JAGS Attacks

Bullets

Type: Offense/Dual Rank (Power/Gun Perks)

Although guns are technically devices, they're a common weapon and are covered here as an ability.

- A gun may be fired once per 5 REA.
- A gun can be used to 'double tap,' and hits with Firearms skill (just like a normal gun).
- Bullets do Penetrating damage.
- Other attacks that do Impact or Penetrating damage can be converted into a gun.
- A gun can be grappled (see the rules for grapple type).
- Guns have specific range modifiers due to type.

Having a gun is a double rank ability. The first rank determines the POWER of the bullets (or other attack) and the second is bought to 'make it a gun.' These guns come with extra range for their attacks. The clip size is assumed to be 'standard.'

Other modifiers *don't* modify the gun modifier. Only the attack itself is altered (the gun modifier covers the cost of firing for extra REA).

Pistol: Pistols are small, have a high rate of fire (compared to most super powers) and are easy to use in a grapple. If an arm with a pistol (or the pistol itself) is grappled, the attacker must score a Grappling Minor Success to use the gun.
Cost: The cost of a Pistol is Class+1 (so an E Pistol costs an additional F to "make it a gun."
Clip Size: 9 rounds before reload. An A4 ability gives it a 20 round extended clip. By taking –1 to the Pistol Class cost (so the cost is +Class instead of Class +1) the gun is a six-shooter.
Range: The range modifier for a pistol is –1 / 5 yards.

Rifle/SMG: Rifles and SMG's take a Medium action to aim (if not "carried at the ready") and, in a grappling situation, require a Standard Success to use.
Cost: The cost of a Rifle is Class+2 (so an E rifle requires an additional G to "make it a gun." If it's a "bolt-action" Rifle and only fires one shot per turn, the cost is Class-1 (no double tap, no additional REA cost).
Clip Size: 8 Rounds. An A4 gives the gun a 30 round clip.
Range: The range modifier of a rifle is –1 / 50 yards.

Machine Guns: Automatic guns are treated as one of the above weapons with the additional note that they have a high Rate Of Fire. This assumes the weapon does some kind of "normal damage" (usually PEN damage). The gun has a CONTROL rating (the negative modifier for each bullet fired).

Rate of Fire	CTRL	-1	-1/2	-1/4
8 Rounds / Sec		Rank+3	Rank+6	Rank+12
16 Rounds / Sec		Rank+4	Rank+7	Rank+13
32 Rounds / Sec		Rank+5	Rank+8	Rank+14

Sample Guns: These are some common weapons your character might carry.

.44 Magnum Pistol: Damage is 16pts. POWER cost is A4. Pistol cost is A5. With the six-shot modifier the final cost is A4 + A4 for a total of A.

.30-.06 Rifle: Base damage is 30pts (Cost of E). Rifle Cost is G. Total cost is E + G.

M-60 Machine Gun: Base Damage is 30, ROF is 8, Control is –1. Cost is E for the damage and H for the auto-fire.

9mm Mini-Gun: A theoretical light weapon designed for Powered Armor. Damage is A2 (6pts per bullet), ROF is 32 rounds per second. Control is –1/2. Cost is E.

POWER 3

Ex1: The City Knight has a .357 that is POWER 15 (Class AA). To make it a pistol he adds a B Class Enhancer to it. Bang! Bang! When he buys Super Speed, he won't pay for it based on the B Class 'Gun' enhancer, but rather on the AA Class bullet itself.

Ex2: The Alien wants a laser rifle. He gets a Class D Laser and spends E+ (3D) to buy the Rifle package. This gives him a -1 / 65 yard range, double fire/double tap and the sights.

Burning Body

Type: Offense/Single Rank

You're on fire! This is really an enhancement (you can have an electrified body too) but it's common, so it's handled here. When your body is activated, you'll do damage, once a turn (at the beginning of the turn) to anyone touching you. Additionally, when you're hit or you hit someone you'll do some damage too.

The damage done is based on how close they are to you. There are two basic types: Normal (Fire) and 'Electrical.' If you touch someone with an electrified body, you take a lot more damage because the effect isn't based on surface area touching.

The damage is applied regardless of who takes the action (so blocking a Burning Body still does damage). When a burning character punches or squeezes a target, the damage for Burning Body and the punch are applied *separately*. The Damage Modifier for a Block is always assumed to be 0 (no matter who blocks). If the character is *hit* or grabbed, the Damage Modifier is assumed to be +2.   If the character is Grappled, the Damage Modifier is always +4.

	Flame Type	Electrical Type
Grapple:	Class +1	Class
Grab:	Class	Class
Punch:	-2 Class	Class-2
Block:	-3 Class	Class-2

Flame Type: Cost is Class
Electrical Type: Cost is Class+1

If you *don't* have a regular ranged attack form from which Burning Body is derived, subtract 1 Class from the Burning Body cost.

