5
Weight: 5D6 x 10 pounds/Height: 5-9 ft
Hit Dice: 4D12
Powers: Immortality
BCPs: 250

Induced Psionic/Mutant: The individual was a normal human until some catalyst gave him psychic or mutant abilities. They often appear distinct from humans.
Stats: St 2, Ag 2, Per 2, Ap 1, Sta 3, Con 2, In 2, Pre 2
Weight: 5D6 x 10 pounds/Height: 5-7 ft
Hit Dice: 1D8
Powers: +1 Order added to primary power
BCPs: 120

Gaseous: This character's body is completely composed of gases, vapors, smoke and mist without any solid components above the molecular level. The Gaseous Body can maintain its integrity in winds that have a lower Order rating than their hit points. The being can move at will through any permeable substance. (It takes special advantages to move through a vacuum) The life form is immobilized when converted to a liquid or solid form. The being is undamaged just immobile. The Gaseous Body can be fatal if inhaled or he can form a symbiotic relationship with another being.
Stats: (Purchased as desired)
Weight: Nil/ Height: Varies
Hit Dice: 4D8
Powers: Gas Form: 2/5
BCPs: 245

Lamian: These are snake people. They and the Wyvernoid rarely communicate despite their common ancestry. Both of these races make their home on Cigam. Their legs have been replaced with a serpentine body although they have human arms. Their skin is covered in fine scales. Their scale color is depends on their Clan membership. Lamians have lidless eyes and retractable fangs.
Stats: St 3, Ag 4, Per 2, Ap 1, Sta 3, Con 4, In 2, Pre 4
Weight: 4D6 x 10 pounds/Height: 5-8 ft
Hit Dice: 1D12
Powers: Poison Bite 1/4
Skills: Escape Artist 3
BCPs: 100

Lengardian: The hero is from Lengard. These aliens possess super speed. It takes a Rank roll for them to do anything slow.
Stats: St 2, Ag 3, Per 2, Ap 3, Sta 4, Con 2, In 3, Pre 2
Weight: 5D8 x 10 pounds/Height: 6-8 ft.
Hit Dice: 2D10
Powers: Super Speed 5/5
BCPs: 100

Lianid: These winged aliens are not known for their great intellects. However, their legendary viciousness and stunning agility more than make up for it. Many Lianids have mastered the art of assassination.
Stats: St 3, Ag 5, Per 2, Ap 1, Sta 5, Con 4, In 1, Pre 4
Weight: 5D6 x 10 pounds/Height: 5-7 ft.

Hit Dice: 2D10

Advantages: Simulate Death, Double-Jointed

Powers: Wings 1/5, Claws 1/2

BCPs: 80

Liquid Being: The hero is made entirely of liquid. This allows the being to flow through anything that water could flow through. He can even climb vertical surfaces. Liquid Being can alter its density so that it's permeable or impermeable. Our hero can lift things at one moment and bullets go through him the next. If the Liquid Being is frozen, he is completely immobilized until freed. Note that the Liquid Being does not take any damage, he simply can't move. Unfortunately, vaporization is not as pleasant. These attacks are often fatal to these beings. Swallowing this life form can be fatal if the Liquid Being so chooses; otherwise they can have a symbiotic relationship. This being has a special form of the power: Energy Body. Rank measures skill and Order determines the maximum amount of liquid he can become. Use the Strength Chart to find the appropriate liquid volume. For example, a Liquid Being with an Order of 7 would have a maximum weight of 3.2 Tons. The Order rating is also used as a DFV when he attempts to let attacks pass through him. The DFV is based on 5/Power Order.

Stats: (purchased as necessary)

Weight: Order pounds /Height: varies

Hit Dice: 2D10

Powers: Liquid Body 1/3

BCPs: 170

Lupinoid: Lupinoids are human shaped canine beings. They are often confused with werewolves. Their body is covered with hair and their face has a definitive canine look. Lupinoids possess a tail, claws, big teeth and long pointed or floppy ears.

Stats: St 3, Ag 2, Per 4, Ap 2, Sta 3, Con 4, In 3, Pre 4

Weight: 6D6 x 10 pounds/Height: 5-7 ft

Hit Dice: 2D10

Powers: Tracking Scent 1/4

BCPs: 95

Merhuman: These are the amphibious cousins of the Lamians. They are often found on Cigam and Aquatus. Their body is human from the waist up; the rest is flexible fish tail. Merhumans possess lungs and gills. Their amphibious nature only permits them to stay on land for a day.

Stats: St 3, Ag 3, Per 3, Ap 4, Sta 2, Con 2, In 3, Pre 3

Weight: 6D6 x 10 pounds/Height: 7-12 ft

Hit Dice: 2D12

Powers: Water Breathing 2/5

Traits: Dependency - Water

BCPs: 105

Metamorphic Robot: This robot is able to change from one form into another one. These forms must generate different stats and powers. Yes, you can have a Clark Klang who can transform into Superbot. Roll 1D4. This is the number of forms the robot can shift into. Ortan V is one of the planets where sentient robots rule. Note that you can find all types of robots and cyborgs on this planet.

(Refer to Devices Section)

Mineral: The hero's body is composed of solid materials that don't normally support life. This permits a wide range of substances and appearances. Like the Abnormal Humans, Mineral Life does not have many natural enemies. He is immune to all poisons and diseases that would affect normals but would be vulnerable to attacks that would affect their skin (i.e. rust would hurt an iron man). The vice versa is also true, diseases that would affect Mineral Life would not affect a human. Mineral Life has the Unusual Looks Trait.

Stats: St 4, Ag 2, Per 3, Ap 2, Sta 7, Con 3, In 2, Pre 5

Wgt: 1D100 x 1D6 pounds/Hgt: 7-12 ft.

Hit Dice: 4D10

Powers: Body Armor 1/3

BCPs: 110

Newavian: These characters have a love for science. The average individual lives to take something apart, find out how it works, make some improvements, and finally put it back together again. Newavian Scientists are some of the galaxy's best.

Stats: St 2, Ag 2, Per 3, Ap 2, Sta 3, Con 3, In 10, Pre 2

Weight: 5D6 x 10 pounds/Height: 5-7 ft

Hit Dice: 1D10

Advantages: Eidetic Memory

Powers: Adaption 1/2

BCPs: 85

Normal Human: This individual registers as a human on any type of detection device. All powers do not leave a detectable alteration on his bio molecular structure.

Stats: St 2, Ag 2, Per 2, Ap 2, Sta 2, Con 2, In 2, Pre 2

Weight: 5D6 x 10 pounds/Height: 5-7 ft

Hit Dice: 1D6

BCPs: 145

Onalogian: The being is from the planet Onalog. He must choose an element (Fire, Light, Air, Lightning, or Cold) that he can absorb. Onalogians are massively strong and their skin is a dense metal that ranges in color from silver to black. Knights from the planet wield an elemental weapon.

Average Citizen

Stats: St 11, Ag 5, Per 4, Ap 3, Sta 8, Con 6, In 2, Pre 6

Weight: 4D8 x 100 pounds/Height: 7-9 ft
Hit Dice: 8D10
Powers: Body Armor 1/8, Adaption 1/2, UV Vision 1/3, Infrared Vision 1/3, Parabolic Hearing 1/6, Flight 1/4, Telescopic Vision 1/6, Energy Absorption 1/4
BCPs: 35

Onalogian Knight

Stats: St 15, Ag 8, Per 5, Ap 3, Sta 10, Con 7, In 4, Pre 9
Weight: 5D8 x 100 pounds /Height: 7-9 ft
Hit Dice: 10D10
Powers: Body Armor 1/10, Adaption 1/4, UV Vision 1/3, Infrared Vision 1/4, Telescopic Vision 1/7, Parabolic Hearing 1/7, Flight 1/4, Energy Absorption 1/10
Equipment: Space Armor (Warp Flight 10, Resistance-Psionics 9), Elemental Weapon (See Onalogian Weapons in Devices Section)
BCPs: 25

Other Aliens: This category allows you to either use some of the other aliens from Adventure Modules and Supplements or create a new one with the GM's help.
BCPs: Varies



Jael, was created using *Other Alien* Body Type

Other Demihumans: The GM and the player are free to develop any new demihumans on their own. They can also add in other demihumans from future supplements.
BCPs: Varies

Rakgarian: These beings are born to fly. The planet Rakgar is experiencing a green house effect. As a result, these aliens have generated a wide range of flame related powers. These beings lose all of their powers in the

presence of Venonite.

Stats: St 3, Ag 3, Per 2, Ap 2, Sta 4, Con 2, In 3, Pre 3
Weight: 6D6 x 10 pounds/Height: 6-8 ft
Hit Dice: 1D12
Powers: Flight 2/17, Fire Generation 1/5, Adaption 1/3, Fire Control 1/5, Invulnerability 1/5, Radar Sense 1/4
Trait: Powers are loss in the presence of Venonite
BCPs: 110

Random Psionic/Mutant: The hero was born to human parents. He is a different being born with super human powers. Random Psionics/Mutants have the genetic potential to give his powers to his descendants.

Stats: St 2, Ag 2, Per 2, Ap 2, Sta 3, Con 2, In 2, Pre 2
Wgt: 5D6 x 10 pounds/Hgt: 5-7 ft
Hit Dice: 1D8
Powers: +2 Order added to primary power
BCPs: 110

Retsnomian: The planet Retsnom is still untamed. It is a very brutal world where all types of monsters and beasts plaque the inhabitants. As a result, Retsnomians are some of the best warriors in the galaxy. They have perfected a martial arts style that is clinically effective. All of these beings possess the skills: Fighting, Guerilla Tactics, and some form of weapon skill.

St 5, Ag 6, Per 4, Ap 2, Sta 5, Con 6, In 2, Pre 4
Wgt: 6D6 x 10 pounds/Hgt: 5 - 8 ft.
Hit Dice: 4D10
Skills: Fighting 4, Guerrilla Tactics 3, Weapon 3
BCPs: 110

Stzian: These aliens have heightened agility, strength, stamina, and personality as well as Telescopic Vision and Ultrasonic Hearing. With a complexion that spans the various hues of purple, the Stzians are considered exotic by many races. They are very passionate; almost to the point of single-mindedness.

Stats: St 5, Ag 4, Per 5, Ap 3, Sta 4, Con 2, In 2, Pre 2
Weight: 5D6 x 10 pounds/Height: 6-8 ft
Hit Dice: 4D8
Powers: Telescopic Vision 1/3, Ultrasonic Hearing 1/2
BCPs: 80

Taklonian: Taklonians have a black crystalline skin. Their world is medieval in flavor and they like it that way. Taklonians aren't afraid of technology; they just feel that it makes one soft and weak. All Taklonians possess Body Armor and Earth Control. These beings rival the legendary Elemental Knights for toughness.
Stats: St 15, Ag 5, Per 7, Ap 5, Sta 10, Con 6, In 3, Pre 8
Weight: 5D12 x 50 pounds/Height: 7-9 ft
Hit Dice: 9D10
Powers: Body Armor (Inorganic) 1/6, Earth Control 1/3

BCPs: 95

Thalarian: Thalarians have an exotic beauty coupled with a painful innocence. Their native abilities of Adaption and Microscopic Vision has positioned them to create the Wayfarer's Guild, one of the premier Space Engineer Corps in the Gedaliah Confederation.

Stats: St 2, Ag 3, Per 2, Ap 5, Sta 3, Con 2, In 2, Pre 3
Weight: 4D8 x 10 pounds/Height: 5-8 ft

Hit Dice: 2D8

Powers: Shrink: 1/3, Microscopic Vision 1/2, Adaption 1/1, Wings 1/3

Traits: Innocence

BCPs: 80

Usuform Robots: This type of robot exemplifies form and function. For example, if the player uses fire generation, the robot would be carrying a portable heat gun. The robot is designed to serve the specific purposes as dictated by power selection.

(Refer to Devices Section)

Vanguardian: Vanguardians can see the whole electromagnetic spectrum. This aids them in the use of their magnetic powers. Vanguardians are also excellent runners.

Stats: 2, Ag 5, Per 2, Ap 4, Sta 5, Con 2, In 2, Pre 2

Weight: 5D8 x 8 pounds/Height: 5-8 ft.

Hit Dice: 1D10

Powers: Spectrum Vision 1/3, Running 1/3, Magnetism 1/2

BCPs: 75

Vegetable: The hero is an intelligent mobile plant. He is a man-shaped plant whose physiology is based on photosynthesis. He gets all of his food from sunlight. Plant men have the following abilities: Solar Regeneration and Solar Sustenance.

Stats: St 5, Ag 2, Per 3, Ap 1, Sta 4, Con 2, In 2, Pre 4

Weight: 4D10 x 10 pounds/Hgt: 5-10 ft.

Powers: Body Armor 1/3, Solar Sustenance 1/2, Solar Regeneration 1/4

BCPs: 120

Vorakian: These aliens main claim to fame is that they are extraordinarily blessed. They seem to prosper in any situation. They also have a knack for language translation.

Stats: St 2, Ag 6, Per 2, Ap 2, Sta 2, Con 3, In 2, Pre 3

Hit Dice: 3D6

Powers: Blessed 1/3, Comprehend Language 1/2

Skills: Acrobatics 1

BCPs: 85

Wyvernoid: These beings have reptile wings sprouting

from their shoulder blades. They appear as humanoid lizards. Wyvernoid scale colors range from yellow to blue to dark green. They have spotted coloration which serve to distinguish them from one another. They are habitually found on Cigam.

Stats: St 3, Ag 4, Per 3, Ap 1, Sta 3, Con 2, In 2, Pre 4

Hit Dice: 2D10

Powers: Poison Bite 1/3, UV Vision 1/3, Wings 1/3

BCPs: 95

ORIGIN

The next step in character generation is determining the hero's origin. Players should be very creative at this point. A random background table is included in this section to provide a creative spark. This is not a mandatory roll. An Origin gives a hero/villain a sense of purposes by explaining how he came into being. A Technical Mishap will have a different outlook on life than a Chosen One. Normal NPCs (Soldiers, Reporters, Taxi Cab Drivers and the like) do not roll on the Origin Chart. They receive 25 + 5D6 Construction Points to select their skills and advantages. Traits may be also selected to add both more points and greater character definition.

Archaeological Origin: The character arose from the

forces of the distant past. He could be anything from a pantheon's minor immortal to having received an ancient archaeological armor or weapon from an excavation site.

Celestial Being: This character is a major force in the cosmos. Celestial Beings do not concern themselves with mundane planetary activities. They save a solar system, galaxy or universe every other weekend. This origin type is only permissible in a deep space or intergalactic campaign.

Chosen One: The character has been selected by some being or group to be their chosen one. This being then becomes the group's champion. He will oftentimes find himself fighting for the causes and ideas that the group

Player Character Origin Chart			
1D100	Origin + Base Construction Points	1D100	Origin + Base Construction Points
01-06	No Extraordinary +50	55	Archaeological +10D100
07-08	(Roll 1D6 Times) +0	56-59	Personal Injury +10D10
09-12	Unexplained +1D10 x 10	60-62	Natal +5D10
13-14	Major Psionic +8D10 x 5	63	Personal Injury +10D100
15	Unexplained +2D10 x 100	64-67	Serendipitous +3D100
16-17	Natal +10D10	68-70	Creation +4D10 x 5
18-19	Maturity +8D20	71	Serendipitous +10D100
20-21	Self Achievement +9D20	72-74	Industrial Accident +20 x 1D6
22-23	Technical Mishap +4D100	75-77	Unexplained +6D10
24-26	Prototype +6D10	78	Gift + 6D100
27-28	Crime Victim +25 x 1D8	79	Industrial Accident +10D100
29-30	"Strange Stuff" +8D10 x 5	80-83	Scientific +20 x 1D8
31	Crime Victim +10D100	84-86	Self Achievement +8D10
32-35	Mutation +25D10	87	Scientific +1D100 x 10
36-38	Natal +5D10	88-91	Heroic Legacy +10D20
39	Mutation +8D100	92-93	Maturity +7D10
40-43	"Chosen One" +4D100	94	Heroic Legacy +1D100 x 9
44-46	Maturity +6D10	95-96	Endowment +10D100
47	"Chosen One" +10D100	97	Other World +5D100
48-49	Gift +5D10	98	Prototype +8D100
50-51	Archaeological +10D10	99	Other World +10D100
52-54	Self Achievement +8D10	100	Celestial Being +1D100 x 1D10

or being represents.

Creation: The hero was born in the form he now has, that of an adult who possesses powers and/or abilities as determined by his body type. He has at least a low level contact with his “creator.”

Crime Victim: This being was formed by tragedy. Some horrendous crime gave him his powers or the raw motivation to become a hero.

Endowment: The hero was given his powers by someone or something else. This covers people who can transform themselves by uttering “Shazoom” or stamping a cane on the ground.

Gift: The armor or device was a gift. The player and GM must determine whether the character knows who gave him the device. Depending on the giver, the gift could be anything from a short sword to a powerful suit of battle armor.

Heroic Legacy: The hero comes from a long line of heroes. He is not the first to don the cape and the cowl. This can be both a blessing and a curse. People will compare him with his predecessor and he also inherits his forefather’s enemies. On the positive side, he is an established hero and is known and recognized by the general public and government officials.

Industrial Accident: A technological mishap created this hero. Duplicating the same mishap will yield random results. What gave one being his powers could severely maim many others.

Major Psionic: The hero is a major psionic being - born with a “veil” over his or her face. These are some of the most powerful psionics in the universe. Their “veil” gives them the following trait: Aura of Major Psionic. The detection range for all psionic detection devices is doubled. These individuals can also be tracked by the power Energy Detection regardless of their Power Orders.

Maturity: The hero gained his powers after becoming an adult. Although his powers often manifested during childhood, they were not fully understood until adulthood.

Multiple Origin: This being’s origin was determined by a spectrum of influences. (Hence the multiple rolls on this table). He or she usually has a well defined sense of purpose.

Mutation: Despite the body type, the character is the

result of some mutation. This could be anything from a mutant from birth to a latent mutant who gained his powers later in life.

Natal: The hero was born with powers and/or body type. As a result, he has at least a rudimentary understanding of all his powers.

No extraordinary origin: The hero’s origin is of little import. His Traits (moral traits and vices) determine his character. +5 bonus to his highest power Order.

Other-world Origin: The hero is an alien from his adopted planet. This origin allows for the development of entirely new races that could even come from strange dimensions. An Other-world origin requires the player to create a rough sketch of what his homeworld is like. The amount of detail is left to Game Master’s discretion. This also entails the generation of average racial stats and powers.

Personal Injury: The character gained his powers as a result of personal injury or to compensate for a disability. Examples could range from a blind accountant who fights crime with an uncanny radar sense to a cyborg warrior.

Prototype: The device is a prototype meaning that it is the first of it’s kind. This means that repairing such a device could be challenging in that few people in the campaign would understand the inner workings of the device. The advantage of having a prototype device is that it can be cutting edge technology or beyond. Yes, this means that an Earth hero can have a prototype ship that can put the Gedaliah Confederation’s S.C.A.T.s to shame!

Scientific Origin: The hero was subjected to a controlled scientific experiment. This is the way most armored heroes gained their abilities.

Self-Achievement: The hero actively sought out a way to gain his powers. This is the way most vigilantes gain their abilities. Anyone that duplicates his hard work and dedication can gain similar abilities. Plus 1D4 Ranks to primary Power or Skill.

Serendipitous Origin: The character gained his powers accidentally. This can be anything from being bombard with radiation to surviving an explosion. The character gained his powers in a markedly accidental way.

“Strange Stuff”: The hero has received her powers as a result of exposure to “strange stuff” be it Beta Radiation while traveling on the space shuttle, to being bitten by a

radioactive chipmunk, or even being caught in a Radiation Bomb.

Technical Mishap: The hero was caught in an experiment or procedure gone awry. As a result, the hero gained powers that was totally unexpected. This is what happened to Force Gamma. One of High Tech’s weapons misfired. Boom! A new team is formed.

Unexplained Origin: The hero doesn’t know at the start of play how he got his powers. There is usually some internal or external force that is keeping him from learning his origin.

PRIMARY CHARACTERISTICS

Primary Characteristics are the eight main attributes used with Heroic Visions. The game uses logarithmic progression for the characteristics. This means that a character with Agility 4 is twice as agile as someone with a 3 Agility.

Strength	Carrying Capacity	HTH
1	50 Pds (Sack of Grain)	1D4
2	100 Pds. (Human Child)	1D6
3	200 Pds. (Human Adult)	1D8
4	400 Pds. (Lion)	1D10
5	800 Pds. (10’ High Tree)	1D12
6	1600 Pds. (Grizzly Bear)	3D6
7	3.2 Tons (Elephant)	1D20
8	6.4 Tons (Semi-Truck)	2D12
9	13 Tons (Light Tank)	3D10
10	26 Tons (DC-9 Airplane)	3D12
11	52 Tons (Battle Tank)	2D20
12	105 Tons (Blue Whale)	5D10
13	210 Tons (Boeing 747)	3D20
14	425 Tons (C-5A Galaxy)	7D10
15	850 Tons (Freighter)	4D20
16	1.7 Ktons (Destroyer)	9D10
17	3.4 Ktons (Small Building)	5D20
18	7 Ktons (Loaded Train)	11D10
19	14 Ktons	6D20
20	28 Ktons	13D10

Strength (St) - measures raw physical power. Strength determines how much a hero can lift as well as his base hand to hand damage. Glicion, a Lightning Knight from the planet Onalog, can lift over 10,000 tons with his 20 strength. Strength costs 5 construction points per level above the body type base. The P.R. cost for each strength feat is 1.



Agility (Ag) - measures dexterity and reaction time. Agility also determines initiative, bonus to dodge, and gives an offensive bonus to Physical Energy Blasts. Agility costs 4 Construction Points.

Personality (Per) - measures the inner self. Personality complements Appearance. Personality is also one of the characteristics that help to determine power points. It is this stat that attracts a “beauty” to any “appearance” beast. Personality costs 4 Construction Points.

Appearance (Ap) - measures physical beauty. This stat will give bonuses to various skills in both the espionage and infiltration categories. Appearance costs 3 Construction Points.

Stamina (Sta) - measures the physical condition and resistance to sickness and disease. Stamina is important for determining hit points and power points. The Hit Mod is multiplied by the Hit Dice to determine hit points. The Healing Mod contributes to determining your Healing Factor. Stamina costs 5 CPs per point.

Confidence (Con) - measures one’s self esteem and determination. Confidence helps to determine will and power points. It is also the most important stat for psionics. Larynx’s 2 Confidence means that his self doubt will cause as much trouble for in a battle as his opponent’s powers. Confidence Points costs 4 per Rank.

Stamina	Hit Mod	Healing Mod
1	.8	.09
2	1.0	.10
3	1.2	.21
4	1.4	.30
5	1.6	.40
6	1.8	.50
7	2.0	.60
8	2.2	.70
9	2.4	.80
10	2.6	.90
11	2.8	1.00
12	3.0	1.10
13	3.2	1.20
14	3.4	1.30
15	3.6	1.40
16	3.8	1.50
17	4.0	1.60
18	4.2	1.70
19	4.4	1.80
20	4.6	1.90

Intelligence (Int) - measures raw intellect. For robots & devices, Intelligence is a measure of storage capacity. It indicates how large a program it has or the maximum data amount it can manipulate. Intelligence costs 3 Construction Points.

Presence (Pre) - measures will power and intimidation. Presence is the second stat that is used to determine a character's beginning will points. Presence costs 3 Construction Points.

SECONDARY CHARACTERISTICS

Secondary Characteristics are determined using the Primary Characteristics. These characteristics are Hit Points, Will Points, Power Points and Healing Rate. Secondary Characteristics deals largely with combat situations.

Healing Rate - The Healing Rate determines how many hit points a character can regain after a night's rest with-

out medical attention. To determine the healing rate find the character's weight on the Strength Chart. For example, Cassandra weighs 140 pounds. It requires at least a 3 Strength to lift 140 pounds. Multiply this number by the character's Healing Factor as determined by his Stamina. This will yield a character's base Healing Rate. Continuing with our earlier example, Cassandra has a 5 Stamina with a Healing Mod of 0.4. $3.0 \times 0.4 = 1.2$. Cassandra's Healing Rate is 1.2. Certain powers or skills can affect this rate.

Hit Points - Hit points represent how much damage a character can withstand before falling unconscious and ultimately dying.

$$\text{Hit Points} = \text{Stamina Mod} \times \text{Hit Dice}$$

Power Points - Power points represent pure adrenalin. Every power requires some amount of bio energy to operate. At 0 power points, a character can opt to draw energy from either Will or Hit Points with the corresponding hazards. Burning either all of your Hit Points or Will Points can result in injuries ranging from slipping unconscious, falling into a coma or even brain damage. Power Points are regained at the rate of 1 per minute.

$$\text{Power} = \text{Str} + \text{Sta} + \text{Per} + 5D6$$

Will Points - Will Points are used to resist both paralysis and some mental attacks that drain will points instead of hit points. Will Points can not normally drop below 1 except under extraordinary situations. A person with a Will of 1, although having a hard time motivating himself, can still exercise free will. When Will Points drop below 1, the character is mentally and physically paralyzed. Will Points serve as hit points in the 4th Dimension. Will Points are normally regenerated at the rate of 1 per Day.

$$\text{Will Points} = \text{Con} + \text{Pre} + \text{Level}$$

Wealth—The last characteristic in Heroic Visions is Wealth. Wealth determines how much money the character can gather up on a weekly basis. Wealth costs 7 CPs per level.

Wealth	Weekly	Monthly
1	\$25	\$100
2	\$50	\$200
3	\$100	\$400
4	\$200	\$800
5	\$400	\$1600
6	\$800	\$3200

EXPERIENCE POINTS

<i>Exp. Points</i>	<i>Action</i>
25	Spend time with Family or DNPC
20	Danger Room Activity
30	Go Out on Nightly Patrol
40—75	Role Play Your Traits
25	Protect Innocent Civilians
25	Prevent Extensive Property Damage
35—50	Prevent a non-violent crime
40—75	Prevent a violent crime
25	Perform a skill
25	Futile but clever idea
100	Critical Idea, Plan or Action
30—65	Daring when required (Leaping in front of an oncoming car, diving off a building and so on.)
30—65	Carefully cautious when necessary (Not needlessly endangering innocents by firing into crowds and so on.)
25—75	Defeating a minor foe (Weaker than you are)
75—100	Defeating a major foe. (Equal to you)
150—400	Defeating a great foe (More Powerful than you)
50—200	Rescue Innocents from “Natural” Dangers (Fires, Flood, Accidents, Explosions, Earthquakes and so on.)
25—75	Rush people to the hospital
50—100	Protect secret identity (If hero has this disadvantage)
75—250	Stay in Character (if the hero is meek and shy, act like it and so on)
50—100	Deductive Reasoning
75—450	Good Role-playing Bonus
-1000	Killing an innocent bystander or allowing one to die when you could have helped.
-500	Killing a foe (Penalty can increase depending on how the villain was killed) Heroes do not kill their foes but seek to bring them to the proper authorities.

7	\$1600	\$6400
8	\$3200	\$12800
9	\$6400	\$25600
10	\$12800	\$51200
11	\$25600	\$102400

3. Set a limit on powers and skills available to PCs: This allows the Game Master greater Player Character control. The GM can create adventures that challenges yet not overwhelm the players. This is another good tactic for the beginning Game Master.

FINAL NOTES ON CHARACTER GENERATION

As a matter of taste, what follows are optional rules that can help both the GM and players smooth out character generation. Everything in this section is optional: you can use some of these suggestions or none of them.

1. Setting a limit on how high a character's Order can rise above it's initial level. This would mean a character can only become only so much more powerful. In contrast, ranks could raise up ad infinitum.

2. Set a limit on character body types: some GM's have a clearly defined world. Some of the character body types would unbalance her campaign.

LEVELS

Besides having levels for skills and powers, Heroic Visions has overall character levels. These levels indicate how long the character has been adventuring. Adventuring experience plays an important roll in the calculation of a character's base OFV and DFV. Combat experience points are relative. What is a major menace to one character or team might be a minor menace to another group. This encourages players to encounter individuals that are on their power level or higher for combat. Construction and experience points are given out at the end of each gaming session. Game-Ending Construction Points usually average between 1 and 4 points; although they can be more in extreme cases. The experience points are tallied toward the next level whereas the Construction Points can either be saved or spent immediately. This shows that a character is constantly growing and learning.

Heroic Visions Levels				
Level	Points	Base OFV	Base DFV	Construction Points
1	0	10	15	20
2	2000	15	20	20
3	5000	20	25	20
4	9000	25	30	20
5	14000	30	35	20
6	20000	35	40	20
7	27000	40	45	20
8	35000	45	50	20
9	44000	50	55	20
10	54000	55	65	25
11	65000	60	65	25
12	76000	65	70	25
13	88000	70	75	25
14	101000	75	80	25
15	115000	80	85	25



ADVANTAGES

Advantages are the inborn talents that the hero possesses. They can not be classified as a full fledge power because of their limited scope. A character's advantages work to round out the hero by making him more fun to play.

ABSOLUTE DIRECTION SENSE

The character has an innate sense of direction. He can tell a direction without any visual clues. As well, the character can know his relative position to a surface. This will not automatically enable him to find his way out of a maze but he will always know which direction he's facing.
Cost: 4 CPs

ABSOLUTE TIME SENSE

The character can accurately gauge the time without external sources. His internal biological clock can feel what time it is.
Cost: 3 CPs

AMBIDEXTERITY

The character has the ability to use either hand with no penalty.
Cost: 3 CPs

CHANGE HAIR COLOR

The character can change their hair color at will.
Cost: 5 CPs

CHANGE SKIN TONE

The character can alter their complexion at will.
Cost: 5 CPs

COMMON SENSE

Any time you start to do something that the

GM feels is stupid he rolls using your Intelligence as the Primary Modifier. (That's +5 per point) A successful roll means he must warn you, "Hadn't you better think about that?" This advantage allows an impulsive player to play a thoughtful character.

Cost: 10 CPs

CONNECTION

A Connection is either a NPC or an organization that is friendly to the player who possesses this advantage. The player and the GM must decide who the connection is before game play. Although it is an advantage, the Game Master can still have the player characters rescue their precious contacts once in a while in the fashion of a Dependent NPC.

A High Level Connection (15 pts) allows unique familiarity with an individual or contact with someone in the upper echelons of an organization.

A Low Level Connection (10 pts) allows an acquaintance with an individual or contact with someone low on the organization's totem pole. For example, a low level contact with the White House could be a new secret service agent that you remember from high school.
Cost: 10 or 15 CPs

DOUBLE JOINTED

The character has loose joints which allow him or her to twist their body into abnormal shapes. This adds between +5 to +15 to such skills as Escape Artist, Contortions, Dance and Trickery. Furthermore, the character can squeeze into places (suitcases and so forth) that other characters can not.
Cost: 5 CPs

EIDETIC MEMORY

This advantage enables the character to remember images that he has studied (including written pages) with nearly total recall. This doesn't mean that the hero remembers everything that happens perfectly; nor does it mean that he does not forget facts over time. Eidetic Memory means that anything the character takes time to study will be remembered exactly. The hero does not gain any skills from the power but it does mean he can recall facts from books that he has read. The GM and the player should work out a book list for the character. This list can be expanded during campaign play by the player purchasing books from a book store or visiting the library during "downtime."
Cost: 10 CPs

FOLLOWERS

The character has followers. This can be anything to a loyal pet, trusty robot or faithful sidekick. The Followers can not be more powerful than the hero (built

on a higher point total). Typically followers are normal humans that believe what the character represents and holds fast to the hero's belief structure. The Follower must take the following trait: Loyal to hero. Furthermore, followers are treated as NPCs under the GM's control.

Cost: 5 points for every 20 Follower CPs.

HEADQUARTERS

A character with this advantage begins her career with a serviceable headquarters. The character must choose the extent of the HQ (either Confined or Expansive) at the time that this advantage is purchased.

A Confined HQ is a small building, apartment, or rented space located in a major city or population center. A basement HQs would count as Confined. An example of this type of HQ would be Force Five's apartment in the Bedwin-Styles section of Arcadia City.

An Expansive HQ is a well hidden, vast complex located in an isolated, difficult to reach area. Seekers HQ, located underneath the Liberty Island Bridge, is an Expansive Headquarters.

Cost: 15/25 CPs

IMMUNITY TO DISEASE

Your body naturally resists all disease organisms. You never catch an infection or disease "naturally." If you are forcibly injected with a disease organism your body will throw it off immediately. Virus and fungus invasions are considered "diseases," but larger parasites (for example tapeworms) are not.

Cost: 10 CPs

INDEPENDENTLY FOCUSABLE EYES

You can focus in two separate directions, allowing you, if ambidextrous to aim two weapons at once or to take full advantage of extra limbs. This advantage can be brought again for people with more than two eyes.

Cost: 15 CPs

INSTANT COSTUME

The hero never needs to look for a phone booth. Well, at least not one to change clothes in. He can instantly change from his alter ego and back. Yes, this advantage will allow heroes to have multiple costumes.

Cost: 5 CPs per costume

INTUITION

You usually guess right, that is about 95% of the time. When you are faced with a number of alternatives and no logical way to choose between them, you can use your intuition.

Cost: 15 CPs

LOCAL ENFORCEMENT POWERS

You are an officer of the law with all of the accompanying rights, powers and restrictions. In some times and places this amounts to a license to kill; in other's little more than the right to carry a badge and write parking tickets. The point cost is determined by the rights and privileges of the character's branch of law enforcement.

Generally a police man with local jurisdiction has the ability to arrest suspected criminals, the right to perform searches with an appropriate warrant, and possibly the right to carry a concealed weapon. This costs 5 points.

Someone with national or international jurisdiction or not obligated to respect the civil rights of others or free to engage in covert operations, or able to kill with relative impunity must pay 10 points.

An officer with galactic jurisdiction must either pay 15 or 20 points depending on the extremes that they can go in the pursuit of justice. Star Force and Seekers have a 15 point advantage whereas Star Chameleons have 20 points in the Gedaliah Confederation's space sector. (i.e. Star Chameleons are sanctioned to engage in covert operations, disrespect others civil rights and so on)

Local Enforcement Powers usually go hand in hand with an appropriate Duty and/or Reputation Trait.

Cost: 5/10/15/20 CPs

LIGHT SLEEP

This advantage is for people who are light sleepers. They are rarely surprised when asleep. For example, a sneak attack on our sleeping hero could be foiled by a Light Sleep. The Ranks in Light Sleep are subtracted from the villain's Stealth Roll.

Cost: 3 CPs per Rank

LIFE SUPPORT - BREATHE

The character can breathe in an unusual environment like underwater or methane gas. This advantage is different from the super power Adaption which protects in a wide range of environments whereas Life Support only works for one specified environment. For example, a character with LS - Vacuum would be cool in space but would have some severe challenges on the surface of Titan.

Cost: 5 CPs

LIFE SUPPORT - IMMORTALITY

The character does not age.

Cost: 25 CPs

LIFE SUPPORT - LONGEVITY

Your lifespan is naturally very long. This is not immortality but merely a lifespan that lasts centuries

instead of decades.
Cost: 15 CPs

LIFE SUPPORT - OSMOSIS

The character does not need to eat, sleep or excrete.
Cost: 10 CPs

LIFE SUPPORT - SELF CONTAINED BREATHING

The character does not need to breathe. Robots usually possess this advantage.
Cost: 10 CPs

MENTAL CALCULATOR

The character has the innate ability to mentally perform mathematical operations with lightning speed.
Cost: 3 CPs

MILITARY RANK

Military Rank reflects your position in a military or paramilitary organization. Each rank has authority over those of lower ranks - regardless of personal ability.

Cost: 5/level

Rank 0 - Recruit

Rank 1 - Private

Rank 2 - Private First Class

Rank 3 - Corporal

Rank 4 - Sergeant

Rank 5 - Gunnery Sergeant

Rank 6 - Master Gunnery Sergeant

Rank 7 - Sergeant Major

Rank 8 - Lieutenant

Rank 9 - Captain

Rank 10 - Major

Rank 11 - Lt. Colonel

Rank 12 - Colonel

Rank 13 - General

Rank 14 - Major General

Rank 15 - Brigadier General

MULTI-CONNECTION

A character with this advantage has friends and potential friends nearly everywhere. A character with Multi-Connection is allowed to buy these connections during campaign play by paying the price for either a High or Low level Contact. See Connections for further details.

Cost: 25 CPs

NIGHT VISION

Your eyes adapt rapidly to darkness. You cannot see in total darkness - but if you have any light at all, you can see fairly well. Whenever the GM exacts a pen-

alty because of darkness, except for total or super powered darkness, the penalty does not apply to you.
Cost: 10 CPs

PERFECT BALANCE

You have no challenge keeping your footing under normal conditions. You can walk on tightropes, ledges, tree limbs or anything else without an Agility roll. If the surface is wet, slippery or otherwise unstable, you are at +30 on all rolls to keep on your feet. In combat you receive a +20 to any roll to keep your balance or avoid being knocked down. This advantage adds +5 to your Piloting and Acrobatics Skills.
Cost: 20 CPs

PERFECT PITCH

The character can tell the exact pitch of a musical note by listening. This doesn't require a roll.
Cost: 3 CPs

POLARIZED EYES

Your eyes adjust instantaneously to changing light conditions - from bright light to darkness. If you are caught in a bright flash of light, your eyes will automatically adjust so that the time that you are blinded or stunned will usually be just 2 turns. If you have other vision powers, you can use them in conjunction with this advantage.
Cost: 10 CPs

RESISTANCE

This is the ability to resist paralysis and other attacks that affect Will Points through either prayer, meditation or sheer stubbornness. The cost is 1 point for each addition to Will.
Cost: 5 per Will Point

SENSITIVE TOUCH

You can sense things with your fingertips that others aren't sensitive enough to notice. Examples include residual heat in a chair, faint vibrations on the floor as someone approaches, similarities or differences in two fabric pieces. Roll your Intelligence to successfully use this talent.
Cost: 10 CPs

SILENT ASSISTANT

A character with this advantage possesses an unknown aid who knows the Character's secret identity and regularly assists in the Character's personal and heroic life. The GM should work out the details as to who or what this Silent Assistant is; initially the Character doesn't know who it is. It is quite feasible that the character be assisted by someone he or she doesn't like or would normally accept help from.

Cost: 15 CPs

SIMULATE DEATH

The character can slow his metabolism down to a point where he appears completely dead. (This will not stand up against medical examination)

Cost: 4 CPs

SPEAK WITH ANIMAL

This skill allows you to carry on a conversation with any land animal (including birds, reptiles and insects). How much you gain from the animal depends on its Intelligence, Reaction Roll to you, and the GM. Add +10 to the reaction roll if you're offering food while you're talking. In general, insects and other small creatures won't be able to do more than convey emotions such as hunger or fear, while animals like chimpanzees or cats could hold reasonably intelligent conversations.

Cost: 25 CPs

SPEAK WITH FISH

Works just like Speak with Animal, but only works with aquatic creatures. This includes whales, dolphins, squids, frogs, crabs and other non-fish that live in the water.

Cost: 20 CPs

SPEAK WITH PLANTS

This will allow you to get the most basic emotions from a plant. Large trees may have a higher Intelligence than the average ivy, at the GM's whim. A plant might know how recently it was watered, or walked on, or something else that has a direct relationship to its well being but it would be unable to relate any overheard conversations.

Cost: 15 CPs

SPEED READING

Speed Reading allows the character to read books and documents at up to 10 times faster than normal. An average book that takes three hours to read would take only 20 minutes to read with this advantage. When combined with Eidetic Memory, the character can memorize documents as fast as he can turn pages.

Cost: 5 CPs

TRANSFORMATION

The character has the majority of her powers in an alter ego. She must undergo a definite physical change when she uses her powers. The character appears completely normal until she makes her transformation. A Transformer needs to have two sets of attributes one for the normal form and the other for the super form. A change takes 1 turn to perform.

Cost: 30 CPs

UNUSUAL BACKGROUND

This is a "catch-all" advantage that can be used whenever it is needed. For instance, if your parents were traveling merchants you could reasonably claim to have two or three "native" languages. But that is clearly an unusual background, which costs points.

Similarly, if you have access to skills not available to the people around you, that is Unusual. Unusual Background should be used any time a player comes up with a "character story" that would reasonably give him some special benefit.

The GM may charge extra if he rules that the background is very unusual. "Raised by aliens" or "trained from birth by a mysterious snow ninja cult" might be considered "very unusual" in most game worlds.

Cost: 10 or more points

VOICE

You have a naturally clear, resonant and attractive voice. You get a permanent +10 bonus on all of the following skills: Bard, Diplomacy, Performance, Politician, Sex Appeal and Singing. You also get a +10 on any reaction roll made by someone hearing your voice.

Cost: 10 CPs

TRAITS

Traits are part of what make a hero human. They work to limit powers, skills or the lifestyle of the hero thus making him more real for the player. Traits aid in making each character a distinct individual. One important note—traits aren't permanent. They can be bought off during campaign play. Finally, traits generate extra points for powers or skills.

ABSENT-MINDEDNESS

This is the classic trait for eccentric geniuses. You have difficulty paying attention to anything not of immediate interest. An absent minded person suffers a -25 penalty on any Intelligence roll except for a task that he is currently interested in and concentrating upon. If no engaging task or topic presents itself, his attention will drift to more interesting matters in five minutes; he will ignore his immediate surroundings until something catches his attention and brings him back.

The absent-minded person may attempt to rivet his attention on a boring topic through sheer strength of will. To do so, he must make a Confidence roll (-10 modifier) once every 5 minutes. "Boring topics" include guard duty, small-talk or other forms of meaningless conversation, repetitive manual tasks, driving on an empty highway and so on.

Absent-minded individuals also tend to forget trivial tasks (like paying bills) and items (like car keys

and check books). Whenever it becomes important that an absent-minded character perform such a task or bring such an item, the GM should have him make an Intelligence roll. (-15 mod) On a failed roll, this detail slips his attention. For example, an absent-minded detective is in a shootout. He has been involved in gunplay earlier today, in which he fired 4 rounds, so the GM calls for an Intelligence roll. The detective fails his roll, discovering too late that he forgot to reload his weapon.

Bonus: 15 CPs

ACCIDENTAL CHANGE

A character with this trait will accidentally change forms or identities with the proper stimulus. The GM will determine whether a situation is uncommon, common, or very common. The player has the option of deciding his chance to change.

Bonus: 10 CPs

ADDICTION

You are addicted to a drug, which you must use daily or suffer the penalties of withdrawal (see below). The bonus for this trait depends on the nature of the drug addiction, as follows:

Effects of Drugs. An incapacitating drug will render its user unconscious (or blissfully, uselessly drowsy) for about 2 hours. A stimulating drug will affect its user for the same period of time: the user thinks he is smarter but is temporarily at Int-3. However, he does have a +1 to Initiative. An hallucinogenic drug renders its user useless for work or combat, though he may be talkative or active. Some drugs have none of these effects and some drugs have unique effects. Side effects are also possible: GMs are free to invent side effects for real or imaginary drugs.

Withdrawal - Sometimes, voluntarily or otherwise, a drug user must try to abandon his addiction. This may happen if he is imprisoned, travels to a place where his drug is not available or just because he can't afford it. Withdrawal is a painful process requiring two weeks (14 days) of successful Stamina or Confidence rolls daily depending on whether the drug is more addictive physically or mentally.

Bonus: 10 CPs

ALBINISM

You have no natural body pigmentation; your hair and skin are pink-white, and your eyes are pink. An albino will always be remembered, and can never "naturally" blend into a crowd. Albinos must avoid direct sunlight, as they have no resistance to sunburn.

Bonus: 10 CPs

ALCOHOLISM

You are an alcoholic. Alcohol is treated as an

addiction (see above); it is expensive, incapacitating, and (usually) legal, so it would normally be a 10 pt addiction. But alcohol is insidious, because it is different from most addictions. Therefore, it is worth 15 pts, or 20 if it is illegal.

An alcoholic may, under normal circumstances, confine his drinking to the evenings, and therefore be able to function (for game purposes) normally. However, any time an alcoholic is in the presence of alcohol, he must roll vs Confidence to avoid partaking. A failed roll means he goes on a "binge" lasting 2D4 hours, followed by a hangover which is twice as long, during which all stats are at -3. Alcoholics on a binge are characterized by sudden mood swings - from extreme friendliness to extreme hostility and may attack their friends, talk too freely or make other mistakes.

The other drawback of alcoholism is that it is hard to get rid of. Should an alcoholic character successfully "withdraw," he no longer needs to drink daily but he must still make a Confidence roll, at +20 whenever in the presence of alcohol. A failed roll does not reinstate the addiction, but does set off a binge. Three binges in a week will reinstate the addiction. Thus there is no normal way for this addiction to be "bought off."

Bonus: 15/20 CPs

ATTRACTED TO X

The character is attracted to a person, object, food, sport, activity and so on. The character will do the activity or meet the person at least once every other adventure. He will become "slightly peeved" if the object of his affection is threatened or destroyed.

Bonus: 10 CPs

AURA OF X

The character has a strong personal aura. The aura indicates to all exactly what the being is all about. For example, Star Angel has an Aura of Ultimate Good. No matter how he might alter his physical appearance, he can not change his aura. Characters will almost always get a feeling that there's something good about him. Psychics are usually more sensitive to auras.

Bonus: 25 CPs

AUTHORITY FIGURE

This hero has a large group of people that heavily depend on him. This could be anything from a Yakuza Clan to the leader of a small country. An Authority Figure must place the needs of his dependents over his own best interests. These characters sometimes find themselves immersed in political entanglements.

Bonus: 15 CPs

BAD SIGHT

The character is either nearsighted or far-

sighted; your choice. If you are near sighted, you can't read small print and so on from more than a foot away, or road signs and so on at more than 10 yards away. When using a hand weapon you are at -10 to your skill rolls. When using a thrown or missile weapon, use the modifier appropriate to twice the actual target distance.

If you are far sighted, you cannot read a book except with great difficulty (3x the normal time) and you are at -15 for any rank rolls dealing with close manual labor.

If the character comes from a society which is able to compensate for his bad sight, he receives a bonus of +10. Note that glasses or contact lenses can be lost, fogged or broken.

Conversely if a character came from a society where nothing has been created to compensate his vision; he'd receive a bonus of +25.

Bonus: 10/25 CPs

BAD TEMPER

You are not in full control of your emotions. In any stressful situation, you must make a Presence roll. A failed roll means you lose your temper, and must insult, attack or otherwise act against the cause of the stress.

Bonus: 10 CPs

BARD

The character is a Bard; a musician blessed with extraordinary abilities. Each Bard has a unique melody. Variations of a Bard's personal melody plays whenever he uses any of his powers. This melody can automatically be heard by other Bards in the area. Non-Bards might catch traces of music, GM's option. However, if a Bard is actively singing or playing an instrument his personal melody will blend with any tune that he is playing. The character must be careful not to attract the attention of the Azure Tenors; a group of Bards seeking to control the musical universe.

Bonus: 10 CPs

BERSERK

A character with this trait tends to go berserk during periods of stress. Berserk characters can't tell friends from foes and attack everyone that gets in their way. If one target is knocked out, the berserker will then attack the next nearest character. These characters attack to the full extent of their abilities and pull no punches.

A character with the Berserk Trait must specify a set of situations that initiates the frenzy. This could be anything from the sight of blood, a primal scream or taking 5 hit points of damage. The character then decides how difficult it would be for him to recover from his mindless frenzy. He must then roll that number or less on percentile to see if he successfully recovers from his berserker frenzy. One recovery roll is allowed per

round. The Game Master decides whether the situation is Uncommon, Common or Very Common.

A lesser form of berserk can also be purchased: enraged. This yields the character half the bonus points of the Berserk trait. An enraged character only attacks the source of his anger with full force. Like berserk, he will not pull any punches and use the most devastating attacks conceivable.

Bonus: Uncommon - 10

Common - 20

Very Common - 30

or ½ for Enraged

BLINDNESS

You cannot see at all. You suffer no extra penalties of any kind when operating in the dark! In unfamiliar territory, you must travel very slowly and carefully or be led by a companion or guide animal. Many actions or abilities are impossible for the blind: common sense is a must.

A blind character is at -30 on any combat skill. He can use hand weapons, but cannot aim a blow at any particular part of a foe's body and cannot fire a missile weapon (except randomly, or at something so close that he can hear it). This assumes that the character is accustomed to blindness. Someone who suddenly loses his sight will fight at a -10 (this is in addition to the normal modifiers for being blind)

Bonus: 50 CPs

BLOODLUST

You want to see your foes dead. You will go for killing blows in battle, put in an extra shot to make sure of a downed foe, attack guards you could have avoided and so on. A Presence roll is necessary to accept a surrender, or even to take a prisoner under orders. Even in a non-combat situation, you will never forget that a foe is a foe.

This may seem to be a truly evil trait, but many fictional heroes suffer from it. The character is not a fiend or a sadist; his animosity is limited to "legitimate enemies" whether they are criminals, enemy soldiers, feuding clansmen or tavern scum. Often he does have a very good reason for feeling as he does. And, in a tavern brawl he would use his fists like anyone else.

On the other hand, a gladiator or duelists with this trait would be very unpopular, and a policeman would soon be set up on charges.

Bonus: 10 CPs

BULLY

You like to push people around whenever you can get away with it. Depending on your personality and position, this may take the form of physical attacks, intellectual harassment or social "cutting." Make a Pres-

ence roll to avoid gross bullying when you know you shouldn't - but to role-play your character properly, you should bully anybody you can. Since nobody likes a bully, others react to you at -10.

Bonus: 10 CPs

CANNOT HARM INNOCENTS

This character may use deadly force only on a foe who is attempting to do him serious harm. Capture is not serious harm unless the character is under penalty of death. A being who Cannot Harm Innocents will never intentionally do anything that causes or even threatens injury to non-combatants, especially uninvolved normals. If an innocent suffers harm, the character will be guilt ridden. (GM Option—apply modified version of Pacifism consequence when a character kills someone)

Bonus: 10 CPs

CHAMELEON MOOD CHANGE

This hero changes color to match his emotional state. For example, when he is angered his entire body turns red. A Confidence Roll is necessary when attempting not to change color.

Bonus: 10 CPs

CODE AGAINST KILLING

This character holds life in high regard. He will not jeopardize anyone's life. (yes, this even includes villains) Furthermore, he will vehemently strive to prevent or stop anyone around him from murder.

Bonus: 20 CPs

CODE: BUSHI

This is the code of the Japanese warrior/retainer. Samurai had it; so did many ninja. The Bushido Code demands absolute obedience to one's lord, even if he demands that the character kill himself or destroy all that he loves. This means that the samurai character will often be in a situation where his own goals conflict with those of his lord's, and his psychological limitation demands he follow his lord's dictate above his own.

A cruel thing for a GM to do to a samurai character would be to have him insulted or dishonored, but have his lord order him to leave the insulting character alone; the character is placed in a position where he will either have to kill himself or will have to wait, suffering from the insult and resulting loss of face, until his lord's order is rescinded.