Ex1: Fire Bird has a Class E Flame Blast (POWER 3.75) *and* Burning Body (Fire Type) which also costs Class E. When grappled, this does Class F damage (45). When Fire Bird grabs or is grabbed the target takes 38 Damage. With a punch, Fire Bird does normal HTH damage *and* Class C (30) points of damage. When Fire Bird blocks or is blocked, the damage is Class B (27).

Chemical Attacks

Type: Offensive PWR vs. STAT/Dual Rank

Chemical Attacks are PWR vs. STAT attacks. This means that the character buys an Attack POWER (which is a roll, usually between 10- and 20-) and, when the attack hits, the target makes a STAT roll (usually WIL for mental drugs and CON for physical ones). The target's roll is at –1 per point the attacker made his roll by. The amount the target misses or makes his roll by is checked on the PWR vs. STAT table and the proper effect is applied.

In <u>most</u> games, these attacks will be "Strongly Resisted." This means that *before* the Toxin makes its roll, its roll is *reduced* by one point per target's point of STAT above 10. This, essentially, gives the target double their resistance stat. This is done for two purposes: 1] because these attacks are often something of a "cheap shot" and 2] because many characters have no other defense than their stat (i.e. most characters need to breath). The GM should take special care when permitting buying these attacks.

Buying PWR vs. STAT Attacks

When buying, you pay the Strength cost (i.e. how powerful the basic type of attack is) and the (roll modifier) and the Delivery System (so a toxin that needs to enter the bloodstream is cheaper than a gas that's absorbed through the skin because the gas is easier to deploy and harder to defend against).

Strength of Attack	Cost	Base Roll
Weak	C	14-
Normal	E	14-
Strong	G	14-
Very Strong	I	14-

Basic Roll Modifiers

Higher Roll:	+1 Class *shift* for +1 to roll
Lower Roll:	-1 Class *shift* for -2 to roll (do this only *once*)

Ex: A Normal Attack with 15- Roll is an F (E+1)

HTH Carrier	Hit with Strike	+1 Shift
Must Do Damage	Damage must penetrate defenses by 1pt or more (does not apply to things like HeatRay that "leak damage through")	GM Determines Strength of attack Weak: (C or less) +0 Med (D-E): +1 Strong(F):+2 V Strong (G+):+3
Blood Toxin	Attack must Penetrate and do 1pt of damage	Weak (D): -3 shift Medium (E): -2 Shift Strong (F): -1 Shift V-Strong (G+): +0 Shift
Inhaled Gas	Radius is 2 yards, PWR is –2 per each RAD (so at 4 yards –2, at 6 yards –4). Target gets Short Defensive Action to "hold breath" (3 REA) which is successful with an REA roll.	Cost is +0
Skin Contact Gas	As above, no block	Cost is +4
Bite/Kiss	Must get Minor Success on Grapple Roll	Cost is -2

Example: A nerve-gas grenade (Very Strong, Skin Contact, 15-) Costs I (Strength), J (for the 15-), N (for the Gas deployment). On the other hand, it's likely to incapacitate everyone in the room …

Venom
This is the only POWER vs. Stat attack that does actual damage. A character hit by Venom will actually lose damage points. If the damage moves him into a worse condition category, he must make a CON roll as though he had sustained a wound of that level (Hurt Condition rolls on the Minor Wound table). A poisoned character will take some multiple of the Base Damage each few seconds until a STAT roll (at some negative) is made. When a character is hit, he will take the damage immediately and then each [Interval] seconds.

Strength	Damage
Weak	4
Medium	8
Strong	32
V-Strong	64

Effect Chart

Effect	Damage	Each	Until
Minor	¼ Base	10s	STAT-0
Standard	½ Base	5s	STAT-0
Major	¾ Base	5s	STAT-1
Critical	1x Base	2s	STAT-2
Catastrophic	1.5x Base	1s	STAT-4

Nerve Poison
Strength: V-Strong
Poison is similar to Venom (the names don't necessarily mean anything). Instead of doing damage, Poison reduces the target's CON. If the target hits 0 CON, he is dead. Lost CON points are recovered at a rate of 1 per hour (modified by Regeneration or Resilient). This is a particularly nasty attack; all the character's subsequent CON rolls are at lower levels.

Effect Chart

Effect	Target Effect	CON Loss
Minor	Stunned	-1 CON one-time loss, no roll
Standard	Stunned	-1 CON / sec until STAT-2 roll made
Major	Dazed	-2 CON / sec until STAT-3 roll made
Critical	Unconscious	-2 CON / sec until STAT-4 roll made
Catastrophic	Unconscious	-2 CON / sec until STAT-6 roll made

Paralysis
Strength: Medium
Paralysis effects slow characters and make them sluggish. Some animals nerve toxins paralyze the target's respiratory system. Use Toxin for the lethal form of paralysis—this ability is not deadly.

Paralysis Table
Effect Chart

Effect	Target Effect
Minor	-2 Initiative (not REA) for 3 rounds
Standard	-2 REA for 3 rounds
Major	Stunned for 1 turn, then Dazed for 2 turns. –3 REA for 3 turns
Critical	Stunned for 1 turn, then Dazed for 2 turns, then Unconscious 3 turns
Catastrophic	Unconscious for 3 hours

Tear Gas
Strength: Weak
Tear gas creates a burning sensation in the eyes and nose, your mucous glands go into overdrive. It's unpleasant and hard to see. The major effect is a perception modifier: make a PER roll at the listed negative or take the listed negative to hit for that turn. If you have to make a WIL roll or leave the area, a PC can decide to stay but takes the listed modifier to all rolls.

Tear Gas Table
Effect Chart

Effect	Pain	Perception Modifier
Minor	Some discomfort	-1
Standard	Some pain	-2
Major	WIL-1 or leave area (-2)	-2
Critical	WIL-3 or leave area (-3)	-3
Catastrophic	WIL-4 or leave area (-4)	-4

Tranquilizer
Strength: Strong
This quickly and efficiently renders those exposed unconscious. It can be used for tranquilizer darts, high tech knockout gas, stun beams, or extremely potent sleeping gas. Like paralysis, this takes a few seconds to reach full effect (the second the target is hit, there may be a more minor effect, followed by serious slowing).

Tranquilizer
Effect Chart

Effect	Drop Time
Minor	Stunned, Dazed for 2 turns
Standard	Stunned, Dazed for 4 turns
Major	Stunned for 3 turns (-2 to all combat rolls), unconscious 10 min
Critical	Dazed for 3 turns (-2 to all combat rolls), unconscious 10 hours
Catastrophic	Instant drop. Down for 10 hours

Claws

Type: Offense/Single Rank
Tear into an opponent! The character has a Bio-Weapon and his strikes do Penetrating damage. Add the POWER of the Claws to the character's HTH damage and make it all Penetrating. In a Grapple, Claws ignore –4 points of negative modifier. If you have Super Strength, you have to buy *another* ability at Super Strength Class -1.

> **Strong Claws**: Claws that are strong or super sharp can do *their own* damage instead of adding to yours. If you want Claws that do damage out of proportion to your STR, just

> **Teeth**: While you're at it, why not have big spiky teeth too? Teeth (as a Bio-Weapon) have a Grapple POWER of 2 (so E Teeth have a 20 Grapple) or you're natural Grapple, whichever is better. With a 'Grab' (bite) move, you can get hold. Keep track of your to-hit roll, because

until they break the Grapple, from then on, for 5 REA you can 'bite down' for another 5 REA action (same to-hit roll). Getting Claws and Teeth requires a Class –2 addition.

Additive: POWER 1 Super Strong: POWER 2.75

Ex1: Razorback has Strong Claws of Class C doing 22 Damage (no matter how strong or weak he is).

Ex2: Switch Blade has Super Strength Class F (Enhanced Physique) for 39 Damage. To combine them with Claws, he must buy an additional Class E ability to make his STR Penetrating. He then gets Class E Claws for +10 damage and does 49 points of Penetrating damage.

Cutting Beam

Type: Offense/Single Rank

Slice through your opponents with energy beams. Cutting Beams are 'ultra-sharp' energy blades. Cutting Beams have two damage scores: one that is used when they score an "average" hit (by 0 to 3) and one that is used when they score a good hit (4+).

	Hit By 3 or less	Hit by 4+
Penetration POWER	1	3.5

Armor Reduction: For Penetrating Cutting beams, a portion of the damage may be declared to be armor reducing. This damage is subtracted from armor *before* rolling for damage modification of any sort. If the damage reduction is greater than the armor value, the Penetration resistance is *halved.*

STR Damage: As with HTH weapons, you can't add the damage of Super Strength (or any similar ability) to the damage Cutting Beam does. You can add your normal STR however. Normal STR damage *isn't* multiplied by the POWER number—it just adds.

Cutting Ray: It's legal to turn the medium reach "blade" into a ray. In that case it fires once per turn per 10 REA and has a range modifier of –1 per 5 yards.

Ex1: Scythe has an energy sword with a Long Reach of Class E. She pays an additional D to give the sword long reach. It adds to her normal STR damage (if she has Super STR then it *doesn't* add) and she does 10 or 35 points of penetration damage.