Bonus: 20 CPs

CODE: CHIVALRY

This character believes wholeheartedly in the feudalistic code of chivalry. He will strive to save the innocent, avenge the helpless and protect damsels in distress. This code forbids him from striking a woman.

Bonus: 20 CPs

CODE: GUNSLINGER

The character believes he is the best at what he does. If anyone doesn't believe him or challenges him, this character will not rest until he has once again proven why he is the best.

Bonus: 15 CPs

CODE: HERO'S HONOR

You must use your utmost efforts to uphold the law at all times. Not only will you intervene to stop any criminal activity you notice; you will also go out of your way to find crime to stop! (This is where the hero's nightly patrol comes from) You must protect anyone weaker than yourself.

Bonus: 15 CPs

CODE: KNIGHT

The character's code of behavior demands that he right any wrongs he sees, correct any social injustice; keep any oaths of loyalty he takes, and meet all obligations he accepts. Furthermore an individual with Code: Knight must always honor good people and spend all of his money on good deeds and worthy charities.

Variations of this Code are used by such Orders as the Onalogian Elemental Knights and the Galactic Knights.

Bonus: 25 CPs

CODE: MONK

This is the code of most monks. This code mandates that the character cannot initiate violence (though he can defend himself); he must remain celibate; he cannot eat red meat. Note that all of these codes can be taken by any character that wants to follow the code.

For example, some alien monk orders follow a code for game play that is identical to this one.

Bonus: 15 CPs

CODE: SENSAI

His code of behavior demands that he never refuse a challenge from another fighter. He can, if he chooses, answer a challenge by directing one of his students to meet the challenger; this is usually done to "screen" challengers so that the Sensai is only forced to fight the best challengers.

Snow Fighter has this trait.

Bonus: 15 CPs

CODE: VILLAIN'S HONOR

This is the appropriate code for anyone who is a criminal but not evil. You will never use your powers to cause physical harm, unless you are attacked first.

You will not steal from the poor and helpless.
Bonus: +10 CPs

COLOR BLINDNESS

You cannot see any colors at all. In everyday life, this is merely a nuisance. The GM must note that there are many situations where Color Blindness is actually baneful. You are advised to make this trait worth the bonus.
Bonus: 10 CPs

COMPULSIVE SHOPPER

The character loves shopping. Every other adventure the character must make an attempt to go on a major shopping spree. A compulsive shopper doesn't care whose money is doing the buying; it's the sheer excitement of spending money.
Bonus: 10 CPs

CONCERN FOR THE POOR AND HOMELESS

The character is a vocal homeless advocate. Concern for the underprivileged does not just lie on this character's conscious; it is acted upon. She will seek to act upon her concerns at least once every other adventure. For example, a character with Concern for The Poor and Homeless could do such things like: work in a soup kitchen, distribute food and clothing, lobby for better housing and so on.
Bonus: 15 CPs

COWARD

The words "Discretion is the better part of valor" are epitomized by this character. He will fight only when he positively cannot help himself. When he is forced to fight, he is ferocious. He receives a +3 Bonus to Rank. When escape is possible, he must take advantage of it.
Bonus: 20 CPs

CURIOSITY

"Curiosity killed the cat" never seems to register for this character. If there is a button that is labeled, "Don't Touch," he will passionately want to know why he shouldn't push the button. This character is often an explorer of the unknown.
Bonus: 15 Cps

DARK SECRET

A character with this trait harbors some deep secret which must be protected at all costs. The Dark Secret must be specified at the selection of this trait. This secret must be large enough to effectively end the character's career.
Bonus: 25 CPs

DEAFNESS

You can hear nothing. Any information you receive must be communicated through sign language or written messages.
Bonus: 20 CPs

DEDICATION TO X

The character is dedicated and will actively campaign for a cause. For example, Manta has Dedication to the Preservation of Sea Life. She will go to extreme lengths to stop a company that was slaying endangered underwater species.
Bonus: 10 CPs

DEPENDENCY

The character needs a substance, item or event to live. If he does not have this item, the character will start dying. There are two factors that determine the bonus for this trait. The scarcity of the substance and how often the character takes damage when deprived on that substance. For example, Liquid Lad has been away from the ocean for a day. He takes Order 1 Damage for each round he is away from water.
Bonus:
Uncommon - 15 Damage taken every Round -15
Common - 10 Damage every minute -10
Very Common - 5 Damage every hour - 5

DEPENDENT NPC (DNPC)

A character with this trait has a non-player friend, loved one, or associate that constantly gets in the way. Dependent Non Player Characters can be anyone from a frail old aunt to a nosey reporter friend, this person somehow manages to get into trouble or simply have trouble find him. The character must feel that he has to look out for them.

Before play begins, the player must decide what are the general qualities of his DNPC. This is done under GM supervision. At the start of every adventure, the GM will check to see if the DNPC shows up in this scenario. Construction Points are gained based on how capable the DNPC is and how often she can appear in adventures.
Bonus:
Sickly or Weak DNPC -15 Freq. appears - 15
Average DNPC - 10 Sometimes appears -10
Capable DNPC - 5 Rarely appears - 5

EARLY BIRD

The character strives to always arrive either on time or preferably early for any event. Side effects of this Trait is that the character will be a chronic clock watcher, glancing at his watch at least once every half hour.
Bonus: 5 CPs

ENJOYS USING POWER

The character enjoys using her powers. She will strive to use her powers any time that she gets the chance. Yes, this does mean performing pranks and using your powers in your secret ID.

Bonus: 10 CPs

EPILEPSY

You are subject to seizures, during which your limbs tremble uncontrollably and you cannot speak or think clearly. Whenever you are in a tense situation, you must roll percentiles against your Stamina x 5. A failed roll will bring on a seizure that lasts for 1D10 minutes. Needless to say you can do nothing while experiencing a seizure and take 1D4 damage from the convulsions. If you have any type of phobia, exposure to the object of fear is a stressful situation and a roll needs to be made once every 10 minutes.

Bonus: 30 CPs

EUNUCH

You (male characters only) have lost your manhood, either through an accident or hostile action. You are immune to seduction and cannot seduce others.

Bonus: 5 CPs

EXILE

A character with this trait has been ostracized from her native civilization and forced to remain in the local where she acts as a heroine. She may not engage in any social interaction with her homeland.

A character who has voluntarily exiled herself receives 10 points whereas a character exiled against her will receives 15 points.

Bonus: 10/15 CPs

FANATICISM

You believe very strongly in one country, religion and so forth. It is more important to you than anything else. You might not die for it (depending on the degree of your personal bravery) but it is first in your life. If your country/religion/whatever requires obedience to a certain code of behavior, you will follow the code rigidly. If it requires obedience to a leader, you will follow the leader with total loyalty. You must role-play your fanaticism.

Note that fanatics do not have to be either mindless or evil. A glaring priest of Set, brandishing his bloody knife, is a fanatic. So is a kamikaze pilot, exchanging himself for an aircraft carrier. So is a patriot who says, "Give me liberty or give me death!" Fanaticism is a state of mind; it is what you are fanatic about that makes the difference.

Bonus: 15 CPs

FASHIONABLY LATE

The character hates to wait for anything. If he does have to wait, he needs to make a Personality Roll to avoid causing a scene. He strives to always arrive Fashionably Late for any appointment. Fashionably Late is defined as Late but not Late enough to dramatically annoy the person who experiences this character's lateness.

Bonus: 7 CPs

FAT

You are unusually obese for your race. For +10 points, determine weight normally for Body Type and then increase it by 50%. This give a character -5 on all reaction rolls. For +20 points, determine weight normally and double it; this gives -10 on all reaction rolls. Normal clothes and armor will not fit you. You will also be at -15 to Disguise, or to Shadowing if you are trying to follow someone in a crowd.

Bonus: 10/20 CPs

FEAR

The hero has an irrational fear. The fear's intensity will determine how much of a bonus the hero receives for this trait. For example, Claustrophobia can be selected for each of three categories. A Mild Case (10 pts) means that the character is inconvenienced by enclosed areas. A Severe Case (20 pts) will find the character actively seeking to leave the area. They must find a way out. Confidence, Presence and Will are halved until free. The Extreme Case (30 pts) will find the character catatonic with his Confidence, Presence and Will reduced to 1.

Bonus: 10/20/30 CPs

FLASHBACK

Something so traumatic has happened in the character's life that he or she has been psychologically scarred. His mind and soul have not worked through the trauma. The character needs to make a Confidence Roll at -25 to bring his mind back to the current situation. Furthermore, the character will have nightmares which replay the flashback. The GM decides when a flashback might occur and the character must make a Confidence Saving Throw to suppress a Flashback.

Bonus: 25 CPs

GLUTTONY

You are overly fond of good food and drink. Given the chance, you must always burden yourself with extra provisions. You should never willingly miss a meal. Presented with a tempting morsel or good wine which for some reason you should resist, you must make a successful Presence Roll to do so. Gluttony is not a

terrible weakness, but by its nature it will soon be obvious to everyone who meets you.

Bonus: 5 CPs

GREEDY

This character cannot resist a money making scheme. He is constantly trying to get the most with minimum effort. A Greedy character will be loath to lend anyone anything unless he was given something he really wanted.

Bonus: 15 CPs

GULLIBLE

A gullible person naturally believes everything he hears; he'll swallow even the most ridiculous story, if it's told with conviction. In order not to believe a lie-or an improbable truth, for that matter - you must roll against Intelligence.

Bonus: 10 CPs

HATRED OF BEING TOUCHED

This character experienced some trauma in the past that caused them to have a Hatred of Being Touched. These characters are loathe to engage in physical contact. This trait comes in three grades: Mild, Severe and Crippling. Like Shyness, this trait must be brought off one grade at a time.

MILD: The character can endure contact for brief periods of time. He can tolerate hugs and other forms of contact. Note he will not initiate contact except on extreme circumstances. +10 Pts

SEVERE: The character can not endure any contact. Will always stand off from others. If forced into contact, he or she will mentally shut down. They will go catatonic and must make a Personality roll to do any action while being touched. +15 Pts

CRIPPLING: The character can not endure any contact. Will always stand off from others. This person becomes violent when touched. Let me say that again, Violent. He or she will use their powers to their fullest potential. A Personality Roll must be made for the attack to be halted. +20 pts

Bonus: +10/15/20 CPs

HATRED OF X

The character has a Hatred of X. This hatred comes in three grades: Mild, Severe and Crippling. This trait must be brought off one level at a time. For example, Frostblind has a Hatred of the Mob & Mob-Related Activities. Depending on the degree of her Hatred; this will determine how narrow-minded she is in pursuit of her hatred. A mild hatred will mean that she will focus her time on opposing the Mob. This will be the focal point of her night patrols. If the Hatred is Severe she will slay all Mobsters whenever she encounters them.

Finally, if the hatred is Crippling, this would be her passion in life. She will slay Mobsters as above and she will terrorize any sympathizers and slay them if the mood strikes her. Furthermore, she will use any means necessary to achieve the destruction of the Mob.

Bonus: +10/15/20 CPs

HEMOPHILIA

You are a "bleeder." Even a small wound, unless well bandaged will not heal-and you may bleed to death. Any untreated wound will bleed at a rate equal to its original damage every minute. For example, an untreated -2 hp wound is suffered, the character would lose another 2 hit points every minute until the wound is carefully bandaged.

First Aid will be satisfactory to treat most wounds. However, any impaling wound will cause slow internal bleeding. Such a wound will do damage as above until it receives First Aid. It will continue to do damage equal to its original damage once per day until properly treated. Only a surgeon or psionic healer can cure this injury or restore the hit points lost to internal bleeding. If proper treatment is not available - you die.

Bonus: 30 CPs

HONESTY

You **MUST** obey the law, and do your best to get others to do so as well. You are compulsive about it; this is essentially another type of Code of Honor. In an area with little or no law, you will not "go wild" you will act as though the laws of your home were in force. This is considered a trait, because it will often limit your options! Faced with unreasonable laws, you must roll vs. Intelligence with the "need" to break them and against Presence to avoid turning yourself in afterwards! If you ever behave dishonestly, the GM may penalize you for bad role-playing.

You may fight (or even start a fight, if you do it in a legal way). You may even kill in a legal duel, or in self-defense - but you may never commit murder. You may steal if there is a great need, but only as a last resort, and you must attempt to pay back your victims later. If you are jailed for a crime you did not commit, but treated fairly and assured of a trial, you will not try to escape.

You will always keep your word. (In a war, you may act "dishonestly" against an enemy but you will not be happy about it!) You will also assume that others are honest unless you know otherwise. Honesty also has its rewards. If you stay in one place long enough for your honesty to become known, GMs should allow you a +5 on any non-combat reaction roll, or a +15 if a question of truth or honor is actually involved.

Bonus: 10 CPs

HONORABLE

The character has his own well defined personal code of honor. This could include such things as always keeping his word or never taking advantage of a situation. The main honor components must be decided during character generation.

Bonus: 20 CPs

HUNTED AND WATCHED

A character with this trait is hunted by a person or a group. Taking hunted means that during adventures the Hunters can show up and attempt to do something nasty to the character. This can range from monitoring his activities, to interrogating him, and so on. The character may or may not know why he is hunted. (player's choice)

The Construction Points a character gets from being hunted depends on how competent (dangerous) the Hunters are, what they will do with the character, and how actively they are looking for the character. The Construction Point bonus is listed on the Hunted table. First, the player chooses the ability of the Hunters to carry out their goals. If they intend to kill him, then these values should reflect their ability to beat him in combat. However, if they only intend to watch him, these values should reflect the ability to keep him under observation.

Having set the Hunted's capabilities, the player should next choose what the hunters will do when they catch up with him. Lastly, they choose how often the Hunters show up. Hunters are normally villains, but the character may be wanted by police for questioning, or sought after by a government for any of the above reasons. In a fantasy campaign, the Hunters could be the minions of an evil psionic or the King's soldiers. Character's don't get points for individuals or groups that begin Hunting them during the Campaign - that goes along with being a hero.

Bonus:

Weaker than Character - 5	Freq. appears - 15
As Powerful as Character -10	Sometimes apr - 10
More Powerful than Character -15	Rarely appears - 5

IMPULSIVENESS

You hate talk and debate. You prefer action! When you are alone, you will act first and think later. In a group, when your friends want to stop and discuss something, you should put in your two cents quickly-if at all-and then do something. If it is absolutely necessary to wait and ponder, you must make a Presence roll to do so.

Bonus: 10 CPs

INDEPENDENT: LONER

The character is a loner and values her solitude. She is also independent meaning that she enjoys doing things for herself. It takes this character some time to accept and relate to a team concept and structure. Even then the character is prone to taking time off from the group to enjoy being on her own.

Bonus: 10 CPs

IN LOVE WITH X

This character is in love with a PC or NPC character. When their loved one is around, the character will strive to keep him/her from all hurt, harm and danger.

Bonus: 15 CPs

INNOCENT

A character with this trait is exceptionally naive of the ways of society and the wiles of mankind. An innocent character believes in the inherent goodness of all creatures and assumes that everyone feels as he does. He cannot understand evil or inconsiderate acts.

Bonus: 10 CPs

INTOLERANCE

You dislike and distrust some (or all) people who are different from you. A thoroughly intolerant character (+10 pts) has a -15 Reaction to anyone not of his own race and/or class. On a "good" reaction, he will tolerate the person and be as civil as possible (but will be stiff and cold toward him); on a "neutral" reaction he will tolerate him but make it plain in words and deeds that he doesn't care to be around him and considers him inferior and/or offensive; on a worse reaction, he may attack or refuse to associate with the victim at all. Intolerance directed at only one specified race or class is worth +5 for a commonly encountered victim to a +1 for a rare victim.

Members of a disliked group will sense intolerance and will normally react to the intolerant person from -5 to -25. Intolerance may manifest itself in other ways as well. Religious Intolerance may take the form of a -15 reaction against those of a particular faith (+5) or to anyone not of your own faith (+10). On a "neutral" reaction or better, an intolerant person will attempt to convert unbelievers to his own faith.

Bonus: 5/10 CPs

JEALOUSY

You have an automatic bad reaction toward anyone who seems smarter, more attractive or better off than you. You will resist any plan proposed by a "rival," and will hate it if someone else is in the limelight. If an NPC is Jealous, the GM will subtract 10 to 20 pts from his reaction to the victim(s) of his jealousy.

Bonus: 10 CPs

KLEPTOMANIA

You are compelled to steal. Not necessarily things of value, but just anything that you can get your hands on. Whenever you are presented with a chance to steal, you must make a Presence roll, at up to -15 if the item is especially interesting to you (not necessarily valuable unless you are Poor or Greedy, just “interesting”). If you fail the roll, you must try to steal it. Stolen items may be kept or sold, but not returned or discarded.

Bonus: 15 CPs

LAME

You have some degree of impaired mobility. The point bonus depends on the damage, as follows:

Crippled leg: You have one bad leg; your Move is reduced by 3. You suffer a -15 penalty to use any physical skill that requires walking or running. This definitely includes all hand weapon skills and all martial arts (missile weapon ability is unimpaired). +15 Pts

One leg: You have lost one leg. You are at a -30 penalty to use any physical skill that requires the use of your legs. You cannot run; using crutches or a peg leg, you have a maximum move of 2. +25 Pts

Legless or paraplegic: You are confined to a wheelchair or wheeled platform. If you power it with your own hands, its Speed is your modified Strength attribute. (Carrying Capacity minus your weight plus the chair) For example, Mickey has 6 Strength and weighs 1,000 pounds. Doing the calculation, Mickey can use a 5 Strength to roll around the city. Alternately, you may be carried piggyback or on a stretcher. The GM should assess all reasonable penalties for this handicap. +35 Pts
Bonus: +15/25/35 CPs

LAZINESS

You are violently averse to physical labor. Your chance of getting a raise or promotion in any job is halved. If you are self-employed your weekly income is halved. You must avoid work - especially hard work - at all costs.

Bonus: +10 CPs

LECHEROUSNESS

You suffer from an unusually strong desire for romance. Whenever in more than the briefest contact with an attractive member of the opposite sex, you must roll vs. Presence at a -25 if the other person is pretty {Appearance 4}, or -50 if beautiful {Appearance 7 or higher}. A failed roll means that you must make a “pass,” using whatever wiles or skills you can bring to bear. You must then suffer the consequences of your actions, successful or not; physical retribution, jail, communicable disease or (possibly) an adoring new friend.

Unless the object of your affection is Very Handsome or Beautiful, you need not roll more than once a day to avoid making a pass. If a specific character turns you down very firmly (e.g. a black eye or an arrest for sexual harassment) the GM may allow you a bonus to further rolls. Note also that a Lecherous person may change his/her standards of attractiveness if no truly attractive members of the opposite sex are available!

Bonus: +15 CPs

LOVE OF ADVENTURE

The character thrives on activity. Quick to get bored with inactivity, this character loves to explore strange new areas and experience the bizarre. He is often away from home.

Bonus: +15 CPs

LOVE OF DANGER

This character lives for the thrill and excitement of high speed chases, knock down drag out bar room brawls and just danger in general. The character is frequently bored with safe environments.

Bonus: +15 CPs

LOVES TO X

This character loves to do something. This can be anything ranging from loving to fight one on one to loving to travel. This is a highly flexible Trait and can be used for a multitude of purposes. A character must pursue this love at least once per game session. For example, a character that Loves to Travel could be sight-seeing on a foreign planet or country or planning to take a trip. Or a person that Loves to Fight One on One could be enrolled in a wrestling, martial arts or boxing competition. The GM and player needs to weigh the effect of a PC's love on game play. For example Loves to Travel would be worth 5 CPs whereas Loves to Fight would be worth 10 CPs.

Bonus: +5/10/15 CPs

LOW PAIN THRESHOLD

You are very sensitive to pain of all kinds. You always roll at -20 to resist physical torture. Whenever you take a wound, you must make a Will Roll to avoid crying out. Barbarians, soldiers, thugs and so on will react to you at -5 if they know that you have this Trait.

Bonus: +10 CPs

MEGALOMANIA

You believe that you are a superman, or that you have been chosen for some great task, or that you are destined to conquer. You must start by taking the Fanatic Trait - but you are fanatic to yourself! You must choose some great goal - usually either conquest or the

completion of some fantastic task. You may let nothing stand in between you and this goal. You may attract followers who are also Fanatics; nobody else will enjoy hearing you talk about your brilliance and your great plans. Young or naive characters, and Fanatics looking for a new cause, will react to you at +10. Others will have a -10.

Bonus: +10 CPs

MISERLINESS

You are concerned with holding onto the money that you have. You may be both greedy and miserly! You must make a Presence roll any time that you are required to spend money, and you must always hunt for the best deal possible. If the expenditure is large, the Presence Roll must be made at -25 (or even greater) penalty. A failed roll means that you will refuse to spend the money - or, if the money absolutely must be spent, you should haggle and complain interminably.

Bonus: +10 CPs

MISTRUST

The character is thought to be the opposite of what he actually is. A hero with this trait will often be attacked by other heroes or law enforcement officials. (After all, he's a wanted villain) With a villain, the opposite is true.

Bonus: +30 CPs

MUTE

You cannot speak. All your communications with others must be in writing, or with sign language.

Bonus: +25 CPs

NO COMPUNCTIONS ABOUT KILLING

This character has no compunctions about killing. That is not to say that he will kill when bored or depressed. It does mean that the character hasn't a care about terminating a person. Killing is an option for this character. It is not the first one, but it is an option. For this character, it is not a question of the morality of killing but when it should be done.

Bonus: +15 CPs

NO FINE MANIPULATION

The character is physically shaped in such a manner that he can not do highly dexterous maneuvers with his extremities. This includes most animals and some humanoids.

Bonus: +15 CPs

NO SENSE OF HUMOR

You never get any jokes or witty remarks. Players with no sense of humor take everything and everyone seriously.

Bonus: +15 CPs

NO SENSE OF SMELL/TASTE (ANOSMIA)

This is a rare affliction. You can smell and taste nothing. Thus, you are unable to detect certain habits that ordinary people can spot quickly.

Bonus: +5 CPs

ODIOUS PERSONAL HABITS

You behave some or all of the time, in a fashion repugnant to others. The worse your behavior, the more bonus points. You may specify the behavior when the character is first created, you work the bonus out with the GM. Some samples: Body odor, constant scratching and tuneless humming might be worth +5 pts each. Constant bad puns, farting or spitting on the floor would be +10 pts each. +15 pt habits are possible but they must be truly gross.

Note that certain sorts of disgusting behavior will not bother non-humans. A person with a constant drool will irritate other humans, but a Centaurian wouldn't notice and a troll might think it was cute.

Bonus: 5/10/15 CPs

ONE ARM

You have lost an arm (or you were born without it). It is assumed that you lost the left arm if you were right-handed, or vice versa. You cannot use a sword and shield simultaneously, or any two-handed weapon, or do anything requiring two arms-GM's ruling is final in case of argument.

Bonus: + 20 CPs

ONE EYE

You have only one good eye; you must wear a glass eye, or cover your missing eye with a patch. You suffer a -15 on anything involving missile weapons, thrown objects, or driving any vehicle faster than a horse and buggy. You will also suffer a -5 on any reaction roll except with utterly alien creatures.

Bonus: +15 CPs

ONE HAND

You have lost a hand; it may be replaced by an appropriate prosthetic (hook, mechanical grabber or bionic hand) A fully bionic replacement is just as good (or better) as the original, and is therefore worth no points. An obvious mechanical replacement will cost you -5 on all reaction rolls.

Bonus: +15 CPs

OVERCONFIDENCE

The character sincerely believes that she can prevail against any and all odds. This character will charge into the Villain Convention in a wheelchair so

that she can bring them all to justice. These people also tend to get their teammates in trouble with them.

Bonus: +15 CPs

OVERWEIGHT

You are not truly fat - just somewhat heavy for your race. Determine weight normally for Body Type and increase it by 30%. Overweight characters are +10 bonus to their Swimming rolls. There are no other bonuses or penalties; you can easily get into clothes, and blend into a crowd, because many people are overweight.

Bonus: +5 CPs

PACIFISM

You are opposed to violence. This opposition can take three forms, each with its own point value.

Total non violence is just that; you will not lift a hand against another intelligent creature, for any reason. You must do your non-violent best to discourage violent behavior in others too. You are free to defend yourself against attacks by animals, mosquitoes, etc. +30 pts

Self-defense only means that you will only fight to defend yourself or those in your care, using only as much force as may be necessary (no pre-emptive strikes allowed!) You must do your best to discourage others from starting fights. +15 CPs

Cannot kill means that you may fight freely, and even start a fight, but you may never do anything that seems likely to kill another. This includes abandoning a wounded foe to "die on his own!" You must do your best to keep your companions from killing, too. If you do kill someone (or feel yourself responsible for a death), you immediately suffer a nervous breakdown. Roll 3D6 and be totally morose and useless for that many days. During this time, you must make a Presence roll to offer any sort of violence toward anyone, for any reason.

Bonus: +15/30 CPs

PARANOIA

You are out of touch with reality. Specifically, you think that everyone is plotting against you. You will never trust anyone except old friends and you keep an eye on them, too, just in case. Other characters respond to paranoids at -10.

Bonus: +10 CPs

PRANKSTER

No joke is too small for this character to try on some unsuspecting teammate. She can not understand why everyone is so annoyed with her constant jokes and pranks. After all laughter is the best medicine.

Bonus: +10 CPs

PRIDEFUL

The character has a lot of personal pride. This often prevents him from accepting defeat and accepting others that are more powerful, intelligent and or talented than the character. He will almost never admit that he's wrong because that's a sign of weakness. A prideful individual can also relentlessly boast about his great abilities.

Bonus: +15 CPs

POWERLUST

The character wants to be the most powerful character in the universe. This can be economically, physically, or whatever else the character fixates on as the key to their security. Powerlust individuals will seek whatever it takes to help them achieve their quest for ultimate power.

Bonus: +20 CPs

PSYCHOPATH

The character is a psychopath; he or she has some mental dysfunction. Psychopaths, in game terms, have Traits taken to extreme. This trait will cause the person to destroy people and property. Take for example, the Prankster Trait - a Psychopathic Prankster will slay people through jokes and pranks. A joy buzzer will electrocute his foes. The GM and the player will work together to decide what trait can become Psychopathic as well as the bonus points.

Bonus: +20 CPs

PUBLIC IDENTITY

A character with this trait is a famous or widely publicized person like Kinesis. These heroes are never off duty. This could cause problems for the hero, his family or friends.

Bonus: +10 CPs

PYROMANIA

You like watching fires! You love setting fires. For good role playing, you must never miss a chance to set a fire, or appreciate one you encounter. When absolutely necessary, make a Personality roll to override your love of flame.

Bonus: 5 CPs

REGISTER AS X ON X

You have a distinctive feature which causes you to be detected by an X detector. For example, some mutants have this trait. Any Mutant detection roll receives a +10 to the roll. Mutants that don't have this trait need to be detected normally.

Bonus: 5 CPs

REPUTATION

The character has a reputation. He is known to a large group of individuals by this reputation. Some will believe and be impressed with reputation whereas others will want to scoff and challenge the hero's reputation. Maintaining one's reputation can be the source for many an adventure. This trait comes in three levels: Minor (+5), Major (+10) and Extreme (+15).

Reputations are known by the individuals within certain circles on which the reputation hinges as well as those individuals that study about the group. This builds as well starting at Local (+5), Galactic (+10) and Intergalactic (+15). For example, Razor Wing, with a Galactic Reputation, has a chance to be recognized by all of the major warriors within the Gedaliah Confederation. He can also be known by those who study about galactic warriors and takes the appropriate Knowledge Skill.

A Minor Local Reputation means the character is known by an elite group of people. He or she is recognized on a percentile roll of 40 or less. Most people within the campaign universe will not know of the character's reputation. An example of this is that a martial artist can take a Minor Reputation and be known by most of the Warriors or Martial Artists on his homeworld. His reputation would lessen the farther he gets from his homeworld.

A Major Galactic Reputation [recognized on a 55 or less] means that the character is recognized by his peers on a galactic level. Remember that the more renown you are, the more people with Gunslinger Mentalities will want to try you and see if you are worthy of your galactic reputation. Glicion and Shadow Guard have Major Reputations.

An Extreme Intergalactic Reputation means the character has a chance to be known anywhere within the campaign universe. Alpha has an extreme reputation as a Cosmic Being. Any significant player in the universe who rolls [80 or less] will recognize her. An individual that makes the roll will realize that she is a major power in the universe and will want to adjust their actions accordingly.

Note that these are just some of the combinations that are possible. It is possible for a local ninja to have an Extreme Local Reputation within his homeworld or for a Celestial Being to have a Minor Intergalactic Reputation. They are known throughout the galaxy but not that well known.

Bonus: +10/15/20/25/30 CPs

RIVALRY

A character with this trait is engaged in a heated rivalry. This rivalry can be either professional or romantic or a combination of the two. Rivalry rarely has

a combat effect but does affect the character personally. The rival will constantly seek to upstage the character whenever possible. The PC hero must also do the same to his rival. What can lead to an interesting situation if on the day you have to save the world, your rival is making moves on your boyfriend.

Bonus: +5 one/+10 Both

SECRET IDENTITY

The world at large doesn't know that the character is a hero and he wants to keep it that way. Secret Identity requires the hero to actively work at protecting his identity. This means no prodigious Strength feats when surprised as well as not blasting that annoying sibling in front of Aunt Sally.

Bonus: +5 CPs

SEEKS JUSTICE

This character will ignore anything that gets in the way of a quest. This hero will willingly subvert society's laws, especially those he feels protect the criminal. A Justice Seeker will seek out a criminal at whatever social level he exists, matching deed for deed, violence for violence.

Bonus: +20 CPs

SEEKS SOLITUDE

The character likes moments of quiet contemplation. He is not a loner but finds quiet time essential to his well being. During each adventure the character will seek to arrange or keep his scheduled quiet time. Not getting this quiet time, the character's performance will be hindered. He can become grumpy, tired, irritable or some other effect until he gets the solitude that he needs.

Bonus: 10 Cps

SHYNESS

You are uncomfortable around strangers. This trait comes in three grades: mild, Severe and Crippling. You must role-play your shyness! This trait is brought off one level at a time.

Mild Shyness: Somewhat uncomfortable around strangers, especially assertive or attractive ones. -5 on any skill that requires you to deal with the public. +5 Pts

Severe Shyness: Very uncomfortable around strangers, and tends to be quiet around friends. -10 on any skill that requires you to deal with the public, +10 Pts

Crippling Shyness: Avoids strangers whenever possible. Incapable of public speaking. May not learn any skill that involves dealing with the public. +15 Pts
Bonus: +5/10/15 CPs

SKINNY

You are notably underweight. After figuring your weight multiply it by 2/3. Normal clothes and armor will not fit you and you will be at -10 to Disguise, or to Shadowing if you are trying to follow someone in a crowd.

Bonus: +5 CPs

SPLIT PERSONALITY

You have at least two distinct personalities, each of which may have its own set of mental problems or behavior patterns. This allows you to have mental traits that would otherwise be incompatible.

In any stress situation, the GM rolls against your Personality to maintain your control. No more than 1 roll per hour is required. Any NPC who is aware of this problem will feel that you are strange, and will react at -20 to you.

If your personalities are facets of a single "individual," this is a 10 pt trait. If the personalities are largely unaware of each other, interpret their memories differently, and have different names, it is a 15 pt trait.

Bonus: +10/15 CPs

STRANGE APPEARANCE

Given the nature of aliens and robots, a character must truly look strange to take this trait. He or she will usually have an appearance that is radically different from any other creature within the campaign universe. Individuals will react poorly to the Strange Appearance to the character receiving -10 to -50 to their reaction roll depending on how different the Strange Appearance is from the viewer's body type.

Bonus: +15 CPs

STUBBORNNESS

You always want your own way. Make yourself generally hard to get along with - role-play it! Your friends will have to make a lot of Personality rolls to get you to go along with perfectly reasonable plans. Others react to you at -5.

Bonus: +5 CPs

STUTTERING

You suffer from a stammer or other type of speech impediment, which the GM may require the player to act out. -10 on all reactions rolls where conversation is required and certain occupations and skills are impossible.

Bonus: +10 CPs

STYLE DISADVANTAGE

A character can begin his or her career with this trait. Note that it is not limited to martial arts and can be used with any form of combat prowess. This trait assumes that the character is a famous warrior and there

are people out there who are familiar with his combat tactics. During game play, all characters develop a "style disadvantage" so to speak but they receive no points for that. It's an occupational hazard.

The Style Disadvantage has three functions.

First, any martial arts practitioner observing the character with Style Disadvantage will, with a simple Intelligence roll, recognize the style (unless its some strange, secret art, in which case he will recognize that fact). If the character does not have a Style Disadvantage, it takes a successful KS roll of the art being practiced, or an Intelligence roll at -10, to recognize the style he is practicing.

Second, since many marital arts styles and schools are enemies or competitors, the Style Disadvantage acts as a "Major Prejudice" factor to practitioners of the enemy style.

Third, a character using the Analyze Style skill on a target with a Style Disadvantage receives a bonus to his skill roll.

Bonus: +15 CPs

SUSCEPTIBILITY

The character is vulnerable to a certain power or effect. He or she will take damage and possibly die if exposed to that substance. Construction Points are generated depending on how common the substance is and how often the character suffers 1D6 damage.

Bonus:

Uncommon -	15	Dam. taken every Round -	15
Common -	10	Dam. every minute -	10
Very Common -	5	Dam. every hour -	5

SUPERPATRIOT

The hero believes in his country whether it's right or wrong. This is the belief that the country/planet can and will reach the highest moral ideas.

Bonus: +20 CPs

TRUTHFULNESS

You hate to tell a lie or you are just very bad at it. In order to keep silent about an uncomfortable truth (lying by omission), you must make a Personality Roll. To actually tell a falsehood, you must make a Personality Roll at -25. A failed roll means you blurt out the truth, or stumble so much that your lie is obvious.

Bonus: +5 CPs

VENGEFUL

This character will avenge a perceived insult or defeat to the full extent of his abilities. Furthermore, the character must avenge all insults to friends, family and protected parties in addition to himself. This is also known as the eye for an eye trait.

Bonus: +25 CPs

VOW

You have sworn an oath to do (or not to do) something. This trait is especially appropriate for knights, holy men and fanatics. Note that, whatever the vow is, it is very important to you. The precise value of a vow is up to the Game Master, but should be directly related to how much inconvenience it causes the character. Some examples:

TRIVIAL VOW: (+1) Always wear red; never drink alcohol; treat all ladies with courtesy; pay 10% of your income to church

MINOR VOW: (+5) Vow of silence during daylight hours; vegetarianism; chastity

MAJOR VOW: (+10) Use no edged weapons; keep silent at all times; never sleep indoors; own no more than your horse can carry

GREAT VOW: (+15) Never refuse any request for aid; always fight with the wrong hand; hunt a given foe until you destroy him; challenge every knight to combat

Most vows end after a specified time period. You must buy off the vow at the end of this period.
Bonus: +1/5/10/15 CPs

WEIRDNESS MAGNET

Bizarre things always seem to happen when you are present. The alien that wants to meet a Terran will stop by your house. A portal that leads to another dimension is located in the closet of your new house. It must be stated that this is not lethal, just a minor/major inconvenience. You will never have a relaxing month at home. The weirdness magnet can even be beneficial at times.

Bonus: +15 CPs

WON'T SURRENDER

The character will always fight to the best of his abilities. He views surrender as a cheap or cowardly way out of a situation. Losing isn't important as long as the character knows that he did his best.

Bonus: +20 CPs



SKILLS

Skills are the abilities that characters have learned. Given the proper training and effort anyone can learn any skill. This section deals with the basic skills and their point cost. Skills use open ended dice rolls to determine success. Each skill rank the character has yields him a +5 to the percentile die roll. For example Icarus with Rank 5 Swordsmanship adds a +25 modifier to his attack roll. If the roll exceeds 75, the skill has been used successfully. Unless otherwise stated Skills cost 3 Construction points per Rank.

Skill Modifiers

The Game Master should apply modifiers to the skill roll depending on the circumstances. These modifiers add either a + or - modifier to the open ended die roll. The use of modifiers bring a greater depth of play. Knowing that your auto repair skill will be more successful with an elaborate garage may just excite the character to build one.

The following is a partial list of modifiers:

Modifier	Circumstance
+15 to + 25	Routine
+5 to +15	Easy
-5 to -15	Tough
-15 to -35	A True Challenge
-35 to -50	Really Difficult
-50 or more	Sheer Folly
+5	per order of Primary Stat
+5 to +10	Character is familiar with the object of the skill roll
+5 to +30	Using good equipment in connection with the skill roll
-3	per opposing (skill/stat) order
-5 to -35	Poor Working Conditions
-5 to -45	Lack of proper equipment

ABNORMAL PSYCHOLOGY

This skill enables the character to recognize specific symptoms of mental illness, and to classify these symptoms in order to diagnose a patient's condition. This skill does not involve any forms of treatment for the defined conditions, only the identification. To attempt to identify the illness, the player must make an percentile dice roll and add any modifiers to determine the total. A total of 75+ is a successful identification of the condition.

Primary Stat: Intelligence

ACCOUNTING

Accounting is the ability to keep accurate records of financial transactions. This skill would also be responsible for verifying financial records to discover mistakes, false entries, embezzlement and so on. A total of 75 indicates success. If the player is using accounting for embezzlement purposes, the total of his score over 75 is the penalty applied to anyone investigating the records in search of mistakes or falsified data. Example: If a criminal gets a total roll of 168 that would be a penalty of -93 to anyone investigating his crime.

Primary Stat: Intelligence

ACROBATICS

This skill allows a character to perform flips jumps and rolls like a circus acrobat. A hero can execute tricky acrobatic maneuvers by making a successful skill roll. Success is related to the difficulty of the attempted acrobatic task. High levels of acrobatics will allow people to move through a snow storm...untouched. That's what being a Snow Fighter is all about.

Primary Stat: Agility

ACROBATIC ATTACK

This skill allows a character to make an attack at the end of an acrobatic maneuver. This allows the character to gain the bonuses to dodge that acrobatics give them and be an offensive force. This skill must be brought separately for each weapon category. (note: this includes bare handed attacks as well)

Primary Stat: Agility

ACROBATIC EVASION

This is a bonus for evading an attack by using acrobatic routines. The individual may do nothing else while using this defense although an Acrobatic Attack could be attempted with a modifier of -30. Acrobatic Evasion adds it's Ranks to the character's DFV.

Primary Stat: (Agility + Stamina)/2

Cost: 2 per Rank

ACTING

Acting allows a character to alter his physical mannerisms and speech patterns in order to appear like someone else. This can also be used to devise and portray new or different identities.

Primary Stat: Personality

ADMINISTRATION

Bonus for functioning successfully within any entity where record keeping, personnel interaction and bureaucracy is present. This skill can be useful in attempts to gain public offices and applying for government power.

Primary Stat: Intelligence

ADVERTISING

Bonus for successfully marketing a product or service. Must be developed separately for each culture encountered.

Primary Stat: Confidence

AERIAL ACROBATICS

A character with this skill is very flexible in flight. He is able to twist and manipulate his body with finesse. Aerial Acrobatics will give a hero a distinct advantage in aerial combat. Each Rank of Aerial Acrobatics gives him a +2 to his DFV.

Cost: 3 per Rank

Primary Stat: Agility

AERIAL ACROBATICS - EVASION

The character can receive DFV bonuses when using this skill in combat. Aerial Acrobatics - Evasion requires substantial air space to be used. The character is darting and zipping trying to keep out of harm's way.

Cost: 4 per Rank

Primary Stat: Agility

AERODYNAMICS

This skill enables the character to determine the effects of different mediums on objects/crafts passing through them. This includes the determination of maneuver penalties for piloting and what level of damage may be sustained from structural stress. This skill is applicable in both gaseous and liquid mediums. Aerodynamics may be used to design or modify a craft's shape to reduce strain and improve maneuverability.

Primary Stat: Intelligence

AGRICULTURE

This skill involves growing crops in large quantities. It can also be used for determining possible hazards to the crops, nutrients, fertilizers, pest controlling agents, etc. for proper growth. This skill does not include the use of farm equipment.

Primary Stat: Intelligence

ANALYZE FIGHTING STYLE

This skill requires that the character observe the target fighting for at least one full turn. This skill allows the character to assess the an enemy's fighting ability. The higher the roll yields more information about the enemy's fighting style in relation to the character.

Primary Stat: Confidence

ANIMAL HANDLING

The character can care for a particular type of animal. This includes the basics: feeding, bedding, hobbling etc. The skill is developed separately for each type of animal.

Primary Stat: Personality

Cost: 2 per Rank

ANIMAL HEALING

Bonus for administering medical aid to injured animals.

Primary Stat: Intelligence

ANIMAL TRAINING

Bonus for training a particular type of animal. Although this basically tames an animal, if the animal is smart enough he can do some truly amazing feats.

Primary Stat: Personality

ANTHROPOLOGY

Linguistic trends, customs, habits and cultural trends of any known races and cultures. This must be brought separately for each planet.

Primary Stat: Intelligence

APPRAISAL

Bonus for determining or estimating the value of an object or goods other than armor, metal, stones or weapons.

Primary Stat: Intelligence

AQUATICS

Bonus for the use and maintenance of underwater survival gear. This skill can be used for equipment involving other liquid mediums. This skill must be developed for each medium.

Primary Stat: Intelligence

ARCHAEOLOGY

This bonus applies to obtaining information from, and about historical remains, whether they be ruins, bones, odds and ends etc. Normally this skill applies to very complicated research which takes a lot of time and wide uses of intuition. This skill is used to de-

termine how old objects are, or where sites may be, as well as the possible use of objects found in ruins and eventually leading to an understanding of the culture within the area.

Primary Stat: Intelligence

ARCHITECTURE

This skill encompasses two areas of architecture. The first is the recognition of architectural styles of construction and design. An percentile die roll will determine success or failure. The second is the designing of buildings and other structures.

Primary Stat: Intelligence

ARMOR DESIGN

Bonus for the design, development and construction of both suits of powered and non-powered armor. This is relative to a planet's Tech level. A person back in the 1500's could construct a suit of armor but it would be hard pressed to match up with a suit of today's powered armor as exemplified by Pulse and the members of S.T.A.T.

Primary Stat: Intelligence

ARMOR EVALUATION

This is a bonus for determining the value and quality of armor. This skill must be executed successfully before a suit of armor can be repaired.

Primary Stat: Intelligence

Cost: 2 per Rank

ARMOR REPAIR

Bonus for the repair of damage to both powered and non-powered suits of armor.

Primary Stat: Intelligence

ART COMMERCIAL

Bonus for designing the appearance of products or displays in order to make them appeal to the general target group in the market.

Primary Stats: (Intelligence + Agility)/2

ART HISTORY

Bonus for recognizing famous works of art, their artist, and the date on which they were created. This must be selected for each planet of familiarity.

Primary Stat: Intelligence

ASTRONOMY

Bonus for stellar analysis and survey. This skill could be used to obtain information on stars, planets, moons, etc. This skill would aid someone if they were shipwrecked on a desolate planet. Although they couldn't leave, at least they'll know where they are located.

Primary Stat: Intelligence

ASTROPHYSICS

This skill encompasses the operation of space and particles in it on a theoretical and mechanical level. It can be used to determine the effects of objects in space and the possible results of their interaction. It may be used to determine gravitational fields and the effects they and similar forces have on objects in space. This does not include black holes, quasars etc.

Primary Stat: Intelligence

ATMOSPHERIC PILOT

Like the riding skill, ranks must be developed separately for each type of atmospheric craft. One skill rank allows basic understanding of the controls; subsequent ranks are used for maneuvering.

Primary Stat: Agility

Cost: 2 per Rank

ATTUNEMENT

This skill enables a character to use the musical or psychic abilities of any item. Note that there are two known types of attunement: psionic and bardic. If a character wants to be able to do both he needs to buy this skill twice. In order to operate the item, the wielder of the item must make an attunement roll. Note one cannot teach others to use an "item", because it is a personal experience between the individual and the item. It is never the same. The GM can deem that certain abilities do not require attunement rolls.

Primary Stat: Confidence

AUDIOVISUALS

Bonus for the use of holographic projections, audio players, film projectors, etc. for educational purposes. This skill includes troubleshooting, and presentation organization for best results.

Primary Stat: Intelligence

AUTOPSY

Bonus for determining in-depth information concerning dead bodies. Such information may include determining the exact causes of death when numerous injuries are present on the body, or what type of weapon was used to cause a specific injury.

Primary Stat: Intelligence

BASIC ELECTRONICS

This skill gives a character general knowledge of Electronics. She is not as skilled as a person with the Electronics skill but she is able to perform basic tasks with this skill.

Cost: 2 per Rank

Primary Stat: Intelligence

BASIC MATHEMATICS

Bonus for calculating distances, angles and applying basic principles of physics to a given situation (i.e. determining the angle of reflected light, the rate of fall of a given grade, or the difficulty of a climb without approaching or touching the obstacle).

Primary Stat: Intelligence

BASIC SCIENCE

A character with this skill has a introductory level knowledge of Physics, Geology, Biology and Chemistry. Basic Science allows a character to have a general science background without having to specialize in a particular scientific discipline.

Cost: 2 per Rank

Primary Stat: Intelligence

BEGGING

Bonus for eliciting a sympathetic response from the person being begged to.

Primary Stat: Presence

Cost: 2 per Rank

BICYCLING

This bonus is applied to all maneuvers for piloting vehicles operated by manual power. Each vehicle type must be developed as a separate skill.

Primary Stat: Agility

BILLIARDS

Bonus for setting up and making billiard shots whether they are straight or trick shots. However, different forms of billiards, must be developed separately.

Primary Stats: (Confidence + Agility)/2

BIOCHEMISTRY

Understanding and analysis of basic biochemistry and genetics for the life forms of a specified planet.

Primary Stat: Intelligence

BIOLOGY

Bonus for the application of the most basic concepts in the biological sciences. This is the foundation for all of the higher branches of biology and must be purchased first. This skill enables the determination of the kingdom to which a creature belongs. (animal, plant, fungus, bacteria etc.) It also includes some knowledge of anatomy and basic cell structure.

Primary Stat: Intelligence

Cost : 2 per Rank

BODY DEVELOPMENT

This skill gives a character another 1D6 to hit points each time this skill is selected.

Primary Stat: Stamina

Cost: 5 per Rank

BOOKING

Bonus for arranging and maintaining of profitable betting on a large scale. This skill also includes the ability to set odds and handle the incoming bets so as to have the money to cover all bets.

Primary Stats: (Intelligence + Presence)/2

BOTANY

Botany is the research in taxonomical variations of plant forms and the ability to place new forms into a proper taxonomical category. This skill includes the recognition, and the identification of the major plant forms from the researched area, region and climate.

Primary Stat: Intelligence

BRAWLING

Bonus for using non-weapon implements as a weapon (chairs, tables, broken bottles, battle ships and the sort) as a weapon.

Primary Stat: Strength

BRIBERY

The character knows how to approach, treat and handle subjects selected for a bribe. Higher levels indicates greater skill in knowing when and how much to bribe an individual.

Primary Stat: Presence

BUGGING

Bugging is the ability to properly implant and operate listening visual or other sensing devices. With a successful roll the player has properly placed microphones or cameras and will get a good sound and reception from the area. Concealment is a complementary skill to this one. You may get good reception from your bug but it also needs to be concealed to yield the juiciest information.

Primary Stat: Intelligence

BUILD TRAP

Basic Traps can be built with this skill at Ranks 1-3, these include pit, snares, tripwires and deadfalls. The higher a character's Build Traps skill, the more complicated a trap he can create.

Primary Stat: Agility

BUSINESS LAW

Bonus for the applications of laws to business orientated situations. These include such things as: what constitutes a valid and legally binding contract, breach of contract, negligence, liability for claims, general laws of trade, etc. The knowledge of possible penalties for breaking such laws is also covered in this skill. This

skill must be developed separately for each alien culture. One could major in Gedaliah Confederation Business Law but this would not have any dealing on Earth since they do not recognize the Gedaliah Confederation Government.

Primary Stat: Intelligence

CAMOUFLAGE

Bonus in hiding or concealing an item or another person by using the natural features of the surrounding environment.

Primary Stat: Agility

CANON

Bonus for the performance of religious ceremonies and practices in the fashion deemed proper by one's faith.

Primary Stat: Confidence

CAVING

Bonus for the determination of the natural course and the lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave. It may also be used with or without signs, and recognition of what may be considered hazardous conditions, and what to do in case of a cave-in.

Primary Stat: Confidence

CERAMICS

A wide range of pottery work can be produced with this skill. A Rank higher than 3 indicates professional level expertise with Ceramics.

Primary Stat: Agility

CHEMISTRY

Bonus for identifying and mixing various chemical substances. This skill can be used to create assortment of gases and compounds. This skilled is called Alchemy in some societies. For game purposes they are one and the same.

Primary Stat: Intelligence

CHRISTIAN LIVING

The character has not only studied the Bible but she is also putting its principles into practice on a daily basis.

Primary Stat: Personality

CIVIL ENGINEERING

This bonus is applied to all maneuvers involving the design and modification of public utilities. This may include water works, power distribution, roadways, parks, etc. Such a skill is used to handle the needs of communities of any size.

Primary Stat: Intelligence

CIVIL LAW

Bonus for the application of those laws dealing with the rights of the individual (the private citizen).

This skill may be used to settle dispute, or to determine what the citizen is entitled to when his rights are violated by another member of the state, or an established organization. This skill must be developed differently for each specific culture.

Primary Stat: Intelligence

CLERICAL

The character is proficient and basic skills of an administrative assistant. He is able to handle telephones, mail merge lists for personalized form letters, and the thousands of other things that this skill encompasses.

Primary Stat: Confidence

CLIMBING

Climbing allows the character to scale unusually difficult walls trees and buildings. These surfaces can not be frictionless. Frictionless surfaces make climbing impossible.

Primary Stat: Agility

COMPARATIVE RELIGION

Bonus for the recognition and identification of similarities and differences of various religions within a category (Christianity, Buddhism, primitive tribes, Muhammadism, etc.). Each category must be developed separately, but includes a general scope of the common religions falling into them.

Primary Stat: Intelligence

COMPUTER ENGINEERING

This skill includes the design aspects of computer systems. This includes a focus on hardware development with some limited facets of software engineering and the creation of new computer languages. This skill also includes the designing and modification of new logic and memory systems.

Primary Stat: Intelligence

COMPUTER HACKING

Bonus for the illegal doctoring of computer files for the benefit or disadvantage of a specified party. The skill allows one to break codes, gaining illegal access, and altering records without a trace. The Success roll - 75 is the penalty for anyone trying to track him down.

Primary Stat: Intelligence

COMPUTER OPERATION

This skill means the character knows general computer operation. He knows how to turn the system on, sort through various databases and use some of the

more popular programs.
Primary Stat: Intelligence
Cost: 2 per Rank

COMPUTER PROGRAMMING

This skill allows the character to skillfully program in a popular computer language like Java, Assembly Language or Visual Basic. This skill needs to be taken separately for each desired language.
Primary Stat: Intelligence

COMPUTER TAPPING

Bonus for accessing a currently active computer and monitoring all of the procedures which occur through the unit. This does not include any alterations of data within the computer being monitored. The activities being observed may be recorded through the computer which the character is using for monitoring purposes.
Primary Stat: (Confidence + Intelligence)/2

COMPUTER TECHNOLOGY

This skill deals with computer programming and repairs. This skill is used to repair damaged or malfunctioning memory systems.
Primary Stat: Intelligence
Cost: 2 per Rank

CONCEALMENT

This is the ability to hide things as well as uncover other's hidden articles.
Primary Stat: Agility

CONTORTIONS

This is skill with manipulating one's body in order to move through small openings or to absorb sudden crushing impacts (other than falls). Contortions can help to escape from bonds, etc.
Primary Stat: Agility

COOK

Bonus when attempting to prepare an edible meal, detecting bad food, or preparing or neutralizing dangerous herbs and food ingredients. More ambitious meals will require a higher Rank to be successful.
Primary Stat: Intelligence

CORPORATE MANAGEMENT

This skill involves the management of a place of business. This includes knowledge of paperwork, payroll, pricing, profits, and the structure of the corporation and how it works. Ordering merchandise, keeping records of all transactions, and keeping inventory are some possible uses.
Primary Stats: (Confidence + Intelligence)/2

COSMETOLOGY

Bonus for the use of cosmetics to improve or worsen one's appearance. However, this skill would not be used for the purposes of disguise. Cosmetology would be used to increase a PC's Appearance (GM has the final say as how much an improvement Cosmetology can yield) or to cover markings such as bruises and scars.
Primary Stat: Presence

COUNTERFEITING

This skill includes the ability to reproduce official currency, as well as falsify Bank Records, credit cards, card data and so forth.
Primary Stats: (Agility + Intelligence)/2

CRIMINAL INVESTIGATION

Bonus for the use of investigative procedures to obtain information about a crime. This includes all methods used by law enforcement agencies, whether they are general or technical procedures. Some examples include fingerprinting, close observation, piecing together clues, comparison of criminal records, etc. This includes the ability to recognize evidence, if it is admissible in a court of law, if it has been obtained in a legal fashion, and so on.
Primary Stat: Intelligence

CRIMINAL LAW

Bonus for knowledge of those laws dealing with criminal defense and prosecution. Knowledge of legal punishments for crime and possible criminal negotiations are covered in this skill. This skill must be brought for each individual culture.
Primary Stats: (Presence + Intelligence + Confidence)/3

CRIMINAL PSYCHOLOGY

This branch of psychology deals with criminal behavior. With this skill a character may study a criminal's behavior individually to determine what his next move might be, or he may go by statistical standards. It is an understanding of how the criminal mind operates and how to predict its next move.
Primary Stats: (Intelligence + Confidence)/2

CRYPTOGRAPHY

Skill in recognizing, designing, and cracking secret codes and messages.
Primary Stat: Intelligence

CYBERNETIC ENGINEERING

Bonus for the design and modification of robotic systems, robots, androids, bionic limbs, etc. and their components. This skill may be modified due to lack of necessary equipment.

Primary Stat: Intelligence

CYBERNETIC TECHNICS

Bonus for the maintenance, repairs, and construction (from blueprints) of robots and androids as well as bionic body parts. This skill encompasses all aspects of robots, androids, and bionics, including mechanical, power supply, electronic systems, and computers.

Primary Stat: Agility

DANCE

This skill represents practice in the art of dance. It is also used to create new dances.

Primary Stat: Agility

DATA PROCESSING

This specialized computer skill reflects a character's ability to manage, sort, manipulate and display data. Data Processing deals with a wide range of databases.

Primary Stat: Intelligence

DATA RETRIEVAL

This computer skill allows the character to accurately search through either a computer or network to find specific information.

Primary Stat: Intelligence

DEDUCTION

The art of taking several facts and leaping to an unobvious conclusion. This is the classic detective skill.

Primary Stat: (Presence and Confidence)/2

DEMOLITIONS

This is the ability to set and diffuse explosive devices. This skill covers general knowledge of explosives and their capabilities.

Primary Stat: Intelligence

DETECT TRAPS

Bonus for detecting inanimate traps and ambushes.

Primary Stat: Personality

DIPLOMACY

This skill involves operating successfully in a complex, bureaucratic foreign environment, such as a foreign royal court, or any other large government structure. Tact, negotiation and deceit are all facets of diplomacy. Used for conducting business between nations. Bonus for using the proper protocol in an unfamiliar situation and impressing a person in authority. This applies to situations ranging from an audience with the President to an involuntary meeting with the leader of an organized crime syndicate.

Primary Stats: Presence + Personality

DISARM TRAP

Bonus in identifying and disarming inanimate traps.

Primary Stat: Agility

DISGUISE

Disguise is the ability to change a character's appearance through makeup, costumes, body language, and facial expression. This skill involves the application of cosmetics and the use of props. Disguise and Acting are required to successfully emulate someone.

Primary Stat: Confidence

DIVING

Bonus for controlled falling maneuvers.

Primary Stats: (Confidence + Agility)/2

DOGMA

This skill rank bonus governs how much the character knows about the beliefs about a specific religion. This skill does not make the character religious, it is only knowledge of the beliefs and how a specific religion may respond to certain subject matters.

Primary Stat: Presence

DRAFTING

Bonus for the creation of detailed technical drawings of an item, object or structure. (blue prints) This is not freehand drawing.

Primary Stat: Agility

DRIVE CAR

This skill includes most 4-wheel vehicles including trucks and buses. OFV and DFV modifiers are created with this skill for using cars in combat situations.

Primary Stat: Agility

DRIVE MOTORCYCLE

The character can successfully perform basic maneuvers on a two-wheeled vehicles which include choppers, mopeds and scooters.

Primary Stat: Agility

DRUG THERAPY

Bonus for the use of pharmaceuticals in the treatment of illness and/or injury. This skill includes the determination of the amount of a pharmaceutical needed and how long a period it must be taken to clear up the affliction. Improper use of this skill could result in tragedy, including addiction, worse health conditions, side effects, and possibly death.

Primary Stat: Personality

DRUG TOLERANCE

Bonus for resisting the effects of any one type of intoxicant, poison, or other chemical substance. Drug Tolerance must be developed separately for each type of drug.

Primary Stat: Stamina

DRUG TRAFFIC

This skill facilitates the procuring of, and safe transport of illegal pharmaceuticals in large quantities. This skill includes the knowledge of transport laws and standard methods of search used by authorities, and possibly ways of remaining undetected.

Primary Stats: (Intelligence + Presence)/2

ECOLOGY

Bonus for studying a specific environment and for the gathering of information. This data can then be used for the determination of current conditions and possible future conditions (i.e. species populations, nutrient quantities per meter cubed, erosion factors, species fluctuation, migration, etc.)

Primary Stat: Intelligence

EDUCATION

This skill allows the individual to teach another character a skill he currently possesses.

Primary Stats: (Personality + Presence)/2

ELECTRICAL ENGINEER

Characters can diagnose and locate electrical problems. It is also possible to design electrical equipment.

Primary Stat: Intelligence

ELECTRONIC COUNTER MEASURES

Similar to Electronic Warfare, this skill deals with the interference and jamming of local communication or remote transmissions. This skill includes knowledge of different forms of short range radio communication and what might interfere with the different forms. (i.e. magnetic fields might interfere with one form but not another) and how strong the disrupting medium must be to get the desired results.

Primary Stat: Intelligence

ELECTRONIC DIAGNOSIS

Bonus for determining what is wrong with a defective piece of electronic equipment. This skill does not provide the character with the knowledge to repair malfunctioning or damaged equipment.

Cost: 2 per Rank

Primary Stat: Intelligence

ELECTRONIC ENGINEERING

Bonus for design and modification of the electronic systems used for ship stealth, and electronic warfare. Each type of Electronic Engineering must be developed separately.

Fiber Optics/Laser Communications Technology: Design of those devices using light for communication purposes.

Liquid Crystal Technology: Design of LCD screens and display consoles.

Microelectronics: Design of miniature electronic devices and components.

Micro frequency Modulation: Design of such in-system communication devices.

Tachyon Particle Communications: Design of interstellar communication devices which tachyon particle beams as carriers.

Primary Stat: Intelligence

ELECTRONIC SURVEILLANCE

Bonus for the use and placement of electronic devices for monitoring and recording activities in an area beyond visual range. This skill also allows the detection and deactivation of such equipment, as well as methods for "fooling" them. This skill also includes such maneuvers as tapping into communication lines for monitoring communication activity.

Primary Stat: Confidence

ELECTRONIC TECHNIC

Bonus for the repair and maintenance of electronic equipment. Some examples are:

Electronic Warfare: maintenance of equipment used for ship stealth and electronic warfare.

Fiber Optics/Laser Communication: maintenance of communication systems using light as a carrier.

General Electronics: maintenance of such devices as scanners, sensors, panels, consoles, circuit boards, etc. As long as they do not require another area of expertise.

Micro frequency Communication: maintenance of micro frequency equipment.

Tachyon Particle Beam Communications: maintenance and repair of the equipment used for tachyon beam communications.

Primary Stat: Intelligence

ELECTRONIC WARFARE

Bonus for the uses of electronic warfare and ship stealth equipment.

Primary Stat: Intelligence

ENVIRONMENTAL ENGINEERING

Bonus for the study of the stability of an environment and how to recreate its conditions in a controlled setting. This skill includes the use of environmental devices/machinery to sustain an artificial envi-

ronment. With the use of this skill a researcher may also design a complete environment from scratch, and determine how to make it self-sustaining. Be advised, such a feat would be very complex.

Primary Stat: Intelligence

ESCAPE ARTIST

This skill allows a character to escape from different forms of confinement. Stage Magicians often excel at this skill. Examples include slipping off ropes or handcuffs or escaping from a locked room or a burning car wreck.

Primary Stat: Confidence

EVIDENCE DISPERSAL

Bonus for retrieving and properly disposing of evidence at the scene of a crime. This is usually done after one has committed a crime, or if the character is attempting to cover for someone else, to conceal the evidence before the authorities can find it.

Primary Stat: Personality

FALSIFICATION

Bonus for the creation of false but believable records from scratch. This may be anything from a false ID card to the lease on a piece of real estate. This skill could be used to change testimonial records, and misrepresent facts as a couple of examples. Certain devices may be obtained to aid in the reproduction, such as computer programs.

Primary Stat: Personality

FASHION

Bonus for designing fashionable clothes as well as keeping up with the current trends in fashion.

Primary Stats: (Personality + Agility)/2

FASTING

The character has studied how to safely go long periods of time without food. Fasting works to cleanse the body of toxic waste buildup. A successful fast will grant a temporary increase in Will Points. Each Fasting Rank gives the character a 10% chance to gain 1D6 additional Will Points. Fasting ranks above 10 may be necessary to aid characters in fending off truly malignant illnesses.

Primary Stats: (Personality + Presence)/2

Cost: 4 per Rank

FIGHTING

This is skill with in hand to hand combat. Note this skill is for characters that have taught themselves a fighting technique. Once a fighter opens a school of teaching his techniques become known as a martial art.

Primary Stats: (Strength + Agility)/2

FINANCE

Bonus for making financial investments in the stock market and making profits from them. This skill also includes knowledge of banking, loans and money management. This skill has an initial modifier of -15 to -35 due to the uncontrollable conditions of the stock market.

Primary Stats: (Intelligence+Confidence+Personality)/3

FIRST AID

Bonus for the applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. This skill also includes the use of emergency techniques such as cardio-pulmonary resuscitation and splinting broken bones. Note: this skill is primarily used in the field without the benefits of a proper medical facility, or elaborate equipment.

Primary Stat: Confidence

FISH

These are the fundamental methods of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, lines, and the cleaning and preparation of fish for eating.

Primary Stat: Confidence

FLETCHING

Fletching allows for construction of arrows out of available wood, metal, papers and/or feathers. Higher Ranks are required to make sophisticated arrows.

Primary Stat: Agility

FOOD PROCESSING

Bonus for the preparation of large quantities of nutritional material for eating, or for preservation by any number of methods (freezing, vacuum packing, addition of preservatives, etc.) This skill also includes the production of synthetic nutritional substitutes.

Primary Stat: Intelligence

FORAGING

Bonus chance of finding any local source of potable water or edible plants or animals. Include basic food acquisition such as gathering or fishing. This skill can be taken for different environments like Underwater, Artic, Wilderness, Desert and so forth.

Primary Stats: (Confidence + Personality)/2

FORGERY

The ability to duplicate official documents, signatures, seals and so on.

Primary Stat: (Intelligence + Agility)/2

GAMBLING

Bonus when playing any game with a significant element of "luck." Also includes cheating as a form of improving one's luck at any game.

Primary Stat: Confidence

GENETICS

This skill is an advanced understanding of genetic principles, not simply genetic influences. This skill encompasses the ability to construct breeding patterns and match pairs of entities to achieve specific goals and to reinforce specified genetic trends.

Primary Stat: Intelligence

GENETIC TECHNICS

This skill involves the actual alteration of existing gene patterns and abilities as opposed to the breeding science (Genetics). The skill covers all methods of inducing genetic manipulation (i.e. bombardment of a specific radiation to perform a specified desired mutation) This skill also covers the creation of replicants and clones through the use of genetic-controlling equipment.

Primary Stat: Intelligence

GIMICKRY

Bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of items, he must gather them before his gimmick can be built.

Primary Stat: Intelligence

GUERRILLA TACTICS

bonus for the use of tactics involving quiet subversion by small units (usually 5 member fire teams). Usually these groups fight intermittently, spending the rest of the time hiding out from authorities. An example of this skill might be the assault on a prison camp to rescue comrades. Such an attempt would involve the development of stages of assault, direction of attack, prime targets, timing action and synchronizing it with other's activity, etc.

Primary Stat: (Intelligence and Personality)/2

GYMNASTIC EVENTS

Bonus for performing gymnastic events for oneself, audiences, or for general maneuvers. This skill can be used for gymnastic maneuvers on gymnasium equipment, or on similar structures. Each event must be developed separately. (They include uneven bars, parallel bars, the rings, etc)

Primary Stat: Agility

HEALTH CARE

Bonus for recognizing conditions that are good and bad for one's health and what the effects may be

over time. This skill also covers the recognition of nutritional value of foods, and what amount of nutritional intake is required for proper health. This skill may also be used for the development of diet techniques for weight control, and so on.

Primary Stat: Personality

HEAVY MACHINE OPERATOR

Bonus for the use of heavy machinery such as factory equipment (multi-ton presses, fork lifts, loaders, cranes, bulldozers, etc.).

Primary Stat: Agility

HERALDRY

Bonus for designing or recognizing a particular heraldic crest. Separate cultures or organizations must be developed separately.

Primary Stat: Intelligence

HERB LORE

Bonus for recognizing, identifying, and using herbs with special properties (medicinal, toxic, euphoric, etc.). This skill must be regional and per plant. Thus characters would need to have herb lore that is specific to their planet or country.

Primary Stat: Confidence

HIGH SOCIETY

This skill enables a character to function properly within the high brow society. This ranges from knowing what clothes to wear, how to speak, table manners and so forth. This skill will need to be developed separately for each culture that the character would like to be skilled with social interaction. A failed High Society roll means that the character has made some gross social error that attracts almost everyone's attention.

Primary Stats: (Confidence + Presence)/2

HISTORY

This is the study of a specific period of history. When choosing this skill the player must be specific as to what area of history that is studied. The more specific the period the greater detail that the Game Master will tell the player when this skill is used successfully.

Primary Stats: (Intelligence + Confidence)/2

HORTICULTURE

Bonus for growing flowers, fruits, fungi, and vegetables. Basically speaking this is a gardening skill which deals with plants on a small scale.

Primary Stat: Personality

HOSTILE/ALIEN ENVIRONMENTS

The bonus for this skill is added to a character's offensive, defensive or maneuver bonus under

given conditions. Each environment must be developed separately and learned as an individual skill. The following is a partial listing:

ARCTIC REGIONS: North pole/ South pole conditions tundra etc.

EXTREMELY POWERFUL GRAVITY

FIRE PLANES: dimensions that is based on fire

UNDERWATER: either fresh or salt water etc.

VACUUM: outer space, airless etc.

Primary Stat: (Presence + Stamina)/2

IMPERSONATION

This skill enables a person to impersonate another person or type. This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation, military procedure, dress, command, and rank and will usually require fluency in the language. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action and language.

Primary Stat: Presence

INTERIOR DESIGN

Bonus for the design and rearrangement of living conditions for greater comfort. This skill also includes choosing colors best suited for lighting conditions, mood setting, etc. Furniture selection and arrangement for emphasizing different periods and styles, and combining it with the house's design for best effects. This skill also includes remodeling knowledge.

Primary Stat: Personality

INTERNAL MEDICINE

Bonus for the study and treatment of non-surgical constitutional diseases. This would include the identification and practice of therapeutic methods for the diseases of internal organs without the use of surgery.

Primary Stat: Intelligence

JOURNALISM

Bonus for writing and presentation of information in a direct, accurate, and understandable format, consisting of facts and occurrences. This form of writing spends little time on analysis and interpretation. Journalism consists of the collecting, writing, editing, and publishing of materials for news and articles. Such writing may be on any topic provided the research materials are available for finding the necessary facts.

Primary Stats: (Personality+Intelligence)/2

JUGGLING

Bonus for tossing up objects and manipulating them in such a manner to keep them in the air.

Primary Stat: Agility

JUMPING

Bonus for jumping maneuvers either running or from a standing position.

Primary Stats: (Strength+Agility)/2

KNOWLEDGE SKILLS

These skills include knowledge of certain groups places people and things. This category may be broken down into four separate groups: Groups, People, Places and Things. These categories can help determine what Knowledge a character should buy.

Area Knowledge

This gives the character thorough knowledge of an area ranging from an individual street in a city to a planet to even a space sector. For larger areas, this skill gives a character knowledge of the geography, major planets (cities), politics, economy and so on of that area or country. A map, computer program or reference book, should he happen to have one, can add from +5 to +15 to his skill roll. An unsuccessful roll means the character doesn't know the answer to that particular question about his Area Knowledge.

Knowledge Skill - Group

These would be different organizations or cultures. Examples would be Knowledge of the Gedaliah Confederation, Royal Court or even the Arcadia City Police Department. This gives the character thorough knowledge of a culture or organization, including such things as the appropriate gestures, customs, taboos, requirements and protocols.

Knowledge Skill - People

This would be Knowledge of a type of person or even a single person. For instance, a character could have a Knowledge Skill for Psionics, or Espers, or Morganna. Such knowledge would tell the character about individuals or (more generally) how such people would react to different situations (like being interrogated or offered money).

Knowledge Skill - Things

This category of knowledge would be anything that doesn't fall into any of the other categories. Examples include Alien Statues, Trees, History, Video Games, Philosophy, Religion, Skateboards, Politics, Tax Evasion, Role Playing Games and so on.

Primary Stat: Intelligence

LABOR RELATIONS

Bonus for interacting with members of a work force, and relating to work conditions. The bonus of this

skill is also used for resolving conflicts between the workers and management. Getting each side to see the other's side of the argument, and developing a solution acceptable by both groups. Each culture must be developed as a separate skill.

Primary Stats: (Presence+Intelligence)/2

LANCING

Bonus for using complex lancing (mounted) maneuvers such as tilting, skewering rings in a tourney, etc. This skill also includes the determination of what trees would make a good lance and how to prepare a tree to be made into a lance.

Primary Stats: (Strength+Agility)/2

LASER COMMUNICATION

This skill provides the character with an in depth knowledge of laser communication systems.

Primary Stat: Intelligence

LAW ENFORCEMENT

Bonus applicable for making a proper and legally binding arrest which will hold up in a court of law. Use of this skill successfully will allow a character to avoid entrapment, or technicalities which may lead to the subject's release from custody. This skill rank bonus may be applied to the use of arresting and restraining devices such as handcuffs, restraining fields, etc. This skill must be developed separately for different cultures.

Primary Stats: (Confidence/Presence/Personality)/3

LEADERSHIP

This is the ability of an individual to effectively lead a group of people through various situations. The fundamentals are based on understanding another's strengths and weaknesses and helping the group to achieve the desired goal in spite of the respective strengths and weaknesses. Ranks in leadership are used for a skill roll at the beginning of a leadership situation. (ex. beginning of a battle) If the leader succeeds in his roll his team gets +3 Ranks to all task-related skills and powers for the duration of the task. (In combat the task is to beat up on the other guy)

Primary Stat: Personality

Cost: +5 per Rank

LIE PERCEPTION

Bonus for determining if one is being lied to. However, acting skill on the part of the liar is a negative modifier for the perception attempt.

Primary Stats: (Intelligence+Personality)/2

LIP READING

Bonus for reading lips and sign language. Lip Reading is only possible with languages that the reader

knows and then only up to the known skill rank. Line of sight must be maintained with the subject's mouth. Skill is halved for reading the lips of creatures not of the same general type (i.e. human, reptile, avian and so forth)

Primary Stat: Intelligence

LOCKLORE

Bonus for recognizing and identifying major forms of locks and similar devices.

Primary Stat: Intelligence

MACHINATION

This skill aids in the building and using a machine that already exists and to which the character has been generally introduced. It is necessary to have the appropriate skills to build the machine. Each type of machine must be learned as a separate skill.

Primary Stats: (Confidence + Agility)/2

Cost: 2 per Rank

MAPPING

Bonus for using and making maps. This skill is also used for surveying and geography.

Primary Stat: Intelligence

MARINE BIOLOGY

The character has studied the fauna that exist in his planet's marine environment. This skill must be developed separately for each planet. Marine Biology allows a character to make a skill roll to see if he can remember a fact, pattern or preference of a marine creature.

Primary Stat: Intelligence

MARTIAL ARTS

The Character knows rudimentary steps in self defense. Ranks in this skill applies to improvement in your martial prowess.

Primary Stat: (Agility + Confidence)/2

MECHANICAL ENGINEERING

This skill involves the design and modification of mechanical systems involving moving parts. This excludes those areas specifically covered by another branch of Engineering. This skill must be developed separately for each mechanical field. Some examples are:

Aircraft Engineering: the design of the mechanical aspects of different types of aircrafts, engines, flaps, landing gear, etc.

Combustion Engine Engineering: This is the design and modification of engines using mechanical parts forced into motion by the controlled combustion of highly flammable substances.

General Mechanical Engineering: This involves the design of mechanical pieces and devices that are not

directly vehicle oriented. This skill focuses on parts and pieces that when put together correctly become a mechanical device.

Starship Engineering: The design of effective starships by size, fuel requirements, maneuverability, power requirements, etc.

Primary Stats: (Agility + Intelligence)/2

MECHANICAL TECHNICIS

The repair of machines involving moving parts excluding those devices covered by other technical skills. This skill must be developed by each separate knowledge field. Any form of Engineering that would fit under MECHANICAL ENGINEERING can be repaired under this skill.

Primary Stats: (Agility + Intelligence)/2

MEDICAL DIAGNOSIS

Bonus for understanding basic anatomy and overall physiology of sentient races as well as determining their medical condition. This skill must be learned separately for each alien race.

Primary Stats: (Personality + Intelligence)/2

MEDICAL ENGINEERING

This skill aids in the modification and design of medical tools and equipment. Medical Engineering covers various fields extending from surgical instruments to artificial limbs and life preservation units. Although this includes other technical skills such as electronics, computers, and mechanics - this skill focuses on the application of such knowledge for medical devices and systems. As with all Engineering skills, there is a separate skill for each branch of Engineering.

Autodoc Engineering: The design or modification of large scanner systems which feed into medical computers for automatic diagnostic and treatment suggestions.

Bionic Engineering: Although bionics may primarily fall under cybernetics, this area should be used for the design and modification of fittings to the body and intraneural plugs which allows for a direct hookup to the nervous system.

Primary Stats: (Personality + Intelligence)/2

MEDICAL PRACTICE

Bonus when attempting to perform operative procedures, including the use of both surgical and standard medical equipment.

Primary Stats: (Agility + Personality)/2

MEDICAL SCIENCES

this is a skill used to develop specialty areas of expertise and research ability within the medical fields. Each of these must be developed separately.

Anesthesiology: This deals with the application of pharmaceuticals to induce a partial or complete reduction in pain.

Audiology: This research deals with the study of the inner ear and its mode of operation.

Histology: The study of the identification of different tissues of the body or plants as well as their structure or function.

Immunology: The study of the immune system and its operation.

Paristology: The study of parasitic organisms and their relationship with their host. This would not include bacteria and viruses.

Pathology: The study of diseases, their mode of infection, stages of progress, levels of virulence, contagion factor, and mode of transmission.

Psionic Study: Study of the activities of the brain during psionic activity and how to manipulate them.

Primary Stats: (Intelligence + Confidence)/2

MEDICAL TECHNICIS

Essentially "field medicine" and the use of equipment designed for emergency medical treatment and relatively minor field operations.

Primary Stats: (Personality+Confidence)/2

METALLURGY

This skill deals with the elemental structure and analysis of metals, including pure samples and alloys.

This skill is used to design new alloys on a theoretical basis, as well as their manufacture. It is the knowledge of metal and their properties, provided by this skill, which allows intimate understanding of their properties in bulk and at the atomic level. Such knowledge allows analysis through the use of some fairly basic chemical procedures.

Primary Stat: Intelligence

MIDWIFERY

Bonus for delivering and caring for newborn infants without the aid of technologically advanced medical equipment.

Primary Stats: (Personality+Confidence)/2

MILITARY ORGANIZATION

Bonus for organization of a military force and not the actual deployment in battle which is tactics. Includes knowledge of how to billet and supply a unit, post a fire watch, close order drill and so on. Some sample military organizations include:

Aerial Forces: Air Cavalry, aerial assault forces, etc.

Ground Forces: Infantry, cavalry, or other similar unit types.

Marine Forces: Marine, merchant marine, or other simi-

lar unit types. Viewed by some as a country's 911 force.
Naval Forces: Sea, ocean, or other similar water unit types.

Stellar Forces: Planetary orbit, solar system patrols, or other similar unit types.

Primary Stat: Intelligence

MIMERY

Bonus for imitating various types of actions. Mimery enhances one's flexibility and will give the character bonuses for contortions or escape artist.

Primary Stat: Agility

MNEMONICS

Bonus for recalling information.

Primary Stat: Personality

MUSIC

Bonus for effectively writing music which other musicians can understand and use.

Primary Stat: Agility

MUSIC HISTORY

Music History is general knowledge skill. A character with this skill would know information about his planet's musical history. Knowledge Skill Ranks in more specialized musical history areas would greatly aid a character with this skill.

Primary Stat: Intelligence

MUSIC TECHNOLOGY

Bonus for performing non-electronic repairs on music instruments. This may be anything from replacing a string, reassembling the body of an instrument, to repairing valves. Each instrument must be developed separately.

Primary Stat: Agility

NAVIGATION

This skill aids the character in determining proper directions and distances when using a map in conjunction with various directional aids such as a compass, landmarks, the stars, etc. This skill can be used on both land and water. It must be developed separately for each planet where it is to be used.

Primary Stats: (Agility + Confidence)/2

NUCLEAR PHYSICS

Bonus for research involving the study of those forces, reactions, and internal structure of atomic nuclei. This skill would also be used for manipulating atoms for desired results such as electrical power through the use of reactors, and to predict the results of an atomic reaction.

Primary Stat: Intelligence

OCEANOGRAPHY

Bonus for the study of oceans and their phenomena. This would include the interaction of different forms of life, nutrient fluctuations, tidal cycles and forces, ocean water composition, etc. Since oceans on different planets are going to differ dramatically, this skill must be developed on each world where it is to be used.

Primary Stat: Intelligence

OPTIC SYSTEMS

Training covers a wide variety of optic systems from video to optical enhancement devices to laser optics. The character will understand the meaning of optical readings, recording transmissions, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, ultraviolet etc.

Primary Stat: Intelligence

ORGANIZED CRIME

Bonus applicable for organization of a criminal operation under the cover of a legitimate organization. This skill typically covers the working of the criminal underworld, how and why it works. This would include knowledge of its structure, and how to access the organization without appearing suspicious.

Primary Stat: Presence

PAINTING

Bonus for painting an object or picture. This skill may also be used for artistic skills involving stenciling, inking, rendering etc.

Primary Stat: Personality

PERSUASION

Bonus for speaking quickly, convincingly and confusingly in order to convince an individual to do something they don't want to do. (They defend against this skill with their Will Points.)

Primary Stat: Presence

PHARMACEUTICALS

Bonus for the recognition, identification, and knowledge of the effects produced by pharmaceuticals. This does not include the proper use and safety measures required for drugs.

Primary Stat: Intelligence

PHOTOGRAPHY

Bonus for taking pictures with non-sophisticated equipment or under unusual and difficult circumstances (poor lighting, high speed objects, objects currently out of phase, photographic representations of energy fields etc.) However some of these at-

tempts will undoubtedly require special equipment. The skill also covers the ability to develop pictures from different film types. This skill must be developed separately for still photography and video forms of photography as well as 3D (holographic) photography and any other specific categories which might be available.

Primary Stats: (Personality + Confidence)/2

PHYSICS

This skill gives a bonus for understanding force, energy, etc. With the use of this skill, a character may determine the results of force and energy on one another and on objects (e.g., gravity, maximum velocity, impact and drag on course alteration).

Primary Stat: Intelligence

PICK POCKET

This skill gives the character bonuses to lift small items from individuals or areas without alerting anyone.

Primary Stat: Agility

PICK LOCKS

This skill gives bonuses to defeating tumbler class locks.

Primary Stat: Agility

PILOT AIRPLANE

The character can pilot both single and two prop planes with this skill.

Primary Stat: Agility

PILOT JET

This skill allows the character to fly all types of jets from Lear Jets to DC-10's. The GM will assign penalties depending on what type of jets the character received his training. The GM could also deem that each type of Jet would need to be learned separately.

Primary Stat: Agility

PILOT MOTORBOAT

The character can pilot a motor boat on the open seas.

Primary Stat: Agility

PILOT SUBMARINE

The character can pilot all submersible vessels with this skill.

Primary Stat: Agility

PLANT LORE

Bonus for the recognition and treatment of different forms of plant life. This skill is also useful with the Herbal Medicine skill; it gives an additional bonus toward locating rare herbs.

Primary Stat: Intelligence

PLANETOLOGY

A general science embracing the fields of geology, meteorological and geographic analysis in a planet-wide context, concentrating on sweeping environmental systems. Some possible examples of research would be planet formation, various stages of development, shifting of continental plates, determination of age, etc.

Primary Stat: Intelligence

POISON LORE

Bonus for recognizing and identifying poisons, as well as knowledge of proper usage techniques.

Primary Stats: (Intelligence+Agility)/2

POISON PERCEPTION

Bonus for perceiving the presence of poison in or on an item or object.

Primary Stat: Confidence

POLE VAULTING

Bonus for handling a pole to surmount or cross over an obstacle.

Primary Stats: (Strength+Agility)/2

POLITICAL SCIENCE

Bonus for the ability to influence, guide, or even take over the control of a government. This skill also includes all the knowledge of the structure of a government, where the levels of power within the government rests, methods of getting into office, etc. This skill must be developed for each type of government (Capitalism, Socialism, Communism, etc.) and each separate culture.

Primary Stats: (Presence+Intelligence)/2

POOL

The Pool skill allows the character to successfully perform the basic techniques and maneuvers within a pool game. (Other styles can be created using the Billiards Skill)

Primary Stat: Agility

POWER DEVELOPMENT

This skill gives a character another 1D6 of power points each time this skill is selected.

Primary Stat: Confidence

Cost: 5 per Rank

PRAYER

Prayer is a dialog with God. It is through prayer that a character can regain confidence, composure and focus. Power Points are regained twice as fast while a character is praying. A successful Prayer Skill roll is required before the character can gain this benefit. A

successful prayer will also replenish 1 Will Point.
Primary Stat: Personality
Cost: 4 per Rank

PROPAGANDA

Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large media campaigns.
Primary Stat: Intelligence

PROSELYTISM

Bonus for the ability to influence another person's beliefs or ideals through preaching to them. It is the skill of converting religious beliefs and moral standards. A roll of 75+ means that the target(s) of the preaching will at least spend a lot of time contemplating some well-made points of discussion.
Primary Stats: (Confidence+Personality)/2

PSIONIC ENGINEERING

Bonus for the design and modification of various types of Psionic devices. Psionic Engineering is often used in conjunction with other sciences to create psi versions of various devices.
Primary Stats: (Intelligence+Personality)/2

PSIONIC PERCEPTION

Bonus for perceiving the use of psionics. Psionic Perception allows a character to see the psionic signatures of individuals and objects. The character may attempt to track psionics that are constantly using their powers with this skill. Only individuals that possess psi powers or abilities may take and use this skill.
Primary Stat: Confidence

PSIONIC SHIELD

This skill is used to increase the character's chance of not being affected by psionics used against him. The character must use this skill when he suspects he is being attacked psionically. If the roll is successful he gains a +20 to his resistance roll for the attack.
Primary Stat: Confidence

PSIONIC TECHNICS

Bonus to fix the complicated circuitry that is found in devices that either promote, strengthen or hinder psionic ability. Psi Technics focuses primarily on the psi circuits of a device and this skill is useful to only fix those areas. Device specific technical skill is required for other sections.
Primary Stats: (Intelligence+Agility)/2

PSIONICS

This is the study of the paranormal events which fall into the grouping of psionic activity. Psionics

includes knowledge of the various tests and procedures to distinguish bona fide psionics from parlor tricks. This skill also includes knowledge of the more widely known psionic disciplines.

Primary Stat: Confidence

PSYCHIATRY

Bonus for the recognition and identification of severe mental illnesses through the use of testing methods (i.e. psychoanalysis, ink blots, graphs of neural activity, etc) and attempting to heal or correct them. Correction may be through the use of drugs, therapy, surgery, etc. provided the skills necessary are possessed by the character. Otherwise, the character must refer the patient to someone who can perform the procedure. Although this skill does provide the knowledge of what procedure might be required, or which drug to be used, how to perform the specific procedure, or how much of a specific drug is required is not included here. This skill must be developed for each race due to the variance in neural makeup and physiological activity.
Primary Stats: (Confidence+Intelligence)/2

PSYCHOLOGY

Unlike the more medically-oriented skill, Psychiatry, this skill deals more with the theory of psychology and the analysis of psychological make-ups. This skill is used for a counseling-orientated approach to solving problems. The characters sit down and talk about the problems. The character using the skill is more of a source of encouragement and inspiration. This skill is not designed to be used for the treatment of mental illnesses which would be considered as anything more than mild.

Primary Stat: Intelligence

PUBLIC SPEAKING

This skill provides a bonus for impressing, instructing, entertaining or even manipulating the masses through oration.

Primary Stat: Personality

PUGILISM

This is skill in the "sweet science" of fist fighting. Pugilism is a curious mix of Agility and Strength and relies on dodging and jabbing to subdue your opponent. Pugilism ranks can be used to increase your OFV and DFV in unarmed combat.

Primary Stats: (Agility + Strength)/2

RACIAL HISTORY

Bonus for recognizing and identifying major periods, events and people of a specified race. Each different type of racial history must be learned as a separate skill.

Primary Stat: Intelligence

RADIO: BASIC

This is the knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications as well as Morse Code.

Primary Stat: Intelligence

RADIO: SCRAMBLERS

This is training in the use of electronic scrambling equipment as well as the codes that accompany them.

Primary Stat: Intelligence

RADIO: SATELLITE RELAY

This is an understanding of the operation of satellite transmissions.

Primary Stat: Intelligence

RAPPELLING

Rappelling allows a character to rapidly descend from a height. If the rappelling roll is unsuccessful the character has a chance of falling.

Primary Stat: Agility

READ TRACKS

Read tracks allows characters to identify a given set of tracks. Detailed information about the tracks can be obtained, such as the type of creatures, age of tracks, weight of creature, speed creature was moving at, back tracking, etc. This skill is used for identifying tracks and the skill Tracking or the power Tracking Scent is used for following the tracks.

Primary Stat: Intelligence

RELIGIOUS HISTORY

Bonus for knowing the history of a specific religion. This includes the origin of the faith, major characters (saints, popes, heroes, kings, etc), major events, how the faith spread, etc. This skill must be developed separately for each separate religion.

Primary Stat: Intelligence

REVERSE STROKE

Bonus for applying one's OFV against an opponent to one's flank or without turning or changing position. This bonus only applies to attacks from these positions and not normal ones. It is possible for a hero to be better at this attack than at frontal attacks.

Primary Stat: Agility

Cost: 4 per Rank

RIDING

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal, when it is startled or hostile, or gaining control of an unfamiliar animal.

Primary Stats: (Agility+ Presence)/2

ROPE MASTERY

Bonus proficiency in knot recognition knot-tying braiding and splicing or when making a maneuver while suspended from a rope, similar flexible line or when throwing a line. Allows 1/2 skill ranks in grappling hook.

Primary Stat: Agility

ROWING

Bonus for self-powered boat maneuvers, including rowing, poling, etc.

Primary Stat: Strength

SAFE CRACKING

More involved than Picking Locks, this skill enables the character to gain access to specialized locks used for high security situations like vaults, safes, etc. in which the locking mechanisms are so complex that the locks must be destroyed, removed, or accessed by unusual but direct means. An example would be "Peeling" in which the face of the safe's door is pried or "peeled" back so as to reach the mechanism. Safe Cracking can be very time consuming. It also covers attempts to "listen to the tumblers" as the combination lock spins.

Primary Stats: (Intelligence+Agility)/2

SAILING

Bonus for sailing maneuvers.

Primary Stat: Agility

SANITATION ENGINEERING

Bonus for the design and maintenance of waste disposal and recycling systems for a given set of circumstances (i.e. city, starship, environmental suits, etc)

Primary Stat: Intelligence

SCANNER ANALYSIS

This bonus is used when attempting to interpret information provided by portable scanning devices (multiscanners, medscanners, repair scanners, security scanners, etc) Each field of scanners must be developed separately.

Primary Stat: Intelligence

SCROUNGE

The character is able to come up with the location of a particular needed item or a part of an ingredient. This skill is normally used in an urban type of set-

ting or in a situation of technological need. This skill does not include the locating of food or water. That's the Foraging skill.
Primary Stats (Intelligence + Personality)/2

SCULPTING

Sculpting allows an individual to make 3D art forms through either molding of malleable material or carving of hard material.
Primary Stats (Intelligence + Agility)/2

SECURITY OPERATIONS

The hero can recognize and evade various types of alarms and devices. This skill would also cover making simple flow charts of how the system operates, and the ability to recognize backup systems.
Primary Stat: (Intelligence + Agility)/2

SEDUCTION

Seduction is the ability to gain others' trust by offering companionship or favors. Circumstances have a great effect on this roll. An Appearance roll may be considered complementary to this skill, although Appearance may be race or culture specific. Also Seduction is not based just on looks, but also on manner and personality. This skill is only for use on Non Player Characters. A successful Seduction roll will usually make it easier to learn information or gain favors from the victim.
Primary Stat: (Presence + Personality)/2

SENSE AMBUSH/ASSASSIN

This skill allows the detection of animate traps, ambushes or assassinations in progress. Range is 10 ft per Rank.
Primary Stats: (Confidence + Intelligence)/2

SENSE REALITY WARP

Bonus for determining if the natural order or reality is going through turmoil. This includes detecting such things as Summoned Creatures or Warp Gates.
Primary Stats: (Confidence + Intelligence)

SENSOR ANALYSIS

This skill provides a bonus when attempting to read and interpret information from shipboard sensor displays. However, appropriate computer programs may further enhance one's ability.
Primary Stat: Intelligence

SET TRAPS

Bonus for the setting of traps. These traps can be lethal or non-lethal.
Primary Stats: (Intelligence+Agility)/2

SEW

The practiced skill with the needle and thread to mend, layout, cut and sew simple patterns and do minor alterations. The character can function as a tailor.
Primary Stat: Agility

SHADOWING

Shadowing is the ability to subtly follow someone.
Primary Stat: Agility

SING

The ability to read music and carry a pleasant tune.
Primary Stat: Personality

SKATING

Bonus for all skating maneuvers.
Primary Stat: Agility

SKETCHING

A character with this skill is a trained artist. Ranks in Sketching allows a character to attempt to render a person, place and thing. A successful skill check shows how successful (or unsuccessful) the character is with his rendering.
Primary Stats: (Agility + Personality)/2

SKIING

Bonus for all skiing maneuvers.
Primary Stat: Intelligence

SKINNING

Bonus for the removal, preservation, and caring of animal skins.
Primary Stats: (Agility+Intelligence)/2

SKYDIVING

Bonus for all skydiving maneuvers, performing maneuvers while in free fall, and for the use of various different forms of parachutes.
Primary Stat: Agility

SLEIGHT OF HAND

This skill means the character has practiced the art of misdirection. Sleight of Hand allows a character to remove or place an item in plain sight by distracting his viewers. Yes, this is one of the classical stage magician skills.
Primary Stat: Confidence

SOCIOLOGY

Bonus for the study of group interaction under various conditions (i.e. stress, peer pressure, fear, etc.) This skill may be used to predict the reaction of a given group under designated conditions, to specific actions or

topics of discussion, etc. This skill may also be used to determine how to induce a desired result from a specific group. What distinguishes sociology from other disciplines is that it deals with such statistics as the affects of nature versus nurture on crime, economic and industrial growth of a community. Sociology is often taken by such professions as Social Worker, Pastor or Psychologist

Primary Stat: Intelligence

SOUND ENGINEERING

The character is a skilled sound technician. He is able to operate most popular sound systems and can provide good sound in a wide range of settings including Convention Halls, churches and concerts.

Primary Stat: Intelligence

SPACE ASTROGATION

This bonus is used to ascertain a correct course in space travel. Space Astrogation uses the planets and stars in its calculations of where the ship or individual is at as well as where the ship or individual is going. A character needs this skill to have some hope of getting anywhere in intergalactic space.

Primary Stats: (Intelligence + Confidence)/2

SPACE PILOT

This skill is applied when carrying out any type of maneuver in a space craft. It can be used in a pinch to fire any weapons systems attached to the pilot's computer.

Primary Stats: (Agility + Confidence)/2

STEALTH

This ability allows one to hide in shadows move silently and avoid detection in combat situations.

Primary Stat: Agility

STELLAR LAW

Bonus for knowledge of the standard legal code used for space travel. More specifically the laws that deal with travel and transport between planets. There may be slight variations from one region of space to another.

Primary Stat: Intelligence

STREET SMART

The character is very observant and familiar with the workings of the criminal element. This does not make the character a criminal; he can be a very efficient police officer who knows how the criminal mind operates. Street Smart would tell a character which areas of a city is safest to travel at night or alone. The ability to spot potential crimes in progress and the proper way to act in a potential crime situation is also included with

this skill.

Primary Stat: Personality

SURVEILLANCE SYSTEMS

This is the study and understanding of the operation, methods and techniques involving the use of surveillance systems. These systems include: motion detectors, simple alarm systems, video and camera equipment, amplified sound systems, recording materials and miniature listening devices. This skill requires knowledge of either: Electronics or Electrical Engineering. Surveillance also includes non electronic aspects that don't require the knowledge of either Electronics or Electrical Engineering. Tailing, or following someone without their knowledge, is one such aspect of surveillance. Also included is stake-out procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware that he is being followed. A failed roll with equipment indicates a garbled recording or instrument failure.

Primary Stat: Intelligence

TACHYON PHYSICS

Bonus for the study of and research delving into faster than light phenomena such as hyperspace, neutrinos, photinos, sensor fields, etc. Such research may also deal with the manipulation of such phenomena and its duplication.

Primary Stat: Intelligence

TACTICAL GAMES

Skill at playing games which contain very little chance elements such as Chess or Go. Skills for different games must be developed separately.

Primary Stat: Intelligence

TACTICS

Bonus for perceiving and planning appropriate and effective strategy in a tactical military situation. Various tactical situations must be developed separately. Each type of tactics must be developed as a separate skill.

The following is a partial list of types of tactics:

Aerial: Fighter and bomber tactics

Battle Field: Cavalry and infantry tactics

Naval: Ship and boat tactics

Sabotage: Underground/behind enemy lines tactics

Siege: Reduction of fortified positions tactics

Small Unit: Conflict between small groups

Strategic: Overall campaign tactical picture

Primary Stat: Intelligence

TALE TELLING

Bonus for reciting stories.

Primary Stats: (Intelligence + Personality)/2

TELEPORTER OPERATIONS

Bonus for operating teleporters under various conditions.

Primary Stats: (Agility+Intelligence+Confidence)/3

TELEPORTER TECHNICS

This bonus is applied to performing repairs and maintenance on teleporters. This skill covers a wide range of other areas, such as electronics, computer and power system technics. However, the skill is highly specialized for use with teleporters.

Primary Stat: Intelligence

TEMPORAL/DIMENSIONAL PHYSICS

Bonus for identifying and recognizing, as well as predicting those conditions responsible for temporal and dimensional alterations. This skill does not include the construction of devices or designing of devices to cause such events to occur (i.e. dimensional gates, time travel craft) Such jobs would fall under the completely separate Mechanical Engineering and Technical Skills. Also, this skill is required for such designing and construction to take place. Although temporal and dimensional physics are both covered under the same listing they should be treated as separate skills.

Primary Stat: Intelligence

THROWN

Bonus for attacks using thrown weapons such as knives and throwing stars. Each weapon must be developed separately.

Primary Stat: Agility

TIGHTROPE WALKING

Skill at maneuvering along narrow surfaces.

Primary Stat: Agility

TIME SENSE

Skill at determining the time of day or how much time has passed over a specific period.

Primary Stat: Intelligence

TRACKING

Skill at tracking maneuvers and following of a trail left by someone or something such as footprints, broken branches, crushed grass, hanging pieces of cloth etc. This skill complements the power Tracking and Analytical Smell adding +5/Rank to any related roll where this skill is applicable.

Primary Stat: Intelligence

TRADING

Skill with transactions involving a bargained exchange of money or goods.

Primary Stats: (Personality or Appearance + Presence)/2

TUMBLING

Bonus for horizontal dives, rolling, vaulting maneuvers or swinging on stationary objects. This skill can also be used to decrease damage from a fall. A character could fall safely up to 1 foot/Rank if he makes his roll successfully.

Primary Stat: Agility

TUMBLING ATTACK

Bonus for attacking an opponent from a tumbling maneuver with a weapon. This skill replaces the character's normal weapon skill. It also must be chosen separately for each weapon category.

Primary Stat: Agility

Cost: 2 per Rank

TUMBLING EVASION

Bonus for the evading an attack by using tumbling maneuver. The skill rank is added to the DFV. This skill is rolled during the round that it's actively used. Individuals may not parry, use a shield or attack when using this skill.

Primary Stat: (Agility + Stamina)/2

Cost: 2 per Rank

TV/VIDEO

This is the understanding of the techniques involved in video and audio, filming, editing, special effects, transmissions and equipment.

Primary Stat: Intelligence

URBAN DESIGN

Bonus for the designing of cities and for determining a city's needs and solving the problems involving its' operational systems (i.e. some systems which may be designed or modified for a city might include transportation systems, sanitation systems, water systems, etc.) This skill also includes the ability to study maps or aerial views of a city and being able to distinguish the various parts of the city, main travel routes, power supply depots, and the separation of the various systems involved in the city's operation.

Primary Stat: Intelligence

VEHICULAR BODY REPAIR

With this skill, a character is able to perform skilled craftsmanship on cars, vans and trucks. He is able to do custom modifications if someone else draws up the plans. The character can also use 1/2 of his Skill rank to create his very own car designs.

Primary Stat: Intelligence

VENTRILLOQUISM

Bonus for throwing one's voice so that it seems to originate from a point of the ventriloquist's choice. Range is equal to 5 feet/Rank
Primary Stat: Intelligence

VISUAL ARTS

Bonus for the appreciation and in-depth understanding of art works. This skill includes the ability to effectively criticize a work of art. This skill must be selected separately for each culture. This skill encompasses all of the visual art forms (painting, sculpture, light shows and so on).
Primary Stat: Personality

WEAPON DESIGN

The design and modification of weapons. This skill is the complement of Weapon Technic. Each different class of weapon must be developed separately as different skills.

The following is a partial listing:

ENERGY WEAPONS (Hand): Pistols, Rifles, etc. which use an energy attack (lasers, blasters, disruptors and so on)

EXPLOSIVE ENGINEERING: The design of small explosive devices such as time bombs and grenades.

MAGNETIC LINEAR ACCELERATORS: Those projectile weapons which are based on magnetic fields.

MATTER/ANTIMATTER WARHEAD: The design of Matter/Antimatter warheads, torpedoes, grenades and so on.

MISSILE ARTILLERY: The design of missiles, rockets, torpedoes, etc. These weapons are self propelled and guided by on board systems or a remote location.
Primary Stat: Intelligence

WEAPON EVALUATION

Bonus for determining the value and quality of a weapon.
Primary Stat: Intelligence
Cost: 2 per Rank

WEAPON SKILLS

These skills determine a character's skill with a particular weapon in combat. It must be brought individually for each weapon type. Categories include: Swordsmanship, Archery, Battle Ax, Gun/Pistol, Semi and Fully Auto rifle, Space Gunnery and so on.
Primary Stat: (Stamina + Agility)/2

WEAPON TECHNICS

Bonus for the repairs and maintenance of weapons and weapon systems as well as shield generators and other defensive systems. Each field of weapons should be developed as separate skills as with the Weapon Design Skill

Primary Stat: Intelligence

WEATHER WATCHING

Bonus for determining local weather conditions for the next 24 hours—without the use of technologically advanced equipment.
Primary Stat: Personality

WILL DEVELOPMENT

This gives a character an extra 1D4 will points for each level that is taken in this skill.
Primary Stat: Presence
Cost: 5 per Rank

WOOD CRAFTS

This skill facilitates the fashioning of objects from wood, bone, or similar material. The following is a partial listing of wood crafts:

Carpentry: cabinet maker

Cart Wright: maker of carts, wagons, and other similar vehicles.

Lumbering: the felling of trees

Ship Wright: building of sea going vessels

Primary Stat: Intelligence

WRESTLING

The character has learned the Greco-Roman style of Wrestling. This skill includes a wide range of holds, pins and locking maneuvers designed to control and immobilize our foe. Wrestling Ranks can be used to increase your OFV and DFV in unarmed combat.
Primary Stat: Strength

YADO

This skill allows a character to use his body, weapon or a shield to block or even catch a thrown weapon or missile directed at the user. Yado can be used after it has been determined that the missile attack was going to hit the character. If it was already going to miss the character need not make a roll. In a given round, the user may attempt to deflect 1 thrown weapon or missile for every 3 skill ranks in Yado. All missiles must be in the user's field of vision and each deflection roll is made separately. A Yado rank of 25 or higher is require to deflect or catch bullets.
Primary Stat: Agility

ZOOLOGY

Bonus for knowledge based on animal life forms. This skill may be developed in one of two ways. It can be either an detailed study of a specific planet or a general knowledge of zoological terms. Zoology includes recognizing and identifying the major life forms of a specified area region and climate.
Primary Stat: Intelligence



Glicion, Lightning Knight, has Adaption.