Death Ray

Type: Offense/Single Rank

A Death Ray is a black beam of anti-life. It might be super-science, mysticism, or something else. Whatever: it's scary. The Death Ray is a POWER vs. STAT attack, which can go against WIL or CON (the target rolls against whichever is *higher* or the GM decides—if it's purely technical then CON is probably the stat). Wounds must be rolled against as well. A Death Ray has a charge up time of two seconds.

The POWER is 15-

Minor Effect: The character suffers a Minor Wound and is Incapacitated (essentially unconscious, but really *very* sick) until a STAT-1 roll is made (1 roll per second).

Standard Effect: The character suffers a Major Wound and is Incapacitated

until a STAT-2 roll is made (one roll per second).

Major Effect: The character suffers a Critical Wound and is Incapacitated (in a comma) until a STAT-2 roll is made (one roll per Day). A failure by 5 or more means the character dies.

Critical Effect: The character suffers a Critical Wound and will die in CON seconds.

Catastrophic Effect: The character is dead.

Cost: 4 Primary 1 Secondary
Notes: The GM should monitor this. Its here as sort of an ultimate weapon or a super-science solution to someone who's otherwise unstoppable.

Disintegration

Type: Offense/Dual Rank
Turn targets to dust! When a target is hit with a disintegration beam the very foundation of its matter starts to fall apart. Targets usually sustain massive damage or disappear entirely: as such, this is a *very* expensive attack form and few characters can afford it.

A hit from a Disintegration Beam deducts POWER Mass from the target. Roll on the Impact Damage table, modifying the POWER of the beam as though it were an Impact attack. If the adjusted 'damage' is greater than the Mass of the target, either the target is gone (non-living) or suffers catastrophic damage (living). If the 'damage' is less than the Mass of the target, the target suffers damage proportional to the Mass lost.

If a living target is 'disintegrated' it suffers a Critical Wound and takes damage equal to its damage points x2. If a Dead result is scored, the target is gone. If a Dying result is scored the target may 'fall apart' when he dies.

If the 'damage' is less than the Mass of the target, the target takes a Penetrating hit for [(Total DP / Mass) x adjusted damage]. This means that a Disintegration beam that hits a 4 Mass 40 DP target for a damage of 3 does 30 points of Penetrating damage. This attack is the re-rolled using the previous to-hit modifier.

Disintegration attacks are reduced normally by Force Fields, ignore Bio Armor, and have their POWER reduced by one rank per class of Shell Type armor. The Penetration damage done ignores all defenses. Against a Power Field, treat every point of damage like 10 points removed from the Power Field. If the remaining Power Field is 4 or less, that point of 'damage' gets through.

Disintegration beams can only be used after a period of charging. Charging must begin with a 5 REA Medium action (unless the Charging rank is at J2) and stopping it during charging cost 4 Endurance (the GM should take sanctions against characters running around charging beams)

Charging Rank	Time
F	16 seconds
G	8 seconds
H	4 seconds

I	3 seconds
J	2 seconds
J1	1 second
J2	every second

Disintegration may be fired once a turn for each 10 full REA the character (if charge time is every second) has and has a standard range (-1 per 5 yards).

POWER 1 (-11) so a POWER of G yields POWER 1, H yields POWER of 3, J yields POWER of 7.

Ex1: Devastator hits a 600 DP Mass 10 statue with a Class I (POWER 5) Disintegration beam. He rolls his damage modifier and gets +2 (total 'damage' of 7). Since this is a non-living object, if he'd gotten a 10, it would just be gone. As is, he rolls another attack (using the same to-hit modifier) on the Penetration table with a Base Damage of 420 (7 x 60). This yields 840 Damage (2x multiplier) and the statue vanishes. If his charge rate is F, he can only use it on the 16th second of combats.

Ex2: Later on, Devastator catches Crusher, a 4 Mass, 48 BLD (10 Mass) character with his POWER 5 Disintegration beam. His Damage Mod is a –1 for 4 damage. This acts like a 12x4 = 48 point Penetrating attack that ignores all armor! Ouch.

Disruption

Type: Offense/Single Rank
Disruption attacks work by 'shifting' the physical structure of a target. When someone teleports inside someone else or solidifies within a structure, that's Disruption. Additionally, you can simply buy a Disruption attack to simulate alien weapons or some other weird effect. Disruption ignores all Armor, acts normally against Force Fields (but does *not* degrade them), and has its Base Damage reduced by the Mass of the target. The attack does POWER Impact damage.

Note: This attack may only be fired <u>once</u> a turn no matter how much REA the character has (if bought as a no-range HTH attack, it may still only be used once).

POWER 1
Ex1: Phantom has a Class E Disruption attack for 10 points of damage. He uses it on Crusher who has a Mass of 4. Before rolling for damage, the Disruption attack's Base Damage is dropped to 6.

Flame Bolt

Type: Offense/Single Rank
The character throws fire! The blast of flame does fire damage (slow to heal), sets things on fire, and can be used to do ½ damage, through armor to targets wearing low technology helmets (the super heated air ignores the armor) with a head hit. It hits for POWER Impact damage (Flame damage is resolved on the Impact table). It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).
POWER 3.75

Ex1: Firebird has a Class E Flame Bolt that hits for 38 points of damage.

Flash Attack

Type: Offense/Power vs. STAT

A flash attack is a blinding flash of light. It is a POWER vs. STAT attack and is based on the *Blind* attack below. If (as it commonly does) the character emits a blinding beam of light—or has a flash grenade like effect—the following rules apply:

Targets may take a 3 REA "blocking" action to cover their eyes. If this is done, the POWER of the attack is reduced by -4 if they make an REA roll by more than the attacking character hit by. If targets make this roll by 5+, they suffer no effects of the flash.

Optionally, the GM may rule that in bright sunlight the POWER is at -1 to -3 and in the darkness the POWER is at +1 per -2 points of perception modifier (+3 in total darkness). Sunglasses will lower the POWER by 1 to 3 points.

- **Minor Effect**: Character is at -2 to all ranged attacks and -1 to HTH attacks until the next turn. Visual perception rolls are at -2.
- **Standard Effect**: The character is at -2 to all combat modifiers (blocks and attacks) and must make a CON roll at the beginning of each round to recover. Visual perception rolls are at -4.
- **Major Effect**: The character is blinded for 3 seconds (-6 to all combat rolls). For POWER / 2 seconds the character is at -3 visibility modifiers (e.g. the character must make a perception roll at -3 each turn or fight at -3 to all combat rolls.
- **Critical Effect**: As above but the blindness lasts POWER seconds.
- **Catastrophic Effect**: Target is blinded for POWER hours, after which a CON roll is made. If the roll is successful the character has -2 vision for POWER days. Otherwise the character is blinded another POWER hours and rolls again. If a roll is blown by 10 the blinding may be permanent.

Cost: E (POWER 14-)

Force Bolt

Type: Offense/Single Rank

The character fires a blast of Kinetic Energy that will knock targets around. Although it does damage, being hit with a Force Bolt is more like being hit with a hard, strong blast of wind than being shot. A target hit with a Force Bolt will suffer knock-back equal to [POWER / Mass]. Damage is separate. It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).

The effects of knock-back are (in general) an AGI (or Acrobatics) roll at –1 per yard to remain standing, deduction of knock-back from forward velocity, and damage equal to POWER if they hit something or POWER /3 if they don't (if they just hit the ground).

Damage: POWER 3.25 Knock-Back: POWER 1

Ex1: Vector has a Class E Force Bolt. It does 33 points of Damage and knocks targets back 10 / Mass usually 5) yards.

Freeze Ray

Type: Offense/Single Rank
You fire a beam of cold that creates frozen blocks of ice around the target (yes, we know it's a goofy power … where does the ice come from? There isn't *that* much water in the atmosphere … if you don't like it, don't play with it).

Targets hit by the Freeze Ray take damage normally (energy damage—it's frost burn). If they are hit by 4+, however, a block of ice appears around the target. This works as follows:

The ice has a Grapple of POWER 1.5, DP of POWER 2 (times damage modifier), and 1pt of Armor. A character who is hit, makes a Grapple roll against the attack:

Minor Success: Target is hindered. If a leg was hit, the target is stuck until he breaks out (no AGI mod, no movement). If a hand was hit, weapons will be encased. If no called shot was specified, then the subject is at –1 to combat rolls for the next two turns (or until he breaks out). This –1 applies to blocks, dodges, to-hit, and to AGI mod (the character is at +1 to hit).

Success: As above, but the target is at –2 to combat rolls.

Major Success: The target is stuck and encased. All attacks must go against the ice first. The target attacks the ice at –4 Damage Mod but no negative to hit (and a miss counts as a hit by 0).

Critical Success: As above but the damage mod is –6.

Damage: POWER 3 ICE DP 2 GRAPPLE 1.5
Ex1: Vector has a Class E Freeze Ray. It does 30 damage, creates 20 DP ice bands, and has a Grapple of 15.

Heat Ray

Type: Offense/Single Rank
A Heat Ray uses special forms of radiation to penetrate a target's defenses. Against armor (but not Force Fields) damage from a Heat Ray will 'leak through.' If, after applying armor, the target has taken less than 1/10th damage (minimum of 1), the target will suffer 1/10th of the damage. It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).