ABNORMAL SENSITIVITY

The hero senses functions in their normal manner but their normal range is altered. The senses detect what they normally cannot and can not detect what they normally could. (Note that this power is species specific. An Aquatan with Abnormal Sensitivity would have different powers than a Terran) This affects either vision or hearing. In the former case, the hero sees infrared and ultraviolet light, radio waves and radiation. In the latter case the hero hears extremely high and low sound waves.

Cost: 5/Rank - 5/Order

ACID

A character with this power can shoot streams of Acid from his/her fingers. P.R. = 2. Range is found using your Power Order on Range Table II.

Cost: 5/Rank 5/Order

ACTIVE SONAR

With this sense, the character emits high-frequency sound that bounces off nearby objects and returns to him. This power will work underwater whereas Radar can not. Sonar allows the character to compensate for normal blindness and sense nearby objects. Order determines Range on Table I. Rank is skill at detecting nearby objects. PR = 1 per hour.

Dolphin has this power.

Cost: 5/Rank - 5/Order

ADAPTION

This is the ability to resist the effects of hostile environments; vacuum, poisonous atmospheres, high

gravity, the inside of suns, space warps and so on. Adaption activates automatically and at no action or movement cost whenever needed. There is a power cost of 1 per hour of active use. A character uses his Order + 10 to defend against Elemental Attacks. (Any Attack listed on the Elemental Power Chart and similar Psionic and Bardic Powers) If the attack is of a lower Order than the total of the Adaption character (Adaption Order + 10), the attacked character does not take any damage. Otherwise, the attack is lessened by the target's Adaption Order + 10. In those situations, the PR increases to 1 per attack repulsed.

Please note that Adaption does not defend against Ionization.

Cost: 5/Rank - 6/Order

ADHESIVE TOUCH

The character can traverse perfectly vertical or even inverted surfaces as if they were traveling over level ground. There is a modifier for moving on friction-smoothed areas. There is no power cost for using this power. Order is the amount of weight that the hero can support with this power.

Skink has this power.

Cost: 5/Rank - 5/Order

AIR CONTROL

This power allows a character to control the movement of a volume of air. This power can be used for a myriad of purposes; the simplest being pummeling a foe with wind gusts. PR = 2 per use.

Cost: 5/Rank - 5/Order

AIR WALKING

The character is able to walk, fight and run on the air itself as if it was solid ground. Order indicates the ground speed the character can achieve with this power. Air walking will not work in outer space or a vacuum.

Cost: 4/Rank - 5/Order

ANIMAL CHAMELEON

This power is similar to the Mimic power except it is limited to animals. The character can mimic any power, skill or characteristic of any animal within range. (Note: this power does not work on sentients) The Order is the number of minutes the character can maintain the adaption after the targeted animal has left his range. To mimic a power, a character must make a successful attack roll. (The defender uses his rank to defend against his power being mimicked) If successful, the character can mimic any power using the lower rating (the power's original Order or the Animal Chameleon Order) as the Order. The mimicked power's Rank is 1. Range: Order on Range Table III

Cost: 5/Rank - 6/Order

ANIMATE IMAGE

This power allows a Character to turn an existing two-dimensional image (such as a cartoon figure, billboard animation, or video image) into an exact 3-D image which will obey the character's commands. There must be an existing 2-D image for Animate Image to function; a Character cannot simply summon a figure from his/her imagination.

The Image possesses 1d6 hit points per Order and a structural rating equal to the original item or Power Order, whichever is lower. Order levels are divided by whatever functions the image is to possess. Multi purpose items or abilities are therefore weaker than sharply focused creations. An animated image will last 1 minute per Order with a power cost of 2.

Maintaining Animated Images requires a character's concentration. When things happen that could break the character's focus he must make a percentile roll (Personality x 10) to maintain the Animated Images. This roll can be modified depending on the type and degree of the distraction.

Cost: 5/Rank - 5/Order

ANIMATE OBJECTS

The character can animate inanimate objects. His Order functions similar to strength. If he could lift the object with this power, he can animate it. The objects do not become any tougher than normal; they just gain the ability to move. Animate Objects cannot change shape but if the object has any limbs or appendage-like constructs, these can function as arms and legs, allowing the object to move and fight.

Cost: 5/Rank - 5/Order

ANI-VOYANCE

This power enables the hero to see through the eyes of any animal within his range. The hero will see with the acuity of the viewing animal meaning that it's better to look through the eyes of an eagle than a bat (they have poor eyesight).

Range: Order - Range Table III

Cost: 5/Rank - 6/Order

BLESSED

The character is blessed; the virtual trademark of the Vorakians. Blessed comes into play when things are going really bad for the character. Examples include losing a major battle, experiencing bodily harm and so forth. The GM controls when a character's Blessedness can come into play. For each Order a character has achieved he rolls 1D8 when s/he has the opportunity to check his blessings. Each 1 indicates a significant blessing. It must be pointed out that some really bizarre battles can occur if two sides have characters with extraor-

BLESSED TABLE	
<i>Points</i>	<i>Possible Effects</i>
1	The character might find a clue or gain information; the character's opponent could be momentarily distracted or stopped, giving the character a temporary advantage.
2	The character could providentially happen upon someone important or stumble across someone he was looking for. The character's opponent could be troubled by a screwed up weapon or a stalled getaway car
3	The character might be saved by the most miraculous of coincidences. He may stumble across the Crime Czar providentially, or a terminal fall broken by a huge pile of rubber pads that just happened to be in the right place. The enemy's henchman could turn out to be a childhood friend. The truly incredible is possible.
4	Treat as above, but with the possibility that some of the events rub off and help the Blessed individual's friends.

dinary Blessed powers. The GM needs to play this to the hilt.

Cost: 7/Rank - 7/Order

BODY ADAPTION

The character's body automatically adapts its physiology to enable it to survive in hostile environments. It is important to note that the character's body physically changes. She has automatic elements of the powers Body Transformation and Shape Changing. There is only one adaption for each type of environment, and it is triggered automatically by the heroine's entrance into the new environment. This includes the possibility that the heroine might gain new ways of movement. This power works for hazardous environments and not hazardous situations (Nope this power won't save you from that 500 foot drop off the cliff) At Ranks over 15, the character can consciously control the manner of adaption. Order determines the Adaption's strength. PR of 5 per hour.

Cost: 7/Rank - 7/Order

BODY ARMOR

The character's skin has a dense configuration that is damage resistant. This is the natural version of the Armor Power. This power allows Order level resistance to most attacks. It must be decided whether this

power is permanent or not. If it is permanent, the player would need a good reason to have a secret ID. The temporary form requires an action to change and tends to disappear when the character falls unconscious. Body Armor does not usually halt psionic attacks. The body armor can take a variety of appearances. There are four main types of body armor. The player must select one form when he chooses this power.

LEATHER-The epidermis retains its normal shape and flexibility but its harder to the touch. The skin maintains its normal bodily functions without the need for extensive changes. Androids usually have this type of Armor

RIGID PLATES-The body is covered in interweaved plates like an insect's chitin or an armadillo shell. Lizapto has this type of body armor.

VISUALLY INORGANIC-The body can be any shape but has the appearance of non-organic matter. The layering may appear rocky, metallic, or any other choice of surface.

NON-ORGANIC-The body is actually covered in inorganic material. Unlike an externally applied coat, this one is formed by modified cells in the hero's epidermis. Glicion possesses this type of Body Armor.

Die Roll	Form
01-40	Leather
41-64	Rigid Plates
65-85	Visually Inorganic
86-00	Inorganic

In all these forms, any damage that is suffered is healed at normal rates by the skin cells that underlie and support the specialized cells of the Body Armor.
Cost: 8/Rank - 6/Order

BODY TRANSFORMATION

The character can transform her body into any form of matter with a structural rating that is less than or equal to her Order with this power. Yes, this means that one round she can turn into an iron warrior, the next a stealthy vapor and the round after that a raging flood. Order plays a very important roll with this power. It is the character's Order ranking that determines the character's maximum size (Similar to the Growth power) while in iron form and maximum volume for vapor or liquid forms.

Chemex has this power.
Cost: 6/Rank - 8/Order

BODY WEAPONRY

This character possesses claws or other natural sharpened attack methods. Rank indicates the character's skill with his natural weaponry, whereas Order indicates what substances he can penetrate. Damage for Weaponry Attacks is determined by the least of these two: Strength + 1 Order or the Body Weaponry Order. Claws cost 6 Construction Point per Order, Wings cost 7 and Horns/Antlers cost 8.
Cost 6/Rank - (6/7/8)/Order

BOMB

The Bomb Power allows a character to cause an explosion which starts at the point of contact and extends Order distance (Range Table I). The character possessing the Bomb power is not affected by his explosions, but is vulnerable to other Bomb attacks.

Razor-Wing has this power.
Cost: 6/Rank - 7/Order

BROADCAST EMPATHY

This power allows a character to make another character feel any emotion he wishes. For example, the hero could make an opponent feel abject terror, uncontrollable lust, irrational anger and so on. Broadcast Empathy attacks the will points. An attack is rolled using Order for the OFV and the defender's Confidence for the DFV. If successful, the attacker rolls his dice. If the total exceeds the defender's will points, he will feel the desired emotion. Once affected by this power, a character can break free by making a Confidence roll. This is modified by -1 per Rank the attacker has in Broadcast Empathy.

Cost: 6/Rank - 7/Order

CARRIER WAVE

The hero can manipulate energy currents to support and propel his body, thus attaining a type of flight. The energy can be any type that is normally found in the hero's environment. That's right aliens with this power should have unique Carrier Waves. The character can move only as fast (maximum speed) as the energy form could travel. Thus, a sonic Carrier Wave maximum speed would be Mach 1. The Carrier Wave can support beings and objects with Order level strength.

Cost: 6/Rank - 6/Order

COMPREHEND LANGUAGES

Yes, this is it the power you wanted for High School Spanish. Comprehend Languages will allow you to communicate with any intelligent being. The Order is the level of languages that you can translate while the Rank is the fluency.

Cost: 4/Rank - 4/Order

COSMIC NAVIGATION

Cosmic Navigation can be considered the ultimate guy power - the character can navigate interplanetary distances without a map! Rank determines the skill with this power. An Order of 10 or higher is needed to plot through inter-dimensional space and 15 or higher for plotting a course across time. Cosmic Navigation only gives the character the ability to plot a course, they need to have the appropriate travel power to reach their desired destination.

Cost: 5/Rank - 6/Order

DARKNESS

The character can generate a field of darkness which will block all light based vision powers. The range of the power is determined by its Order using Table II.

Cost: 4/Rank - 4/Order

DETECT

This power gives a character the ability to detect any one specific item, presence, or quality. Exactly what it is a character can detect must be specified when the power is purchased (i.e. Detect Evil, Detect Lie, Detect Poison) This power must be rather specific. If it is overly general, the GM has the right to limit its usefulness by say letting the power constantly go off. Order uses Range table I to determine detection distance. Rank is a measure of the character's skill at detecting. For the most part, this power functions automatically.

Cost: 4/Rank - 4/Order

DEVITALIZATION RAY

This attack only causes damage to a character's power points making the victim very tired. Once the target's power is gone the attack can no longer affect him. This power will also work on objects draining them of their power points. PR = 3 per attack and uses Range Table II.

Cost: 5/Rank - 5/Order

DIGGING

Digging enables a character to tunnel through an assortment of substances. He can travel through any substance with a Structural Rating below this power. He moves at normal movement. This power partially fills up the substance after the hero has traveled through it. It will show traces of penetration but will not be a gaping hole. PR = 2 per hour

Cost: 4/Rank - 5/Order

DIMENSIONAL TRAVEL

This is the ability to travel to alternate planes of

existence. Order is used to determine how much you can transport with you on your Dimensional Hop. Dimensional Travel has a base power cost of 10. There are two variants on this power.

Variant A only allows travel to and from one specific dimension. The character can travel back and forth at will with no chance of error.

Variant B is just a little bit more challenging. This is the ability to travel to and from any dimension. The character can describe his intended destination in as much or as little detail as desired. His percentage chance of success is equal to his Rank plus 1% per power unit spent. This changes, if the character has been there before. Then his percentage chance is increased to Rank x 4.

Any failure to arrive at the intended destination allows the GM to place the character wherever he pleases. The only stipulation is that time remains constant, i.e. a misjump will not land a character in his future or past.

Larynx has this power.

Cost: 8/Rank - 8/Order

DISC

The heroine can create a glowing platform of solid light. The disc materializes to support any part of the heroine's body; generally that is under the feet or posterior. The disc is part of the heroine's powers and has no existence beyond her. The disc can support the character with Order level strength. The Disc allows a character to move at Order Air Speeds as per the power FLIGHT. In the water this power uses the water movement tables. Disc does not provide any protection against high air speeds and such. The heroine must provide that herself.

Cost: 5/Rank - 6/Order

DISINTEGRATION

This is the ability to vaporize solids and liquids. Each damage point destroys a point of structural damage regardless of the Order threshold of the target substance; i.e. a hit inflicting 5 points of damage to an iron chest (Order 10 strength per cubic foot) would eradicate exactly half a cubic foot of the iron. Disintegration will damage characters with invulnerability Armor and like powers. For example Falco, with an invulnerability of 20, is hit by a disintegration ray for 7 points. He takes those points as damage, regardless of his Invulnerability Order 20. The use of disintegration on normal heroes will cause the following effects: 1) gross disfiguring resulting in a - 1D6 from Appearance for a period of 2D20 - Stamina days and 2) disruption. Disruption does full damage but characters do not disintegrate until death. PR = 5 RANGE = Table II

Disruptor has a special form of this power.

Cost: 10/Rank - 16/Order

DISPEL

Dispel allows a character to turn off another character's power. This is an all or nothing attack; there is no such thing as a partial dispel. The attacked power's Order generates its DF value and this power Order generates the OF in this case. The character with the dispelled power must make an unmodified Rank roll to rekindle the ability. RANGE = II.

The Psi Death has a variant of this power.

Cost: 7/Rank - 9/Order

DREAM TRAVEL

The heroine can actually enter into a dream dimension. She can travel to and communicate with anyone that's asleep. The Dream Traveler does not have any control over the shaping of dreams. Combat that occurs within the Dream travel is real to the traveler. Damage suffered there will still be present when she leaves the Dream Dimension. The hero's other powers have a Rank and Order equal to this one. She can dream up any power in the book while in this dimension.

Cost: 5/Rank - 5/Order

EARTH CONTROL

This power allows a character to cause and control the movement of a volume of earth, rock or soil. A Character with this power can do a myriad of things. This can range from raising pillars of stone to smiting one's foe or even whipping up a sandstorm that will behave similar to the darkness power. A character can even use a piece of earth for transportation moving at Order speed (Ground). This can be a very destructive power.

Cost: 7/Rank - 7/Order

ELECTRONIC INVISIBILITY

This power allows the character to render himself undetectable by external means. Electronic Invisibility protects the character from discovery from outside electronic forces. It serves as Order level for protection from undesired electronic radar, sonar, probes, scanners and so on. Powers less than this order have no effect, higher Orders are reduced by the Order of Electronic Invisibility. PR = 3 per attack repulsed.

Cost: 6/Rank - 6/Order

ENERGY ABSORPTION

The character is virtually immune to one type of energy. Furthermore the character can draw sustenance and power from this energy type. The Order for this power is the maximum energy he can safely absorb; he takes damage beyond this amount. Order also determines the points he can add to his stats or other powers.

He loses this extra energy at 1 point per turn.

Cost: 7/Rank - 8/Order

ENERGY AURA

The character can form an energy aura around his body. The energy can be anything from fire to psychic energy. An energy aura can do damage of Order intensity. An Aura protects the character from attacks on its energy frequency by using the Order lvl as a defensive bonus. P.R. 8 per hour

Cost: 5/Rank - 6/Order

ENERGY BODY

The character can turn his body into a specified energy wavelength. This can be anything the player wants it to be. Rank indicates the skill with transformation. Order indicates the amount of power that the character can generate in that form. This power adds +2 to the Order cost of the energy power that the ENERGY BODY is based. For example, a character with a Pulse Bolt Energy Body will pay 7 Construction Points for each preceding order. Note that all characters pay the initial 14 CPs (Rank + Order) to activate the power. At Skill Rank of 10 or higher the character can create the likeness of his physical body instead of just looking like an energy body. Order indicates an additional Hit Dice Modifier for the character while in Energy Form.

Cost: 6/Rank - 8/Order

ENERGY BLAST

The character can fire a pure energy bolt from an Emission Point. The E-point is determined at the next stage of character development. The character must always define this energy blast as some specific type of blast. (Pulse Bolt, Cosmic Blast, etc..) PR=1 RANGE=II

Force has this power.

Cost: 5/Rank - 5/Order

ENERGY CONTROL

This power allows the character to control both the intensity and the behavior of a specific energy wavelength. (Ranging from magnetism, light, heat, radio wave and so on) Each time this power is selected, the player must decide which type of energy he wants to control. The player can not generate energy with this power; he must manipulate ambient energy. He can increase or decrease the energy by Order intensity. PR=3 RANGE=II

Cost: 5/Rank - 6/Order

ENERGY CONVERSION

The heroine can simply change any form of energy into any other form. This allows a character to transform deadly force into a less dangerous form. The heat from a raging fire can be turned into light, cold and

so on. The heroine can transform energy forms of Order intensity.

Alpha, of Seekers, has this power.
Cost: 5/Rank - 5/Order

ENERGY DETECTION

The character can detect and identify energy and related phenomena. The power can only detect actual energy, not potential. It can detect the energy consciously emitted by superhumans, but not the actual superhumans. This power normally uses Order on Range Table III to judge the maximum sensing range but this becomes Range Table IV when the target power's Order is 15 or higher. The range is extended for as long as the character is using his power at Order 15 (or higher) power level. Ranks with Energy Detection indicates the skill at deciphering the trail. There is a power requirement of 1 per hour of use.

Cost: 5/Rank - 5/Order

ENERGY DOPPELGANGER

The hero can generate an Energy Body from his own body. The Doppelganger can have powers of its own including those characteristic to the type of energy of which the Doppelganger is composed. The Doppelganger automatically possesses the Flight power. Other powers can be purchased for the doppelganger by the player. The hero must decide whether the doppelganger is simply an extension of himself or independently obedient. This power gives the character +2 Ranks to the Leadership skill. Order determines how many Doppelgangers you possess. PR=8 RANGE=II

Cost: 10/Rank - 12/Order

ENERGY DRAIN

The character can drain the power from an opposing character and use it to increase his characteristics or other powers excluding this one. The Order indicates how much energy the character can drain in one attack. This power works automatically against inanimate objects. Against unwilling subjects, the attacking character uses his Rank level to determine his OFV. The defender uses his Ranks with his power to generate his DFV. If successful, the character drains Order levels from the defender's powers (The power whose Rank generated the DFV).

A character with Energy Drain is constantly radiating energy. A character with energy detection can track him with some difficulty. The Energy Drainer loses 1 Order level per hour. He must feed to maintain his powers at their base levels. Although he can not actually starve to death; when all their powers and characteristics reach 1, the character will fall into a forced suspension. His power continues to function and he continues to drain anything that comes into contact with him.

His body will become steadily wizened in this state.
Cost: 7/Rank - 7/Order

ENERGY IMMUNITY

This power gives the character increased resistance to specified energy type. The Attack Roll is reduced by the Rank while the damage intensity is reduced by the character's Energy Immunity Order.

Cost: 4/Rank - 5/Order

ENERGY MANIPULATION

This power gives a character the ability to shape energy into solid constructs. The character can create any object desirable out of his energy type. The construct has the same strengths and weaknesses of the energy upon which it is based. A fire wall could still be affected by water. The Order levels of this power are divided among the Orders for the object's ability. For example Solar Knight has this power at Order 18. He wants to make a cage to hold a criminal. He divides his Order 18 into 5 Strength (carrying capacity) and 13 Structural Strength. Multiple Items are possible with this power but their characteristics must all be determined from this power's Order.

Energy Manipulation requires a character's concentration. When things happen that could break the character's focus he must make a percentile roll (Personality x 10) to maintain the items constructed with Energy Manipulation. This roll can be modified depending on the type and degree of the distraction.

Vid and Solar Knight have variations of this power.

Cost: 6/Rank - 7/Order

ENERGY SPONGE

The hero can absorb any form of energy whether natural or Power-based and not suffer any damage. The hero can absorb energy equal to this Order. This stored energy can be released at any time he desires. This can be either all at once or gradually to a degree of 1 Rank level per minute.

Cost: 5/Rank - 5/Order

ENTANGLE

A character can restrain an opponent or create a barrier. Order indicates the entangle's structural strength. Entangle can be linked with other powers to create some truly unique entangles. One combination could be with telepathy. This would create a mind net where the character could communicate with anyone within his entangle.

Basic Entangle costs: 5/Rank - 6/Order

Entangle could also stop/block the senses. For example, Tarantula's Entangle blocks the sight sense group. This

version of Entangle costs: 5/Rank - 7/Order

Entangle takes no damage from an Outside attack. This means that the character could not rely on others to break him out of his entanglement. The entangle is permeable—allowing all attacks to pass through the entangle to strike the captive. Cost: 6/Rank - 9/Order

Entangle and Character Both take Damage: The entangle is semi-permeable. It shares the damage with the entangled victim. Cost: 5/Rank - 8/Order

Entangle with Backlash: This entangle causes the attackers power to reflect back on him if it does not break the Entangle with one shot. Cost: 6/Rank - 8/Order

All entangles have a cost of PR=2 with a Rank Range of II of the Range Table.
Cost: 5/Rank - 6/Order (Base Power)

ENVIRONMENTAL AWARENESS

The heroine has an increased sensitivity to conditions in, disturbances in, and influences on the environment. She automatically maintains full knowledge of current conditions in her immediate surroundings. This awareness extends to weather, chemicals, movement and life. The Order uses the Range IV table to determine maximum field of influence. PR=1 per hour.

Seraph and Manta have this power.
Cost: 5/Rank - 5/Order

FIRE GENERATION

The hero can project fire with Order damage and range. These flames have no apparent source; it is the character that generates the power. This power requires oxygen to work. PR=1 RANGE=II

Firehawk has this power.
Cost: 5/Rank - 5/Order

FLIGHT

Flight allows a character to move freely in any direction through air or space. Flight, by itself, does not protect the character from the rigors of space but gives him propulsion to cross the void. PR=1 per hour
Cost: 5/Rank - 6/Order

FOG

Fog allows a Character to use any atmospheric moisture to form a dense fog which obscures any vision related power. If the power in question is higher than this power, the player makes a Rank roll to determine if he can see through the fog. Fog uses Range Table I to determine its radius using its Order. The fog created by this power will travel with the creator if he is not traveling faster than this power's Order ground speed. A wind or volume of air stronger than this power's Order

strength will instantly dissipate the fog.
Cost: 5/Rank - 5/Order

FORCE FIELD

A character with this power can create a field of protective energy around herself. Upon creation, it must be specified whether a force field can stop mental and/or Bard attacks. If so, an additional Order cost of +1 for each. A Force Field only protects the character with the power. It doesn't protect anything or anyone the character is carrying. This power's Order determines the damage level that can be ignored. If a character has an Order 2 with Force Field, she will be able to ignore Order 2 damage and below as well as subtracting her Order from a more powerful ability's Order. Force Field doesn't hinder any of the character's attacks.
PR=1 per attack repulsed.
Cost: 5/Rank - 6/7/8/Order

FORCE SHIELD

This is the ability to create tangible barriers of energy. They are usually invisible, though they may be luminescent; in either case, they are transparent. A character with this power can project a Force Shield Order Distance on Range Table I. Force Fields work both ways. A character can not attack from behind a Force Field. In order to attack, he must first drop all or part of the field. Force Field can also be used as an attack. This does a damage of 1d4/Order.
Cost: 5/Rank - 7/Order

GATEWAY

The hero can travel to any point in space, time, or other dimensions by traveling along bridges he creates himself. Order uses Strength Chart to determine how much additional weight an individual bridge can support. Rank is very important with this power. It takes a Rank level of 15 or higher to create bridges to a certain point in time and a Rank level of 25 to gateway to other dimensions. For each rank he possesses the character may select 2 points that he can bridge. Once selected the character can Gateway to these places from anywhere else.

Bridge has this power.
Cost: 7/Rank - 5/Order

GLIDING

A character with gliding has some control over his air movement but not to the same degree that self propelled flight or wings would allow. The character can glide Order inches per turn. He must drop 1" per turn in order to maintain his forward Gliding velocity. From the ground, a character starts with a velocity and altitude equal to his upward leap in inches. Gaining altitude is under the GM's control; doing it slowly by using ther-

mal updraft is usually easy. Gliding can be more useful if the character has leap or a strong friend to throw him into the air for initial altitude. Gliding doesn't cost any power to use.

Cost: 5/Rank - 4/Order

GRAVITY CONTROL

The hero can control gravity. Gravity can only exist where there is tangible matter. This power needs an anchor to operate. Gravity Control allows the character to increase or decrease the weight of an object by his Order with this power. Many stunts can be performed with Gravity Control, for example the character can fly by negating the gravity around him. Order determines the range and how much matter the hero can affect with this power. When increasing gravity, the Order is added on to the enemy's weight. If this total is above his strength level, the character falls to the ground and takes damage based on the difference. For example, Gravity Lord wants to stop a bunch of crooks with his Gravity Control of 15. He catches them in a gravity field and they fall to the ground. These crooks are wearing armor that gives them a Strength of 5. The difference is a 10. Gravity Lord has an Order of 10 to inflict damage. Gravity Control can be used to make an individual or object lighter. The amount of Gravity Control used is subtracted from the character's weight. This difference determines the flight speed. PR=5 RANGE=II

Cost: 6/Rank - 8/Order

GROWTH

This power allows the character to grow to tremendous sizes. A character must buy this power at least to his weight category. For example the average man with a weight of 200 pounds would need to buy this power to at least to Order 3. Growth gives a character the mass and density of Order rating. What this means is that a character with a Growth Order of 6 would weigh 1600 pounds and have 6 Strength.

Cost: 6/Rank - 6/Order

HEAT GENERATION

The hero can generate pure heat, that is not necessarily accompanied by light or flame, by accelerating molecular motion. This power will function in places where fire generation could not; two examples could be in deep space or underwater. This power is functionally invisible. Bystanders will feel a wave of heat pass by yet see nothing but a slight distortion. Beings who possess Infrared Vision can detect a glow around the hero and his target whenever this power is used. PR=4 RANGE=II

Cost: 5/Rank - 7/Order

HIGH RANGE RADIO HEARING

The character can hear and transmit up and down the radio and television frequencies. He can also sense radar emissions. RANGE=III

Cost: 5/Rank - 4/Order

HTH - ATTACK

The character has a super fighting style which allows him to do more damage than his strength would normally allow. Furthermore, this power is linkable with such power advantages as Armor Piercing or Multiple Attacks. HTH-Attack simulates the high powered martial arts/fighting feats that you see in the comic books.

Cost: 3/Rank - 5/Order

HTH-DEFENSE

This power allows the character to gain bonuses on his DFV in combat. This means that the character has trained herself in defensive maneuvers and will be able to use this added DFV bonus on every detectable attack. If she can not sense an assassin's stealthy approach, she would not receive her HTH-Defense bonus. Order determines the bonus to the character's DFV (+5 per Order). Rank is skill with this power.

Cost: 3/Rank - 7/Order

ICE POWERS

The character's body generates cold and ice. There is a PR cost of 5 per attack where Order determines the amount of damage inflicted. The attack creates 1 cubic foot of ice per point of damage caused by the attack. This ice clings to the victim until it either melts away or is destroyed. (Ice's Order strength per foot is 2) The weight of the ice is 100 pounds times damage inflicted. If the victim is not physically immobilized, he subtracts the ice's weight from his carrying capacity and determines his new strength level. Finally, he uses his re-calculated strength to break the ice.

Ice Armor can be generated by this power. It's structural strength is this power's Order. The character can also generate ice sleds that will move him at Rank speed. RANGE=II

Frost Blind has this power.

Cost: 5/Rank - 7/Order

IMMORTALITY

Immortality allows the character to live for centuries instead of decades. The main difference between this power and the advantage Longevity is that it includes Regeneration at the Order level. This means that the character can still be killed through such things as beheading or so forth.

Cost: 4/Rank - 8/Order

INFRARED VISION

The character can see heat patterns and traces.

The character only perceive outlines of people and things at night. Cold objects will be very dark, while hot things may be blindingly bright. Order determines range on Table II.

Cost: 3/Rank - 5/Order

INVISIBILITY

There is a 7% chance that the character is permanently invisible. Otherwise it costs an action to activate and the power cost is 1 per hour. If the enemy is unable to detect or sense the character, the hero gains +3/Rank to OFV/DFV. If the character is sensed, there is only a +Order DFV.

Stalker has this power.

Cost: 5/Rank - 6/Order

INVULNERABILITY

This character is able to ignore Order points of damage from each attack. Damage from certain attacks may not be stopped. These attacks often fall under either Bard or mental powers although Disintegration is an exception.

Cost: 5/Rank - 5/Order

IONIZATION

The hero has the ability to change the state of energy in a target. This can have a variety of effects on the target. A target can be electrified by this Power; the target's atoms begin to change into electrically-charged particles. The initial effect this has is to charge the target with static electricity. Next the target actually emits Electricity at -1 Order level. At this point the target will itself suffer this amount of damage provided it is electrically grounded in some way. Finally the charged atoms begin to fly off in an ionized cloud. Non living targets can be destroyed in this manner as the molecular bonds break down. Used this way the Power does damage equal -2 levels to Order.

Electricity isn't the only energy the hero can charge a target with when he uses this power. The hero can excite the atoms sufficiently to create warmth; this is treated as a -2 Order levels of Heat Generation. More interestingly the hero can charge atoms in such a way that he can make them temporarily ethereal. A target thus affected can Phase through solid matter as easily as someone already in possession of Non-Corporeality. He can use this power to Phase something threatened by another Power or made threatening because of it.

Cost: 10/Rank - 15/Order

KINETIC BOLT

This is a crude form of telekinesis. The hero can strike a target with a surge of force at Order intensity. Rank is a measure of accuracy with firing as well as crude manipulation. A hero with this power can shape

his kinetic bolt as he sees fit with the following limitation it is always a damaging power. It does not allow for lifting or catching objects like Telekinesis. Note: the Kinetic Bolt can do knockback damage.

Force of Force Five, has this power.

Cost: 5/Rank - 5/Order

KINETIC CONTROL

The hero can control the energy of motion. For example, he can kick off on his skateboard and use this power and move at Order speed on a skateboard. He can use this power as strength in hand to hand combat if he touches his foe. This power can also be used to counter powers like kinetic bolt or telekinesis. He can lessen or decrease kinetic motion by Order intensity. Kinetic Control can turn the power, Kinetic Bolt, into a form of Telekinesis.

Cost: 5/Rank - 7/Order

LEAP CHART		
Order	Distance	Height
1	4 Feet	2 Feet
2	8 Feet	4 Feet
3	16 Feet	8 Feet
4	32 Feet	16 Feet
5	64 Feet	32 Feet
6	128 Feet	64 Feet
7	256 Feet	128 Feet
8	512 Feet	256 Feet
9	1024 Feet	512 Feet
10	2048 Feet	1024 Feet

LEAP

This power allows the character to jump super distances! At Order 1, the character can jump 2 feet high and 4 feet wide. This increases progressively with each higher order. For example, a character with Order 3 Leap can jump 8 feet high and 16 feet wide. The vertical height can also be used as a safe falling distance. The aforementioned character with Order 3 Leap can descend 8 feet without taking any damage. Rank indicates a character's skill with Leaping.

Cost: 3/Rank - 5/Order

LIGHT CONTROL

This character's body emits light. This ranges from a soft glow to a blinding glare; even infrared or

ultraviolet if desired. As a weapon, he can fire focused light beams (i.e. laser, photon etc.) doing Order damage. A blinding flash can also be generated with an Order radius and attacking everyone in this area. Attack rolls are only done for combatants in the afflicted area. If an attack succeeds, the enemy is blinded for Rank turns. (* If the success roll is over 250 then the enemy is permanently blinded *) The power cost is 2 per attack. Creation of light for mundane uses cost no power, only movement. RANGE=II

Starr has this power
Cost: 5/Rank - 6/Order

LIGHTNING CONTROL

The character can generate powerful electrical pulses. These can be used as an attack doing Order damage with a PR of 4 per attack. The character can electrify his body, requiring an action to set up, but no power or movement to maintain. This gives a Rank DF bonus against HTH and most physical energy attacks. Of course things like water or ice receive a bonus to hit this electrical form. Because of his ability to control electricity, the character may attempt to take control of or short-out electrical and electronic circuitry. This requires a successful attack and the following: To take control: PR of 4 per attempt. A Rank roll to gain control and a +10 roll each time the object does something different. To short out: PR of 5 per attempt. A Rank Roll at -25 to short circuit the equipment. RANGE = TABLE II
Cost: 5/Rank - 6/Order

MACH FLIGHT

The character is able to fly at Mach Speeds. Order 1 equals a flight speed of Mach 1. Each additional order increases the maximum flight speed by 1/2 Mach. PR = 3 per hour.
Cost: 5/Rank - 7/Order

MAGNETISM

The hero can generate intense magnetic force. The magnetic field may be centered on the hero's body or projected at Order (using Range Table II) range. The field can affect anything susceptible to magnetism with an effect value of Order. If the object is magnetic he can attract it with a +1 to his order. The character can also induce magnetism into any material that can sustain a magnetic field. He can do Order level damage to electronic equipment by scrambling internal signals. This power can also be used to disrupt or redirect the following powers: lightning, magnetic control or any other magnetic specific powers (a magnetic energy aura for example). This uses the Order versus Order attack that is fully explained under the Dispel power. PR = 4 per attack
Cost: 6/Rank - 7/Order

MICRO-ENVIRONMENT

The hero can alter his immediate surroundings to create a miniature climate around himself. The Micro-Environment always contains fresh clean air (or water or whatever the character breathes) at any temperature and pressure the character desires. The Micro-Environment incorporates a Force Field that protects the character from anything that might harm or even annoy the hero such as rain, poisonous gases, extreme temperatures, or the pressure that naturally results from having three miles of ocean around you. In such cases, the Micro-Environment automatically excludes potentially hazardous gases and liquids and reduces pressure, extreme temperature, and gravity by Order level. Lesser or equal Orders are canceled out, while higher levels are diminished. The power uses Range Table I for radius and a power cost of 5 per hour.
Cost: 6/Rank - 7/Order

MICROSCOPIC VISION

This power allows the character to see similar to a microscope; items too small to be seen with normal 20/20 vision. Order determines the maximum magnification and Rank determines the character's skill at interpreting what he is seeing. Higher levels of this power will allow a character to see items with greater intricacy than the best electron microscopes.
Cost: 4/Rank - 5/Order

MICROSCOPIC VISION MAGNIFI. TABLE	
Order	Magnification
1	2X
2	4X
3	8X
4	16X
5	32X
6	64X
7	100X
8	200X
9	400X
10	800X

MIMIC

A character with this power can emulate any power, skill or characteristic of any other character within range. (Mimic Order level on Range Table III) The Order is the number of minutes that the character can use any mimicked power. To mimic a power, a char-

acter must make a successful attack roll using his Rank level. (The defender uses his Rank to defend against his power being mimicked) If successful, the character can mimic any power using his mimic Order as the power's Order. The mimicked power's Rank is 1.
Cost: 7/Rank - 7/Order

MISSILE CREATION

The hero can spontaneously create and launch projectiles. These are propelled to Order range. This power can be linked with other powers to create a unique missile. When linking powers the player must pay the full value for both. After that he uses the cost (+ 1 for each additional power) of the most expensive power to calculate the price of Orders and Ranks. PR=3 RANGE=II

Wolf-Bane has this power.

Cost: 4/Rank - 4/Order

MOLECULAR CHAMELEON

This power gives a character the ability to re-structure her own molecules into any material touched. A character may use Molecular Chameleon to assume the shape of any existing gas, liquid, or solid. When Molecular Chameleon is engaged the character's Strength and Armor equal the structural rating of the object or this power Order whichever is lower. A character using Molecular Chameleon has complete control over her body. The Character's molecules do not leak away if they change to fluid nor are they completely rigid if they transform into a solid. This power allows automatic transformation at will.

Naomi Khand has this power.

Cost: 6/Rank - 6/Order

MUTATION

This power allows a character to transform a target into a new life form. The user must make an attack roll using this power's Rank for the OFV and the defender's Personality for the DFV. If the attack is successful, the user then rolls 2D10 to determine the mutative results. The Mutator can add up to his Order Rank in any mutated being. Mutants created with this power start with O Rank. The new mutants have to learn how to use their abilities.

Mutated characters automatically possess the Strange Appearance Trait and their Appearance score is halved. Incredibly skilled Mutators (Rank 20 or higher) can remove these defects from their creations. Mutations last for Rank x Order hours. Power Modifiers: -75 to Rank Roll to bring Genetic Stability (halts continuing mutation), -125 to Rank Roll to create a "custom" mutant (The character selects what mutations to give his creation)

Lord Alteration has this power.

Cost: 14/Rank - 20/Order

Roll	Mutation	Roll	Mutation
2	Claws	13	Super Speed
3-4	Growth	14	Penetration Vision
5	Energy Blast	15	Intelligence
6-7	Strength	16	Missile Creation
8-9	Wings	17	Energy Aura
10	Body Armor	18	Digging
11	Flight	19	Energy Control
12	Agility	20	Any GM Selected Power

NON - CORPOREALNESS

The character appears normal but is insubstantial. There is a 3% chance that this is permanent, otherwise there is a power cost of 5 power points per hour. Non-corporeal characters float through the air at ground speed and are able to pass through all know types of matter. However, these characters can be contained by Force Fields. Characters who don't have this power permanently on, can solidify parts of their body, enabling them to touch but not be touched. The Character receives a bonus of 8/Order to their DFV when this power is on.

Cost: 5/Rank - 9/Order

PARALYSIS RAY

This ray attacks Will Points rendering a victim immobile at 0 or less Will Points. Repeated attacks on an unconscious foe can cause coma or other serious injury at the Game Master's discretion. PR = 7 RANGE=II

Manta, from Seekers, has this power.

Cost: 5/Rank - 7/Order

PARABOLIC HEARING

The character can define a point at a distance and clearly hear at that point. Order on Range Table III. Note: See Telescopic Sense for further details.

Cost: 6/Rank - 5/Order

PENETRATION VISION

The character can see through most materials. The character must define a reasonable substance that

his penetration vision can't see through. Order is the distance seen on Range Table I.

Razor-Wing has this power.

Cost: 4/Rank - 4/Order

PHOENIX REGENERATION

The character heals his (Rank x healing mod) Healing Rate automatically each turn. He can regrow lost limbs, organs and so on. If he is killed, the character will regenerate at the nightly rate until reborn, then he heals at his normal rate. A byproduct of this power allows for extended life span (Longevity Advantage). This character can be placed in a set of suspended animation by being in a place where damage is constantly sustained. (ex. an active volcano) The character will simply keep healing until rescued. (or the volcano erupts freeing the corpse)

Cost: 8/Rank - 12/Order

PLASMA CONTROL

The hero can control fields of highly-charged particles. The hero can increase or decrease the plasma's Intensity by his Order with Plasma Control. This power gives the hero Order Immunity to Plasma Blasts and the sort. Plasma Control allows the character to do two things: first to reshape his plasma blast into various constructs like shields or cages and secondly to manipulate an opponent's Plasma Blast or other Plasma related Powers. This includes turning the blast around at the firer or twisting it to hit an opponent. This requires a saved action to manipulate an opponent's attack.

Cost: 6/Rank - 7/Order

PLASMA GENERATION

Plasma refers to a field of highly-charged particles. Common examples include the aurora borealis, the glow in a fluorescent tube, the Van Allen Belt, and the heart of a sun. Plasmas may be of any nature: fiery, magnetic, electrical, radioactive or of an unknown type. Plasma Generation has another energy power automatically linked with it that is always 4 Orders less than the Order in Plasma Generation. For example, Star Force Agent Mikhail Richards has a Kinetic Blast linked to his Plasma Generation. If he has a Plasma Generation of 6, the highest his Kinetic Blast could be is 2. One attack roll is made for the attack even though the powers are figured separately. Thus a character may be immune to both the primary and secondary blast, one or the other or neither.

Cost: 7/Rank - 8/Order

POISON TOUCH

A character with this power can generate a substance which irritates the skin on contact, causing damage to an opponent. The initial attack is rolled normally.

If successful, the defender will take damage on the round the attacker strikes his foe. Furthermore victims of Poison Touch will take damage every hour that the attacker makes a successful attack roll. When this roll is missed, the defender has fended off the effects of the poison. For a cost of 7/Order, the victim must save versus Poison every 1/2 hour and for a cost of 8/Order, a save versus Poison must be made every 15 minutes.

Cost: 6/Rank - 6/Order

RADAR SENSE

The character emits radio waves that bounce off objects and return to him. This allows him to sense nearby objects and can compensate for normal blindness. His radio signals can be detected by a variety of sources including High Range Radio Hearing. Rank is used to interpret fine details and Order reflects the maximum transmission table using Range Table I.

Cost: 5/Rank - 6/Order

RADIOWAVE CONTROL

The hero can control existing radio waves whether AM, FM or microwaves. He can increase or decrease a signal by Order level. The character has a resistance to Radio waves equal to this power's Order. He can do many useful things with this power such as garble transmissions to creating complex signals that simulate actual broadcasts.

Cost: 5/Rank - 5/Order

RADIOWAVE GENERATION

The hero can generate radio waves, including AM and FM signals and microwaves. This power primarily affects broadcasting and electronics; the Power can do Order damage on using Range Table II. The hero can fry people with microwaves if he so desires.

Cost: 6/Rank - 6/Order

REGENERATION

The character can heal per turn rather than per night. Up to one action may be spent per turn, regenerating. The character uses his Healing Rate times the Order to determine the speed of regeneration. This power does not revive the character from death or regrow lost limbs.

Cost: 5/Rank - 7/Order

RESISTANCE - Emotion Attacks

The hero has an increased resistance to emotion-related attacks. This also includes such things as interrogation and the like. The hero can ignore attacks with intensities less than this power's Order, and it reduces stronger attacks by Order level. Resistances only protect the individual hero.

Cost: 5/Rank - 6/Order

RESISTANCE - Energy Attacks

The hero has increased resistance to any emitted energy attack. These attacks include: Light, Fire, Electricity, Sonics and so on. The hero can ignore attacks with intensities less than this power's Order. The player can choose to be resistant to a specific type of energy. The Order Cost reduces to 3 per level.

Cost: 5/Rank - *3\7/Order

RESISTANCE - Mental Attacks

The hero has increased resistance to attacks aimed at the mind and neural system. Such attacks include psionics, neural manipulation and so on.

Cost: 5/Rank - 6/Order

RESISTANCE - Physical Attacks

The character has increased resistance to any physical attack. This includes brute force, chemical weapons, disease, hostile environments and temperature extremes.

Cost: 5/Rank - 6/Order

RESISTANCE - Power Manipulation

The hero has increased resistance to attacks that directly affect the hero's powers. The hero can ignore any such attack that is below this Order and limit the effects of stronger powers.

Port has this power.

Cost: 5/Rank - 6/Order

RUNNING

The character is able to move across level surfaces at a rapid pace. He plugs his Order into the ground movement table to determine his speed. A character uses his Rank whenever he attempts a stunt. One example, is rushing through the door before it can close. P.R. = 1 per hour.

Cost: 3/Rank - 4/Order

SHAPE CHANGE

A character can change his outer form and appearance. His Order level indicates the highest Characteristic, Skill, Power or mass he can have in his altered state. Thus if a character with an Order of 5 turned into a dragon, it's highest ability couldn't exceed 5 and it would only weigh 800 pounds.

Chemex has this power.

Cost: 7/Rank - 7/Order

SHRINK

The character can shrink. She can reduce both her Weight and Strength characteristics by Order amount. For example, Ms. Miniature shrinks Glicion with an Order of 10. His weight becomes Order: 1/5 and Strength of 10. If used on another character, Shrink will

last Rank x Order Minutes.

Cost: 6/Rank - 6/Order

SOLAR SUSTENANCE

This Power allows a Character to derive nourishment directly from the sun. At Order 1, no other form of sustenance (neither food or water) is required by a Character while this power is in effect. Solar Sustenance functions as a Solar Energy Generator (See Devices Section) replacing the Character's Power Points at a faster rate. Characters with a different conception may draw nourishment from other power sources as well. For example, each of the Elemental Knights derive sustenance from a different element. An Ice Knight becomes more powerful in extreme cold and so forth.

Cost: 5/Rank - 5/Order

SONIC POWER

This power allows the hero to generate and manipulate sound waves. If the character attempts to mimic a certain sound or frequency, his Rank is the base modifier for success. One must note this is a weaker version of Radiowave Generation because it does not include the ability to manipulate the frequencies that televisions and the sort operate on. The character can attack enemies with sonic blasts as well. P.R. = 1 per attack. RANGE=II

Cost: 5/Rank - 6/Order

SPECTRUM VISION

The character has spectrum vision. This means that she can see the entire electromagnetic spectrum. This allows you to check an area for radio emissions, gamma rays, UV radiation or anything else you desire. Note that just because you can see radio waves or microwave transmissions doesn't mean that you can understand them! The Game Master may require the use of a specific scientific skill to interpret the data.

Cost: 5/Rank - 6/Order

SPIRIT ARMOR

This power defends against Presence Attacks, Paralysis Rays and any other attacks that damage Will Points. The character is able to ignore attacks against Will Points of this power's Order and lessen more powerful attacks. Spirit Armor is the protection of choice while in the Dream Dimensions.

Cost: 4/Rank — 4/Order

SPLIT

This Power allows a Character to separate himself into two or more complete beings. A character can split once for each Order level with this power. The character's other powers must be assigned to a particular body or purchased separately for each duplicate. Rejoin-

ing of duplicates are instantaneous. Dead duplicates can not be rejoined.

Cost: 5/Rank - 14/Order

SUMMON ANIMALS

The character can summon any animal within the range of this power if the creature falls within his Order Summoning Strength. (The Order in Summon Animals must be higher than the animal's Body Type Order [hit dice]) Once the creature appears, the character can see if he can give orders to the summoned creatures. The character and the creature enter into a contest of Wills. If the character wins, the creature will help him. Summoned Creatures are not Mind Controlled. A summoned tiger will not guard a pig but he will maul a foe. By winning the contest of Wills, the character is safe from being attacked.

Range - Order Range Table III

Cost: 6/Rank - 7/Order

SUPER SPEED

This power gives a character the ability to move, eat, read, write or perform any physical action at super speed. A Rank roll determines the success. The GM applies any modifiers that are applicable on a case per case basis. A character can add his Order number to his agility when determining initiative. This power also allows a character to move at this speed on the ground chart. PR = 3 per hour RANGE=II

Cost: 5/Rank - 6/Order

SUPPRESS

This power allows a character to block an individual's power. The suppressed character must make a Rank roll to reignite his suppressed power. Suppress lasts Rank minutes. PR = 9 per Suppress attempt. This power can diminish stronger powers by Order amount. This is what distinguishes this power from Dispel. The character can Suppress powers with a higher Order than the attacker's Suppress Order. For example, Stan, the Suppressor attempts to suppress Pulse's Pulse Bolt of 9. Stan has a Suppression of 5. If Stan's attack is successful, Pulse's bolt would be Order 4 strength for the duration of the Suppression. RANGE = II

Cost: 6/Rank - 8/Order

SUSPENSION

This power allows a Character to enter into a deep, trance-like state. The Character does not noticeably ages when this power is in use.

Nimrod has this power.

Cost: 5/Rank - 7/Order

SWIMMING

A character with this ability can either swim on

SUSPENSION CHART	
Order	Time
1	1 Month
2	2 Months
3	4 Months
4	8 Months
5	1.5 Years
6	3 Years
7	6 Years
8	12 Years
9	24 Years
10	50 Years

or through the water. This power does not allow you to breath underwater only the ability to move through it.

PR = 3 per hour.

Cost: 3/Rank - 5/Order

SWINGING

This power allows the character to swing on a line across town. Order is the strength of your line. For example, a Swinging Order of 7 would mean that your line could support up to 3.2 Tons. Rank is your skill and accuracy with the placing of your lines. Furthermore your Swinging/2 is your ground movement base on the Movement Chart.

Cost: 5/Rank - 5/Order

SYSTEMIC ANTIDOTE

This Power gives a Character a limited immunity to Physical damage caused by any chemical, poison or drug attack. The character's Order are subtracted from the poison Order reducing damage thus.

Cost: 5/Rank - 5/Order

TELEPORTATION

The character can instantaneously travel from one location to another without crossing the intervening space. The Order of this power indicates the maximum load and distance (Range Table III) that can be traversed in one jump. The character can also teleport objects from a distant place (within range) or from someone's hand. The latter requires a normal attack roll with GM modifiers (Base Mod: -25) to succeed. To teleport a distant object successfully has a Base Mod: -35. This is further modified depending on the type of protection the object has. This facet of teleportation uses Range Table II for determining maximum range.

Cost: 6/Rank - 6/Order

TELESCOPIC SENSE

The character can define a point at a distance and clearly sense at that point. Order determines the maximum focusing distance using Range Table III. This power may be bought more than once for separate sense organs. (eyes, ears, etc..)

Cost: 4/Rank - 5/Order

TIME TRAVEL

This is the ability to travel through time. The Order level is how much you can carry with you on your journey. The fundamental law of time travel is this: if it is meant to happen, no force in the universe can prevent its occurrence. The converse is if a character manages to change something in his trip; he was meant to do it. A character traveling through time has a base chance of success equal to his Rank x 3. If a misjump occurs, the GM can either place him at a convenient time or use the chart below:

Time Slip, from Seekers, has this power.