POWER 2.5
Minimum Rank: D (Secondary)
Ex1: Fire Bird has a Class E Heat Ray. It hits for 25 points of damage, but does a minimum of 3 to any character only protected by Armor.

Laser

Type: Offense/Single Rank (possibly dual)
The character fires a devastating beam of light. Lasers have a Range modifier of –1 per 15 yards and strike for POWER Penetration damage. They may be fired once per turn per 10 REA the character has.
Damage POWER 3

> **Force Field Penetration:** Lasers can be calibrated to be more effective against Force Fields. A second letter can be purchased to give an armor reducing effect against Force Field users (this is counted as extra damage for purposes of degrading Force Fields).
> POWER 1

Ex1: Lux has a Class E Laser that strikes for 30 points of damage. He buys Force Field Penetration with another E and reduces 10 points of Force Field's defenses.

Lightning Bolt

Type: Offense/Single Rank
Destroy targets with lighting bolts! The bolts strike for POWER Impact damage. Since the damage is electric: CON rolls made are at –1, with an additional –1 for each **[Minor Wound]** amount of damage after the first. This means if your target is hit for 2x his Minor Wound score, he makes a CON roll at –2. It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).

Metal armor is reduced by a POWER factor of 1.5. Most Bio-Armor is not metallic but Power Armor, Shell Armor, and "real" fantasy armor is metal. A player should determine if his armor is metal when purchased.

Damage POWER 3.25
Metal Armor Reduction 1.5

Ex1: Thunderbird has a Class E Lightning Bolt which strikes for 33 points of damage. His opponents make CON rolls at –1 (at least) and it reduces metal armor by 15pts.

Particle Beam

Type: Offense/Single Rank

The character fires a brilliant beam of charged particles (also called an Ion Beam). This beam lances through Force Fields, reducing them by a Power Factor of 1.25. This is not degradation—the reduction only applies to that attack. It strikes for Impact damage.

Sustained Fire: Particle Beams can be fired "sustained." This is an 8 REA attack. The "first part" is a standard attempt to hit doing Rank-1 damage (so an E POWER counts as a D). The second attack happens 8 Initiative points later. If, during this period the target has gotten to go and has moved, the attacker must roll to hit again. This second hit has, in any event, a different Damage Modifier roll. The GM can assign ¼ damage in a "line" if the beam is tracked. This line may be a maximum of Rank x 5 yards in length (an E beam can track 50 yards).

> Ex: Megaton has a Class F Particle Beam and fires it sustained. He has an Initiative roll of +2 and his target blows his roll with a –1. The first shot hits for 33 points of damage. Then the target takes his turn. The target runs for cover but is not fast enough to reach cover. Megaton "sweeps the beam over to him" at Initiative –6 in the combat turn (8 Initiative later). This time it's a new roll to hit and the Base Damage is D (29 pts). Even if Megaton missed with the first beam, he could track and hit his target with the second beam.

Damage POWER 3.25
Force Field Reduction 1.25

Ex1: Ion has a Class E Particle Beam. It hits for 33 points of damage and reduces Force Fields by 13pts. When fired in sustained mode the first attack hits for 29 (Rank D) damage and the second for 26 (Rank C).

Plasma Blast

Type: Offense/Single Rank

You can hurl explosive blasts of plasma! Plasma blasts strike for POWER Impact damage. They are explosive and have a Radius of 2 yards (within 2 yards damage is ½, from 2-4 yards damage is ¼, and from 4 to 6 yards damage is $1/9$). It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).

> **Concentrated Fire**: A Plasma Blast can be fired in a narrower beam. If this is done the blast radius is 2 *feet* instead of 2 yards. This can make the attack less disruptive.