Cost: 9/Rank - 9/Order

TIME TRAVEL CHART	
Up to 20 points above the required roll	Plus or minus 4D6 Hours
Up to 40 points above the required roll	Plus or minus 1D100 days
Up to 60 points above the required roll	Plus or minus 2D6 years
Up to 75 points above the required roll	Plus or minus 1D100 years
Up to 90 points above the required roll	Plus or minus 1D20 x 1D100 years
Over 90 points above the required roll	Plus or minus 1D100 x 1D100 years

TRACKING SCENT

The character can track someone or something by scent. Rank indicates the talent whereas Order determines the maximum range on Table II. If a subject exceeds this range his scent is lost. (-85 modifier to regain the scent)

Cost: 5/Rank - 5/Order

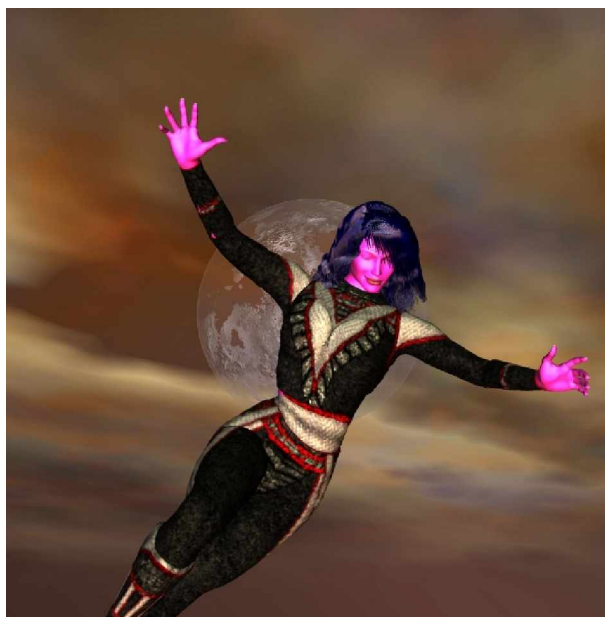
TRANSMUTATION

This is the ability to turn things into other things. There are 3 Order Costs for this power: Cosmetic (change an opponents hair color or change bad food into gourmet quality) 5 Pts., Minor (cause a rash or shrink

people) 7 pts. and Major (change a building into glass) 9 pts. There is a PR of 8 per attack.

A standard attack roll is made with this power using it's Rank for the OFV. If successful, the character rolls his transmutation dice. These points must exceed a character's body form (standard hit dice) or an object's Order strength. For example, Alpha wants to change a villain into a pig. She rolls badly getting a total of 27. This 27 means that she can transform the villain into anything up to a strength of Order 27. Players take heed; the GM has the final say on what can and can not be done with this power. A transformed form regains it's natural form in Order x Rank hours.

Cost: 9/Rank - 5/7/9 Order



Alpha, from Stz, has this power.

TROLL REGENERATION

The character has troll-like regeneration. This power functions just like normal regeneration except that it permits the regrowth of lost limbs. A character heals his Order times Healing Rate each turn if he so desires. Troll Regeneration takes an action to maintain but there's no power cost.

Cost: 6/Rank - 9/Order

TROUBLE-MAGNET

This power allows a character to show up whenever there is trouble. This is a reverse of the Weirdness Magnet Trait. With the trait, the strange occurrences seek the character out and occur around them. Trouble-Magnets are attracted to the trouble like iron to a natural magnet. This power only functions in that vein. It can not be used for day to day transportation. This

power gives the character a hybrid cross of Teleportation, Warp and Dimensional Travel to arrive where the trouble is due to happen. The GM has the say as to where the character will appear. Rank is the character's skill at figuring at the nature of the trouble. Order is the amount that the character can carry when he teleports.
Cost: 5/Rank - 6/Order

TRUE SIGHT

The hero can see a target's correct image, despite any attempts at concealment or disguise. Rank is the skill the hero has with the use of this power and Order indicates range on Table I.
Cost: 6/Rank - 5/Order

ULTRASONIC HEARING

The character can hear very high and very low frequency sounds. A hero can hear dog whistles and spot Active Sonar using this power. Rank reflects tuning skill and Order uses Range Table I.
Cost: 5/Rank - 5/Order

ULTRAVIOLET VISION

The character has night vision. This assumes that there is some UV light radiating from the stars. If there's no UV light (say in a cave), the character has no advantage. Order determines maximum range on Range Table II.
Cost: 5/Rank - 5/Order

VIBRATORY POWER

The ability to create patterns of vibrations. There is a PR of 5 per attack. Besides blasting people or objects, the character can attempt to shatter something with this power. If this Order (Vibratory Power) is higher than the Object's Order the character may attempt to shatter with a Rank roll.

Disc has this power.
Cost: 5/Rank - 5/Order

WARP

This power allows a Character to open an extra-dimensional rift between two points of real space with instantaneous travel then possible by stepping through the warp. A warp may not be opened into solid matter. While a warp is open, there is no limit to the number or weight of objects which may pass through the warp. A warp collapses the instant the Power wielder steps through the portal. Order indicates the distance using range table III.
Cost: 6/Rank - 8/Order

WARP FLIGHT

This is true intergalactic flight allowing the character to move at Warp Speeds in space and Flight III

tables in an atmosphere. PR = 4 per hour. 1 Parsec = 3.26 light years.

Cost: 6/Rank - 8/Order

Warp Flight Chart	
Order	Speed
1	1 Parsec per Hour
2	2 Parsecs per Hour
3	4 Parsecs per Hour
4	8 Parsecs per Hour
5	16 Parsecs per Hour
6	32 Parsecs per Hour
7	64 Parsecs per Hour
8	128 Parsecs per Hour
9	256 Parsecs per Hour
10	512 Parsecs per Hour
11	1 Kiloparsec per Hour
12	2 Kiloparsecs per Hour
13	4 Kiloparsecs per Hour
14	8 Kiloparsecs per Hour
15	16 Kiloparsecs per Hour

WATER BREATHING

This power allows a character to breath underwater. Water does not hinder his movement in any way and he may replace this Order for his agility when performing underwater tasks.
Cost: 2/Rank - 3/Order

WEAPON GENERATION

The hero can generate a melee weapon out of nothing. This power can be linked with other powers to create a unique weapon. When linking powers, the player must pay the full value for both. For example, Fire Sword Sam has this power and Fire Generation. To link these two powers he pays the 18 points. That gives Sam a Fire Sword of Rank 1 and Order 1. After that he uses the cost (+ 1 for each additional power) of the most expensive power to calculate the price of Orders and Ranks. Each additional Rank will cost him 6 Construction Points (That's 1 point more than the base cost of 5 per Rank for Fire Generation) The same is also true for the Order. In this case it would also cost 6 CPs. Rank is skill with the weapon and Order is the Weapon's Damage Potential. PR=3 per Hour

Cost: 4/Rank - 4/Order

Weather Control Chart I		
Weather	Damage	Power Requirement
Cloudy	Darkness	1
Rain	Varies	1
Thunderstorm	Lightning	2
Tornado	Vibratory	3
Hurricane	Sonics	4
Snow	Ice	4
Blizzard	Ice / Darkness	5

WEATHER CONTROL

The character has the ability to manipulate air currents, air pressure, and water vapor. The hero can bend the weather to his will in Order radius (Table II). Changing weather conditions take one action to complete. The character uses his Rank x 10 to find out whether he succeeds or not.

Once the weather is changed it will stay for at least Order turns before returning to its original pattern. A character can use the weather, even if summoned by another character, to do his bidding.

Order determines the range and damage class for the preceding attacks. Slight manipulations of the weather (light breezes etc.) only cost movement, not power.

Cost: 8/Rank - 9/Order

WILL DRAIN

The character can drain the Will of the target and use the absorbed energy to increase his stats or abili-

ties with the exception of this power. The Order indicates how much energy the character can drain in one attack. The character uses his Rank level to determine OFV. The defender uses his Will as a modifier to his DFV. If the attacker is successful, the character drains Order damage from the victim's Will. If a victim is not killed, he can regain his Will as per the rules involving the healing of hit points replacing Stamina by the Confidence stat.

Characters with Will Drain must feed to maintain his powers at their base levels. Although he can not actually starve to death; he will fall into a state of Suspension (see power description) when all of his powers and stats reach 1. Will Drain continues to function and he can drain anything that comes in contact with him. His body is in a state of constant deterioration.

Leech has this power.

Cost: 7/Rank - 11/Order

WINGS

The character possesses an actual set of wings enabling him to fly. These wings can range from bat-like wings to feathers to insect shaped and so on; this is left up to the player's choice. PR of 1 per hour of flight. Flight Speed is 10 miles per Order.

Razor-Wing has this power.

Cost: 4/Rank - 4/Order

WEATHER CONTROL CHART II

	<i>Clear</i>	<i>Cloudy</i>	<i>Rain</i>	<i>Thunder</i>	<i>Tornado</i>	<i>Hurricane</i>	<i>Snow</i>	<i>Blizzard</i>
<i>Clear</i>		-10	-20	-30	-40	-50	-60	-70
<i>Cloudy</i>	-10		-10	-20	-30	-40	-50	-60
<i>Rain</i>	-20	-10		-10	-20	-30	-40	-50
<i>Thunder</i>	-30	-20	-10		-10	-20	-30	-40
<i>Tornado</i>	-40	-30	-20	-10		-10	-20	-30
<i>Hurricane</i>	-50	-40	-30	-20	-10		-10	-20
<i>Snow</i>	-60	-50	-40	-30	-20	-10		-10
<i>Blizzard</i>	-70	-60	-50	-40	-30	-20	-10	

Random Power Selection Charts

POWER TYPE TABLE	
<i>ID100</i>	<i>Power</i>
01-25	Movement
26-38	Offensive
39-47	Defensive
48-61	Senses
62-71	Body Alteration
72-77	Transformation \ Creation
78-84	Psionics
85-100	Elemental

BODY ALTERATION POWERS TABLE	
<i>ID100</i>	<i>Power</i>
01-06	Animal Chameleon
07-11	Body Adaption
12-16	Body Transformation
17-21	Body Weaponry
22-25	Electronic Invisibility
26-30	Energy Body
31-37	Energy Doppelganger
38-42	Growth
43-46	Immortality
47-51	Molecular Chameleon
52-58	Shape Change
59-64	Shrink
65-72	Solar Sustenance
73-77	Split
78-81	Suspension
82-87	Water Breathing
88-92	Weapon Generation
93-100	Wings

PSIONIC POWERS TABLE	
<i>ID100</i>	<i>Powers</i>
01-04	Adrenaline Control
05-08	Awareness
09-11	Aura Sight
12-14	Bio-Weaponry
15-18	Body Control
19-21	Body Equilibrium
20-23	Broadcast Empathy
24-26	Cell Adjustment
27-30	Chemical Simulation
29-34	Cyrokinesis
35-36	Danger Sense
37-39	Electrokinesis
40-42	Energy Amplification
43	Feel Light
44	Feel Sound
45-46	Flesh Armor
47	Hear Light
48-49	Hydrokinesis
50	Illusion
51-53	Mental Blast
54	Mental Invisibility
55-56	Mental Surgery
57	Null Psi
58	Psi Amplification
59-62	Pyrokinesis
63	See Sound
64-68	Radiation Armor
69-74	Telekinesis
75-82	Telelocation
83-87	Telemechanics
88-95	Telepathy
96-100	Vehicle Armoring

OFFENSIVE POWERS TABLE	
<i>1D100</i>	<i>Power</i>
01-05	Acid
06-10	Air Control
11-14	Bomb
15-17	Devitalization Ray
18-19	Disintegration
20-29	Energy Blast
30-37	Entangle
38-45	Fire Generation
46-52	HTH-Attack
53-57	Kinetic Bolt
58-64	Missile Creation
65-68	Paralysis Ray
69-74	Plasma Generation
75-78	Poison Touch
79-84	Radiowave Generation
85-91	Sonic Power
92-94	Suppress
95-100	Weapon Generation

TRANSFORMATION / CREATION POWERS TABLE	
<i>1D100</i>	<i>Powers</i>
01-10	Animate Image
11-18	Animate Objects
19-27	Energy Aura
28-37	Energy Conversion
38-48	Energy Generation
49-55	Energy Manipulation
56-65	Ionization
66-72	Kinetic Control
73-80	Micro-Environment
81-84	Mutation
85-94	Summon Animals
95-98	Transmutation
99-100	Weapon Generation

DEFENSIVE POWERS TABLE	
<i>1D100</i>	<i>Power</i>
01-03	Adaption
04	Blessed
05-06	Body Adaption
07-09	Body Armor
10-13	Darkness
14	Dispel
15-16	Electronic Invisibility
17-18	Energy Absorption
19-20	Energy Conversion
21-23	Energy Immunity
24-25	Energy Sponge
26-29	Force Field
30-31	Force Shield
32-35	Invisibility
36-39	Invulnerability
40	Micro-Environment
41	Mimic
42-44	Non Corporealness
45-47	HTH-Defense
48-49	Phoenix Regeneration
50-54	Regeneration
55-61	Resistance: Emotion Attacks
62-68	Resistance: Energy Attacks
69-74	Resistance: Mental Attacks
75-82	Resistance: Physical Attacks
83-87	Resistance: Power Manipulation Attacks
88-95	Systemic Antidote
95-100	Troll Regeneration

SENSORY POWERS TABLE	
ID100	Power
01-06	Abnormal Sensitivity
07-11	Active Sonar
12-15	Ani-Voyance
16-18	Comprehend Languages
19-21	Cosmic Navigation
22-27	Detect
28-37	Energy Detection
38-42	Environmental Awareness
43-47	High Range Radio Hearing
48-50	Infrared Vision
51-53	Microscopic Vision
54-56	Parabolic Hearing
57-61	Penetration Vision
62-67	Radar Sense
68-72	Spectrum Vision
73-78	Telescopic Sense
79-84	Tracking Scent
85-88	True Sight
89-93	Ultrasonic Hearing
94-100	Ultraviolet Vision

ELEMENTAL POWERS TABLE	
ID100	Power
01-05	Earth Control
06-10	Fog
11-15	Gravity Control
16-23	Heat Generation
24-30	Ice Powers
31-39	Light Control
40-48	Lightning Control
47-54	Magnetism
55-59	Micro-Environment
60-69	Plasma Control
70-88	Radiowave Control
89-95	Vibratory Power
96-100	Weather Control

MOVEMENT POWERS TABLE	
ID100	Power
01-08	Adhesive Touch
09-14	Air Walking
15-19	Carrier Wave
20-25	Digging
25-27	Dimensional Travel
28-33	Disc
34-37	Dream Travel
38-42	Flight
44-45	Gateway
46-50	Gliding
51-54	Leaping
55-61	Running
62-67	Super Speed
68-74	Swimming
75-79	Swinging
80-82	Teleportation
83	Time Travel
84-85	Trouble-Magnet
86-89	Warp
90-91	Warp Flight
92-95	Mach Flight
96-00	Wings

POWER EMISSION POINTS			
D100	Emission Point	D100	Emission Point
01-14	Entire Body	63-67	Fingers
15-22	Head	68-70	Legs
23-30	Eyes	71-73	Feet
31-38	Mouth and Nose	74-77	Wings
39-45	Torso	78-81	Antennae / Horns
46-54	Arms	82-88	Tail
55-62	Hands	89-00	Any Location

POWER EMISSION POINTS

After selecting his powers, the player must determine where most of his powers are emitted. Removal or encasing of the emission point can temporarily or permanently halt the power.

ENTIRE BODY

Power radiates from an aura surrounding the entire body. Power can be fired in any direction without the hero changing his facing.

HEAD

Power emanates from an aura that surrounds his head. He does not have to move his head to use the power.

EYES

Power is emitted from the character's eyes. The power is aimed by looking at the target. The eyelids are immune to the power.

MOUTH AND NOSE

The power is usually emitted from the mouth. To aim, he turns his head and shapes his mouth as if blowing out a candle. Dragons usually have this E-point.

TORSO

The power is emitted from an aura on the character's chest. It travels in a straight line, perpendicular to the body.

ARMS

The power is emitted from an aura surrounding either or both arms. The Power travels in the direction in which the forearm is pointed (or a vector with two

arms).

HANDS

The power is emitted from an aura surrounding the hero's hand, fist, or palm. Power travels in the plane formed by the fingers, in line with the fist or in a line perpendicular to the open palm.

FINGERS

The Power is emitted from an aura surrounding the hero's finger (ranging from one to all). The index finger usually directs the power.

LEGS

Power is emitted downward from an aura surrounding both legs. It is difficult to aim leg-emitted Power, which travels in a line dictated by the lower leg.

FEET

Power is emitted by the hero's soles. The big toe usually directs the power's travel line.

WINGS

Power is emitted from an aura surrounded by the hero's wings. Power may travel in the plane formed by the wings or in a line perpendicular to their open position. Re-roll the result if the character does not have a set of wings.

ANTENNAE/HORNS

Power is emitted from all of the antennas on the hero's head. Power travels in a straight line from the last section of the antennae. Re-roll if the character does not have Antennae or Horns.

TAIL

Power is emitted from the tip of the hero's tail and follows a straight line in the direction the tail points.

Cost: +3 Order

ANY LOCATION

The hero can emit Power from any section of the body he chooses and can change emission points with each use of the power.

EXPLOSION

Your attack explodes on impact. Damaged is reduced 1 Order per hex distance. (An Order 5 Explosive attack would only do Order 1 damage to someone 4 hexes away).

Cost: +3 Order

POWER BONUSES AND LIMITATIONS

Bonuses and Limitations are special modifiers which may be purchased to increase or decrease (respectively) the effectiveness of Powers. Each Bonus and Limitation adds a + or - to either the power's base Rank or Order or both. This new number becomes the price the character must pay per power level.

HOMING

You don't have to roll to hit your target with this advantage. Your attack automatically goes after it. An attack roll is made to see if it catches your target. Your attack can keep homing on a target until you stop paying the power cost per round, it hits your target or your target exceeds the range of the power.

Cost: +4 Order

BONUSES

AFFECTS CORPOREAL

This bonus will allow a power to affect the corporeal world while the character is non-corporeal. It affects non-corporeal characters as well.

Cost: +4 Order

INCREASED KNOCKBACK

The attack can do increased knockback damage. The damage dice is calculated and then doubled to calculate the knockback range. (Doubling only applies to knockback calculation)

Cost: +2 Order

AFFECTS NON-CORPOREAL

The power can affect non-corporeal beings and objects in addition to corporeal beings. This bonus reduces the Non-Corporeal DFV bonus to 3 per Order.

Cost: +2 Order

LINE

The power affects anyone within a straight line out to the character's maximum range.

Cost: +2 Order

AREA EFFECT

This bonus allows a Power to automatically affect every target within an Order radius (Range Table I). Attacks are made separately. A power with this bonus must attack everyone within range, both friend and foe. A character using this Power with and without this Area Effect must purchase the power twice once with this bonus and one without.

Cost: +2 Order

LINK

This bonus is brought when linking powers together.

Cost: +1 Order

ARMOR PIERCING

Your attack can bypass some of a defender's Invulnerability or Body Armor. The Order of the power is reduced to half when struck by an Armor Piercing attack. For example, an armor piercing laser of 6 would penetrate a Body Armor of 11 or lower. Stronger armors would be unaffected.

Cost: +4 Order

NO OBVIOUS EFFECT

Physical powers enhanced by this have no visible effect associated with them and mental powers leave no psionic signature.

Cost: + 3 Order

NO RANGE PENALTY

This advantage removes the need for a character have to worry about range penalties.

Cost: +3 Order

CONE

This power bonus will allow you to affect everything within a cone. The length of the cone is equal to your power's range.

PERSONAL IMMUNITY

This bonus makes the character immune to his own attack power. Personal Immunity means that the character would not take damage from accidental shots with his power.

Cost: +2 Order

RANGE

This Bonus allows a Power which normally has

a range of Touch or Self to possess an effectively normal range. The ranged power uses their Order on Range Table II.
Cost: +1 Rank/+1 Order

RAPID FIRE

This adds increases the attack's rate of fire by 1 for each time this bonus is selected. The character can opt whether or not to use his rapid fire, he doesn't have to use it at all times. Cost: +1/Rank/+2 Order

SELECTIVE EFFECT

You can select which targets in an Area Effect power are actually hit with the attack. This lets you make a wide-area attack without hurting innocent people or friends.
Cost: + 4 Order

STICKY

This bonus allows the power to stick to a target or object. Characters with Swinging often take this advantage to allow them to generate swing lines that stick to their targets.
Cost: +1 Order

USABLE BY OTHERS

This bonus allows a power to be temporarily transferred to another character. Such a transfer attempt is automatically successful provided the recipient is within Normal Range for the power to be transferred.

A power recipient automatically receives the power at the awarding character's Order the rank is not transferred. (this means in most cases the recipient has a Rank of 0) A Character who has transferred his power may do so for Rank hours. At the end of this time the power automatically returns to him. However, the character may recall the transferred power whenever he so desires.
Cost: +5 Order

USABLE ON OTHERS

This bonus allows a power that would normally affect only the possessor to affect others. This advantage simulate some things like a growth or shrinking ray. With this advantage, a scientist could shrink her opponents.
Cost: +3 Order

WALL

A power that is normally ranged can be set up as a flat surface, affecting anyone crossing through it. If it is an energy power the Order determines the Wall's intensity. It will take an attack (either energy or physical {GM discretion here}) to dispel it. A physical wall behaves in a similar manner.

Cost: +3 Order

MISCELLANEOUS BONUS

A character who purchases a Bonus which cannot be categorized using any of the preceding Bonuses receives an increased cost to either Order or Rank of +3. (this application is at GM discretion)

LIMITATIONS

EMERGENCIES ONLY

This power is triggered by your fear or excitement, and cannot be used under routine conditions. The GM is the final arbiter of the emotional state of your character. The GM may rule that multiple successive failures of your power may make you angry enough that it begins to work, but he has the final decision.
Bonus: -3 Order

FICKLE

Your ability has the disturbing tendency to stop working suddenly. A Fickle power always works right the first time you use it during the day. After that use and after every successive use, you must make a Fickleness roll. A failed roll means that power is unavailable for 5D6 turns. When this duration is up the power will work normally on the next usage - but you must make another roll after that usage! For an activation roll of 25-, this limitation is worth -7 Order for 40-, -3 Order; for 55-, -2 Order; 70-, -1 Order
Bonus: varies

KNOCKBACK ONLY

Attacks made with this power do only Knockback damage, but this damage is doubled. The target will take normal damage if knocked into a wall, a roof and so on.
Bonus: -4 Order

LEAVES MENTAL SIGNATURE

This limitation is only appropriate for physical powers. In addition to having a visible physical effect, this skill leaves a mental signature that a Psi Detector could detect.
Bonus: -1 Order

NO RANGE

This Limitation causes a power with normal range to have its effective range reduced to 0 (touch only).
Bonus: -1 Order

NUISANCE EFFECT

Your ability has an annoying side effect of some sort - something that actually causes harm to you

or those around you or that causes a serious inconvenience. The GM must approve any such nuisance effect and set its value, ruthlessly forbidding abusive and pointless effects and allowing points only for those effects that genuinely limit the power's value.

A valuable skill can not be taken as a nuisance effect. Kills everyone within a mile is not an acceptable nuisance effect. Examples: If any use of your power kills all the grass within two blocks, this is a -1 Order Bonus, and could be used to justify your bonus. If any of your ability makes you look ugly and disgusting, this is a -1 Order Bonus for each -15 of reaction in those who see it used.

Bonus: varies

PHYSICAL EFFECT

Your mental powers come complete with colored lights or sound effects! Whenever you use a psionic or mental skill with this limitation, you not only leave a mental signature, but there is some kind of physical display. This can be blue beams shooting from your forehead, an aura surrounding your body, glowing eyes or a thunderclap. The GM will rule the appropriateness of the effect.

Bonus: -1 Order

POWER ALWAYS ON

This Limitation prohibits a Power from ever being turned off by the character. Only powers that can normally turned on and off can receive this limitation.

Bonus: -1 Order

POWER BURNOUT CHART		
<i>Severity</i>	<i>Burnout Number</i>	<i>Order Bonus</i>
Minor	40	-1 Order
Serious	55	-2 Order
Major	75	-3 Order

POWER BURNOUT

This Limitation causes a Power to be usable a limited number of times before the Power fails. When this Limitation is adopted, a character must specify the Limitation's severity relative to the following chart. A Power susceptible to Power Burnout possesses a burnout number that affects the severity of the Limitation. Each turn in which the character uses the power, the player must make a percentile roll immediately following Power Use. If this roll is equal to or less than the appropriate Burnout Number, the Power fails. The power must be jumpstarted to function again. (This entails an unmodified Rank roll to rekindle the power) If the percentile roll is higher than the Burnout Number, the

power functions normally.

A Character limited by Power Burnout must add 5 to his Burnout Number each time he successfully uses his power. If the character rests for one hour, all Burnout Numbers return to their starting value.

Bonus: -1/-2/-3 Order

POWER RESTRICTION

A Character with this Limitation possesses a Power which will not function against a specified class of objects or under a general condition (organic items, supernatural influence, nighttime, or in red sun conditions, for example) The object or condition which restricts the Character's Power must be specified when this Drawback is adopted.

Similarly, a Power may be restricted by a special condition under which it will work; in this case unless the condition is fulfilled, the Power will not function.

Bonus: -2 Order

MISCELLANEOUS LIMITATION

A Character who adopts a Limitation which cannot be categorized using any of the preceding Limitations, receives a Bonus of -2 to either Rank or Order (applicable to GM discretion).

Bonus: -2 either Rank or Order



COMBAT

Combat can be anything from throwing a punch to drawing a pistol to firing a lightning bolt. Adventuring provides all sorts of slam-bang action that heroes want to engage in. This section details the rules that govern combat and adventuring. Combat has been broken down into several steps. Each step is explained thoroughly and examples are usually included.

NON COMBAT TIME

In any role playing game, there are two types of time: combat and non combat. Combat time is very precise. It is measured second by second, with exact actions and results. Because so much can happen in only a few seconds of combat time, there are extensive rules for playing it out.

Non combat time isn't exact. This is when the GM sets the scene for the players tell them what's happening to their characters and begins the plot of the evening's adventure. Hours, days or weeks of game time can pass in a few minutes of real time as the GM describes what is happening. This tremendous variation in time is similar to what happens in novels and movies. Within a novel, weeks may pass in one paragraph or sentence or a whole chapter may describe a fight that lasts only one minute.

Thus, unless it looks like there's going to be a fight (or detailed chase sequence), there's no need to be exact about things like time or distance. It's not really important to know exactly how long it takes a character to eat her lunch, drive to work, or talk to her husband. The GM starts the adventure by telling the characters' current locations and activities. There may be perform-

ing an investigation, having a conversation between the players and NPCs or perhaps some mood-setting emotional scenes. All this happens during non-combat time.

Usually, the event that marks the change from non-combat time to combat time is Perception. This is where the characters spot their enemies or vice versa.

PERCEPTION

Characters may not always be aware of everything that's going on around them, especially during combat. Whenever something is obvious, the GM will tell the player about it. The character may be required to make a perception roll to notice something unobvious or to notice someone while in a combat situation. Every character's base Perception Roll is equal to 45 plus the character's Personality multiplied by 5.

$$\text{Perception Roll} = 45 + (\text{PER} \times 5)$$

To make a Perception Roll the character should roll this number or less on 1D100. The GM should apply modifiers to this roll depending on the circumstances. Skill and powers are just two factors that will modify this roll. With most characters, Perception Rolls will be made based on their eyes. Perception Rolls normally take a modifier for range.

Range	Modifier to Roll
Adjacent	0
2-4"	-0
5-8"	-10
9-16"	-20
17-32"	-30
Each additional doubling of range	Additional -10

ENTERING COMBAT

Once the GM determines that one side has perceived another, combat may begin. Exact combat time is used to make play easier. Combat is broken down into a series of turns. A turn lasts 15 seconds. It is possible to run combat without using a map or board. This is easy for short combats, or when several characters are fighting a single opponent. For larger or more intricate combat situations, the GM should probably use a floor or tabletop and some miniatures or other markers for the characters. The GM can then lay out exactly where each character is in relation to the surroundings and the other characters.

1 Turn = 15 seconds

When combat begins, all involved sides must first roll initiative. A D10 is rolled and added to the character's base initiative. This determines who moves on what segment in the battle. In surprise situations, the surprised party does not get the benefit of the D10 roll but merely reacts to the attack. They use the lower value of either their base initiative value or one less than their opponent's modified initiative die roll.

Initiative = Agility + Level + 1D10

A character may attack only once per turn if their modified initiative value is 15 or below. Characters with a higher Initiative Value, may attack again. For example, Lightning Sam gets a Initiative Value (or IV) of 20 he can attack on segments 20 and 5. On the other hand, Snowfighter manages an IV of 31, he can move on segments 31, 16 and 1.

Whenever an "inch" is referred to in the game it's equal to an inch on a playing surface. Each inch represents 2 yards or 6 feet in real life.

1 hex = 1 map inch = 6 feet

MOVEMENT

All characters have some sort of movement ability, be it flight, walking or teleportation. Each segment a character may move any portion of his movement per Turn. A full move is defined as moving greater than half of the character's movement distance. A character who has made a full move can't perform any other action.

All movement is divided into two categories: combat movement and non-combat movement. A character using his combat movement is moving as quickly as possible and still be aware of his surrounding. Combat movement grants you the use of your full DFV. Moving faster than your non-combat movement means that you are concentrating more on speed and navigating obstacles. A character moving at non combat speeds has both his OFV and DFV halved.

When using his movement, a character can accelerate at a rate of (5" x Order) per hex up to his normal combat Movement in Inches per Turn. For example, a character with Flight 2 (Total Combat Movement - 110") would be moving at a velocity of 10" after traveling one hex, 20" after two hexes and 30" after three hexes and so forth up until he reaches his maximum Combat Velocity. A character also decelerates at this rate.

MOVEMENT TABLE				
Order	Land/Water	Air	Atmosphere (Warp Flight)	Space
1	15 MPH	30 MPH	300 MPH	1 Parsec per Hour
2	30 MPH	60 MPH	600 MPH	2 Parsecs per Hour
3	45 MPH	90 MPH	1000 MPH	4 Parsecs per Hour
4	60 MPH	120 MPH	Mach 1	8 Parsecs per Hour
5	75 MPH	150 MPH	Mach 1.5	16 Parsecs per Hour
6	90 MPH	180 MPH	Mach 2	32 Parsecs per Hour
7	105 MPH	225 MPH	Mach 2.5	64 Parsecs per Hour
8	120 MPH	300 MPH	Mach 3	128 Parsecs per Hour
9	135 MPH	375 MPH	Mach 3.5	256 Parsecs per Hour
10	150 MPH	450 MPH	Mach 4	512 Parsecs per Hour
11	180 MPH	525 MPH	Mach 4.5	1 Kiloparsec per Hour
12	220 MPH	600 MPH	Mach 5	2 Kiloparsecs per Hour
13	260 MPH	675 MPH	Mach 5.5	4 Kiloparsecs per Hour
14	300 MPH	725 MPH	Mach 6	8 Kiloparsecs per Hour
15	340 MPH	800 MPH	Mach 6.5	16 Kiloparsecs per Hour

VELOCITY CONVERSION TABLE	
MPH	Total Inches per Turn
15	27.5
30	55
45	82.5
60	110
75	137.5
90	165
105	192.5
120	220
135	247.5
150	275
180	330
220	403.3

Note: to find the Velocity in inches uses the following equation: Velocity = MPH x 1.8333. The three repeats ad infinitum. Then round up to the nearest tenth.

OBSTACLES

If a character is moving and comes to an obstacle, he has several options. He can stop his movement assuming he has sufficient room to slow down. He can do a Move Through on the object, thereby crashing through it. Or he can shrug it aside by using his Casual Strength.

A character's Casual Strength is 1, less than his actual strength. For example, Glicion (STR 20) has a Casual Strength of 19. He can use his Casual Strength to push aside obstacles as an "automatic action". Casual STR can also be used to shrug off Entangles and Grabs.

NORMAL MOVEMENT

RUNNING

Running is the standard form of movement that characters normally possess. All characters start with 6" of movement. Various Powers will replace this base movement using their higher value. Note that the two rates are not combined. A Character with a Superspeed of 5 moves as determined by the Velocity Conversion Chart. There is no turn rate for running.

SWIMMING

Average humans can swim at a base distance of 2" of movement. This assumes the character has some Ranks with Swimming. If this is not the case, the char-

acter has no movement and can't even tread water. The formula for Swimming is (Strength + Stamina/2)" of movement. There is no turn rate for swimming.

POWERED MOVEMENT

FLIGHT

A character with flight has a base flight speed as determined by his Flight Order and the Velocity Conversion Table. A Flying Character is not as maneuverable as someone on the ground. Characters who are flying have a "Turn Rate" which defines how often a character may make a 60° turn (or a one hex shift on a hex grid). The character's Turn Rate is defined by the formula:

$$\text{Current Turn Rate} = \frac{\text{Total Flight Distance}}{(\text{Rank} \times 5)}$$

The character can make his first 60° turn any time after the start of his move. Once the character has turned, he shouldn't turn again until he's moved his Turn Rate in inches forward. For example, Laserflight (Flight 3/5) is flying at 110" per Turn (That's 60 MPH). He has made his first turn and must travel 7" (110"/(3x5)) or 42 feet before turning again.

A flyer must use 2" of Flight distance to gain 1" of altitude. A flyer can dive 1" of altitude free for every 1" of Flight distance he has. To pull out of this dive, the character should dive his Turn Rate in Inches. If the character is diving straight down then he must dive twice his Turn Rate. When a character has pulled out of a dive, he's considered to be flying level and can continue flying whatever direction he wants. Nova Hawk (Flight 10/10) is flying at 110" per turn and she wants to dive down on a Mangian Death Squad harassing some civilians. Her Turn Rate is 2" (110/50). She dives straight down (her Turn Rate becomes 4) and grabs the civilians carrying them to safety.

Unlimited Turn Speed

Each character has a flight speed where they are traveling so slow that they can make unlimited turns. This is when their Turn Rate is less than 1 and it is called a character's Unlimited Turn Speed. For example, Laser Flight can make unlimited turns when flying at speeds of 15" (8 MPH) or less. Conversely, Nova Hawk has an unlimited turn speed of 50" (27 MPH)

GLIDING

The GM should regulate how rapidly a gliding character can climb. Climbing is relatively easy when there are thermals or good winds; a glider can generally gain 1D6" of altitude per segment. The turn rate and

dive rate of a gliding character are the same as for Flight.

LEAPING

All characters have a base forward leap of 1" for every STR point. Every character can leap straight up 1" for every other STR point. It is impossible to change direction once a leap has started - there's no way to leap around a corner. A leap is considered to include a short run to get some velocity. A standing leap is only half as far.

TELEPORT

A character can't remove velocity by Teleporting. For instance, a character falling at 30" per Turn would still have that velocity no matter where he teleports to.

Teleporting Blind

When a character cannot see his target location and doesn't have it memorized, any attempt to Teleport is considered "blind". The character makes an Attack Roll to hit the hex, with normal penalties for range. If the roll misses, the character will end up in a different hex, using the standard rules for attacks that miss a hex. If the hex is occupied, then the character will take damage.

Teleporting into a Solid Object

If the character is unfortunate enough to Teleport into a solid object (for whatever reason), the teleporter's natural safety system kicks in, getting the character to the closest space from the target hex where he will fit. The system shock is terrible, and may be fatal. To determine damage find the Object's Structural Rating. The character takes this amount of damage using the Order table.

VEHICLE MOVEMENT

Vehicles can move just like characters: they have Order speed, combat velocity, and a non-combat velocity. However, all vehicles must use the rules for Turn Rate. All vehicles have a maximum Turn Rate. This is the quickest the vehicle can make a turn. The driver's Rank (or the vehicle's Turn Rate, whichever is less) is always used to figure the Turn Rate.

WARP FLIGHT

Warp Flight can behave as normal flying with the following modification in calculating the turn rate. Since a character with Warp Flight is used to traveling at higher speed than normal flyers, Warp Flight Characters have a greater control over their turning at low (Sub-Warp) speeds. Mach 1 is equal to 730 miles per hour at sea level.

Current Turn Rate = Total Flight Distance/(Rank x 25)

For example, Kinesis has a Warp Flight of 2/2. He is traveling at 220 Miles per Hour. (400 inches) He has a turn rate of 8. This means that he must fly 8 inches (32 feet) before being able to make a 60° turn. Remember Laser Flight from the previous flying example. He was flying at 110" and has a turn rate of 7". (42 feet before he can make a turn) If Kinesis was flying at 110" he would have a turn rate of 2. Kinesis would need to fly 12 feet before making his first turn at that speed. His Unlimited Turn Speed is the same as Nova Hawk's 50" (27 MPH). This means that when flying at this speed he can turn as many times as he desires.

Mach speeds continue to use this chart. Let's continue to use Kinesis. He is flying at his full earth velocity of Mach 2 (1460 MPH). He has a Current Turn Rate of 54" or 321 feet. This is why most Mach fliers have to fly at slower speeds when engaging in prolonged combat.

If Kinesis could turn into pure energy, he could move at Full Warp Speed which for him would be 2 Parsecs (1 Parsec equals 3.26 light years) per Day within Planetary Space.

FIGHTING

This section deals with all aspects of fighting starting with how to hit a target. Different modifiers to combat are discussed next. The following sections describe how to determine damage, how to take damage and the effects of taking damage. Finally, the Power Point cost for fighting is explained.

PRESENCE ATTACKS

These attacks attempt to avoid combat by reasoning with an opponent. The hero gives his speech and makes his attack roll. If his attack succeeds, he rolls 1D6 for each point of Presence he has. If these exceed an opponent's Will Points, the opponent faints. Above average characteristics (above 2) can add bonuses to Presence Attacks. Super Strong Characters can lift a car, bend a steel bar or other Strength Display.

COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's OFV.
- 2) Determine the defender's DFV.
- 3) Attacker makes an Attack Roll (1D100) To hit, the character must roll a total of 75 or higher.
- 4) If the Attack Roll is missed the attacker's Action Segment is over. Go to the next character's segment.

5) If the attacker hits, determine the damage and the effects of damage. Then go to the next character's segment.

DAMAGE CHART		
Order	Carrying Capacity (Telekinesis or Strength)	Damage
1	50 Pds (Sack of Grain)	1D4
2	100 Pds. (Human Child)	1D6
3	200 Pds. (Human Adult)	1D8
4	400 Pds. (Lion)	1D10
5	800 Pds. (10' High Tree)	1D12
6	1600 Pds. (Grizzly Bear)	3D6
7	3.2 Tons (Elephant)	1D20
8	6.4 Tons (Semi-Truck)	2D12
9	13 Tons (Light Tank)	3D10
10	26 Tons (DC-9 Airplane)	3D12
11	52 Tons (Battle Tank)	2D20
12	105 Tons (Blue Whale)	5D10
13	210 Tons (Boeing 747)	3D20
14	425 Tons (C-5A Galaxy)	7D10
15	850 Tons (Freighter)	4D20
16	1.7 KTONs (Destroyer)	9D10
17	3.4 KTONs (Small Building)	5D20
18	7 KTONs (Loaded Train)	11D10
19	14 KTONs	6D20
20	28 KTONs	13D10

COMBAT VALUE AND ATTACK ROLLS

Whether or not an attack actually hits a target is determined by an Attack Roll of 1D100. This is determined as follows:

$$\text{Attack Roll} = 1D100 + \text{OFV} - \text{Enemy's DFV}$$

Total OFV is calculated as follows: Rank x 10 (attacking power, weapon or martial art) + Level OFV + Battle Difficulty (This ranges from every day situations to battling in driving rain storms) + the appropriate characteristic, if any.

Total DFV is calculated as follows: Rank x 10

(add together all Ranks for all defensive powers that apply to the attack mode) + Level DFV + the appropriate characteristic, if any.

The OFV (or DFV when the character is defending) is added to the base attack roll becoming the attack OFV. The enemy's DFV is subtracted from the attack OFV, yielding the Final OFV. The attack is successful if the final number equals or exceeds 75.

Ranks in Fighting (as well as Martial Arts or Brawling) will increase a character's OFV. In most combat situations 1/2 of his Rank will be a bonus to his DFV. However a character can opt to "keep an opponent busy" so that his friends or allies can make an escape, defuse a bomb or the like. If a character forfeits all of his attacks, he could then use his full Fighting Rank as a DFV.

RANGE MODIFIERS

When a character attacks a target at a distance, the attack is given a Range Modifier. This is intended to reflect the fact that it is harder to hit a more distant target. This is similar to the modifiers applied to perceiving things over a great distance.

Power Range Tables			
Order	I	II	III
1	1 ft.	10 ft.	125 ft.
2	2 ft.	20 ft.	250 ft.
3	4 ft.	40 ft.	500 ft.
4	8 ft.	80 ft.	1000 ft.
5	16 ft.	160 ft.	2000 ft.
6	32 ft.	320 ft.	4000 ft.
7	64 ft.	640 ft.	2 Miles
8	128 ft.	1280 ft.	4 Miles
9	320 ft.	3200 ft.	8 Miles
10	640 ft.	1 Mile	16 Miles
11	1280 ft.	2 Miles	32 Miles
12	3200 ft.	4 Miles	64 Miles
13	5120 ft.	8 Miles	128 Miles
14	2 Miles	16 Miles	256 Miles
15	4 Miles	32 Miles	512 Miles

MENTAL COMBAT

Mental Powers are different than normal attacks in many ways. These powers work on line of sight; if the character can see the defender, he can attack him. Powers like Telekinesis suffer range modifiers but powers like Mental Blast or Emotion Control don't. In general, mental powers that physically affect a being suffer the same penalties as normal attacks. In the Psionic section, the ranges and range modifiers if applicable will be noted.

COMBAT MODIFIERS

AREA EFFECT ATTACKS

This section covers not only Area Effect Attacks, but any attacks directed against a point on the ground and not against a person or object. The DFV of a hex is usually 15 or 0 if the hex is adjacent. Everything in the area of the Area Effect attack is usually affected without requiring a separate Attack Roll on each target. If the attack misses, roll D10. On 1-5, the attack falls short and on 6-0 the attack is long. The number of inches the attack falls short or long is determined by how much the Attack Roll was missed by. For every 5 points the roll is missed by, one inch is gained. For example, Stalker misses her bomb attack by 20 points, the attack falls short by 4".

BOUNCING AN ATTACK

A character with a ranged attack and a Power Rank of at least 3, with the weapon or power may bounce the attack if it strikes the right surface. The GM will have the decision as to what surfaces are appropriate to bounce a given attack type. The Range Modifier for an attack that bounces is counted along the entire path of the attack. A bounce can give the character a surprise bonus ranging from +5 to +15 if her foe is not expecting this type of attack.

BRACED

The allows the character to brace himself to give himself a +10 to offset range modifiers for distance. The downside is that your DFV is halved since you are standing completely still.

COORDINATED ATTACKS

This allows two or more characters to coordinate their attacks against a single opponent. To coordinate attacks, the two attackers must have fought together in the past and have trained in working together. This would show up as KS - Coordinated Attacks with Teammates. Each person that attacks the opponent must have some level with this skill before they can coordinate their attacks.

To coordinate their attacks, the characters must attack on the same Segment. This might require faster characters to wait for their slower brethren. Coordinated attacks can make the target easier to be hit. Coordinated Attacks can be used to penetrate Armored or Invulnerable type characters. Each attacker raises the highest attacking power's Order by 1. For example, Kinesis, Cassandra and Shakyra are attacking a Giant Mangian Robot. They decide to coordinate their attack. Kinesis's Telekinesis is raised by 2 to Order 14 since there are two more characters attacking with him. Order 14 damage is rolled for the combination of all three attacks. One Order Dice Roll is made with Coordinated Attacks.

EXPLOSION

Explosive attacks are aimed at a hex, and the Attack Roll is handled identically to an Area Effect attack. Explosions do full damage to the center hex; and they lose 1 Order per hex distant from the center hex. If the Explosion cannot penetrate the Structural Rating of an enclosing hex (like a heavily fortified room); it stops spreading and is contained by the hex.

GROUNDSTRIKE

This attack allows a character to create a groundstrike to scatter his foes. KS - Groundstrike is required before the character can use this attack mode. Typically super strong characters or energy projectors strike or blast the ground scattering debris that strikes their foes in a straight line.

MULTIPLE ATTACKERS BONUS

This bonus can only be used with coordinated attacks (see above). The defender suffers -5 to their DFV for every attacker after the first up to ½ his DFV. The attackers can be fighting at a range, hand to hand or a combination of both.

A defender who is being attacked by multiple attackers may choose to ignore some of the attackers to focus on one individual. The defender will get his full DFV versus that individual and ½ his DFV against all the rest. Note the DFV reduction only counts for characters who are Coordinating their Attacks.

SURPRISED

This Modifier applies when the character is attacked from behind, above or by an invisible or unseen attacker and so forth. A character who is surprised has ½ DFV and takes x2 damage from the attack. This is non-combat surprise. In combat, the character suffers the DFV penalty but takes normal damage.

POWER REQUIREMENTS

Each power requires some energy from the character or his device. Punches and other forms of non-

powered combat cost a character 1 Power Point. At 0 power, the character is utterly exhausted. He may continue to fight using hit points for power points. This could have some unfortunate side effects: 0 power and hit points = Death. Not a pretty prospect. Anyway a character recovers Stamina power units per minute. (Remember a minute is 4 Turns)

then to receive some form of healing power or medical skill. Unaided, a character will recover his Healing Rate in hit points per night. Powers, Bardic Music, Psionics and medical attention will greatly increase this amount.

HITTING AND MISSING

An attack succeeds on a total result value of 75. If the roll is less than this a miss has occurred. Depending on the attack form, a miss could cause some interesting side effects. Calculate the attack out to its full range with the following modification - reduce the range in hexes by one for each structural unit penetrated. For example, a laser (Order 10) goes wild and strikes a car. The car with structural rating of 7 is penetrated taking Order 3 damage and the beam travels on another 3".

After a successful attack, damage must be determined. Some powers and skills can allow a character to take less damage. Powers like Force Shield or Armor; block up to their Order in Damage. For example, Stiletto with his Armor 2 can ignore up to Order 2 Damage.

Any excess damage comes directly from hit points. If a character is aware of the attack, he may attempt to roll with it. Characters can only roll with concussive attacks. Up to 1/10 of a character's power may go into rolling with a blow or concussive attack. For example, Seraph is struck by an X-Psi Armored Infantry Soldier. He sees the attack and manages to roll with it. Seraph currently has 50 power points. He deducts 5 points from his power score and rolls with the blow.

Punches and Kinetic Attacks can cause Knockback. The first step is to total up all of the attacker's damage. Next, we find the defender's weight on the Strength Chart. Subtract his Order weight from the Damage Order. The result, if positive, is the number of inches that the character is knocked back. For example Glicion punches a Death Borg. He strikes for 48 points of damage. Since a Death Borg weighs just over a 1000 pounds its Order Weight is 6. The Borg will be knocked back 42" or 210 feet. If the Death Borg strikes an object (wall, ground etc.), the structural rating is subtracted from the knockback distance. Back to our example, the Death Borg hits a concrete wall. (Structural Rating 3), his knockback distance is reduced by 3" and the Death Borg could take Order 3 Damage. His Body Armor Ranking of 5 prevents this. If the Death Borg doesn't collide with anything else he will find himself 39" from Glicion. Unless he has a functioning ranged attack, he will need to use movement to close with Glicion before they can continue their battle.

At 0 hit and power points the character is dying. He needs to be aided by a friend or ally. A person can survive Stamina/2 rounds before dying; he has until



ITEMS

No role-playing game would be complete without the exasperated hero turning to his diabolical foe and asking “Where do you get those amazing toys?” Devices range from short swords to powerful Battle Ships. However, the basics are the same.

All types of devices can be acquired in two ways: through Construction Points or Wealth. Both have their advantages and disadvantages. Let’s deal with Wealth first. You may buy all sort of things ranging from baseball bats to starships. These are brought as is and can not be modified by the character. This provides villains and heroes alike with nice, nifty gadgets to wage war upon each other. When the devices break, the character goes to Gadget Shack and buys another one. He or she could also hire someone to repair the device.

Characters can also spend their Construction Points to build devices. For every 1 Construction Point spent, the character receives 10 Device Construction Points. It is more common for devices to be broken, stolen or destroyed than super abilities. It is also more common for superheroes to change their devices over the lifetime of their career. Technicians and Engineers who attempt to repair devices made with Device Construction Points must spend Construction Points in their repair attempt.

Devices built with Device Construction Points have distinct advantages. Inventors can be constantly tinkering with devices that they made as well as those constructed by others. This can be an advantage or disadvantage depending on the adventure. C’mon now, you know how many adventures begin with some high tech gizmo going astray. That’s right almost as many adven-

tures that feature some type of infamous death trap. Instead of an inventor building up her powers or skills with Construction Points, she would build up her headquarters, devices and weapons. These items can also be repaired and upgraded by technicians.

GLOSSARY OF TERMS

A.U. - The distance from the Earth to the sun, 93 Million Miles.

BULK - This is how heavy a device is. It also determines base structural points. For example, a sword weighing between 800-1000 pounds (Bulk 6) would generate 3D6 Structural Points.

DAMAGE ORDER - This is the Damage Class of the object or device.

KILOPARSEC - A Kiloparsec is equal to 1000 Parsecs.

ORDER - This is the power level of the ability within the device. Remember it can not be higher than the Item Design Rank of the Inventor.

PARSEC - An interstellar unit of measurement that equals 3.26 Light Years.

RANK - Many items do not have a Rank characteristic. The only exception are computer driven devices. Their ranks can not exceed the Intelligence rating of the computer. One must have a rank with skill or power in the device in order to operate it. In a similar device, the operator would use ½ Rank. For example, Omega Bolt has a rank 8 with the Energy Blast circuits in his armor. He borrows a tank that has an Energy Blast Cannon. His rank becomes 4 while operating the cannon.

STRUCTURAL POINTS - These function as a device’s hit points.

STRUCTURAL RATING - This is the Armor Rating of the object.

BODY TYPE

Like normal characters, one of the first steps of character generation is finding the body type. Armored heroes can come from any body type and their armor will accommodate that body type. Operators of a radically different body type (for example a Mangian and a humanoid) will be at 1/4 skill level when attempting to maneuver in the armor. Remember that an operator is already at ½ skill level when operating an armor that he has not designed or knows intimately. (This means that

people who buys armored suits must read the instruction manuals in order to get their full operation rank) Although the following Body Types will have a Power Score, power can not be regained by resting. These beings must plug into a power source to regain their power at the same rate as a living character would by resting.

Android: This is an artificially created being which is virtually indistinguishable from a normal human. Only the most extensive analysis can tell the difference between the two forms.

Stats: St 4, Ag 2, Per 1, Ap 3, Sta 5, Con 2, In 4, Pre 2
Weight: 5D6 x 10 pounds / Height: 5-8 ft.
Hit Dice: 2D8
Powers: Body Armor 1/2
BCPs: 90

Computer: This robot doesn't have a body per se. It is a computer entity. Stats are developed normally except Intelligence Confidence and Personality are possessed by the computer entity. The other Stats are possessed by a robot shell. The character can even power an empty robot body thus cloaking his true nature. It takes one round to leave such a body and travel along a circuit path.

Stats: St 3, Ag 2, Per 2, Ap 1, Sta 3, Con 2, In 3, Pre 2
Weight: varies / Height: varies
Hit Dice: 1D4 / varies (robot shell)
Powers: Energy Body 1/1 Telemechanics 1/3
BCPs: 125

Cyborg: The character is part human and part machine. This can be done both psionically and technologically. There are many different combinations of human to machine parts. Common sense should prevail. The GM and players should feel free to select the powers that best represent their character's synthesis of man and machine.

Stats: St 2, Ag 2, Per 2, Ap 1, Sta 3, Con 2, In 2, Pre 4
Weight: 10D8 x 10 pounds / Height: 5 - 7 ft
Hit Dice: 1D10
BCPs: 160

Human Robot: This being is 100% machine. There is flexibility in that they can choose how they want to present themselves to the world. Human robots can look robotic or wear synthetic skin which would allow them to pass a casual inspection. Robots can possess all types of heightened senses and gadgets.

Stats: St 2, Ag 2, Per 2, Ap 1, Sta 3, Con 2, In 2, Pre 2
Weight: 12D6 x 10 pounds / Height: 5 - 8 ft.
Hit Dice: 2D10
BCPs: 145

Metamorphic Robot: This robot is able to change from

one form into another one. These forms must generate different Stats and powers. Yes, you can have a Clark Klang who can transform into Superbot. Roll 1D4, this is the number of forms the Robot can shift into. Ortan V is one planet where sentient robots rule. Note that you can find all types of robots and cyborgs on this planet.

Stats: St 2, Ag 3, Per 2, Ap 1, Sta 2, Con 2, In 2, Pre 2
Weight: 14D6 x 10 pounds / Height: varies
Hit Dice: 3D10
Powers: Body Armor 1/2
BCPs: 120 per form

Normal Human: This individual registers as a human on any type of detection device. All powers do not leave a detectable alteration on his bio-molecular structure.

Stats: St 2, Ag 2, Per 2, Ap 2, Sta 2, Con 2, In 2, Pre 2
Weight: 5D6 x 10 pounds / Height: 5-7 ft.
Hit Dice: 1D6
BCPs: 140

Usuforn Robots: This type of robot exemplifies form and function. For example, if the player selects the power Fire Generation, the robot would be carrying a portable heat gun. The robot is designed to serve the specific purposes as dictated by power selection.

Stats: St 2, Ag 1, Per 2, Ap 1, Sta 4, Con 2, In 2, Pre 3
Weight: 12D6 x 10 pounds / Height: varies
Hit Dice: 3D10
Powers: Body Armor 1/2
BCPs: 175

Primary Characteristics

After determining origin and body type, attributes are then generated for the being or device. The following attributes are not required for each and every device. A robot needs to have the Strength attribute but a shield does not. (However, a flying shield would need a Str attribute to determine how much it can carry in flight) Common Sense should govern the GM and player when selecting abilities for a device.

Agility (Ag) - measures reaction speed. This is typically bought by robots but can also be bought by armored heroes. (The armor enhances the wearer's reflexes) With vehicles, Agility reflects the highest maneuverability rating that the vehicle can have. For example, the Zoom Car has Agility 6. Joe wants to drive it with his Agility 2. All of the Zoom Car's extra handling is lost. On the other hand, Snowfighter driving the Zoom Car will have to use the car's agility and not his own. Agility costs 4 Construction Points.

Appearance (Ap) - measures physical attractiveness. Many designers build robots to compensate for romantic frustration. This is part of the reason why robots are

often constructed in an idealized human form. Appearance costs 3 Construction Points.

BULK WEIGHTS 1 AND LOWER	
1/256	.188 Pound
1/128	.375 Pound
1/64	.75 Pound
1/32	1.5 Pounds
1/16	3 Pounds
1/8	6 Pounds
1/4	12.5 Pounds
1/2	25 Pounds
1	50 Pounds

Bulk (Bk) - is the weight of an item. It determines who can use or manipulate the device. Again look up the weight on the Strength chart. This will tell you the base structural points. For example a Semi Truck has a bulk of 8, it would have 2D12 structural points. Bulk costs 5 Construction Points. Items with a Bulk below 1 begin with 1 Structural Point.

Confidence (Con) - measures self assuredness. In general, robots tend to have high confidence being as that's how they've been programmed. Low self-esteem is learned. Inventors generally try to create ideal beings and realize that Confidence is key to survival. Some robots take their Confidence to a degree where they feel superior to all organic life forms. Confidence also determines the number of Computer Programs can have installed. A Computer with a 1 Confidence can only have 1 program installed whereas a 2 Confidence can have a total of 3. Confidence costs 4 CPs per Rank.

Confidence	# of Programs
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128

Intelligence (Int) - measures calculatory prowess and memory storage. The higher the intelligence the more complicated a task that a robot can perform. A robot's intelligence is different from a living creatures. Artificial Intelligence involves improved data retrieval and logical associations. In these categories, robot with 5 Intelligence would exceed a human with 5 intelligence. Robots tend to be lacking on the emotional side of things. Remember robots do not have souls and as such they lack something essential to true humanity. Furthermore, Intelligence determines the Rank of the programs it runs. A computer needs an intelligence of 2 to run a level 2 Astronomy program. Intelligence costs 4 Construction Points.

Personality (Per) - Initially this stat can not be higher than the inventor that created the robot. During the campaign the robot can grow in personality. Personality costs 7 Construction Points.

Presence (Pre) - measures will power & determination. Robots, huge vehicles and armored warriors generally have a high presence seeing as they often scare their foes into giving up. Presence cost 3 CPs.

Stamina (Sta) - Most robots have high stamina; they can work for long periods without tiring. Stamina modifies hit points like it does in humans. For those robots with self repair circuits, stamina determines how much they can repair (given adequate metal or replacement material) per night. Stamina costs 4 Cps per Rank.

Strength (St) - This is a device's carrying capacity or raw physical power. It progresses as per the player chart. For melee weapons, Strength is the basis for determining the Damage Order for the item. Strength cost 5 Construction Points.

STRUCTURAL RATINGS

Structural points reflect a substance's inherent toughness. A character has to exceed an object's structural rating before breaking through it. Structural Rating behaves similar to Body Armor. For example, Pulse blasts a brick wall with a rating of 5. His bolt has a strength of 9. He can do up to Order 4 damage to the wall. If the hero isn't able to exceed an object's structural rating (SR), he could take damage. If he is using his prodigious strength to break an item, he takes ½ damage. Heroes who used their energy blasts have to make another attack roll, this time against themselves. (+40 added to their DFV) A successful strike means they were struck by their own power.

Structural Points are related to an object's Structural Rating. If an object can be damaged (i.e. the attack is of an equal or greater Order than the object's

Structural Rating), damage dice are rolled and the points are taken from the object's structural points. For example, Pulse with his Order 9 Pulse Bolt attacks the aforementioned brick wall. He inflicts (9-5) Order 4 damage. What follows is the structural rating for commonplace substances:

Aluminum	1	Bronze	7
Gold	5	Iron	8
Lead	5	Platinum	8
Silver	6	Steel	6
Titanium	8	Tungsten	7
Bone	2	Brick	3
Concrete	3	Clay/Earth	2
Diamond	1	Glass	1
Granite	4	Ice	2
Marble	4	Quartz	2
Rubber	2	Bamboo	1
Water	1	Soft Wood	1
Hard Wood	2	Adamantium	22
Super-Alloy	9&Up	Machinery	3
Electronics	1	Plastic	2
Flesh	0	Cloth	1
Bal. Cloth	4	B-proof glass	6

Structural Rating is one of the most important characteristics for a device. It costs 7 Device Construction Points per Hex. For example, to create a suit out of Ballistic Cloth (SR 4) would cost a character 28 Device Construction Points. To create something the size of a Semi truck out of Ballistic Cloth would cost 140 Device Construction Points. An Adamantium robot (SR 22) would cost 154 Device Construction Points or 16 (Standard) Construction Points.

SKILLS

These skills are pertinent to device operation, design and repair. Unless otherwise noted, skills cost 3 Construction Points.

ARMOR DESIGN

Bonus for the design, development and construction of both suits of powered and non-powered armor. This is relative to a planet's Tech level. A person back in the 1500's could construct a suit of armor but it would be hard pressed to match up with a suit of today's powered armor as exemplified by Pulse and the members of Super Tactical Assault Team (STAT).
Primary Stat: Intelligence

ARMOR EVALUATION

This is a bonus for determining the value and quality of armor. This skill must be executed successfully before a suit of armor can be repaired.
Primary Stat: Intelligence
Cost: 2 per Rank

ARMOR TECHNICS

Bonus for the repair of damage to both powered and non-powered suits of armor.
Primary Stat: Intelligence

CYBERNETIC / TECHNOLOGICAL

ATTUNEMENT

Cybernetic Attunement allows a character to decipher how to use a piece of cybernetic equipment. Technological Attunement allows a character the possibility of operating strange technological devices. (provided she can find one) Cybernetic and Technological Attunement are unique skills and must be purchased separately.
Primary Stat: Intelligence

SHIELD DEFENSE

The character has training in how to use a Shield to block attacks. This skill requires a Shield to be effective. Each Rank of Shield Defense grants a +5 Bonus to a character's DF if the Shield Defense Skill Roll is made. If the roll fails, the character only gains their base DFV.
Primary Stat: Agility
Cost: 4/Rank

STRUCTURAL ENHANCEMENT

A device with ranks in Structural Enhancement has had its frame reinforced to make it more durable than the average device in its weight class. Each purchase of this skill adds 1D10 to the device's Structural Points. It also increases the device's weight by 5 or 10 pounds for Standard 1 Hex devices and up to one order for larger devices. (Devices with Bulks less than one can only have 1 Structural Enhancement and their Bulk increases by 1 - Bulk 1/8 would now weigh Bulk 1/4)
Cost: 10 / Rank

TRANSMUTATIVE ENGINEERING

Transmutation is a rare power and it is difficult to use effectively. In ages past, Transmuters got together and formed the science known as Transmutative Engineering. Mastery of this skill allowed them to perfect their transmutative ability. This skill cannot be selected at the character creation stage. The player must search out the rare individuals who have studied this lost art.

Transmutative Engineering teaches the transmuter how to create complex items through the use of his superpowers. Transmutation need not only be delegated to creating walls and bubbles of the sort but with mastery of this skill truly innovative constructions can be done. The character will be able to mentally map out a design in their head and then bring it into reality with their transmutation.

Both Alpha and Lord Alteration have this skill.
Primary Stat: Intelligence
Cost: 4/Rank

X DESIGN OR Y ENGINEERING

This skill allows the character to design and construct X object. The object's highest order can not exceed this skill level although it could be lower. (For example, the designer has a time constraint or budget problems)

Primary Stat: Intelligence

X TECHNICS

The character or robot has the skill to maintenance and repair a device or weapon. Maintenance uses the full skill rank whereas repairs are made at ½ skill rank. Repair time can range from minutes to hours to days depending on the device and the surrounding technology.

For example, Troy Wilson has an Armor Technics of 6. Although he can use his full rank to maintenance his armors, he can repair up to Order 3 (1D8 Structural Points) per repair attempt. It should be noted that odd levels of X Technics round down in regards to structural repairs. (Technics 5 would only repair up to Order 2)

Primary Stat: Intelligence

ADVANTAGES

ACCESS NETWORK

The device is able to access a computer network. A character will need the Data Retrieval skill to benefit from this advantage. Access Network allows the device to download and upload information to the network. The cost varies depending on the network size. World Wide Web - 5, Solar System Wide Network - 10, Galactic Wide Network - 15.

Cost: 5/10/15

EMPOWER DEVICE

The character is able to power devices (or weapons) from his power points. This advantage is normally possessed by androids or robots.

Cost: 10 CPs

POWER SHARE

This advantage allows a device to draw from the power points of it's wielder.

Cost: 10 CPs

POWERS

These powers are limited only to devices, machines and robots. The aforementioned characters and objects can, at GM discretion, use any power within the Powers Section. Psionic abilities are a rarity unless the object has been designed by a psionic. Remember that most items do not receive the Rank Score for their powers or abilities; the rank score is added to the person possessing the item or armor. Rank is purchased for the

same construction point cost as if the character possessed the power innately.

ARMOR

The character possesses a suit of armor. This armor can be any type i.e. technological, bardic, psychic and so on. The character continues to select his powers but they must go in his armored suit. Armor Order is an indication of how strong a material the armor is composed. The Rank reflects the character's skill with powered armor operation.

Pulse and Bridge are armored avengers who stand for truth and justice.

Cost: 4/Rank- 7/Order

ENERGY DETECTION

The device can detect and identify energy and related phenomena. The power can only detect actual energy and not potential. Energy Detection will only detect an Energy Generator when it is in use. It can also detect the energy consciously emitted by superhumans, but not the actual superhumans. This power normally uses Order on Range Table III to judge the maximum sensing range but this becomes Table IV when the target's power is Order 15 or higher. Ranks with Energy Detection indicates the skill in deciphering the trail. P.R. = 1 per hour.

Cost: 5/Rank - 5/Order

ENERGY GENERATOR

The armor or device possess a generator that produces Order power units per minute. An Order 5 Generator would produce 1D12 units per minute. Note that the power generator can not generate more power than the being or device has in its Energy Reservoir. Also the Energy Generator needs not to be running all the time nor does it have to be on full power.

All robots and powered armors must have this ability unless the character wants to plug into an outside power source to recharge. A generator requires Order units per hour to run. If in range of Energy Detection, the Energy Generator will only register if it is running.

Cost: 3/Rank - 6/Order

ENERGY RESERVOIR

This power is similar to a battery. It provides a power reservoir between reloads or recharges for a device. It costs 4 Device Construction Points to place 1D6 Energy Points in the Reservoir. For example, Techno Lord builds an energy rifle with an Energy Reservoir of 5. He would then roll 5D6 to see how much power it holds between recharges. When the Reservoir runs out the device is useless until recharged or reloaded.

(Recharging takes anywhere from 5 minutes to several hours.) All powers draw their energy from the Energy

Reservoir. A character can purchase additional Energy Reservoirs for a device. Energy Reservoirs of the same Power Order are essentially interchangeable. (GM can add modifiers to the installation role for strange or alien technology.

Cost: 3/Rank - 4/Order

INTERSTELLAR COMMUNICATION

This power allows a character to communicate with another like device over intergalactic distances. When in use, Intergalactic Communication is highly susceptible to Energy Detection. (+25 Modifier to all detection rolls) P.R. = 5 per round. Interstellar Video costs 9 per Order and Interstellar Psionic Communication costs 10 per Order.

Cost: 4/Rank - 8/9/10 Order

Interstellar Communication Chart	
Order	Transmission Speed
1	1 Parsec per Round
2	2 Parsecs per Round
3	4 Parsecs per Round
4	8 Parsecs per Round
5	16 Parsecs per Round
6	32 Parsecs per Round
7	64 Parsecs per Round
8	128 Parsecs per Round
9	256 Parsecs per Round
10	512 Parsecs per Round

LIFE SUPPORT

This is a space suit of super advanced design that provides air, nutrition, and other essentials. Order indicates how many people can be supported. P.R. = 3 per hour

Cost: 5/Rank - 5/Order

PSIONIC COMMUNICATION

This power allows for devices to communicate with any other Psionic Device or a Telepath. Psionic Communication can not be used to directly contact a non-telepath's mind. Order indicates Range and Rank indicates transmission skill. A high Rank with this power is essential if one does not want area telepaths to tune in on your communiqés. P.R. 5 per every 10 minutes of communication.

Cost: 4/Rank - 6/Order

LIFE SUPPORT TABLE	
Order	# of Life Forms
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	512

RADIATION SHIELD

This power protects both the vehicle and it's occupants from the effects of hazardous radiation. Radiation Shielding will block up it's Order level in Radiation and reduce higher Orders. It costs 5 PR an hour to run.

Cost: 5/Rank - 6/Order

RADIO COMMUNICATION

This power enables the device to establish radio communication with anyone else that has this power within the Order Range. Pr. 3 per every 10 minutes of communication

Cost: 3/Rank - 4/Order

VIDEO COMMUNICATION

This power establishes video communication between two vehicles. Order indicates transmitting and receiving range (On Range Table II) whereas the Rank indicates transmission skill. Rank will be used in order to send or decode a scrambled signal. P.R. 4 per every 10 minutes of communication.

Cost: 3/Rank - 5/Order

X SENSORS

This covers the wide range of sensors that devices, armors and robots possess. Virtually any sensor that a character can have can be placed into a device.

Cost: 5/Rank - 5/Order

WEAPONS

Weapons will also have an Order as well. This reflects the amount of damage that can be done with the weapon. A weapon's Order normally does not exceed

it's Structural Rating. Say for example, Reorx, a blacksmith, creates a sword with a SR (Structural Rating) of 3 and a DO (Damage Order) of 4. Each time a fighter swung the sword he would damage it until the sword finally broke in battle. Use of Blunt Weapons increase the wielder's Damage Order by 1. Glicion slams Psi Death with a tree, a blunt weapon. He does Order 21 damage instead of Order 20. (An average 10' tree has a 1D12 Structural Points) The tree takes Structural Damage quite possibly snapping after the first blow. This happens because a normal tree does not have a Structural Rating of 21. If it did, Glicion could smash away at Psi Death all year with the same tree.

Archaic Weapons

MELEE WEAPONS

This might seem kind of complex and convoluted right now but we're going to build some devices together to understand the process. Are you ready? Let's go. Here's the scene. You, Reorx, a famous dwarven blacksmith, are working away in your shop. Suddenly you get the idea to make a nice ax for you cousin, Sturm.

First step, you decide upon the Bulk of the ax. You decide a Bulk of 1. You don't want to make it too heavy. The ax costs 9 Device Construction Points and has 1D4 Structural Points, You've spent 9 points so far. Next you want to decide how tough the ax is. You decide upon an alloy with a SR of 14. This costs you 98 Device Construction Points for a total spent of 107 DCPs. Finally, you will want to determine how sharp the blade is; this is determined by the Ax's strength rating. Reorx selects a Damage Order of 3. This costs him 18 points for a total of 125 DCPs or 13 Construction Points. Here is the completed item:

Reorx's Ax: Bulk 1, SR 14, D 3 (1D8)

SHIELDS

Many characters are into carrying shields for additional protection. The base characteristics for a shield are : SR, SP and Range (Note that throwing range is based on the character's strength or appropriate super power) using one of the three range tables. A character must possess Ranks in Shield Defense to effectively gain the benefits of his Shield. A successful Shield Defense Roll is required each time a character needs to defend himself against an attack. A shield will protect the wielder up to its Structural Rating. Day Break with his shield of SR 20 could block Pulse's Order 9 attack with his shield all day long if he so chose. The shield would take no damage. Note that Day Break would be struck if Pulse out rolls him and lands a well placed blast. Pulse's well-timed blast evaded Day Break's shield slinging to strike the villain in his mouth.

PSIONIC ITEMS

Bridge Psi Cycle: (S.R. 6, S.P. 25, Bulk 2, Intelligence 3, Agility 7, Running 13, Psi Communication 5, Lasers 6, Energy Generator 7, Energy Reservoir 10 {53 pts.}, Programs: (Drive Cycle 1, Psi Communication 1, Lasers 2) - 340 Device Construction Points

Bridge Psi Power Armor: (2/5) Bulk 1/2, S.P. 10, Energy Generator 6, Energy Reservoir 10 {47 pts.}, Life Support 1, Leap 4, Environmental Awareness 5 - 185 Device Construction Points

Gedaliah Confederation Wrist Communicators - Bulk 1/64, S.R. 15, S.P. 10, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. - 234 Device Construction Points

Kinetic Ring: Bulk 1/128, S.R. 12, S.P. 25, Kinetic Bolt 7 P.R. = 2, Energy Reservoir 3 (13 pts.) Psi Energy Generator 1 - 202 Device Construction Points

Ms. Miniature Power Ring: Bulk 1/256, S.R. 25, S.P. 6, Teleportation 9 P.R. = 3 per use, Flight 12 P.R. = 2 per hour, Transmutation (Shrinking Only) 16 P.R. = 7 per use, Energy Blast 10 P.R. = 2 per shot, Energy Reservoir 7 (34 pts.), Energy Generator 2, Power Share - 535 Device Construction Points

Nova Bracers: Bulk 1/32, S.R. 20, S.P. 54, Psi Amplification 20, Energy Amplification 10, Armor Hardening 10, Energy Reservoir 6 [32 pts.], Energy Generator 1, Power Share. - 545 Device Construction Points. These bracers were originally kept on a Star Force Base on Aquatus. The Nova Bracers are silvery blue and are surrounded by a white energy field when its powers are being used at its maximum.

Onalogian Space Armor: Bulk 2, S.R. 20, S.P. 75, Warp Flight 10, Resistance: Psionics 9, Power Reservoir 5 (23 pts.) - 369 Device Construction Points

Ultravision Contact Lens: Bulk: 1/512, SR 1, SP 2, Ultraviolet Vision 2 - 55 Device Construction Points

TECHNOLOGICAL ITEMS

Aqua Blast Power Armor - (2/5) Bulk 2, S.P. 19, Sonic Power (Palms) 8 P.R. =1, Power Blast (Chest) 10 P.R. = 1, Flight 9 P.R. = 1 per hour, Water Breathing 5, Ultraviolet Vision 4, Radio Communication 9, Energy Reservoir 10{34 pts.}- 328 Device Construction Points

Battle Staff: +15 OFV, Bulk 1/4, S.R. 10, S.P. 25, Damage Order + 1 (Maximum 11), Ultraviolet Vision 5, Telescopic Vision 5, Penetration Vision 5, Energy Blast 6, Energy Reservoir 6 (21 pts.) (Goggles comes with staff that allows the user to use the vision powers) - 224 Device Construction Points.

Lock Up Power Armor: (1/4) Bulk 1, S.P. 8, Radio Communications 3, UV Vision 5, Life Support 1, Radar 5, Flight 6, Entangle 6, Energy Reservoir 5 (27 pts.) - 207 Device Construction Points

Mixer Power Armor: (1/5) Bulk 1, S.P. 19, Strength 10, Radiowave Generation 6, Sonic Power 7, Running 9, Radio Communication 10, Parabolic Hearing 10, Infrared Vision 9, UV Vision 9, Life Support 1, Energy Reservoir 5 (21 pts.) Energy Generator 1 - 435 Device Construction Points

Ms. Miniature Power Armor: (3/7) Bulk 1/2, S.P. 18, Life Support 1, Thermal Vision 3, Radio Communication 10, Energy Detection 5, Radiation Shield 10, Energy Reservoir 4 (14 pts.), Energy Generator 2 - 252 Device Construction Points

Nimrah Power Armor: (2/6) Bulk 1, S.P. 25, Life Support 1, Energy Detection 11, Flight 10, Radio Communication 5, Electro Blast 8 P.R. = 2 per shot, Energy Generator 7, Energy Reservoir 8 (33 pts.) - 331 Device Construction Points. External devices can be powered through this armor including both weapons and vehicles.

Pulse Power Armor: Bulk 1, S.R. 8, S.P. 55, Strength 10, Life Support 1, Ultra Violet Vision 5, Telescopic Vision 5, Radio Communication 5, Ultrasonic Hearing 4, Parabolic Hearing 4, Force Field 10, Energy Sword 4, Pulse Bolt 8 (Increased Knockback fired from Energy Sword), Energy Mace 5 (Devitalization –No Range), Energy Reservoir 9 (44 pts) Solar Energy Generator 1- 450 Device Construction Points

Rocket Boots: Bulk 1/16, SR 5, SP 10, Leap 4, Running 2, Energy Reservoir 2 (10 pts.) - 120 Device Construction Points

Scaling Gauntlets: Bulk 1/32, S.R. 5, S.P. 4. - 90 Device Construction Points. While being used, these gloves add +3 to their possessor's skill rank in climbing.

Star Force Body Armor - (1/5) Bulk 1, S.R. 5, S.P. 20, Body Armor 5 - 60 DCP

Star Force Reconnaissance Power Armor: Bulk 2, S.P. 24, Body Armor 5, Life Support 2, Infrared Vision 5, Ultraviolet Vision 5, Warp Flight 4, Energy Reservoir

4 (20 pts.), Energy Generator 1 - 179 DCP

Stiletto Power Armor: (2/4) Bulk 2, S.P. 9, Radio Communication 3, UV Vision 5, Life Support 1, Radar 5, Weapon Generation 5 (Sword), Energy Reservoir 4 (20 pts.) - 156 DCP

Stzian Wrist Blasters: Bulk 1/16, S.R. 10, S.P. 15, Energy Blast 10, Energy Reservoir 6 (29 pts.) - 189 DCP

X- Psi Power Armor: (2/4) Bulk 2, S.P. 9, Strength 6, Detect Psi 6, Infrared Vision 4, Radio Communication 7, Energy Reservoir 4 (19 pts.) - 172 DCP

Zilarian Body Armor: Bulk 1, Body Armor 5, S.P. 11 - 50 DCP

VEHICLES

Charon Assault Carrier: Owner - Mangians, Width 250 ft., Height 240 ft., Length 1425 ft, Weight 3.4 ktons, Color: Bluish Black with Red Highlights, Speed: 512 Parsecs per Hour, Strength 17, Agility 2, Personality 1, Appearance 3, Stamina 6, Confidence 1, Intelligence 4, Presence 9, SR 9, SP 5D20, Energy Reservoir 15 (15D6 Power Points), Energy Generator 1/10, Life Support 3/10, Warp Flight 1/10, Telescopic Sensor 1/9, Energy Sensor 1/11, Interstellar Radio Communication 1/10, Interstellar Video Communication 1/8, Missile Projection 1/8 (Rocket Batteries) {x8}, Stellar Lightning 1/10, Stellar Laser 1/9, Programs: K.S. Starship Technics 2, K.S. Gedaliah Confederation Space 3, Alliance Space 3, Stellar Navigation 4.- 16278 DCP

Charon's Sting (Fighters): Owner - Mangians, Width 9 ft, Height 6 ft, Length 35 ft, Weight 6 Tons, Color: Red with Black Highlights, Speed: 8 Parsecs per Hour, Strength 8, Agility 8, Personality 1, Appearance 1, Stamina 2, Confidence 1, Intelligence 1, Presence 5, SR 8, SP 2D12, Energy Reservoir 10 (10D6 Power Points), Energy Generator 1/1, Life Support 1/1, Warp Flight 1/4, Telescopic Sensor 1/8, Energy Sensor 1/8, Interstellar Radio Communication 1/11, Interstellar Video Communication 1/9, Photon Torpedoes (AP) 1/8, Space Claw (Kinetic Bolt) 1/10. Programs: Pilot Space Craft 1, Gedaliah Confederation 1, Alliance 1. LU: Torpedoes: 3 - 994 DCP

Devastator (Heavy Cruiser): Owner - Mangians, Width 235 ft, Length 1450 ft, Weight 3.1 Ktons, Speed: 1 Kiloparsec per Hour. Strength 17, Agility 7, Personality 3, Appearance 2, Stamina 6, Confidence 1, Intelligence 4, Presence 8, SR 8, SP 5D20, Energy Reservoir 20 (20D6 Power Points), Energy Generator 1/10, Life Support 3/9, Warp Flight 3/11, Telescopic Sensor 1/6,

Energy Sensor 1/9, Interstellar Radio Communication 1/12, Interstellar Video Communication 1/8, Tractor Claw 1/8, Vibra Cannon 1/9, Laser Cannon 1/10 (x8 Stations). Programs: K.S. Alliance 3, Stellar Navigation 2, Data Processing 3, K.S. Gedaliah Confederation 1. - 14914 DCP

Dirk (Fighter): Owner - Gedaliah Confederation, Width 10 ft, Height 7 ft, Length 30 ft, Weight 6.4 Tons, Color: Blue and Gold, Speed: 8 Parsecs per Hour. Strength 8, Agility 6, Personality 1, Appearance 1, Stamina 2, Confidence 1, Intelligence 1, Presence 1, SR 8, SP 2D12, Energy Reservoir 6 (6D6 Power Points), Solar Energy Generator 1/1, Life Support 1/2, Warp Flight 1/4, Telescopic Sensor 1/7, Energy Sensor 1/7, Interstellar Radio Communication 1/10, Interstellar Video Communication 1/7, Stellar Blast 1/9. Programs: K.S. Pilot Space Craft 1, Gedaliah Confederation 1, Alliance 1. - 843 DCP

Intruder (Heavy Cruiser): Owner - Tnesi, Width 240 ft, Length 1425 ft, Weight 3.4 Ktons, Color: Dark Green, Speed: 1 Kiloparsec per Hour. Strength 17, Agility 6, Personality 1, Appearance 3, Stamina 6, Confidence 1, Intelligence 4, Presence 8, SR 8, SP 5D20, Energy Reservoir 20 (20D6 Power Points), Energy Generator 1/7, Life Support 2/9, Warp Flight 1/11, Telescopic Sensor 1/6, Energy Sensor 1/9, Interstellar Radio Communication 1/8, Interstellar Psionic Communication 1/12, Tractor Beam 1/7, Missile Creation 1/9, Kinetic Bolt 1/10 (x8 stations). Programs: K.S. Alliance 4, Stellar Navigation 3 - 14698 DCP

S.C.A.T. (Assault Scout): Owner - Gedaliah Confederation, Height 24 ft, Length 150 ft, Weight 26 Tons, Speed: 8 Kiloparsecs per Hour. Strength 10, Agility 7, Personality 1, Appearance 2, Stamina 5, Confidence 1, Intelligence 2, Presence 3, S.R. 8, S.P. 3D12, Energy Reservoir 6 (6D6 Power Points), Solar Energy Generator 2/5, Life Support 1/4, Warp Flight 1/14, Telescopic Sensor 1/8, Energy Sensor 1/9, Interstellar Radio Communication 1/10, Interstellar Video Communication 1/7, Tractor Beam 1/3, Stellar Blast 1/9, Assault Rockets (Explosion) 1/10, Electronic Invisibility 1/10. Programs: K.S. Gedaliah Confederation 2, Stellar Navigation 1. LU: Assault Rockets 5 per Reload. Assault Rockets and Stellar Blast can not be used while Electronic Invisibility is activated. - 2195 DCP

WEAPONS

Blade of Flame: Bulk 1/128, S.R. 6, S.P. 10, Weapon Generation: Flame Sword 6, Energy Reservoir 3 (15 pts.) Energy Generator 1. - 176 DCP. These swords flame when their hilt is drawn and are +15 OFV. Like

most swords, individual Blades of Flames may carry additional psionic enhancements. The blade of flame consists of a silver hilt with curved ends. Inscribed on the hilt is a forge.

Blade of Frost: Bulk 1/128, S.R. 6, S.P. 10, Weapon Generation: Ice Sword 7, Energy Reservoir 3 (11 pts.), Energy Generator 1. - 372 DCP. It is +15 OFV. Blades of Frost may have various Ice/Cold powers added to them. One exceptional Blade of Frost is located on the planet Cigam in the armory of Manassah.

Lightning Strike: +30 OFV, +10 DFV, Bulk 1, S.R. 25, S.P. 100, Dimensional Travel—Lightning Plane 10, Lighting Bolts 15, Returns when thrown (Teleportation 5), Energy Reservoir 8 (33 pts.). - 600 DCP. A melody plays whenever Lightning Strikes powers are used. (This is only audible to bards.) This is Glicion's personal weapon and it was forged by the Elemental Bards of Onalog. Lightning Strike is an eight foot long double bladed axe.

Midnight Tears: Bulk 1, S.R. 15, S.P. 10, Intelligence 5, Strength 5, Darkness 2/5, Comprehend Languages 1/4, Energy Reservoir 4 (16 pts.), Energy Generator 1. - 239 DCP Wielder: Lee Wing - This is a jet black short sword with glistening tears engraved on the handle.

Psi Sword: Bulk 1/128, S.R. 10, S.P. 40, Weapon Generation: Psionic Sword 7, Energy Reservoir 4 (15 pts.), Energy Generator 1 - 523 DCP

Ranger's Blade: Bulk 1, S.R. 5, S.P. 11, Strength 2, Electrokinetic Touch 3, Energy Reservoir 6 (25 pts.) Energy Generator 1. - 694 DCP. The Ranger's Blade is a +30 OFV longsword and gives it's wielder an DFV Bonus of +20. The wielder has the option of using Electrokinetic Touch as an electrical carrier attack of Order 3.

Ring of Fire: Bulk 1/256, S.R. 5, S.P. 1, Pyrokinesis 8, Energy Reservoir 3 (15 pts.), Psi Energy Generator 1 - 851 DCP

Shadow Strike: Bulk 2, S.R. 15, S.P. 60, Strength Requirement 13, Strength 14, Dimensional Travel 5, Regeneration 4, Energy Blast 10, Energy Absorption 5, Energy Reservoir 5 (21 pts.) Energy Generator 2. - 450 DCP. This is Shadow Guard's weapon of choice.

Star Slammer: Bulk 1/2, S.R. 25, S.P. 30, Intelligence 1, Resistance: Energy Attacks 12, Cosmic Energy Blast 16, Flight (Returns when Thrown) 2, Energy Reservoir 6 (22 pts.), Energy Generator 1. - 435 DCP. Wielder: Sarah Kelly (Star Strike)

Sun Blazer: Bulk 1/128, S.R. 30, S.P. 55, Power Share, Intelligence 9, Detect Evil 5/2, Detect Heat 4/2, Detect Invisible 9/2, Solar Wings 4, Resistance: Fire 7, Flame Sword 7, Energy Reservoir 5 (16 pts.) Energy Generator 1. Sun Blazer is +15 OFV - 643 DCP
Wielder: Shanna.

Sword Prisma: Bulk 1/128, S.R. 22, S.P. 75, Power Share, Weapon Generation (Light Sword) 10, Dispel Darkness 15, Light Armor 10, Flight 5, Telescopic Sensor 10, Interstellar Psionic Communication 10, Energy Reservoir 10 (52 pts.), Energy Generator 5. - 788 DCP



PSIONICS

Psionics deals with harnessing an individual's inner mental power. In the Gedaliah Confederation, the Psi Division has been in existence for about two hundred and fifty years. Since its conception, the Psi Division has worked very closely with the Tech Division. Members of the Psi Division aid in every aspect of their sister Division. This is to their mutual benefit. The Tech Division saves money and man-hours whereas the Psi reduce the fear and prejudice of the ignorant to some degree. The Psi Division's Prime Directive is the complete exploration, documentation, and development of inner space; the human mind. Toward this goal, the Psi Division works to meld itself with the Tech Division. According to standard doctrine, most espers believe that it is the mind that creates the technological advances. Hyper-Technology may merely be an extreme of Psionic Powers. This view is not shared by the most technicians in the Tech Division. It should be noted that the Psi Division has not been able to prove this conclusively.

As mentioned earlier, Psionics deal with focusing one's mental faculties. As such, Confidence is the defining Characteristic. It is a modifier for all psionic skills and powers: Confidence x 5 is added to any psionic skill roll.

The brain is the source of almost all psionic power. In recent centuries, during the Anti-Psi Movements, suspected individuals had their brains removed. This ended the threat as well as the being's life. There are rumors that the Mangians, members of the Alliance, have developed a stealth field which is invisible to psionics. Individuals and devices behind this field could not be sensed by awareness, danger sense and so on.

Psionics is a focused discipline. Break the concentration and you hinder the performance. This does

not mean that espers must remain perfectly still to use their powers. They can engage in strenuous situations with a maximum of -20 to their percentile rolls. This reflects the fact the character is focused almost entirely on the use of his power. The negative modifier only applies to non psionic activity while the character is using his powers. Psionics is now being taught in various institutions throughout the Gedaliah Confederation.

PSIONIC ADVANTAGES

LINK

This advantage allows individuals to be mentally and emotionally linked. This means that linked characters will always know where the other individual is at (Confidence is used as Tracking Skill - They will eventually find them, it's just a matter of how long) provided that they are in the same dimension. This advantage allows the characters to be emotionally tied together. When one is sad, the other will feel the sadness. If one of them should die, the remaining character will face the possibility of insanity due to the severity of the loss. Linked characters have an intimacy that is almost unmatched by any other relationship.

Cost: 10 CPs

MIND LINK

This advantage allows a character to set up a communicative link with another mind. This power will only work with willing subjects. It must be noted that a person can be "tricked" into being willing as well as being emotionally manipulated to the point of being willing. This should be handled on a case by case basis. Initiation of Mind Link requires that the psychic see or sense the target; sense meaning any of the five senses as well as psychic senses like awareness. This advantage can be purchased through campaign play by telepaths and anyone else that the GM deems appropriate.

Cost: 5 CPs.

PSIONIC POWERS

ADRENALINE CONTROL

By controlling the production and release of adrenaline in his system, the psionic can give himself temporary physical boosts on demand. When he increases his adrenaline he gets Order points, which he can add directly to his Strength, Stamina, and Agility scores however he desires. He enjoys all the normal bonuses for high physical attributes for as long as he uses this power. P.R. = 4 per round.

Cost: 6/Rank -6/Order

AURA SIGHT

An aura is a glowing envelope of colored light which

surrounds all living things. An aura is invisible to the naked eye. Furthermore, auras reflect a character's beliefs and disposition. What this means in game terms is that an aura sighting (the character needs to interpret what he is seeing) will give information on the character's mental advantages and traits. The GM determines what is revealed based on the character's skill roll. If he or she makes a phenomenal roll, the character has made a perfect reading and gets all the information possible from the aura.

A psionic can examine one aura per round. He can also be clandestine with his aura sight. In order to use this power, the esper needs only to gaze at his subject. Aura Sight uses Order on Range Table II for viewing distance. Rank measures a character's skill with aura readings. He can go unnoticed by maintaining his distance. The character's actions become more noticeable the closer he gets to his subject. PR = 2.

Cost: 4/Rank - 5/Order

AWARENESS

This psionic discipline allows an individual to be "aware" of everything in a 360 degree area radius around him. Order indicates the range on Table I and Rank indicates the skill at interpretation. A very high Rank with this power would allow a blind character to count the number of hairs on someone's head. This power distinguishes itself from Radar in that it uses telekinetic waves instead of radar waves to feel around them. Highly skilled telekinetics (Rank 10 or higher) can attempt to baffle the Aware hero. This is handled as Skill vs. Skill.

Cost: 5/Rank - 7/Order

BIO-WEAPONRY

Bio Weaponry allows the esper to convert one of his arms into any hand held weapon. If the power is possessed above Order 10, the character can change his arm into high tech hand weapons such as energy swords, laser pistols and neural maces. The arm actually becomes wood and/or metal, and assumes the weapon's form. Damage is this power's Order or the weapon's normal damage, whichever is less.

Cost: 5/Rank- 6/Order

BODY CONTROL

This power allows a psionic to adapt his body to an hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat or cold and so forth. The psionic fits in like a native organism. He can breathe and move normally and takes no damage from simply being in the environment. Order indicates how far he can control his body. For example, a character is placed on a planet with a Gravity of Order 6, he would need a Body Control Order of 6 or higher to

move about normally. Furthermore, Body Control allows the psionic to ignore Elemental Attacks (Any Attack listed on the Elemental Power Chart and similar Psionic and Bardic Powers) up to Order + 10 intensity and lessen stronger attacks by that amount. PR = 1 per hour

Cost: 5/Rank-6/Order

BODY EQUILIBRIUM

Body Equilibrium allows the user to adjust the weight of his or her body to correspond with the surface he's standing on. Thus he can walk on water, quicksand, or even a spider's web without sinking or breaking through. If the character is falling when he uses this power, he will fall as fast as a feather would - slow enough to escape injury. P.R. = 2. Order is the amount of matter that can be affected with this power.

Cost: 4/Rank - 4/Order

CELL ADJUSTMENT

Cell adjustment allows the psionic to heal wounds and cure diseases. Any sort of physical wound can be healed. Most diseases can be cured as well except some of the more exotic unnatural diseases caused by high science or technology. The psionic can cure a disease in one round by spending 5 points and making a successful skill roll. If this roll is failed, the psionic can try again next round. This power also allows for healing of hit points. Order Intensity is added to the character's Healing Mod. The Healing Rate is then recalculated. For example, Fedifensor (Order 4) uses Cell Adjustment on a wounded civilian who has a normal healing rate of 0.3 (3 x 0.1 [Healing Mod for 2 Stamina]) per night. The civilian's new healing rate is 4 x 0.3 or 1.2 per each round this discipline is used. PR = 2 per round. Range: Order- Range Table I

Cost: 5/Rank-5/Order

CHEMICAL SIMULATION

An esper can make his body simulate the action of acids. The character secretes an acid through his hand. Order determines damage intensity as well as the range. P.R. =2

Cost: 4/Rank-5/Order

CYROKINESIS

This power allows an esper to slow the movement of molecules with his mind. This is the reverse of the pyrokinesis power and creates cold. It can also function in outer space with corresponding results. PR=4, Range = III.

Rachel McKnight has this power.
Cost: 7/Rank - 7/Order

DANGER SENSE

This power gives an esper a sixth sense about danger. Danger Sense will prevent the character from being surprised in combat. The Rank level of this power adds to initiative value (sensing an attack before it's launched) and the Order number determines the bonus to the character's DFV against all attacks (unless they state that they negate a Danger Sense bonus)
Cost: 6/Rank-7/Order

ELECTROKINESIS

Electrokinesis is a psychic power that allows electrical control. An esper possessing electrokinesis is resistant to electricity up to this power Order. Electrokinesis facilitates the manipulation of electrical devices. Through focused thought, the psychic can enforce a limited control over electrical devices, such as turn off and on light switches, computers, televisions, radios, blenders and all other types of electrically operated appliances, toys and devices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights and so on. Range is determined using Range Table I with Order as the determinant. The character does not need to see the device to manipulate them; he can sense them. Electrokinesis also gives the psionic the ability to sense electricity. Success is determined using one's Rank and distance (Range Table III) Order.

Vid has this discipline.

Cost: 4/Rank-6/Order

ENERGY AMPLIFICATION

Energy Amplification allows the psionic to increase the power output of any system by two Orders. (If the Order of this power is higher than the Order of the Device) Pilots of enhanced items will need to make a Rank Roll to adjust to the power increase.

Cost: 5/Rank - 6/Order

FEEL LIGHT

This extrasensory power allows the psionic to experience light through touch. His entire body becomes a receiver of light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change) This power does not allow the user to see in the dark, since there must be light for him to feel. Nor does it counter unnatural darkness, which actually destroys or blocks light waves. P.R. = 5 per round

Cost: 3/Rank- 4/Order

FEEL SOUND

This power is almost identical to feeling light, but it makes the psychic's body sensitive to sound. It allows him to continue hearing when his ears are disabled. However, This power does not detect sound where there

is none nor does it work in unnatural (Bardic, Psi or Tech) silence. P.R. = 3 per round

Cost: 3/Rank- 3/Order

FLESH ARMOR

The character is able to mentally alter his skin density granting him Order level Body Armor. Use of the Flesh Armor psionic power, does not cause the skin to change it's appearance. P.R. = 2 per round.

Cost: 6/Rank - 5/Order

HEAR LIGHT

This power relies on the character's hearing to sense light. A character who has been blinded, either artificially, naturally, or by injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

Cost: 3/Rank- 4/Order

HYDROKINESIS

This power allows the psionic to create water. Order indicates the amount of water that is created. This can be used for a variety of purposes including smashing your foes with water columns. Unlike most of the Kinetic powers, Hydrokinesis is not terribly effective in space. Yes, you can smash ships with water columns but then you have globs of ice floating around in space afterwards. It will take gigantic icebergs to be effective against most ships. Note: you can make these icebergs and have a super strong teammate use them as missiles with brutal effectiveness. PR=3, Range = III

Cost: 5/Rank - 6/Order

ILLUSION

This psionic power allows the character to create convincing illusions. This power is based similar to transmutation except that the objects only exist within the victim's mind. There are 3 Order costs for this power: Cosmetic (change an opponents hair color or change your street clothes into a super costume) Illusions affect one sense, usually sight (3 pts.), Minor Illusions affect all five senses (5 pts.) - an illusionary meal would look, smell, taste and feel real. It would not be filling though. Major Illusions also affect both bardic and psionic senses (7 pts.). The Illusion rolls his dice with the illusion attack and must equal or exceed his opponent's will power. The details of the illusion will determine how often the victim gets to try to disbelieve the illusion.

Cost: 5/Rank - (3/5/7)/Order

MENTAL BLAST

This is a blast of raw psionic energy. If the defender is

psionic, his level DFV is doubled. (whatever other bonuses are then added normally.) In most cases, there isn't much that can defend against a mental blast save a psionic defense. PR=4 RANGE=II
Cost: 7/Rank-7/Order

MENTAL INVISIBILITY

The hero has the ability to render his own mental energies undetectable by external means. Such means can be technological, psionic, bardic or super powered in nature. This power is psionically based. The Power protects the character from discovery by outside forces. It serves as Order level for protection from undesired probes or psionic attacks. Powers less this Order have no effect, higher Orders are reduced by the Order of Mental Invisibility. Success means the external probe shows nothing at all, including the presence of this power, and psionic attacks simply pass through the individual. Note this power does not halt physical psionic attacks, one example being telekinesis.

Cost: 6/Rank-6/Order

MENTAL SURGERY

The hero has the ability to cure mental illness with the power of his mind. Each mental illness will have an Order Intensity that will be an indicator of how much power a character would need to have before being able to even attempt to heal a character of a certain illness. At lower levels this power functions as a Mind Bond similar to the Vulcans. Rank is important because it determines skill at curing a patient and the defenses that the hero has against suffering psychic backlash. Unless an Open-Ended Success is rolled, the mental illness is cured for 1 week per Skill Rank the character has with this power.

Kinesis has this power.

Cost: 4/Rank - 7/Order

NULL PSI

This power allows you to negate psionic use within your presence. This power will completely halt the use of any power below this one's order. It's an all or nothing affair. You can completely nullify some of an opponent's powers but others would be unaffected. PR = 10 per hour. Order on Range Table I determines the diameter of the Null Psi field.

Psi Death has this power.

Cost: 5/Rank - 9/Order

PSI AMPLIFICATION

Psi Amplification allows a psionic to increase his other psionic powers or an ally's power up to his Order with Psi Amplification. Note that this power can only be used to increase the Order of a power and never the Rank. Characters with amplified powers will need to make a

Rank roll until they get adjusted to the power increase.
PR = 5 per Hour, Range = II

Bridge has this power.

Cost: 5/Rank - 8/Order

PYROKINESIS

The hero can generate pure heat that is not necessarily accompanied by light or flame by accelerating molecular motion. This power will function in places where fire generation could not; two examples could be deep space or underwater. This power is functionally invisible. Bystanders will feel a wave of heat pass by yet see nothing but a slight distortion. Beings who possess Infrared Vision can detect a glow around the hero and his target whenever this power is used. PR=4 RANGE=III

Kinesis, leader of Seekers, has this power.

Cost: 7/Rank-7/Order

SEE SOUND

This power enables a character to perceive sound waves visually, with his eyes, by converting the sound waves to light impulses. Only a character who can see normally can use this power. The esper can see sound even in darkness, because sound waves do not require light. The character can still be "blinded" by silence. The range for See Sound is determined similar to Parabolic Hearing.

(Use Order as a determinant)

Cost: 3/Rank-4/Order

RADIATION ARMOR

This power shields the psionic from radiation of Order Intensity with this Power. Range = Table I

Cost: 3/Rank - 4/Order

TELEKINESIS

This is the ability to move objects with the mind. A character's T.K. capacity is his Order. This is the maximum amount that can be moved at a time. Telekinesis can be used as a defense taking one action and 1 power point to set up. This is a special type of Energy Aura. A Telekinetic Energy Aura defends only against concussive attacks. There is a power cost of 1 per each repulsed attack. Telekinetic defense is based on it's strength. If an attack is of a greater Order than Telekinesis, the field collapses blocking to the best of it's ability. An unmodified Rank roll is required to start up the power again. Telekinesis can be used to parry attacks. This involves using the Rank to determine the base DFV bonus. Telekinesis attacks are concussive force; they can and will cause knockback. Order damage is reduced by the weight of any objects being carried telekinetically. Order determines Range (Table II)

Kinesis has this power.

Cost: 6/Rank- 6/Order

TELELOCATION

The hero can psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact, however tenuous is required. Consequently, the Power is not hampered by the concealment, erasure, or absence of the target's scent. Telelocation can operate over immense distances. The only factors that can hinder the Power are those that diminish any Psionic activity. The character must have some knowledge of the character to use this power. The degree of knowledge the telelocator has will provide negative or positive modifiers to the Rank roll. Telelocation uses Order on Range Table III within planetary confines and Range Table IV in space.

Nimrod has this power.

Cost: 5/Rank- 5/Order

TELEMECHANICS

This ability allows the psionic to mentally communicate and understand machines. By contacting (Order on Range Table I) any non-artificially intelligent machine, the psionic will instantly have a complete knowledge of exactly how the machine operates. This knowledge lasts for as long as the psionic maintains contact. The psionic knows everything; he has a complete schematic diagram and operation knowledge in his memory.

When contacting an artificially intelligent machine, i.e., computers, the psionic not only understands everything about its operation, repair, access codes, etc., but can actually speak telepathically with it. This means that he can tap into a computer's memory without using a terminal because the information would be sent directly to the psionics mind. There is a Power Requirement of 5 for each use of Telemechanics. Rank determines the skill at using the power and Order determines range (Table II).

Cost: 3/Rank- 6/Order

TELEPATHY

This is the paranormal sense that allows the character to directly communicate with other minds. A telepath can automatically detect all thoughts within his range; this is called a 'thought scan' and costs 1 power point and an action to perform. A telepath may read the minds of, broadcast his own thoughts to, and act as a 'mental switchboard' for twice as many people as he has Rank in this power. Mental communication costs 1 point per turn to maintain. A person can be tracked by his thoughts: for the telepath to do this requires continued 'thought scanning' with a power cost of only 1 per person being tracked each hour. The prey is immediately lost if it passes beyond the telepath's range.

Telepaths are able to probe people's minds; sifting through them to take whatever data they desire. In order to attempt such a Mind Probe the telepath uses his Rank

as the OFV and the target (if a non-telepath) uses his WILL * 5 for the DFV. 1D6 turns of game time and 5 Power Points are required for the attempt. If successful, the character may probe him. It is automatic if the target consents to be probed (no attack roll needed). A failure to successfully probe allows the target to feed the telepath with false information. A telepath can shield his thoughts from being detected, tracked, or read at will. Telepaths defend against Mind Probe with their Rank + Will (*5).

Range: Order- Range Table III

Cost: 6/Rank- 6/Order

TELE-HEARING

The psionic is able to hear noises in an area regardless of what lies between the area and the psionic. The psionic is able to use any enhanced hearing powers she may have with this power. Rank is a reflection of skill with this power and Order determines range on Table I. Cost: 3/Rank - 3/Order

TELE-PROJECT

The psionic is able to project his thoughts as 3D holograms that others may view. These holograms can be videotaped. Tele-Project can also display images and sounds gathered by the Tele-Record power. Rank determines the skill and detail of the projection. Order determines maximum hologram size on Range Table I.

Cost: 3/Rank—4/Order

Order	Record Time
1	2 Minutes
2	4 Minutes
3	8 Minutes
4	16 Minutes
5	32 Minutes
6	1 Hour
7	2 Hours
8	4 Hours
9	8 Hours
10	16 Hours

TELE-RECORD

The psionic is able to make an audio and visual record of anything that he is witnessing. This psionic power also works with telepathy and the various sensory enhancement powers. Rank determines how complex the events are that he can record. Order measures maximum

record time before he needs to “erase” earlier recordings.