POWER 3.75
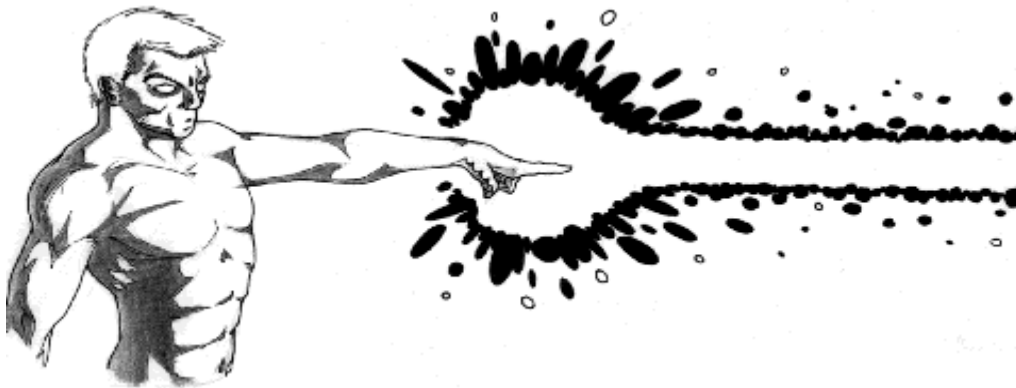
Power Fist

Type: Offense/Single Rank
Your fists crackle with energy! Actually, although named Power Fist, any HTH attack you use can do damage with your Bio-Energy field. When your character strikes a blow you can do either your normal HTH damage (whatever that is) or the damage of his Power Fist (not both). This attack may be used with any HTH attack the character has and is modified as though it was normal HTH damage (a Power Kick would do +10% damage).

Detonate: once per turn for +1 REA you can 'detonate' your Power Fist. This blow does ¾ damage explosive with a 2 yard Radius. The attacker takes no damage from this and if the blow does not connect or is blocked the blow won't detonate. This may only be attempted once per turn and if it is, it's the *only* use of the Power Fist for that turn. The Detonation does +1 Class damage. This can be combined with a Kick, Cross, or any other move.

POWER 3.75

Ex1: ShatterMan has Power Fist at Class E. His punches do 38 points of damage. His Power Kick does 42pts, his Power Cross does 40. When he chooses to detonate, he does 45 points of damage with a 2 yard Radius explosion (0-2 yards does ½ damage, 2-4 yards does ¼ damage).

Precision

Type: Offensive/Single Rank
You can execute a "precision" strike to penetrate armor more effectively. Precision reduces Armor (not Force Fields) by its value before damage is applied. If the character spends an 8 REA Long analyzing an opponent, he can reduce the value of the Armor by a POWER of 1.5 instead of 1. This lasts for the entire combat.
POWER 1

Minimum Value is that of highest Offensive power +2

Ex1: A character with Power Fist of D (34 Damage) buys Precision. This costs an F and removes 11 Armor from the target.

Ex2: Ballistics has a .44 Auto-mag mm doing 18pts of damage (A). His shooting style gives it a Precision of C (which is more than A4, the minimum cost). His C Precision reduces 8 points of armor from each target shot. If he analyzes the target, he reduces the armor by 12.

Radiation Blast

Type: Offensive/Single Rank

You fire a burst of concentrated radiation. This has two primary effects: outright damage due to tissue disruption and … Radiation Sickness! Radiation Blasts are ineffective against Force Fields, and Shell Type armor gets +2 Ranks (+6 defense) against them.

When a character is hit, he suffers the damage and a POWER vs. STAT attack of the following POWER (rolled vs. CON). It is rolled for an hour after the battle.

Total Damage from RAD Blasts	PWR
Sub-Minor Wound	8-
Minor Wound	10-
Major Wound	15-
Critical Wound	17-

Minor Effect: The character is sick (nauseated, pale, etc.) for 3 days. Most non-critical actions are performed at –2 during this time.

Standard Effect: The character is so sick he can't do anything for [20 – CON] days. If actions are necessary, they're performed at –2 (combat) and the character is at half-move. CON rolls to recover damage are at –2. Medical care gives +1 to + 4 depending on the technology.

Major Effect: The character is incapacitated. Each day the character makes a CON roll at –2. If the roll is missed CON-10 times, the character slips into a comma. If the roll is made CON-10 times, he moves to the Standard effect.

Critical Effect: The character is perilously ill. As above but CON-4.

Catastrophic Effect: The character rolls at CON-6.

POWER 3

Rockets

Type: Offense/Multiple Rank

Grenades, rockets, missiles, etc. all use these rules. A rocket is an aimed, self-propelled missile (usually with an explosive warhead). A Grenade is usually thrown but may be launched (at shorter range) with a grenade launcher. Missiles are guided weapons that often operate at extreme range and must usually 'lock on' to a target before being fired.

		Warhead Type			
		Blast	Armor-Piercing	Anti-Personnel	BLD
Warhead Size	**Cost**				
Small	B	26	14/14	23/18	0
Medium	C	30	16/16	26/20	1
Large	E	38	20/20	33/25	2
Huge	G	45	24/24	39/30	4

Armor Piercing Shells: the first number is Impact damage, the second number is subtracted from Armor (not from Force Fields). The Armor reduction value is NOT modified by Damage Modification rolls.

Anti-Personnel: the second number is a Penetration attack that is reduced the same way explosives are (with a 2 yard RAD). Thus, targets 4 yards away from a Medium AP warhead take an Impact blast for 26/4 = 6 damage and a Penetration attack for 20/4 = 5 pts. The DM bonus for these attacks is 4 + 1 per 2 points of Mass (size) above 2 the target has (Mass 5 targets take +5 DM).