Cost: 3/Rank—4/Order

TELE-SIGHT

The psionic is able to view an area regardless of what lies between the area and the psionic. For example, Tele-Sight can be used to help a psionic see behind a door. The psionic is able to use any enhanced vision powers along with this one. Rank is a reflection of skill with this power and Order determines range (Table I).

An Order 1 Psionic, would be able to view an area 1 foot away from him with this power.

Cost: 3/Rank - 4/Order

VEHICLE ARMORING

The character is able to increase the structural rating of a device, weapon or vehicle. This increase can be as much as 2 Order above the object's original order.

Cost: 5/Rank - 6/Order



GAME MASTERING

Selecting Your Campaign City

Although you can run a campaign set in major cities, like New York, Chicago, or Los Angeles, one of the best cities to use is your own hometown. Therefore both you and your players will have a rough overview of the surroundings. You will then be introducing both heroes and villains into your sleepy hamlet. Using familiar surroundings, makes it easier for both you, the Game Master, and the players to visualize the adventure setting.

Modeling Your Villains

The Random Body Chart and Origin Tables allows you to create interesting and diversified characters. However, it can be a challenge to select a balanced set of powers, skills, advantages and traits as a beginning Game Master. I would recommend selecting your favorite comic book, novel, movie or TV character and creating him or her for the Heroic Visions Universe. This way both you and your players will see how they would fare against comic book villains. With time and experience, you will begin to be comfortable with creating

balanced characters of your own and your Carbon Copy Characters can be slowly removed from your developing campaign universe.

Classic Super Adventures

Some comic plot ideas have been used over and over throughout the history of comics. As familiar as they are, they still can be the basis for beginning adventures.

1. Good Guy Free For All

This can be arranged in a variety of ways. The main super villain can engineer circumstances so that the heroes think each other are the wanted criminals. This will take some doing since after giving the descriptions, the players will realize they are fighting each other and most players will seek to stop the combat. Although some of the more competitive [Traits like: Loves to Fight and Believes He Is The Best At What He Does come in to play] will seek to be the last hero standing - and of course the villains can be watching the whole thing via remote camera and taking notes on the powers used and any weaknesses exposed.

Another variation on the Good Guy Free For All is having the player characters to come across another group of unknown heroes. The GM is free to let the players role play trying to decide if the other team is fellow heroes or wanted felons. Eventually the Game Master is encouraged to have a pedestrian in trouble and both teams will move as true heroes to rescue them. Any heroic catalyst (fire, explosion or robbery etc) will do to cause the player characters to rethink their position regarding the opposing team.

2. An Ancient Evil Is Unleashed

This is another classic scenario and is an excellent opportunity to bring in some of the player character's Dependent Non Player Characters (DNPCs). The DNPC can be with the inept group that accidentally releases the ancient evil. Not only must the player characters defeat, capture and imprison the Ancient Evil but they must also do while protecting their DNPC. Give the Ancient Evil such defenses like Regeneration, Body Armor or Invulnerability or at the very least extremely high hit points so that it would be able to take a pounding by the heroes and keep on throwing them around. I would caution against always making the Ancient Evil so powerful that it can beat the heroes with one claw tied behind it's back.

3. Worlds At War

Invaders decide that they want to begin their campaign of world domination in your campaign city. The player characters will need to be cunning and inventive to get the aliens to leave since raw blind force will not be enough because of the sheer number of potential invaders. The Game Master can feel free to use the Aliens in this section and modify them to more accurately challenge your heroes. (And villains)

The best way to come up with adventure ideas is to read the comics. With some work, most comic book plot lines can be successfully modeled as an adventure.

ARCADIA CITY & HEBRON: HEROIC VISIONS STYLE

Arcadia City is one of my campaign cities. It is roughly based on New York City and is my central city on Earth. As I travel around New York City, I have marked off some buildings on areas on my maps (subway, bus and city) that will be adventure areas in my world. I then created my own history for the building or landmark by involving the heroes, villains and NPCs of the Heroic Vision Universe. Earth is not a recognized (or voting) planet within the Gedaliah Confederation. It is fairly self contained with alien visitors arriving incognito. Classical superhero adventures are perfect for Arcadia City in particular and Earth in general.

I also have another city (Hebron) on the planet Abishua. This is the homeworld of the Gedaliah Confederation. As such, Star Force and interplanetary dignitaries frequent the planet. Hebron serves as a convenient meeting place for any of the interstellar characters within my universe like Alpha or Glicion. Abishua is also the adopted homeworld of Kinesis. As the homeworld of the Gedaliah Confederation, Abishua can be setting for cosmic level superhero adventures.

Seekers

Seekers is the premiere superteam of the Gedaliah Confederation. Their main headquarters is located in Arcadia City beneath Freedom Bridge. They maintain a low profile on Earth by not having any normal entrances to their Headquarters. Everyone has to use one of the teleport portals. Teleport Portals can take members to the following places: 1) Vehicle Hanger—Located on Earth's Moon, 2) Kinesis's HQ in Hebron (on the planet Abishua) 3). Refuge: Alpha's Satellite Base for her starship: *The Eternal Princess* and 4). A warehouse (Troy Wilson owns the building) across the street from the Freedom Bridge.

Standard Seeker Equipment

All Seekers Members possess the following equipment.

(Individual models may vary slightly according to the hero's powers, traits or abilities.)

Seekers Wrist Communicator - Bulk 1/64, S.R. 15, S.P. 10, Intelligence 6, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. Programs: - KS. Gedaliah Confederation 5, K.S. Star Force 4, KS Gedaliah Confederation Terrorists 6, Gedaliah Confederation Stellar Law 6, - 375 Device Construction Points

Seeker Signet Ring—Bulk 1/256, S.R. 15, S.P. 1, Intelligence 3, Instant Costume 1, Programs: Activate Portal 3, Activate Seeker Vehicle 2, Activate Security Doors 3—81 Device Construction Points (The Signet Ring will initially appear as stylized ring of the hero's design. Instant Costume Advantage allows the ring to instantly transform into it's true form.)

Alpha

A little over two centuries ago, Nikiasia Wysterioz was a Stzian Princess. During a failed assassination attempt, she was exposed to primeval energy. Her entire body was irradiated and she gained the ability to transmute objects and convert energy into various forms. She and her companions used their powers to bring peace to the Empire and establish the current government. Since the rebellion has ended, she has earned the title, "The Eternal Princess." What this means is that she can ascend the Stzian Throne if the current ruler is incapacitated or slain until a suitable replacement is found. Nikiasia is hunted by a race of Interdimensional warriors known as the Apto. She also often confronts Lord Alteration, His Royal Court and various Knights of Alteration.

Combat Tactics: Alpha will seek to transmute her foes to inanimate objects like statues, rocks, and rods. If a foe is too large to be transformed she will then use her Energy Conversion to find an energy wavelength that her foe is susceptible to. Although skilled in hand to hand, Alpha will engage in it only as a last resort.

Identity: Nikiasia Wysterioz

Occupation: Defender of Stz

Characteristics: Strength: 7, Agility: 6, Personality: 5, Appearance: 2, Stamina: 6, Confidence: 11, Intelligence: 2, Presence: 4

Age: 235 **Sex:** Female

Height: 7 feet **Weight:** 170 lbs.

Carrying Capacity: 3.2 Tons

Skin: Purple **Hair:** Magenta **Eyes:** Green

Level: 1 **Experience Points:** 0

Hit Points: 56 **Will Points:** 11

Power Points: 102 **Wealth:** 7

Body Type: Stzian

Origin: Chosen One **Team:** None

Powers: Telescopic Vision 3/9, Ultrasonic Hearing 2/5, Transmutation 9/20, Energy Conversion 10/20, Adaption 5/10, Warp Flight 10/15, Cosmic Sustenance 3/6

Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 1D20, Healing Rate: 1.8

Skills: Stzian Empire 11, English 5, Power Development 10, Hostile Environments: Space 9, Guerrilla Tactics 7, Strategic Tactics 5, Fighting 6, Military Organization 8, Stellar Navigation 15, Diplomacy 3, High Society 2, Public Speaking 4, Transmutative Engineering 5

Advantages: Snow Fighter (Hi), Life Support: Longevity, Local Enforcement Powers: 20 (Stz Empire), HQ: Expansive, Linked to Snow Fighter

Traits: Public ID, Enjoys Using Power, Registers as Mutant when Detected, Hatred of Tyranny, No Compunctions About Killing, Independent: Loner, Berserk when caged or bound (55 / 40 Recover), Reputation: Cosmic Being (80-), Hunted: Apto (40-), Hunted: High Guard (55-), Vengeful, Must Protect the Innocent



Bridge

Consuela Martinez, a psi-tech prodigy, is Bridge. As CEO of *State of Mind Electronics*, Consuela markets advanced neural interfaces to both the Federal Government and private companies. Her crowning achievements include her Psi Armor and Psi Cycle. Consuela is more of an adventurer than a heroine. Her gateway power (which manifests itself as a bridge which she must walk or drive across) allows her to travel throughout the universe. (She can almost always *Bridge* home)

Her super heroine identity, Bridge, is mistrusted by the police department and most heroes. This is due in part to the crusade of Tabitha Geneva Peters, the editor of *All Around Arcadia*, a weekly news magazine.

Combat Tactics: Bridge will begin combat with her Mental Blasts. If she is with any teammates that have Psionics, she will use her Psi Amplification to enhance their abilities. She is not afraid to enter hand to hand combat with her opponents but will periodically use her Mental Attack in the midst of the melee.

Identity: Consuela Martinez

Occupation: Business Owner

Characteristics: Strength: 4, Agility: 5, Personality: 4, Appearance: 5, Stamina: 6, Confidence: 3, Intelligence: 7, Presence: 5

Age: 21 **Sex:** Female

Height: 5 feet, 8 inches

Weight: 128 lbs.

Carrying Capacity: 400 lbs.

Hair: Black

Level: 1 **Experience Points:** 0

Hit Points: 12

Will Points: 9

Power Points: 34

Body Type: Induced Psionic

Powers: Mental Blast 3/7, Psi Amplification 2/10, Telepathy 5/5, Gateway 8/5

Combat Info: Init.: 6, OFV 10, DFV 15, HTH: 1D10, Healing Rate: 1.5

Skills: Psi Technics 9, Psi Engineering 8, Vehicular Body Repair 7, Armor Evaluation 7, Pilot Airplane 1, Aerodynamics 10, Pilot Jet Fighter 1, Drive Motorcycle 5, Computer Operation 2, Corporate Management 5, Psi Perception 3, Fighting 4, Armor Design 10, Clerical 3, KS: Famous Earth Dancers 4, KS: Ballet 6, Dance 2, Acrobatics 4

Advantages: Armor, Vehicle, Arcadia City Police Department (Low), HQ (Confined - State of Mind Electronics Secret Bunker)

Traits: Secret ID, Impulsiveness, Lecherous, Romanticism, Mistrust, Love of Adventure

Equipment:

Bridge Psi Power Armor: (2/5) Bulk 1/2, S.P. 10, Energy Generator 6, Energy Reservoir 10 {47 pts.}, Life Support 1, Leap 4, Environmental Awareness 5

Bridge Psi Cycle: (S.R. 6, S.P. 25, Bulk 2, Intelligence 3, Agility 7, Running 13, Psi Communication 5, Lasers 6, Energy Generator 7, Energy Reservoir 10 {53 pts.}, Programs: (Drive Cycle 1, Psi Communication 1, Lasers 2)



Cassandra

Cassandra is Zephaniah's tutor in the city of Hebron on the planet Abishua. Her past deeds while safeguarding him have earned her the authority of being a Special Agent for the Star Force Organization. This grants her clearance into most Star Force facilities throughout the Gedaliah Confederation. Her Special Agent status is a great help when she has to deal with enemies from her homeworld of Ortan V. Cassandra is unique among androids; she is able to regain her power from solar energy. It was because of this ability that she had to leave her homeworld. Ortan V is an energy starved world and its scientists actively seek out androids and robots with the ability to natural draw power from the environment. If Ortan V's scientists ever catch up with Cassandra, they will certainly attempt to dissect her to find out how she is able to absorb solar energy. Cassandra normally comes into conflict with Star Force enemies as well as bounty hunters from Ortan V. Since coming to Earth, Cassandra is slowly accepting the fact that Zephaniah has grown up and needs her more in the role of friend than bodyguard.

Combat Tactics: Cassandra tends to be a close range fighter. She specializes in tumbling attacks and will often times use a tumbling maneuver to get in close to a foe and then attack. She is a skilled archer and will use her bow until she is able to close with an opponent.

Identity: Cassandra

Occupation: Tutor / Bodyguard

Characteristics: Strength: 6, Agility: 3, Personality: 4, Appearance: 3, Stamina: 5, Confidence: 2, Intelligence: 5, Presence: 2

Age: 23 **Sex:** Female **Height:** 5' 11" **Weight:** 140 lbs.

Carrying Capacity: 1600 lbs. **Skin:** Pale **Hair:** Black **Eyes:** Green

Level: 1 **Exp. Points:** 0 **Hit Points:** 21 **Will Points:** 5

Power Points: 38 **Wealth:** 2 **Body Type:** Android

Origin: Natal

Powers: Energy Detection 3/6, Infrared Vision 1/4, Penetration Vision 2/6, Parabolic Hearing 1/3, Running 2/6, Ultrasonic Hearing 1/4, Ultraviolet Vision 2/3, Body Armor 1/5, Radio Communication 2/5, Solar Sustenance 1/2,*

Combat Info: Init.: 4, OFV 10, DFV 15, HTH: 3D6, Healing Rate: 1.2

Skills: Education 6, Fighting 4, Onalogian Heraldry 3, Basic Math 4, Leadership 2, Fletching 6, Archery 4, Tumbling 4, Staff 2, Analyze Fighting Style 2, Astronomy 3, Astrophysics 4, Computer Hacking 3, Computer Operation 5, Cybernetic Technics 3, Data Processing 2, Environmental Engineering 3, Abishua (Area Knowledge) 2, Gedaliah Confederation (Area Knowledge) 3, Impersonation 3, Terran Medical Diagnosis 4, Onalogian Medical Diagnosis 2, Terran First Aid 4, Onalogian First Aid 2, Terran Racial History 5, Onalogian Racial History 4, Security Scanner Analysis 3, Security Operations 4, Space Astrogation 5, Space Pilot 2, Stellar Law 1, Tumbling Attack: HTH 3, Energy Weapon Design 7, Energy Weapon Technics 2, Child Care 3, Cook 2, Housekeeping 3, Shadowing 2, Street Smart 1, Missile Projection: Energy 3, Missile Projection: Ice 1

Advantages: Eidetic Memory, Local Enforcement Powers 20 (Gedaliah Confederation), Life Support: Self-Contained Breathing, Life Support: Longevity, Mental Calculator, Speed Reading, Kinesis (Hi), Star Force (Hi), Empower Device

Traits: Honesty, Weirdness Magnet, Involuntary Exile (Ortan V)*

Equipment: Energy Bow (Bulk 2, Structural Rating 9, Structural Points: 5, Missile Projection: Energy 6, Missile Projection: Fire 5, Missile Projection: Ice 5, Energy Reservoir 8 (40 points), Transformation: Collapsible Staff—241 DCPs)





Chemex

Retsnom is a world plagued by monsters. Mythic creatures of all sizes test, tease and torment Retsnomians almost at whim. Since survival is a life and death struggle for most Retsnomians, humanoid crime is almost non-existent. Corporate espionage/sabotage is common between the various companies that make their living protecting the population from the monsters' never-ending rampages. Taharaq was a victim of a rare occasion of Restnomian crimes 10 years ago. He was caught in the explosion which destroyed his father's lab. Bathed in the energy from both the explosion and the combination of the different chemical components in the lab, Taharaq's DNA was altered. He shortly learned that he could alter his physical structure to both become a wide range of animals or elemental compounds. Taharaq continued to assist his father while honing his abilities until the time came for him to inherit the company and take it to the next service level.

Combat Tactics: Taharaq prefers to rely on his natural form coupled with his Body Transformation power. This allows him to use his high strength and intelligence and whatever properties his Body Transformation gives him. Taharaq likes to outwit his foes and will, if given time, create devices that will take advantage of a creature's weaknesses. Taharaq is developing a catalog of the various monsters on Retsnom and he will fight monster with monster using his Shape Changing powers when necessary.

Identity: Taharaq Kher

Occupation: Monster Hunter

Characteristics: Strength: 10, Agility: 8, Personality: 9, Appearance: 4, Stamina: 10, Confidence: 8, Intelligence: 12, Presence: 8

Age: 23 **Sex:** Male **Height:** 6' 3" **Weight:** 175 lbs.
Carrying Capacity: 26 Tons
Skin: Orange **Hair:** Red **Eyes:** Golden
Level: 1 **Exp. Pts:** 625 **Hit Points:** 73 **Will Points:** 17
Power Points: 51 **Wealth:** 2

Body Type: Restnomian

Origin: Crime Victim

Powers: Shape Change 5/20, Body Transformation 10/20

Combat Info: Init.: 9, OFV 10, DFV 15, HTH: 3D12, Healing Rate: 2.7

Skills: Fighting 9, Guerrilla Tactics 9, Swordsmanship 10, Astronomy 15, Retsnom (KS) 5, Astrophysics 15, Biology 5, Chemistry 10, Deduction 9, Gimickry 20

Advantages: Expansive HQ, Multi-Connection, Speed Reading

Traits: Protective of Innocents, Shyness (Mild)

Equipment: **Seekers Wrist Communicator** - Bulk 1/64, S.R. 15, S.P. 10, Intelligence 6, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. Programs: - KS. Gedaliah Confederation 5, K.S. Star Force 4, K.S. Retsnom Fauna 5, KS: Retsnom Flora 4, KS: Gedaliah Confederation Fauna 6, KS: Gedaliah Confederation Criminal Organizations 5, KS Gedaliah Confederation Terrorists 6, Gedaliah Confederation Stellar Law 6, - 435 Device Construction Points

Disruptor

Makeda Kher is Chemex's twin sister and she also gained her powers from the same lab explosion 10 years ago. Makeda soon discovered that she could turn her body into raw energy.

Combat Tactics: Disruptor will melee with most organic life forms relying on her fighting skills. In these circumstances, she will only use her Energy Form for movement and to destroy devices or obstacles. However when faced with robots or monsters, Makeda will rely heavily on her Disintegration Blasts whether in normal or Energy Form.

Identity: Makeda Kher

Occupation: Heroine

Characteristics: Strength: 7, Agility: 6, Personality: 4, Appearance: 5, Stamina: 5, Confidence: 6, Intelligence: 5, Presence: 4

Age: 20 **Sex:** Female
Height: 5' 10"
Weight: . 160 Pounds
Carrying Capacity: 3.2 Tons
Skin: Light Orange **Hair:** Red
Eyes: Yellow

Level: 1 **Experience Points:** 0
Hit Points: 74 **Will Points:** 11
Energy Body Hit Points: 78
Power Points: 59 **Wealth:** 2

Body Type: Retsnom
Origin: Crime Victim

Powers: Energy Body 5/10, Disintegration 4/5, Energy Detection 5/6

Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 1D20, Healing Rate: 1.2

Skills: Fighting 8, Guerilla Tactics 5, Power Development 5, Electrical Engineer 7, Body Development 3, Energy Weapon Design 7, Stealth 4, K.S. Retsnom 5, Seduction 3, Analyze Fighting Style 4, KS: Coordinating Attacks 5, KS: Groundstrike 3

Advantages: Perfect Balance

Traits: Enjoys Using Power, Curiosity, Mild Claustrophobia

Equipment: **Seekers Wrist Communicator** - Bulk 1/64, S.R. 15, S.P. 10, Intelligence 6, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. Programs: - KS: Famous Gedaliah Confederation Warriors 5, KS: Martial Arts 5, KS: Gedaliah Confederation Martial Arts 6, KS. Gedaliah Confederation 5, K.S. Star Force 4, KS Gedaliah Confederation Terrorists 6, Gedaliah Confederation Stellar Law 6, - 423 Device Construction Points



Glición

Glición hails from the planet Onalog which is located in the Stz Empire. He is the first member of his family to be accepted into any of the Knight Orders. As a Lightning Knight, Glición knows no equal; he enjoys being a knight because he finds fulfillment in defending the downtrodden and oppressed. He will seek to go out on patrol whenever possible. He will be just as pleased with protecting one person from a mugger to saving a city or a planet from the Royal Court.

Glición respects Pulse and will support him if he wants to petition to join the Elemental Knights. In preparation for this, Glición has appointed Pulse as his squire. Troy shares his scientific knowledge in exchange for Glición training him in combat.

Combat Tactics: Glición will close with his foes and begin to melee with them. If he needs to summon his battle-axe, Lightning Strike he will use the flat of the blade or the blunt end unless he is battling robots or the sort. (Lightning Strike comes to Glición in a bolt of Lightning - Glición lifts his right hand in the air. Regardless of where he is at, storm clouds gather and there is a flash of lightning which strikes his hand. Lightning Strike forms amidst crackling blue lightning.) Lightning Bolts will be used primarily when he is coordinating his attacks with teammates.

Identity: Glición **Occupation:** Warrior

Characteristics: Strength: 20, Agility: 8, Personality: 6, Appearance: 3, Stamina: 10, Confidence: 7, Intelligence: 4, Presence: 10

Age: 165 **Sex:** Male **Height:** 8 feet, 1 inch **Weight:** 2,300 lbs.
Carrying Capacity: 28 KiloTons **Skin:** Brown **Hair:** Black **Eyes:** Gold
Level: 1 **Experience Points:** 100 **Hit Points:** 187 **Will Points:** 18
Power Pts: 92 **Wealth:** 2 **Body Type:** Onalogian Knight
Origin: Self-Achievement

Powers: Body Armor 1/10, Adaption 1/4, Ultra Violet Vision 1/3, Telescopic Vision 1/7, Infrared Vision 1/4, Parabolic Hearing 1/7, Flight 1/4, Energy Absorption (Electricity) 1/10, Electrical Sustenance 1/6, Troll Regeneration 1/5

Combat Info: Init.: 9, OFV 10, DFV 15, HTH: 13D10, Healing Rate: 6.3

Skills: Fighting 10, Analyze Fighting Style 5, Stz Space 7, Apto Lore 3, Gedaliah Confederation Space 6, Hostile Environment: Elemental Lightning Dimension 4, Hostile Environment: Vacuum 5, Leadership 1, Military Organization 2, Sense Reality Warp 3, Battle Axe 6, Space Astrogation 2, Battlefield Tactics 3, Sabotage Tactics 1, Knowledge Skill: Elemental Knights 6, Knowledge Skill: Lightning Knights 4, KS: Coordinating Attacks 4, Codes of Honor 2, Famous Deeds 4, Warp Flight 2, Lightning Bolt 3, Dimensional Travel 4, KS: Groundstrike 2

Advantages: Life Support: Longevity, Stz Empire (Hi), Gedaliah Confederation (Hi), Star Force (Hi), Elemental Knights (Low), Lightning Knights (Hi)

Traits: Code of the Elemental Knights, Hunted by Psi-Death (40-), Hunted by Apto (40-), Love of Adventure, Public Identity, Major Intergalactic Reputation: Warrior Elite (55-), Won't Surrender, Troll Regeneration Only Works when Energy Absorption is in effect

Onalogian Armor: Bulk 2, S.R. 20, S.P. 75, Warp Flight 10, Resistance: Psionics 9, Power Reservoir 5 (23 pts.)

Lightning Strike: +30 OFV, +10 DFV, Bulk 1, S.R. 25, S.P. 100, Dimensional Travel—Lightning Plane 10, Lightning Bolts 15, Returns when thrown (Teleportation 5), Energy Reservoir 8 (33 pts.)



Jael

A little over 200 years ago, Jael was selected for the Universal Guardian Corps. A sickly teenager growing up on Zilar, Jael spent much of her first 19 years grounded. By her teen years, Jael's illness had all but shriveled her wings and she was spending more time in bed than out. Her debilitating illness served to strengthen her relationship with God. Her faith in God attracted the attention of a Universal Guardian and he sponsored Jael for membership. It took Jael over a year and half to complete the grueling training but she graduated and received her membership ceremony. (The Elders in the UG Corps gather around a new member and transfer some of their powers into the new recruit)

Combat Tactics: Jael prefers to melee with her foes above any other attack.

Identity: Jael

Occupation: Universal Guardian Corps

Characteristics: Strength: 9, Agility: 7, Personality: 4, Appearance: 3, Stamina: 6, Confidence: 5, Intelligence: 4, Presence: 5

Age: 219 **Sex:** Female

Height: 6 feet, 2 inches

Weight: 204 lbs.

Carrying Capacity: 12.5 Tons

Skin: Grey **Hair:** Dark Blue

Level: 1 **Experience Points:** 0

Hit Points: 67

Will Points: 11

Power Points: 39

Body Type: Zilarian

Powers: Body Weaponry: Wings 1/5, Adaption 1/4, Warp Flight 1/15, Wings 3/2, Telescopic Vision 1/3, UV Vision 1/3, Penetration Vision 1/4, Comprehend Languages 2/10, Cosmic Navigation 5/5, Trouble Magnet 2/20, Energy Detection 4/10, Environmental Awareness 2/10, Invulnerability 1/5, Force Field 2/9, Regeneration 1/5, Solar Sustenance 2/5, Energy Conversion 4/10, Energy Blast 10/10

Combat Info: Init.: 8, OFV 10, DFV 15, HTH: 3D10, Healing Rate: 2

Skills: Fighting 7, Administration 3, Canon 2, Paper Making 3, Criminal Investigation 5, Deduction 4, Gedaliah Confederation Law Enforcement 5, Poetry 6, Child Care 2, KS: Galactic Knights 1, Language: Fidelis 1, K.S. Coordinating Attacks 2

Advantages: Link with other Universal Guardian Corpsman, U.G. Corps (Hi), LS-Longevity, Speak with Birds (Avians)

Traits: Authority Figure, Minor Intergalactic Reputation: Universal Guardian (40-), Likes to write Poetry, Heroine's Code of Honor, Curiosity, Proudful





Kinesis

Zephaniah is new to being a hero and is really enjoying his new powers to the hilt. He will attempt a Presence attack at least once per adventure. After thwarting Nim's, the techno virus, onslaught on Hebron, Kinesis with the help of Cassandra, his tutor and Shakyra, his girlfriend began exploring and measuring his powers. Zephaniah struggles to balance his studies at Ursa Major Academy, an active social life and making time to train and use his powers responsibly.

Zephaniah is still uneasy with being on Earth. Abishua is an open society where he never had to worry about costumes and secret identities. He fought his enemies and partied with his friends wearing his street clothes. As a result, he struggles with using his powers when his teammates are in their secret identities.

Combat Tactics: Kinesis will adapt his fighting style to match his opponent. He likes to fly in close to combat his foes and then utilize either his Telekinesis or Pyrokinesis to confound them before returning to fisticuffs.

Identity: Zephaniah

Occupation: Student

Characteristics: Strength: 9, Agility: 4, Personality: 4, Appearance: 2, Stamina: 4, Confidence: 7, Intelligence: 3, Presence: 3

Age: 17

Sex: Male

Height: 5 feet, 11 inches

Weight: 140 lbs.

Carrying Capacity: 13 Tons

Skin: Brown

Hair: Black

Eyes: Hazel

Level: 1

Experience Points: 0

Hit Points: 25

Will Points: 11

Power Points: 38

Wealth: 3

Body Type: Random Psionic

Origin: Chosen One

Powers: Body Control 2/3, Warp Flight 1/2, Telekinesis 5/12, Telepathy 4/8, Pyrokinesis 2/15, Danger Sense 1/3, Mental Surgery 2/3

Combat Info: Init.: 6, OFV 10, DFV 30, HTH: 3D10, Healing Rate: 0.9

Skills: Leadership 3, Energy Pistol 1, Sword 3, Fighting 4, Astronomy 2, Basic Math 1, Body Development 2, Computer Operation 1, Onalogian Heraldry 2, Area Knowledge: Abishua 3, Psi Perception 4, Psi Shield 3, Psi Attunement 1, Criminal Investigation 1, Deduction 2, Area Knowledge: Hebron 2, Psionics 1, KS: Coordinating Attacks 2

Advantages: Absolute Time Sense, Instant Costume (1), Light Sleep 2, Cassandra (Hi)

Traits: Aura of Major Psionic, Code of the Elemental Knights, Love of Adventure, Won't Surrender, In Love with Shakyra, Attracted to Detective Holo Novels

Equipment: **Seekers Psi Wrist Communicator** - Bulk 1/64, S.R. 15, S.P. 10, Intelligence 6, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. Programs: - KS: GC Police & Security Forces 4, KS: GC Militias 4, KS: Abishua Criminal Underground 5, KS: Abishua Criminals 4, AK: Abishua 6, AK: Hebron 5, KS: Gedaliah Confederation 5, K.S. Star Force 4, KS Gedaliah Confederation Terrorists 6, Gedaliah Confederation Stellar Law 6, - 459 Device Construction Points

Manta

Before Seekers, Andrea had lived in seclusion. Her mother died while giving birth to her due to complications. A mutant since birth, her father Garret had to work to keep her from the public eye. For most of her life her father was her both caretaker and sole friend. Andrea would sometimes observe events in Arcadia from the shadows.

One such event was the birth of Seraph. She arrived too late to prevent him from dying, but she was the first person he saw when he came back to life. It is through their friendship that she came to start attending the Super Academy.

Combat Tactics: Manta will seek to disable foes first with her Paralysis Ray. If that is not effective, she will then close to hand to hand combat range. She usually reserves her Bio-Energy Blast for joint attacks with her teammates.

Identity: Andrea Lint

Occupation: Explorer

Characteristics: Strength: 8, Agility: 6, Personality: 5, Appearance: 4, Stamina: 5, Confidence: 4, Intelligence: 2, Presence: 3

Age: 19 **Sex:** Female

Height: 5 feet, 10 inches

Weight: 135 lbs.

Carrying Capacity: 6.4 Tons

Skin: Chocolate **Hair:** Black

Level: 1 **Experience Points:** 0

Hit Points: 11

Will Points: 8

Power Points: 35

Body Type: Random Mutant

Powers: Wings 4/6, Swimming 4/7, Paralysis Ray 4/10, Bio-Energy Blast 5/8, Water Breathing 2/8, Regeneration 1/3, Environmental Awareness 5/10

Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 2D12, Healing Rate: 1.2

Skills: Oceanography 6, Pilot Motorboat 4, Pilot Submarine 5, Stealth 6, Biology 3, Marine Biology 7, Fighting 3, KS: Coordinating Attacks 1

Advantages: Arcadia City Super Academy (Hi), HQ (Confined) - Houseboat, Seraph (Hi)

Traits: Public ID, Code Versus Killing, Dedication to the Preservation of Sea Life, DNPC: Father (55-), Hunted by Aqua Blast (70-), Register as Mutant when Detected, Independent: Loner, Weirdness Magnet





Port

Carol and her twin brother, Mike were born mutants. They used their powers instinctively when they were the target of an attack by Redips Psaw during a battle with Seekers. She teleported back to her room and her brother jumped ahead in time. Unfortunately X-Psi was on patrol when their powers activated and the ruthless group began to track them. She escaped but her brother did not. With the assistance of Seekers, Carol was able to rescue her brother. Later the two joined the team so that they could master their powers.

Combat Tactics: Carol will use her teleportation abilities to assist her teammates and baffle her foes during combat. Her usual tactics include teleporting a teammate out of harm's way (She holds her attack phase until she sees a teammate in danger and she then makes an attack roll to teleport her teammate), teleporting behind an opponent and teleporting items away from opponents.

Identity: Carol King

Occupation: Student

Characteristics: Strength: 3, Agility: 7, Personality: 5, Appearance: 6, Stamina: 6, Confidence: 4, Intelligence: 3, Presence: 2

Age: 18 **Sex:** Female

Height: 5 feet, 7 inches

Weight: 140 lbs.

Carrying Capacity: 200 lbs.

Skin: Brown **Hair:** Brown

Level: 1 **Experience Points:** 0

Hit Points: 15

Will Points: 7

Power Points: 35

Body Type: Random Psionic

Powers: Teleportation 5/22, Resistance: Power Manipulation 1/7, Resistance: Psionics (Mental Attacks) 1/5

Combat Info: Init.: 8, OFV 10, DFV 15, HTH: 1D8, Healing Rate: 1.5

Skills: Acrobatics 6, Acrobatic Evasion 10, Psionic Attunement 3, Disguise 4, Martial Arts 5, Lip Reading 3, Security Systems 4, Shadowing 5, Stealth 4, Sociology 7, Street Smart 3, KS: Coordinating Attacks 1

Advantages: Absolute Direction Sense, Perfect Balance

Traits: Aura of Major Psionic, Secret Identity, Enjoys Using Power, Super Patriot: Jamaica, Concern for the Poor & Homeless, Code Versus Killing

Pulse

Troy Wilson has been fascinated with knights since his parents first read him stories about King Arthur and his Knights of the Round Table. He modeled the knightly code of chivalry since he was a youth and began tinkering in his father's lab to create modern knight attire. The latest version of this is his Pulse III Power Armor. Pulse will travel to Onalog with Glicion every time he gets the opportunity. He plans to learn as much as possible about their armoring skills.

Pulse's armor is more advanced than the ones he designed for Arcadia Police Department's Super-power Tactical Assault Team or S.T.A.T. for short. He maintains his position on the Police Force while fine-tuning his armor in his spare time.

Combat Tactics: Pulse will surround himself with his Energy Field at the earliest opportunity during combat. He will use his Energy Mace, Energy Sword and other melee attacks over firing a Pulse Bolt from his Sword.

Identity: Troy Wilson

Occupation: Police Officer

Characteristics: Strength: 3 [10], Agility: 4, Personality: 4, Appearance: 3, Stamina: 3, Confidence: 4, Intelligence: 6, Presence: 4

Age: 28 **Sex:** Male

Height: 6 feet, 3 inches

Weight: 170 lbs.

Carrying Capacity: 26 Tons

Skin: Brown **Hair:** Black

Level: 2 **Experience Points:** 2005

Hit Points: 12

Will Points: 10

Power Points: 43

Body Type: Normal Human

Powers:

Combat Info: Init.: 6, OFV 15, DFV 20, HTH: 3D12, Healing Rate: 0.63

Skills: Armor Design 11, Armor Evaluation 6, Armor Repair 6, Basic Electronics 4, Criminal Investigation 5, Computer Science 5, KS: Arcadia City 6, Street Smart 4, Pulse Bolt 3, Energy Sword 2, Energy Screen 3, Devitalization Ray 5, Fighting 3, Body Development 1

Advantages: Mental Calculator, Legal Enforcement Powers 5, HQ (Confined) - Basement Lab, S.T.A.T. (Hi), Gallant (Hi)

Traits: Secret ID, Hunted by Magus (40-), Reputation: Armored Hero (55-), Watched by the Arcadia Police Department (55-), Likes to Tinker, Code of Chivalry

Equipment: Power Armor—Bulk 1, S.R. 8, S.P. 55, Strength 10, Life Support 1, Ultra Violet Vision 5, Telescopic Vision 5, Radio Communication 5, Ultrasonic Hearing 4, Parabolic Hearing 4, Force Field 10, Energy Sword 4, Pulse Bolt 8 (Increased Knockback fired from Energy Sword), Energy Mace 5 (Devitalization—No Range), Energy Reservoir 9 (44 pts) Solar Energy Generator 1- 450 Device Construction Points (Antennas will rise up from his helmet when communicating over long distances)





Razor-Wing

Razor-Wing's homeworld, Zilar, was destroyed by the Mangians giant Robotic Monster. Rescued by Jael, of the Universal Guardian Corps, Razor-Wing travels throughout the Gedaliah Confederation breaking up Mangian Operations whenever possible. He is haunted by images of the destruction of his homeworld and often wrestles with depression and rage. He consistently seeks to lose himself in the solace of battle. (Preferably with Mangians)

Combat Tactics: Razor-Wing will close with his enemies and will either slash with his wings (Body Weaponry Attack) or clap his wings together (Bomb). Hand to hand fighting round out his preferred attack methods. This is especially true in regards to Mangians. Since they destroyed his homeworld to prove their racial superiority to the Zilarians, Razor-Wing loves to prove that he is the best warrior in the universe.

Identity: Razor-Wing

Occupation: Warrior

Characteristics: Strength: 11, Agility: 10, Personality: 5, Appearance: 4, Stamina: 10, Confidence: 9, Intelligence: 4, Presence: 10

Age: 32

Sex: Male

Height: 7 feet, 1 inch

Weight: 436 lbs.

Carrying Capacity: 52 Tons

Skin: Grey

Hair: Black

Eyes: Green

Level: 1

Experience Points: 1,605

Hit Points: 107

Will Points: 20

Power Points: 44

Wealth: 1

Body Type: Zilarian

Origin: Other World

Powers: Adaption 2/6, Warp Flight 4/5, Body Weaponry: Wings 5/9, Wings 3/2, Bomb 3/11, Telescopic Vision 1/3, Ultra Violet Vision 1/3, Penetration Vision 1/4, Invisibility 1/1, Electronic Invisibility 2/9

Combat Info: Init.: 11, OFV 10, DFV 15, HTH: 4D10, Healing Rate: 4.5

Skills: Camouflage 4, Concealment 1, Zero G Combat 10, Guerrilla Tactics 2, Fighting 6, Reverse Stroke 4, Shadowing 3, Sabotage Tactics 2, KS: Coordinating Attacks 3

Advantages: Speak with Birds (Avians), Resistance 2, Absolute Direction Sense, Jael (Hi)

Traits: Public ID, Loves to Fight, Loner, Feels that he's the best warrior, Galactic Reputation: Warrior Elite (55-), Likes to Fight One on One, Explosive Temper, Flashback: Destroyed Homeworld, No Compunctions About Killing, Hunted by Mangians (55-), Distinctive Features: Silver Wings (Concealed with Disguise), Won't Surrender

Equipment: Zilarian Body Armor (Bulk 1, Body Armor 5)

Seraph

Along with Psionics and Science, Music is believed by some to be one of the most powerful forces in the universe. These individuals are known as Bards: artists and musicians who have excelled at their art.

Gabriel is one such individual. Abandoned by his birth mother, Gabe is placed in an orphanage by Sonata. Always hearing a tune in his head, Gabe spent many hours humming to himself as a baby. His humming brought comfort to both himself and the other children in the orphanages during the lonely nights. Gabriel stayed in the orphanage until he turned 5 and was adopted by Jack and Sarah Evans.

As a youth, Gabriel continued to be passionate about music. When he heard rumors of the Bards, he was curious and eventually became slightly obsessed. His research led him to rumors that some Bards were even able to cheat death.

Unfortunately for Gabriel, some Bards are very jealous and possessive of their music. One night while returning from a concert, Gabriel is attacked by a group of cloaked individuals with an Azure Tenor Cleft on their lapels. Brandishing swords, staves and daggers, the gang quickly kills the struggling Gabe.

As Gabe lies lifeless on the dark street, the music that has been his constant companion since birth begins playing audibly. Triumphant notes echo throughout the street as Gabe's wounds begin to heal and he slowly begins to breathe again.

Gabriel is currently attending the Arcadia City Super Academy to fine tune his powers. Manta is one of his closest friends at the Academy and they frequently go out on patrol together. Thanks to the Academy Instructors, Gabriel has learned to do several things with his music. Among his songs, Gabe can summon his wings with a note and create his costume with a different melody.

Combat Tactics: Because of his Phoenix Regeneration, Seraph usually places himself in the heat of a battle. He will meet his foes with his hand to hand abilities and his energy sword.

Identity: Gabriel Evans

Occupation: Student

Characteristics: Strength: 4, Agility: 6, Personality: 5, Appearance: 4, Stamina: 6, Confidence: 5, Intelligence: 3, Presence: 4

Age: 17 **Sex:** Male

Height: 5 feet, 11 inches

Weight: 150 lbs.

Carrying Capacity: 400 lbs.

Skin: Brown **Hair:** Glowing Brown

Level: 1 **Experience Points:** 0

Hit Points: 18 **Will Points:** 10

Power Points: 41

Body Type: Altered Abishwan

Powers: Phoenix Regeneration 1/7, Energy Wings 2/9, Energy Sword 3/8, Environmental Awareness 1/4

Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 1D10, Healing Rate: 1.5

Skills: Aerial Acrobatics 3, Aerial Acrobatics - Evasion 4, Art Commercial 3, Basic Math 2, Basic Science 3, Brawling 3, Fighting 5, K.S. Bible 2, Christian Living 1, Music History 6, Music 3, Sing 4, Tale Telling 1, Flute 2, K.S. Turtles 2, KS: Coordinating Attacks 2

Advantages: Perfect Pitch, Silent Assistant: Sonata, Voice, Instant Costume 1, Manta (Hi)

Traits: Curiosity, Hero's Code of Honor, Secret ID, Bard

Like all Abishwans, Gabriel's hair glows whenever he experiences strong emotions.





Skink

Mark thoroughly enjoys his studies at Ursa Major Academy especially archaeology. He hasn't purchased a wide brimmed hat and a whip as of yet but he is considering it. Mark is more of an adventurer than a hero. He prefers the thrill of discovering new places over fisticuffs.

Combat Tactics: Skink will begin combat using his HTH abilities. If an opponent has powers that his shape changing powers can counter, he will then use them. He is beginning to study Reptiles at Ursa Major Academy. At this point of time, he has a 10% chance of knowing any reptile species listed in this manual or future source books.

Identity: Mark **Occupation:** Student

Characteristics: Strength: 6, Agility: 10, Personality: 5, Appearance: 3, Stamina: 7, Confidence: 3, Intelligence: 4, Presence: 5

Age: 17 **Sex:** Male

Height: 6 feet, 1 inch **Weight:** 180 lbs.

Carrying Capacity: 1600 lbs.

Skin: Green **Hair:** Blond **Eyes:** Yellow

Level: 1 **Experience Points:** 0

Hit Points: 20 **Will Points:** 9

Power Points: 43 **Wealth:** 2

Body Type: Cigamite

Origin: Mutation

Powers: Telescopic Vision 1/4, Infrared Vision 1/5, Ultra Violet Vision 1/5, Parabolic Hearing 1/2, Adhesive Touch 2/5, Running 1/3, Shape Change 1/15, Resistance: Psionics 1

Combat Info: Init.: 11, OFV 10, DFV 15, HTH: 3D6, Healing Rate: 1.8

Skills: Acrobatics 3, Adrenal Defense 4, Cigam Anthropology 5, Cigam Archaeology 6, Abishua Archaeology 3, Camouflage 2, Bugging 4, Contortions 7, Cryptography 5, Fighting 4, Foraging 5, Knowledge Skill: Reptiles 2, Pick Locks 3, Stealth 4, KS: Coordinating Attacks 3

Advantages: Extra Limb (Prehensile Tail)

Traits: Public ID, Cold Blooded, Curiosity, Independent: Loner, Love of Adventure, Register as Mutant on Detector, Shape Changing is limited to Reptiles

Snow Fighter

Siano Tkarg used to be a member of the Snow Fighter Corps: the military elite of the Stz Empire. The Corps pledged themselves to the protection of the Stzian Throne and the Royal Family. The rebels made an alliance with Lord Alteration and he focused on destroying the Corps. The civil war that was fought over two hundred years ago served to eliminate the Corps with Siano being the only known living member. Siano, whose charge was Nikiasia, stood with her while they returned the Wysterioz Line to the throne.

Combat Tactics: Siano will seek to close with his foes and use his martial arts to his best advantage. If Alpha is present, Siano will reserve his first action to ensure her safety through either blocking or preemptively striking her opponent.

Identity: Siano Tkarg **Occupation:** Guardian

Characteristics: Strength: 8, Agility: 16, Personality: 7, Appearance: 4, Stamina: 9, Confidence: 7, Intelligence: 3, Presence: 10

Age: 244

Sex: Male

Height: 6 feet, 1 inch **Weight:** 166 lbs.

Carrying Capacity: 6.4 Tons

Skin: Purple **Hair:** Black **Eyes:** Light Gray

Level: 1 **Experience Points:** 0

Hit Points: 96 **Will Points:** 18

Power Points: 48 **Wealth:** 2

Body Type: Stzian

Origin: Self-Achievement

Powers: Body Equilibrium 1/3, HTH-Defense 3/10, Leap 3/6, Awareness 7/15, Telescopic Vision 3/8, Ultrasonic Hearing 2/3, Blessed 1/2

Combat Info: Init.: 17, OFV 10, DFV 65, HTH: 2D12, Healing Rate: 2.4

Skills: Acrobatics 5, Acrobatic Attack: HTH 7, Acrobatic Evasion 15, Adrenal Defense 3, Psi Attunement 4, Body Development 3, Deduction 7, Disguise 4, Fighting 10, Weapon Skill: Staff 6, Education 5, Hostile Environment: Arctic 10, Psi Perception 7, Space Pilot 6, Space Astrogation 4, Tactics - Strategic 2, KS: Coordinating Attacks 3

Advantages: Life Support: Longevity, Linked to Alpha, Local Enforcement Powers (20 pts - Stz Empire), Alpha (Hi)

Traits: Code: Sensai, Honorable, Reputation: Intergalactic: Warrior Elite (55-), Super Patriot





Time Slip

Michael discovered his abilities in that same Seeker battle against Redips Psaw. Unlike his sister who teleported away, Michael slipped forward in time only to find X-Psi waiting for him. He was gassed and held in captivity until he was rescued by Seekers. Michael is a reluctant hero. His first loves are exploration and history. He, Bridge and Mark Cambridge (Skink) spend weeks immersing themselves in one culture after another.

Combat Tactics: Michael will use his Time Slippin to his best advantage during combat. Zipping in and out to baffle his opponent with martial chops and kicks.

Identity: Michael King

Occupation: Student

Characteristics: Strength: 3, Agility: 5, Personality: 4, Appearance: 3, Stamina: 8, Constitution: 7, Intelligence: 3, Presence: 2

Age: 18 **Sex:** Male

Height: 5 feet, 11 inches

Weight: 150 lbs.

Carrying Capacity: 200 lbs.

Skin:Brown **Hair:** Black

Level: 1 **Experience Points:** 0

Hit Points: 16

Will Points: 10

Power Points: 39

Body Type: Random Psionic

Powers: Time Travel 15/6, Time Slippin' (Super Speed) 5/10

Combat Info: Init.: 15, OFV 10, DFV 15, HTH: 1D8, Healing Rate: 2.1

Skills: Martial Arts 4, Anthropology 2, Art History 5, Climbing 3, Computer Operation 5, Data Processing 7, Education 4, Deduction 4, American History 5, Jamaican History 4, African History 3, General History 6, Psionic Perception 2, Radio: Basic 3, KS: Coordinating Attacks 1

Advantages: Absolute Direction Sense, Port (Hi), Skink (Hi), Night Vision, Time Council (Hi), Bedrock (Low)

Traits: Aura of Major Psionic, Attracted to "Live" History Study, Code of Chivalry, Curiosity, Secret Identity

Vid

A Vorakian native, Angelica Sanchez began her career in Star Force and developed her formidable psionic abilities mission after dangerous mission. Gifted with Telemechanics, Angelica was able to manipulate and negotiate with a wide range of technological devices. Couple this with her ability to travel along electronic pathways, she was a formidable soldier/agent. Her success has inspired Star Force to create their new team of super beings known as SF-X.

Vid brings this same confidence to Seekers. She seeks to be the first into a combat situation and the last one out. As a Vorakian, she is often able to pull off the "hard" task or battle with ease.

Combat Tactics: In her mind, Angelica views herself as the most powerful Seeker member. She will confront the most dangerous / powerful foe utilizing her Animate Image power to create electronic weapons, devices and armor from her video game creations. Examples include: Power Armor (Mach Flight 2, Strength 8, SR 8, SP 10D6) Blaster Rifle (SR 8, SP 10D6, Energy Blast 8, Energy Generator 2) and a Laser Sword (SR 8, SP 10D6, Laser Sword 8, Energy Generator 2)

Identity: Angelica Sanchez

Occupation: Video Game Designer

Characteristics: Strength: 3, Agility: 5, Personality: 4, Appearance: 6, Stamina: 5, Confidence: 6, Intelligence: 5, Presence: 6

Age: 21 **Sex:** Female **Height:** 5 feet, 11 inches **Weight:** 155 lbs.

Carrying Capacity: 200 lbs. **Skin:** Tan **Hair:** Black

Level: 1 **Experience Points:** 0 **Hit Points:** 26 **Will Points:** 13

Power Points: 42 **Body Type:** Psionic

Powers: Electrokinesis 5/7, Telemechanics 10/10, Animate Image 5/10, Video Manipulation 5/7, Energy Body 4/6, Blessed 1/5

Combat Info: Init.: 6, OFV 10, DFV 15, HTH: 1D8, Healing Rate: 1.2

Skills: Pick Locks 2, Pick Pockets 3, Escape Artist 6, Stealth 6, Fighting 5, Computer Technology 4, Computer Crime 3, Computer Tapping 6, Business Law 2, Corporate Management 3, Video Game Design 4

Advantages: Multi-Connection, Shakyra (Hi), Star Force (Hi)

Traits: Overconfident, Secret ID, Hunted: X-Psi (40-), Honorable, Enraged when insulted (55- Rec 40-), DNPCS (Sister, Brother (Slight Powers) 70-), Reputation: Powerful Psionic (55-), Showoff, Love of Adventure, Registers as Psi on Detector, Energy Body only works through devices

Equipment: Seekers Wrist Communicator - Bulk 1/64, S.R. 15, S.P. 10, Intelligence 6, Interstellar Psi Communication 2, Psi Communication 5, Video Communication 3, Tele-Record 6, Power Share. Programs: - Video Game Creation 5, Video Game Editor 6, Archive: Video Game Images 6, K.S. Gedaliah Confederation 5, K.S. Star Force 4, KS Gedaliah Confederation Terrorists 6, Gedaliah Confederation Stellar Law 6, - 426 Device Construction Points

Head Set: Bulk 1/128, SR 14, SP 1, Tele-Record 8 — 170 Device Construction Points



VILLAINS



Banshee

The pursuit of “high science” is not exclusive to Rak-garians. Jan Dice Tech is known throughout Abishua Confederation for it’s genetic seeding experiments. They create lifeforms and then place them on planets with indigenous lifeforms and track the drama which normally occurs. A little over five hundred years ago, Banshee was deposited in Arcadia City. Banshee’s first memories are of intense pain and of cloaked figures standing over her with a wide range of shocking devices. She can sometimes remember back to a time of no pain, when her heart was freer than it is today. She is a conflicted person. She is one of the most remorseless villains in Arcadia City yet she baffles authority by the extremes that she will go to protect innocents. (Even taking on her “teammates” in heated battle)

Combat Tactics: Banshee relies on her Sound Energy Manipulation and Sonic powers in combat. She will use her Energy Drain to weaken an especially powerful foe so that she can escape. Banshee will seek to protect any innocent bystanders that might get in harm’s way during combat.

Identity: Unknown

Occupation: Criminal

Characteristics: Strength: 3, Agility: 5, Personality: 4, Appearance: 4, Stamina: 5, Confidence: 3, Intelligence: 2, Presence: 6

Age: 507 **Sex:** Female

Height: 6 feet, 2 inches **Weight:** 147 lbs.

Carrying Capacity: 200 pounds.

Skin: Green **Hair:** Dk. Green **Eyes:** Blue

Level: 2 **Exp. Pts.:** 2113

Hit Points: 20 **Will Points:** 11

Power Points: 42 **Wealth:** 5

Body Type: Elven

Origin: Scientific **Team:** None

Powers: Ultraviolet Vision 1/5, Infrared Vision 1/4, Animate Objects 2/5, Energy Manipulation (Sound) 1/11, Energy Drain 2/9, Non-Corporeality 1/3, Sonic Power 3/10, Shape Change 2/3

Combat Info: Init.: 7, OFV 15, DFV 20, HTH: 1D8, Healing Rate: 1.2

Skills: Archery 5, Tracking 7, Acting 4, Anthropology 3, Disguise 4, Sense Reality Warp 3

Advantages: LS: Longevity

Traits: Aura of Pure Evil, Curiosity, Flashback: Life before she underwent the Experiment, Intolerance, No Compunctions About Killing, Will Not Harm Innocents



Dark Slayer

Agni is one of the leading engineers in the Alliance. She created most of the frontlines robots including the Police Droids, Defense Spheres, and the gigantic Terror Bot. An interdimensional traveler she spends time seeking out new civilizations so that she can plunder their technology for the Alliance.

Combat Tactics: Dark Slayer will usually let her robots do her fighting. If she is without her robotic defenders,

she will use her powers in a running battle. (Heat Generation, Energy Blasts) At the earliest opportunity she will attempt to use her Dimensional Traveling abilities to leave. (Or get some robotic assistance)

Identity: Agni Lgnat

Occupation: Special Operations

Characteristics: Strength: 10, Agility: 6, Personality: 5, Appearance: 4, Stamina: 7, Confidence: 10, Intelligence: 17, Presence: 16

Age: 121 **Sex:** Female

Height: 6 feet, 2 inches **Weight:** 347 lbs.

Carrying Capacity: 26 Tons

Skin: Scaly Blue **Hair:** None **Eyes:** Green

Level: 3 **Exp. Pts.:** 5021

Hit Points: 62 **Will Points:** 29

Power Points: 60 **Wealth:** 9

Body Type: Mangian

Origin: Archaeological **Team:** None

Powers: Body Weaponry (Claws) 1/5, Body Armor 1/8, Heat Generation (Eyes) 7/9, Energy Blast (Arms) 5/10, Dimensional Travel 20/10, Energy Body 1/8

Combat Info: Init.: 9, OFV 25, DFV 30, HTH: 3D12, Healing Rate: 2.4

Skills: Fighting 8, Yado 3, Missile Artillery 8, Archaeology 10, Robotic Design 10, Robotic Evaluation 10, Robotic Repair 7, Corporate Management 5, Accounting 6, Mangian Empire 10, Body Development 3, Inventor 6

Advantages: LS: Longevity, Military Rank 4, Multi-Connection, Local Enforcement Powers - Alliance Space (15)

Traits: Attracted to Reading, Authority Figure, Curiosity, No Sense of Humor, Aura

Day Break

Day Break hates all Knights and Knight Orders with a passion. His childhood rejection by the Elemental Knights, unleashed his consuming hatred. His discovery at an excavation site on Giani III, approximately 174 years ago, gave his hatred wings. In one of the burial chambers rested a sword with a crimson moon inscribed on it's handle. Day Break touches the sword and it disappears. Midnight Blue Energy surrounds him and he falls to the ground in the throes of transformation. "Day has been broken!" echoes throughout the chamber and Day Break rises.

Day Break has managed to gather followers in his "crusade" to slay all knights in the universe. His organi-

zation is responsible for the destruction of hundreds of knights and several entire Knight Orders during his 174 year old campaign.

Combat Tactics: Day Break will rely heavily on his Day Blast and "Crimson Moon" in combat. Anger can be seen in his eyes and a twisted smile on his lips, while battling knights. Day Break will only engage knights and their sympathizers in battle and will avoid conflict with anyone else.

Identity: Unknown

Occupation: Killer

Characteristics: Strength: 12, Agility: 7, Personality: 4, Appearance: 3, Stamina: 8, Confidence: 6, Intelligence: 5, Presence: 9

Age: 207 **Sex:** Male

Height: 8 feet, 5 inches **Weight:** 2,678 lbs.

Carrying Capacity: 105 Tons

Skin: Blue **Hair:** Dk Blue **Eyes:** Glowing Yellow

Level: 1 **Exp. Pts.:** 0

Hit Points: 148 **Will Points:** 16

Power Points: 67 **Wealth:** 6

Body Type: Onalogian Citizen

Origin: Archaeological **Team:** None

Powers: Body Armor 1/8, Adaption 1/2, Ultraviolet Vision 1/3, Infrared Vision 1/3, Telescopic Vision 1/6, Penetration Vision 1/10, Parabolic Hearing 1/8, Flight 1/11, Cold Sustenance 1/1, Cold Absorption 1/10, Day Blast (E. Pt: Arms, Armor Piercing) 5/15, Energy Resistance 1/3, Weapon Generation (linked w/ Day Blast) 3/6 - Crimson Moon

Combat Info: Init.: 8, OFV 10, DFV 15, HTH: 5D10, Healing Rate: 2.8

Skills: Acrobatics 7, Acrobatic Attack: Day Blast 10, Acrobatic Attack: Weapon Generation 2, Analyze Fighting Style 6, Archaeology: Analog 11, Psionic Attunement 2, Fighting 5, Heraldry (Elemental Knight Orders) 6, Knight Orders (KS) 15, Famous Knights 10, Leadership 4, Battlefield Tactics 4

Advantages: Followers 4, Multi-Connection, HQ Confined (Space Ship)

Traits: Blood Lust, Dark Secret: As a child wished to be a knight, Hatred of all Knight Orders (Crippling), Megalomania (Destruction of All Knight Orders), Fanaticism: Self, Intergalactic Reputation: Knight-Destroyer (40-), Won't Surrender



Eliminator

Although a Terran, Manuel was born in Stzian Space. From an early age he showed his talent for creating explosive devices. His first bombing was the home of the only babysitter that spanked him. Bombings followed bombings and Manuel began to develop his reputation. As he grew, Manuel discovered he could make more money developing weapons for countries and planets than for Bombings on Demand. His company, Shake, Rattle and Boom, is one of the leading Warhead Developers in Stzian Space.

One evening Manuel was made an offer he couldn't refuse. He was contacted by Lord Alteration; the head of the Royal Court and the nemesis of Alpha. If Manuel provided weaponry for his troops, Lord Alteration promised to give him personal power beyond his wildest dreams. Manuel was doubtful but after witnessing Lord Alteration's Mutation power up close, he accepted. As the Eliminator, Manuel assists the Knights of Alterations in their super powered battles. But Manuel's intelligence and resources have proven to be the greater asset to the team.

Combat Tactics: Although super strong, Manuel rarely relies on his physical strength in combat. He will use his No Range Energy Blast almost exclusively in battle. A wide range of booby-traps will be present in any base that he has been at for more than 24 hours. Furthermore if Manuel is in a place for 48 hours, his personal security team: EST will be present.

Identity: Manuel Rodriquez
Occupation: Mass Murderer

Characteristics: Strength: 10, Agility: 4, Personality: 5, Appearance: 3, Stamina: 14, Confidence: 4, Intelligence: 5, Presence: 9

Age: 48

Sex: Male

Height: 6 feet, 11 inches **Weight:** 630 lbs.

Carrying Capacity: 26 Tons

Skin: Tan

Hair: Black

Eyes: Green

Level: 1

Exp. Pts.: 0

Hit Points: 102

Will Points: 14

Power Points: 54

Wealth: 8

Body Type: Normal Human

Origin: Mutation

Team: Knights of Alteration

Powers: Adaption 1/6, Warp Flight 3/9, Invulnerability 1/10, Energy Blast (E. Pt. - Head) 4/10, Penetration Vision 1/12, Telescopic Vision 7/20, Energy Blast (No Range, E.Pt. - Hand, Armor Piercing) 6/15

Combat Info: Init.: 5, OFV 10, DFV 15, HTH: 3D12, Healing Rate: 6.5

Skills: Weapon Design: Matter/Antimatter Warheads 16, Weapon Design: Missile Artillery 11, Weapon Design: Energy Weapons 10, Weapon Technics: M/A Warheads 7, Weapon Technics: Missile Artillery 5, Weapon Technics: Energy Weapons 2, Spanish 3, Fighting 9, Autopsy 4, Demolition 12, Evidence Dispersal 6, Sense Ambush/Assassin 3, Shadowing 3, Famous Bombings 15, Famous Massacres 12, Body Development 5

Advantages: Royal Court (Hi), Knights of Alteration (Hi), Transformation ("Lord Alteration")

Traits: Minor Intergalactic Reputation (40-): Knight of Alteration, Nihilist, Melodrama, Secret Identity, Code of the Bushi

Gree-Nal

Ricardo is one of the most powerful villains on Retsnom. He can summon both Animals and Monsters. This ability allows him to "direct" most of the monstrous inhabitants on Retsnom to do his bidding. His power is not such that he can give them detailed instructions but he can tell them, "You really want to destroy that building." Ricardo and his sister were born through artificial insemination. The scientists that arranged the procedure subjected the siblings to a wide battery of experiments and tests. Ricardo survived; his sister did not. Bitter and heartbroken, Ricardo decided that it was the pursuit of science and technology that killed his sister and he seeks to eliminate all technology from Retsnom.

Combat Tactics: Ricardo will generally seek to avoid direct combat. He will "general" his monsters into battle

and “snipe” (sneak attack) from the sidelines. When that fails, he will sigh and then use his formidable (Fighting 6) skills to dismantle his foes.



Identity: Ricardo Pian **Occupation:** Terrorist
Characteristics: Strength: 6, Agility: 6, Personality: 4, Appearance: 2, Stamina: 6, Confidence: 6, Intelligence: 2, Presence: 4
Age: 27 **Sex:** Male
Height: 6 feet, 7 inches **Weight:** 287 lbs.
Carrying Capacity: 1600 lbs.
Skin: Pale **Hair:** Brown **Eyes:** Hazel
Level: 3 **Experience Pts:** 7527
Hit Points: 58 **Will Points:** 13
Power Points: 41 **Wealth:** 2
Body Type: Restsnomian
Origin: Crime Victim **Team:** None

Powers: Tracking Scent 2/4, Ani-Voyance 3/6, Animal Chameleon 1/7, Summon Animals 1/8, Summon Monster 1/12

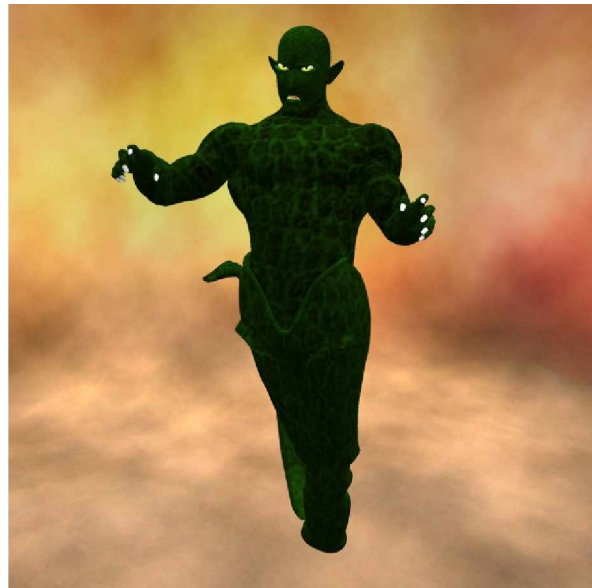
Combat Info: Init.: 9, OFV 20, DFV 25, HTH: 3D6, Healing Rate: 2.0

Skills: Fighting 6, Guerrilla Tactics 7, Archery 5, Acrobatics 5, Climb 5, Acrobatic Attacks: Fighting 4, Camouflage 7, Demolitions 4, Persuasion 6, Fletching 5, Foraging 3, Retsnom (KS) 4, Military Organization 4, Read Tracks 2, Battlefield Tactics 5, Tracking 3, Flute 5, Will Development 1

Advantages: Speak with Animals, Speak with Fish, Absolute Time Sense, Light Sleep 3

Traits: No Compunctions About Killing, Code of the

Gunslinger, Independent: Loner, Jealousy, Lecherous, Fanaticism: “Anti-Technology - Return to Nature”



Hell Strike

Hell Strike is the vanguard of the next era for the Mangian Empire. Arb was genetically engineered in the Kragis III labs. Hell Strike is clinically flamboyant with his powers. He will “show off” only when it best suits him or offer a distraction for his troops.

Combat Tactics: Hell Strike likes to attack from the air at a distance with his Fire Generation. Like all Mangians, he is adept at hand to hand but he realizes that he is most powerful at a range.

Identity: Arb Ingun
Occupation: Warrior
Characteristics: Strength: 10, Agility: 6, Personality: 5, Appearance: 4, Stamina: 7, Confidence: 5, Intelligence: 7, Presence: 6
Age: 28 **Sex:** Male
Height: 5 feet, 11 inches **Weight:** 252 lbs.
Carrying Capacity: 26 Tons
Skin: Green **Hair:** None **Eyes:** Yellow
Level: 1 **Experience Points:** 350
Hit Points: 50 **Will Points:** 12
Power Points: 54 **Wealth:** 5
Body Type: Mangian
Origin: Mutation **Team:** None

Powers: Body Weaponry (Claws) 1/5, Body Armor 1/5, Flight 2/4, Fire Generation (E-Pt.: Arms) 4/10, Fire Aura 1/6, Regeneration 1/5, Infrared Vision 4/10

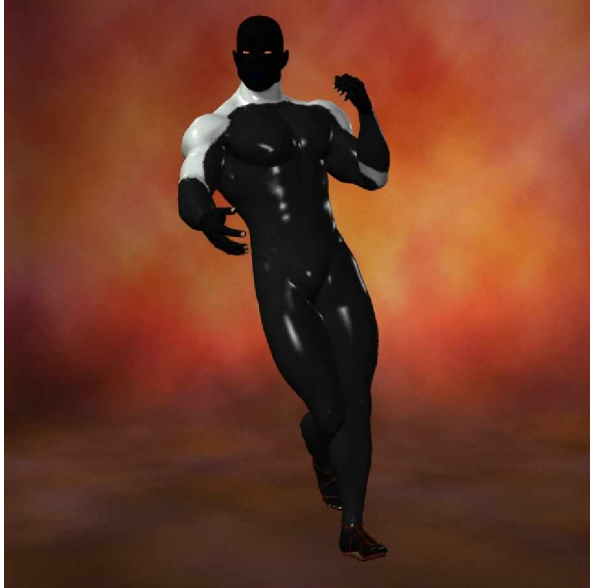
Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 3D12,

Healing Rate: 2.4

Skills: Explosive Engineering 4, Fighting 6, Yado 3, KS: Mangian Empire 5, Trap Building 7

Advantages: Eidetic Memory, Mental Calculator, Military Rank 3

Traits: Gluttony, Super Patriot, Public ID, Dedication to the Emperor, Power Lust



Infiltrator

Infiltrator is one of the best spies in known space. While he is not a powerful shape changer, Infiltrator's normal Taklonian attributes more than make up for it. He operates primarily in Stzian Space and continues to oppose Snow Fighter and Alpha. He was one of their chief opponents in the Stzian Civil War over 200 years ago.

(Lord Alteration saw how effective he was and granted Infiltrator the Longevity mutation) Infiltrator's Hatred of Stzian Noble Houses limits his ability to profit from his skills. (Nobles do have most of the money in most societies.) His alliance with Lord Alteration has changed this but Infiltrator views money as a tool and not something to be hoarded.

Combat Tactics: Infiltrator is a brawler. When he has to fight, he will use anything he can get his hands on to pummel his foe.

Identity: Unknown

Occupation: Spy / Assassin

Characteristics: Strength: 15, Agility: 5, Personality: 7,

Appearance: 5, Stamina: 10, Confidence: 6, Intelligence: 3, Presence: 8

Age: 247

Height: 8 feet, 2 inches

Carrying Cap.: 850 Tons

Hair: None **Eyes:** Glowing Red

Level: 1 **Exp. Pts:** 0

Hit Points: 128

Will Points: 15

Power Points: 92

Wealth: 2

Body Type: Taklonian

Origin: Maturity

Team: None

Powers: Body Armor (Inorganic) 1/6, Earth Control 1/3, Shape Change 2/10

Combat Info: Init.: 6, OFV 10, DFV 15, HTH: 4D20, Healing Rate: 6.3

Skills: Stz Empire 5, Snowfighter Corps 11, Fighting 6, Analyze Fighting Style 3, Camouflage 4, Criminal Psychology 7, Deduction 3, Disguise 2, Acting 3, Stzian Heraldry 7, High Society 10, Sense Ambush/Assassination 7, Shadowing 3

Advantages: Longevity, Lord Alteration (Hi)

Traits: Gluttony, Hatred of Stzian Nobility (Severe), Paranoia



Kuratos

Sgt. Kuratos is Torrent's personal aide and assists him on most missions.

Combat Tactics: Kuratos will begin combat with his Martial Arts Skills. Poison Touch will be used to weaken the most powerful (looking or acting) character.

Identity: Tyler James Kuratos

Occupation: Soldier

Characteristics: Strength: 8, Agility: 5, Personality: 5, Appearance: 2, Stamina: 6, Confidence: 5, Intelligence: 3, Presence: 4

Age: 125

Sex: Male

Height: 6 feet, 2 inches

Weight: 251 lbs.

Carrying Capacity: 400 lbs

Skin: Pale

Hair: Red

Eyes: Green

Level: 2

Exp. Pts.: 2,338

Hit Points: 11

Will Points: 10

Power Points: 40

Wealth: 2

Body Type: Human

Origin: Villainous Legacy

Team: None

Powers: Ani-Voyance 1/3, Body Adaption 1/3, Energy Conversion 2/7, Immortality 1/2, Poison Touch 2/3, Invulnerability 1/3

Combat Info: Init.: 6, OFV 10, DFV 15, HTH: 2D12, Healing Rate: 2.0

Skills: Adrenal Defense 2, Analyze Fighting Style 3, Armor Design 2, Armor Evaluation 5, Armor Repair 3, Psionic Attunement 4, Accounting 4, Martial Arts 5, Guerrilla Tactics 2, Tnesi Language 2, Space Astrogration 3, Space Pilot 4

Advantages: Military Rank 4, Intuition, Local Enforcement Powers (15 - Alliance Space)

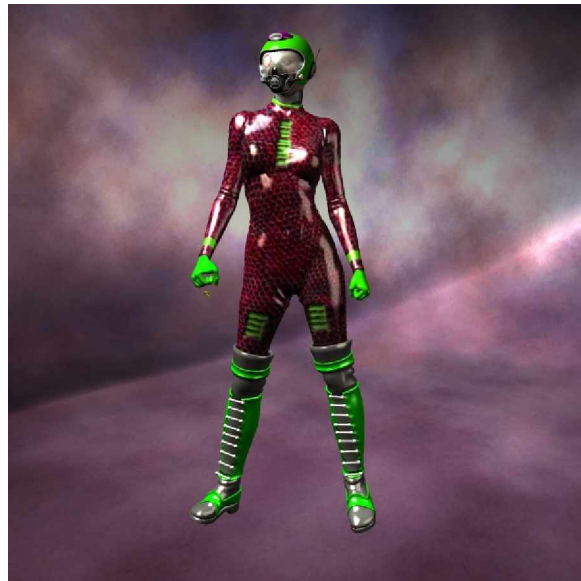
Traits: Alcoholism, Bloodlust, Code of the Chinese Master, Dedication to Superior Officer, Voluntary Exile - Earth, Love of Danger

Ms. Miniature

Sharon is a quiet person. Although she is attractive (Appearance 6), she hides her beauty behind black rimmed bottle nosed glasses. She is incredibly loyal to Lord Alteration because he transformed her abuser into a frog. He is one of the few males that Sharon trusts. She works with fellow knights but maintains an aloofness from the men. The only exception is the dim-witted Quake for whom she has a "soft spot". Sharon is most comfortable working in her lab where she spends long hours when not on assignment for the Knights of Alteration.

Combat Tactics: Sharon will use her Shrinking Blast on the biggest male on the team. She will then focus her

attacks on male characters and only after all of them have been defeated will she focus on women characters. She prefers distance attacks over meleé.



Identity: Sharon Davens

Occupation: Villainess

Characteristics: Strength: 3 [10], Agility: 10, Personality: 4, Appearance: 6, Stamina: 3, Confidence: 2, Intelligence: 7, Presence: 3

Age: 28

Sex: Female

Height: 6 feet

Weight: 170 lbs.

Carrying Capacity: 26 Tons

Skin: Pale

Hair: Black

Eyes: Blue

Level: 1

Exp. Pts.: 0

Hit Points: 8

Will Points: 6

Power Points: 32

Wealth: 2

Body Type: Human

Origin: Natal

Team: Knights of Alteration

Powers: None

Combat Info: Init.: 11, OFV 10, DFV 15, HTH: 3D12, Healing Rate: 0.63

Skills: Armor Design 7, Armor Evaluation 6, Armor Repair 5, Computer Operation 5, Computer Crime 6, Drafting 3, Fighting 4, Physics 8, Nuclear Physics 13, Transmutation 7, Flight 3, Teleportation 2, Energy Blast 4, Radio Communication 2, Life Support 1, Thermal Vision 2, Energy Detection 4, Resistance: Radiation 3, Energy Reservoir 2, Energy Generator

Advantages: Royal Court (Hi), Knights of Alteration (Hi), Absolute Time Sense, Mental Calculator

Traits: Minor Intergalactic Reputation: Knight of Alteration (40-), Hatred of Being Touched (Mild), Fanaticism: Royal Court, Nicotine Addiction, Likes to Stay in Her Power Armor (Was sexually assaulted and feels safe in her armor), Compulsive Shopper, Powerlust

Equipment: Ring (SR 20, SP 6 Teleportation 9, Flight 22, Transmutation (Shrinking Only) 16, Energy Blast 10) Armor (3/7, Life Support 1, Thermal Vision 3, Radio Communication 10, Energy Detection 5, Resistance: Radiation 10, Energy Reservoir 4 (10), Energy Generator 2)



Quake

Quake is an ogre from Cigam. Like most ogres, Quake delights in physical activities. Unlike most ogres, Quake is very intelligent. He hides this from his companions by using short sentences and exaggerating his odious personal habits. He loves Sharon like a little sister and will seek to protect her whenever possible. Quake enjoys being a Knight of Alteration because he gets to battle with some of the strongest beings in the universe.

Combat Tactics: Ogre is a team player. He will rough-house with his foes if possible. If he focuses on his Earth Control powers, he stands as one of the more powerful Knights of Alteration

Identity:

Occupation: Warrior

Characteristics: Strength: 11, Agility: 6, Personality: 5, Appearance: 3, Stamina: 10, Confidence: 6, Intelligence: 5, Presence: 10

Age: 35

Sex: Male

Height: 8 feet

Weight: 751 lbs.

Carrying Capacity: 52 Tons

Skin: Tan **Hair:** Black **Eyes:** Green

Level: 1 **Exp. Pts.:** 0

Hit Points: 74 **Will Points:** 17

Power Points: 51 **Wealth:** 2

Body Type: Ogre

Origin: Mutation **Team:** Knights of Alteration

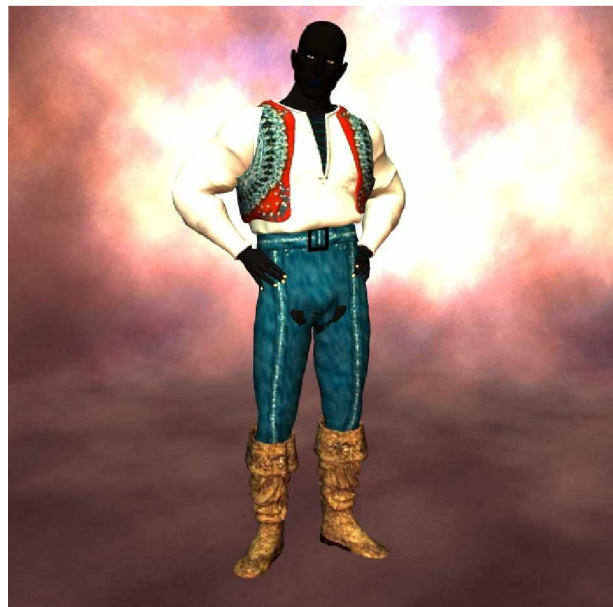
Powers: Body Armor [Leather Skin] 1/5, Telescopic Vision 1/9, Tracking Scent 5/8, Resistance: Physical Attacks 1/5, Resistance: Mental Attacks 1/4, Shape Change 5/7, Earth Control 4/10, Wings 4/7

Combat Info: Init.: 7, OFV 10, DFV 15, HTH: 2D20, Healing Rate: 4.5

Skills: Club 5, Brawling 7, Fighting 9, Acrobatics 4, Administration 3, Architecture 5, Caving 3, Drafting 6, Body Development 3, Impersonation 2, Lip Reading 4, Streetwise 3, Cigam 2

Advantages: Perfect Balance, Polarized Eyes, Light Sleep 2, Resistance 3, Immunity to Disease, Royal Court (Hi), Knights of Alteration (Hi), Minor Intergalactic Reputation: Knight of Alteration (40-)

Traits: Bad Temper, Enjoys Using Powers, Odious Personal Habits, Overconfidence, Stubborn, Won't Surrender, Dedicated to the Royal Court & Lord Alteration



Slash

Lar is a Taklonian warrior. He is fascinated with the sword. Downtime between missions is often spent researching swords and sword makers. He is Knight be-

cause he enjoys the combat and the research facilities at Devonis IV, the homeworld of the Royal Court. Slash is the only Knight of Alteration to have faced Day-Break. Day Break soundly defeated Slash and would have killed him if Slash's sword (one of those experimental models) hadn't dimensionally teleported him. Slash is looking forward to a rematch in the future. (After he has gathered a couple of neat swords, of course)

Combat Tactics: Lar will use his Energy Sword in combat if he is not testing some sword that he has found or acquired. There is a 10% chance anytime Slash is encountered, that he is testing a new sword weapon.

Identity: Lar Millis

Occupation: Warrior

Characteristics: Strength: 15, Agility: 5, Personality: 7, Appearance: 5, Stamina: 10, Confidence: 6, Intelligence: 3, Presence: 8

Age: 29 **Sex:** Male

Height: 7 feet **Weight:** 758 lbs.

Carrying Capacity: 850 Tons

Skin: Black **Hair:** None **Eyes:** Copper

Level: 1 **Experience Points:** 0

Hit Points: 164 **Will Points:** 15

Power Points: 72 **Wealth:** 2

Body Type: Taklonian **Origin:** Strange Stuff

Team: Knights of Alteration

Powers: Body Armor (Inorganic) 1/6, Earth Control 1/3, Energy Sword 3/11

Combat Info: Init.: 6, OFV 10, DFV 15, HTH: 4D20, Healing Rate: 4.5

Skills: Acrobatics 5, Adrenal Defense 3, Analyze Fighting Style 4, Camouflage 3, Fighting 5, KS: Legendary Swords 10, Lip Reading 3, Public Speaking 7, Sabotage Tactics 6, Swordsmanship 8

Advantages: Taklon V (Low), Royal Court (Hi), Knights of Alteration (Hi), Perfect Balance

Traits: Public Identity, Bad Temper, Code of the Bushi, Minor Galactic Reputation: Famous Swordsman (40-), Attracted to Legendary Swords, Minor Intergalactic Reputation: Knights of Alteration (40-)

Solar Wing

Solar Wing is the leader of the mercenary group known as the Blazing Suns. They have received contracts from The Alliance, Gedaliah Confederation and the Stzian Empire.

Combat Tactics: Solar Wing blasts his opponents with

his Plasma Blast linked with his Heat Generation. He will coordinate his attacks with his team and utilize their powers to the best of his ability. Unless he has a contract on a character or the mission includes pay for battling heroes, Solar Wing will tend to avoid combat.



Identity: Unknown

Occupation: Mercenary

Characteristics: Strength: 8, Agility: 5, Personality: 3, Appearance: 4, Stamina: 9, Confidence: 5, Intelligence: 3, Presence: 4

Age: 25 **Sex:** Male

Height: 6 feet, 5 inches **Weight:** 275 lbs.

Carrying Capacity: 6.4 Tons

Skin: Pale **Hair:** Black **Eyes:** Orange

Lvl: 4 **Exp. Pts.:** 9375

Hit Points: 20 **Will Points:** 13

Power Points: 59 **Wealth:** 5

Body Type: Random Mutant

Origin: Unexplained

Team: Blazing Suns Mercenaries

Powers: Adaption 5/6, Energy Detection 5/5, Gateway 7/5, Plasma Control 6/7, Plasma Generation (Entire Body) 7/10, Heat Generation (linked to Plasma Generation) 7/7, Solar Sustenance 5/5, Warp Flight 6/8

Combat Info: Init.: 9, OFV 25, DFV 30, HTH: 2D12, Healing Rate: 3.2

Skills: Appraisal 3, Astronomy 4, Demolitions 2, Acting 2, Business Management (Marketing His Mercenary Service) 7, Fighting 3, Guerrilla Tactics 4, Gedaliah Confederation Underworld 4, Alliance High Council 6, Power Development 5, Space Astrogation 10, Surveil-

lance Systems 6

Advantages: Multi-Connection, Knights of Alteration (Hi), Absolute Direction Sense, HQ, Expansive (Asteroid Moon)

Traits: Code of the Gunslinger (Best Mercenary Group), Bad Temper, Bully, Enjoys Using Powers, Greedy, No Sense of Humor, Prideful, Minor Intergalactic Reputation: Leader of the Blazing Suns Mercenaries (40-)



Torrent

Slian contracted the Blazing Suns to steal the Nova Bracers during the Tcnesi front of the Alliance Invasion of the Gedaliah Confederation. The Bracers greatly enhance the psionic abilities of the wearer. Greatly empowered, Torrent led his Tcnesi troops through several successful battles against the Confederation. He finally lost the bracers in a battle with Kinesis and SF-X.

Combat Tactics: Torrent will first attempt to use his Mind Control powers to cause dissension in the ranks for his enemies.

Identity: Slian Eeb **Occupation:** Warrior
Characteristics: Strength: 9, Agility: 4, Personality: 5, Appearance: 2, Stamina: 4, Confidence: 5, Intelligence: 4, Presence: 10
Age: 25 **Sex:** Male
Height: 7 feet **Weight:** 923 lbs.
Carrying Capacity: 13 Tons
Skin: Brown **Hair:** None
Eyes: Multi-faceted

Lvl: 3

Hit Points: 14

Power Points: 48

Body Type: Tcnesi

Origin: Major Psionic

Exp. Pts.: 5250

Will Points: 18

Wealth: 2

Team: None

Powers: Systemic Antidote 1/5, Wings 5/10, Mind Control 5/10, Telekinesis 1/4, Weather Control 5/5, Body Armor (Rigid Plates) 1/3

Combat Info: Init.: 7, OFV 20, DFV 25, HTH: 3D10, Healing Rate: 1.8

Skills: Fighting 5, Tcnesi Empire 7, Analyze Fighting Style 5, Psionic Attunement 7, Cryptography 5, Foraging 10, Leadership 3, Battlefield Tactics 5, Military Organization 3, Psionic Perception 8

Advantages: Tcnesi Government (Hi), Legal Enforcement Powers: Alliance Space (20 pts.), Military Rank: Lieutenant

Traits: Aura of Major Psionic, Authority Figure, Bloodlust, No Sense of Humor, Psychopath: Nihilist

Equipment: Nova Bracers (Psi Amplification 20, Energy Amplification 10, Armor Hardening 10) - Torrent does not currently have the Nova Bracers but he can be played as having them during your GM's campaign play.

ALIENS

Apto: Citizens

The Apto are a race from a different dimension. Incredibly warlike, they often serve as high priced mercenaries or assassins and will fight, if the pay is right, against their own kind. The Apto are huge, heavily muscled reptilian humanoids. They have metallic scales (color varies between the three classes) with huge bat-like wings. Their eyes glow and they can see in both the infrared and ultraviolet spectrums. The Apto have a dragon-like breath weapon and an innate resistance to psionics.

Citizen Aptos are the weakest of the three classes of Apto. They rarely leave their homeworld so most heroes will not encounter them unless they find themselves lost between dimensions.

Characteristics: Strength: 9, Agility: 4, Personality: 5, Appearance: 3, Stamina: 6, Confidence: 7, Intelligence: 3, Presence: 5

Age:

Sex: Male / Female

Height: 6-8 ft. **Weight:** 1D100 x 1D4 pounds
Carrying Capacity: 13 Tons
Skin: Scaly Green **Hair:** None
Eyes: Glowing Yellow
Level: 1 **Exp. Pts:** 0
Hit Points: 4D10 **Will Points:** 13
Power Points: 8D6+20
Base Construction Points: 60

Powers: Body Armor (Scaly) 1/4, Force Field 1/6, Infrared Vision 1/4, Laser Vision 1/8, Resistance - Mental Attacks 1/6, Ultraviolet Vision 1/5, Flame Generation (Cone) 1/8, Dimension Travel 5/3, Adaption 1/2, Warp Flight 1/8, Wings 3/2

Combat Info: Init.: 5 OFV 10, DFV 15, HTH: 3D10

Skills:

Advantages:

Traits:



Apto: Elite

Elite Apto are the most powerful of the Apto race.

Characteristics: Strength: 13, Agility: 7, Personality: 5, Appearance: 4, Stamina: 9, Confidence: 8, Intelligence: 4, Presence: 7

Age: **Sex:** Male / Female
Height: 10-12 ft. **Weight:** 1D100 x 1D8 pounds
Carrying Capacity: 210 Tons
Skin: Scaly Green **Hair:** None
Eyes: Glowing Orange

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Level: 1 **Exp. Pts:** 0
Hit Points: 8D10 **Will Points:** 16
Power Points: 8D6+25
Base Construction Points: 20

Powers: Body Armor (Scaly) 1/5, Force Field 1/10, Infrared Vision 1/5, Laser Vision 1/12, Resistance - Mental Attacks 1/10, Ultraviolet Vision 1/6, Flame Generation (Cone) 1/12, Dimension Travel 9/4, Adaption 1/2, Warp Flight 3/15, Wings 3/2

Combat Info: Init.: 8 OFV 10, DFV 15, HTH: 3D20

Skills:

Advantages:

Traits:

Apto: Warrior

Warrior Apto are the middle-class of the race. They are the most often encountered Apto in the Stz Empire and the Gedaliah Confederation.

Characteristics: Strength: 11, Agility: 6, Personality: 5, Appearance: 3, Stamina: 7, Confidence: 8, Intelligence: 3, Presence: 5

Age: **Sex:** Male / Female
Height: 8-10 ft. **Weight:** 1D100 x 1D6 pounds
Carrying Capacity: 52 Tons
Skin: Scaly Green **Hair:** None
Eyes: Glowing Blue
Level: 1 **Exp. Pts:** 0
Hit Points: 6D10 **Will Points:** 14
Power Points: 8D6+23
Base Construction Points: 40

Powers: Body Armor (Scaly) 1/4, Force Field 1/8, Infrared Vision 1/4, Laser Vision 1/10, Resistance - Mental Attacks 1/8, Ultraviolet Vision 1/5, Flame Generation (Cone) 1/10, Dimension Travel 7/3, Adaption 1/2, Warp Flight 2/12, Wings 3/2

Combat Info: Init.: 7 OFV 10, DFV 15, HTH: 2D20

Skills:

Advantages:

Traits:

Dinhcara

The Dinhcara are a spider-like race with six limbs and



multi-faceted eyes. These aliens retain several spider-like abilities. All of them have heavy fur which covers their body. Dinhcara have an intense hatred for humanoids whom they view as icky and disgusting. However, the Dinhcara have a deep love for music and they number a wide range of both musicians and Bards among their people. The Dinhcara are one of the major races in the Alliance and they see both the Tnesi and Mangians as “equals.”

Characteristics: Strength: 3, Agility: 9, Personality: 3, Appearance: 2, Stamina: 5, Confidence: 4, Intelligence: 3, Presence: 7

Age: **Sex:** Male / Female
Height: 4-6 ft. **Weight:** 4D4 x 10 pounds
Carrying Capacity: 200 lbs.
Skin: Brown/Black **Hair:** Brown
Eyes: Blue Black
Level: 1 **Exp. Pts:** 0
Hit Points: 2D10 **Will Points:** 12
Power Points: 5D6+8
Base Construction Points: 75
Homeworld: Dinhcaris

Powers: Telescopic Vision 2/6, Ultraviolet Vision 1/7, Adhesive Touch 1/9, Entangle 2/7, Poison Bite 1/9, Tracking Scent 1/5, Swinging 1/2

Combat Info: Init.: 10 OFV 10, DFV 15, HTH: 1D8

Skills: Dinhcara Empire 1, Shadowing 3, Stealth 2, Interrogation 1, Music 2

Advantages:

Traits: Hatred of Humanoids



Mangian

Mangians are a serpentine race with two muscled arms and a reptilian head. They are both skilled warriors and have an elite scientist class which develops and expands their military might. Mangians have scaly skin which provides them Body Armor.

Characteristics: Strength: 10, Agility: 6, Personality: 5, Appearance: 4, Stamina: 7, Confidence: 5, Intelligence: 7, Presence: 6

Age: **Sex:** Male / Female
Height: 5-7 ft. **Weight:** 5D6 x 12 pounds
Carrying Capacity: 26 Tons
Skin: Light Green **Hair:** None
Eyes: Orange **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 3D10 **Will Points:** 12
Power Points: 54
Base Construction Points: 50
Homeworld: Mangias IV

Powers: Body Weaponry (Claws) 1/5, Body Armor 1/5

Combat Info: Init.: 7 OFV 10, DFV 15, HTH: 3D12

Skills: Weaponry Design (Select or Create One) 4, Fighting 3, Yado 3, Mangian Empire 2

Advantages: Eidetic Memory, Mental Calculator

Traits:

Reptyllis

The Reptyllis reside in the swampy coastal regions of Cigam.

Characteristics: Strength: 3, Agility: 4, Personality: 2, Appearance: 1, Stamina: 5, Confidence: 2, Intelligence: 2, Presence: 4

Age: **Sex:** Male / Female
Height: 4-6 ft. **Weight:** 5D6 x 10 pounds
Carrying Capacity: 200 lbs.
Skin: Green Scales **Hair:** None
Eyes: Yellow **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 2D8 **Will Points:** 7
Power Points: 4D6+10
Base Construction Points: 50
Homeworld: Cigam

Powers: Infrared Vision 1/5, Tracking Scent 2/5, Swimming 5/2, Water Breathing 2/5

Combat Info: Init.: 5 OFV 10, DFV 15, HTH: 1D8

Skills: Stealth 3, Fighting 2

Advantages: Night Vision

Traits:



Tnesi

The Tnesi round out the three major races of the Alliance. They are insect-like aliens with six limbs and gossamer wings. Rigid Plates provide them with Body Armor. Tnesi are natural psionics; all members have

some form of psionic ability. The Tnesi can commune mind to mind with fellow Tnesi. This allows them to transmit crucial information with a touch.

Characteristics: Strength: 7, Agility: 4, Personality: 5, Appearance: 2, Stamina: 3, Confidence: 5, Intelligence: 4, Presence: 6

Age: **Sex:** Male / Female
Height: 5-7 ft. **Weight:** 4D6 x 10 pounds
Carrying Capacity: 3.2 Tons
Skin: Green to Brown Black **Hair:** None
Eyes: Multi-faceted **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 1D10 **Will Points:** 12
Power Points: 5D6+15
Base Construction Points: 75
Homeworld: Tnesi III

Powers: Systemic Antidote 1/5, Wings 1/4, Body Armor (Rigid Plates) 1/3, Telepathy 1/1 (Only with Tnesi)

Combat Info: Init.: 5 OFV 10, DFV 15, HTH: 1D20

Skills: Fighting 1, Tnesi Empire

Advantages:

Traits:

MONSTERS & ROBOTS

Centi-Dragon

Centi-Dragons can be found on the planet Retsnom. They have eight legs and inhabit either swampy or sandy areas of the planet.

Characteristics: Strength: 8, Agility: 4, Personality: 3, Appearance: 4, Stamina: 7, Confidence: 5, Intelligence: 4, Presence: 7

Age: **Sex:** Male / Female
Length: 20-35 ft. **Weight:** 1-3 Tons
Carrying Capacity: 6.4 Tons
Planet: Retsnom
Skin: Orange Top / White Bottom
Hair: None **Eyes:** Golden
Level: 1 **Exp. Pts:** 0
Hit Points: 1D20 **Will Points:** 13
Power Points: 5D6+18

Powers: Acid (E. Pt: Head) 1/9, Body Armor (Rigid Plates) 1/8, Body Weaponry (Horns) 3/6, Digging 3/15, Environmental Awareness 1/3, Parabolic Hearing 2/8, Telescopic Vision 1/6, Spectrum Vision 2/7, Suspen-

sion 2/7, Tracking Scent 1/5

Combat Info: Init.: 5 OFV 10, DFV 15, HTH: 2D12

Skills:

Advantages: LS: Longevity

Traits: Greedy

Death Borg

Death Borgs are the creation of Agni Lgnat. Their body is shaped like a giant Dark Grey Mangian. These robots have a hardened ceramic armor. (This is what allows the Alliance to mass produce these robots) Because of their ceramic housing, Death Borgs are not vulnerable to lightning, magnetism or other "typical" robot attacks. Death Borgs are frequently sent on extended missions to raise havoc in both the Gedaliah Confederation and the Stzian Empire.

Characteristics: Strength: 12, Agility: 7, Personality: 2, Appearance: 4, Stamina: 7, Confidence: 6, Intelligence: 5, Presence: 13

Age: Sex: None
Height: 7' 5" **Weight:** 1125 pounds
Carrying Capacity: 105 Tons
Planet: Alliance Space
Skin: Black & Red **Hair:** None
Eyes: Golden **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 6D10 **Will Points:** 20
Power Points: 5D6+21

Powers: Warp Flight 1/6, Armor 1/5, Infrared Vision 1/9, Ultraviolet Vision 1/9, High Range Radio Hearing 1/15, Energy Reservoir 1/11, Energy Generator 1/6, Energy Blast (Entire Body - Armor Piercing) 3/6, Body Weaponry (Claws) 2/6

Combat Info: Init.: 8 OFV 10, DFV 15, HTH: 5D10

Skills: Fighting 7

Advantages: Eidetic Memory

Traits:

Defense Sphere

Defense Spheres serve as guards to various Mangian and Alliance outposts. They have two tentacles which they use to grapple their opponents.

Characteristics: Strength: 4, Agility: 10, Personality: 2,

Appearance: 1, Stamina: 4, Confidence: 2, Intelligence: 2, Presence: 3

Age: Sex: None
Height: 1 Foot Sphere **Weight:** 50 pounds
Carrying Capacity: 400 lbs.
Planet: Alliance Space
Skin: Metallic Colors **Hair:** None
Eyes: Golden **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 2D10 **Will Points:** 6
Power Points: 40

Powers: Armor 2/4, Ultraviolet Vision 1/10, Infrared Vision 1/11, Flight 2/13, High Range Radio Hearing 1/11, Energy Blast 3/9

Combat Info: Init.: 11 OFV 10, DFV 15, HTH: 1D10

Skills: Shadowing 5

Advantages:

Traits:



Dragon

Dragons are found on the planet Cigam. They are the staunch allies of the Dragon Lords and work with them to protect the citizens. It is rare to find an un-linked dragon in the Cigam wilds. This is because Dragon Hatching Grounds are guarded by the Dragon Lords.

Characteristics: Strength: 9, Agility: 3, Personality: 4, Appearance: 3, Stamina: 11, Confidence: 5, Intelligence: 4, Presence: 7

Age: Sex: Male / Female
Length: 25-40 ft. **Weight:** 2-3 Tons
Carrying Capacity: 13 Tons

Planet: Cigam
Skin: Metallic Colors **Hair:** None
Eyes: Varies **Lvl:** 1 **Exp. Pts:** 0
Hit Points: 3D10 **Will Points:** 13
Power Points: 8D6+24

Powers: Body Armor 1/8, Body Control 2/5, Body Weaponry (Claws) 1/9, Wings 2/15, Dimension Travel «, Energy Detection 1/5, Environmental Awareness 1/5, Fire Generation (Cone) 1/8, Infrared Vision 1/7, Telescopic Vision 1/8, Parabolic Hearing 1/8, Resistance - Mental Attacks 1/10

Combat Info: Init.: 4 OFV 10, DFV 15, HTH: 3D10

Skills: Dragon Lore 4, Famous Dragons 2

Advantages: LS: Longevity, Perfect Balance, Polarized Eyes, Mind Link with Rider

Traits: Dragon Aura, Enjoys Using Power, Love of Adventure, Proudful

Giant, Solar

Solar Giants reside in a section of Cigam where the inter-dimensional fabric is weak. This allows their leaders to transport giants to various Fire Dimensions. In these dimensions, Solar Giants are next to unstoppable. Solar Giants are one of the Onalogian Fire Knights many enemies because they plague the Fire Warriors that reside in these dimensions as well.

Characteristics: Strength: 12, Agility: 2, Personality: 3, Appearance: 2, Stamina: 13, Confidence: 9, Intelligence: 2, Presence: 12

Age: **Sex:** Male / Female

Height: 11-13 ft. **Weight:** 1600-2400 lbs

Carrying Capacity: 105 Tons

Planet: Cigam

Skin: Red **Hair:** Varies **Eyes:** Yellow

Level: 1 **Exp. Pts:** 0

Hit Points: 5D10 **Will Points:** 22

Power Points: 9D6+28

Powers: Resistance - Heat 1/20, Resistance - Physical Attacks 1/4, Ultraviolet Vision 1/6, Infrared Vision 1/10, Fire Generation (Eyes) 3/9, Solar Sustenance 1/3, Weapon Generation 3/6

Combat Info: Init.: 3 OFV 10, DFV 15, HTH: 3D20

Skills: Fighting 3, Hostile Environment: Fire Dimensions 10, Sense Reality Warp 7

Advantages: Polarized Eyes

Traits: Bully, Gluttony, No Compunctions About Killing, Pyromaniac

Litreps

Litreps are giant bat-like predators on the planet Restnom. They are solitary hunters although mated pairs can be found on occasion. Their rodent-like tail makes up a third of their body length.

Characteristics: Strength: 11, Agility: 5, Personality: 4, Appearance: 2, Stamina: 5, Confidence: 4, Intelligence: 2, Presence: 10

Age: **Sex:** Male / Female

Lgth: 45-60 ft. **Hgt:** 20-30 ft. **Weight:** 20 Tons

Carrying Capacity: 52 Tons

Planet: Retsnom

Skin: Dark Green **Hair:** None

Eyes: Red **Level:** 1 **Exp. Pts:** 0

Hit Points: 3D12 **Will Points:** 15

Power Points: 9D6+20

Powers: Wings 2/6, Telescopic Sight 1/7, Tracking Scent 4/10, Parabolic Hearing 3/5, Infrared Vision 1/4, Lightning Blast (Cone) 2/9, Body Armor 1/5

Combat Info: Init.: 6 OFV 10, DFV 15, HTH: 4D10

Skills: Fighting 4

Advantages: LS: Longevity

Traits:

GLOSSARY OF TERMS

BODY TYPE - A character's body type gives a player the basic form for his character. There are body types that can suit the various power levels of GM campaigns. A PC's Body Type will give you the hero's height, weight and initial Construction Points.

CAMPAIGN - This is a series of interwoven adventures. Campaigns generally revolve around the player characters and their interaction with the GM's universe.

CONSTRUCTION POINTS - These are the system's building blocks. Players spend construction points to purchase the advantages, skills and powers that they want their hero to possess.

DEATH - Just as in "real life," a player character can die in a campaign. Unlike the real world, death isn't necessarily permanent in the Heroic Vision Universe. It can sometimes be the start of an exciting new adventure.

HEX - This is used for determining range for powers and vehicles. One hex equals six feet. It's graphical equivalent is 1 inch.

HIT POINTS - A number representing a). How much damage a character can suffer before being knocked unconscious. A character without power and hit points is slowly dying and must receive immediate medical attention. Hit point loss due to injury can usually be regained through rest or healing. b). How much damage a specific attack does, determined by the Order of the attacker's strength or powers.

INITIATIVE - The right to attack first in a combat round usually determined by:

$$\textit{Agility} + \textit{Level} + 1D10$$

The initiative roll is eliminated when surprise is achieved.

LEVEL - A measure of the character's power starting at 1st level as a beginning adventurer and rising through the accumulation of experience points to higher levels of power and expertise. A character gains Construction Points for each level attained.

ORDER - This is the intensity level of a power. A hero can have great skill with a power yet have a low damage order. For example, a character with a 10/5 (Rank/Order) energy blast is highly skilled with his blast which only does Order 5 damage.

PERCENTILE DICE - either a 100-sided die or two 10-sided dice are used in rolling a percentage number. If

2D10 are used, they need to be of different colors, and one represents the tens digit while the other represents the ones.

PLAYER - This is the person who controls the Player Character. Players and the Game Master work together to make a scenario exciting.

PLAYER CHARACTER - This is the player's alter ego. It is the PC who must defeat the GM's scenarios.

POINT MAXIMUM - This is the maximum point level permissible by a GM in a certain scenario or campaign. This aids in maintaining game balance.

POWER POINTS - This is the amount of points a character has available to power his super powers or abilities. At 0 power, the character is exhausted and needs to find another power source.

POWER REQUIREMENT (P.R.) - This is the amount of energy required for the use of a particular power.

RANK - This is the level of mastery that an individual has with a skill or power.

STRUCTURAL POINTS - These are the amount of damage points that a device or object can take before being utterly destroyed. At 1/2 points the item is seriously damaged and some powers or abilities may cease to function.

STRUCTURAL RATING - This is how tough an item is. An attack must surpass this rating in a single blow or blast before it can reach an item's structural points.

TASK - A specific goal or requirement. Various skills and powers are geared to a certain task and are useless for others.

WILL POINTS - These points reflect a character's mental toughness.

HEROIC VISIONS CHARACTER SHEETS

Identity:	Name:	Sex:	Age		
Level:	X.P.	C.P.:	Height:		
Origin:	Skin:	Eyes:	Hair:		
Body:	Healing Rate:	Planet:	Weight:		
Initiative:	OFV:	DFV:	HTH:	Wealth:	Team:
Powers:			Strength		
			Agility		
			Personality		
			Appearance		
			Stamina		
			Confidence		
			Intelligence		
			Presence		
Skills:			Hit Points		
			Will Points		
			Power Points		
Advantages:					
Traits:					
Equipment:					



Zephaniah Comics

Books, Art, Comics and Videos with a Christian Message