Launcher	Range	Cost	Notes
Thrown Grenade	-1/5 yds	-1 Rank	10 REA to throw
Grenade Launcher	-1/5 yds	+0 Rank	Assumed to be "ready"
Rocket Launcher	-1/10 yds	+(Rank-3)	None

Total Shells Modifier	Cost
Small Rack (3 shots)	Rank -1
Single Rocket (1 shot)	Rank -2

Requires Lock: Attacker must roll on turn 1 to "establish lock" (this is a to-hit roll) and may fire the second turn. Rank –1 (the cost of the Missile is reduced by –1 rank).

Thermal Tracking: If the target has a burning body, is using rocket flight, or using energy attacks (GM's discretion) he is at +2 to be locked on to (the to-hit roll). Otherwise the target is at –1 to be targeted. *No cost modification*

Radar Tracking: The rocket tracks using radar homing. The rocket's range is extended to –1/100 yds, it takes 3 seconds to lock on. *No cost modification*. This is usually only for air-to-air rockets. If the missile can only be used against radar-emitting targets (air-craft, some characters) then it gets +2 to lock and –1/100 yards range.

Ex: Rocket Man (apologies to Elton John) has a 3 Shot Rocket Rack (Large Warhead). The cost is E –1 or D for 3 large rockets.

Sonic Blast

Type: Offense/Single Rank
Wreak havoc with sound! The sonic blast strikes for POWER Impact damage. The blast is more effective against Bio Armor and has an armor reduction factor of 1.25 (so an E sonic blast reduces 13 points of Bio Armor). Under water the damage is 1.5x (sound is stronger under water). It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).
Damage POWER 3.25
Bio Armor Reduction POWER 1

Ex1: Screamer has a Class E Sonic Blast that strikes for 33 points of damage. Against targets with Bio Armor, their defense is reduced by 10 points!

Stretching

Type: Offense/Single Rank
You are plastic and malleable! This is good for squeezing through tight spaces, winning wrestling contests, and reaching for a glass of water from across the room. Stretching has a number of advantages associated with it: a better Grapple Score, the ability to move just by stretching, the ability to launch Super Grab and Super Grapple attacks, and the fact that you take less damage from collisions (splat!)

Grapple: You replace your Grapple Scores with POWER 5 Grapple or your natural Grapple, whichever is higher. Within POWER .5 yards you can perform a Super Grapple (5 yards for Class E) but within POWER 1 yards you can a Super Grab (10 yards for Class E). Ranged HTH attacks (punches and kicks and normal grabs) can be launched at POWER 2 yards with no range modifiers.

Movement: You can 'flow' at POWER 2 yards per second. If on one turn you reach out up to POWER 2 yards, for a 5 REA Medium action on the *next* turn, you can pull yourself over there.

Flow: If you have Class D or better Stretching you can flow through small pipes (5 BLD per second to get through a 1" pipe or under a door). With F or better, you can go anywhere that's not water-tight (1 BLD per second through modern keyholes, through fine grates, etc.)

Collisions: You'll never suffer an 'inelastic' collision if you have Class D or better Stretching. Why? 'Cause you're elastic!
Ex1: The Malleable Man has POWER E Stretching. His Offensive Grapple is 55, his Defensive Grapple is 50 (using the +10% for Offensive Grapple rule). He Super Grapples at 5 yards and can Super Grab at 10. When he moves, he does so at 20 yards per second (long legs and such).

Super Strength

Type: Primary Offense
You have incredible strength (and maybe size). Super Strength comes in several flavors depending on whether you're big, dense, or just plain strong. In addition to granting strength (STR) Super Strength also gives you BLD and Damage Points (depending on type).

Extra-Strength: The character is not "super" strong but is stronger than most normal men. This ability is designed for either campaigns where "typical" Super Strength is outlawed for a small sub-set of characters whose STR is supposed to be "just a little high." Note: the STR from this ability does *NOT* count as a super power (and with stack with other HTH attacks that stack with STR). You cannot have this and any other version of Super Strength. The GM is free to extend ban to Automaton, Robot Body, Power Armor, etc.

POWER	STR .75	BLD 0	DP 1

Enhanced Physique: The character is normal size and weight but is very strong and tough.

POWER	STR 3.25	BLD 0	DP 3

Dense: The character is composed of extra dense material. The character is normal sized but very heavy. Dense characters are slower than normal. Depending on what kind of rank your Dense is, you will have less Initiative and, possibly, fewer points of REA!

POWER	STR .5	BLD 15	DP 6

Rank:	Secondary	-2 Initiative
	Primary	-2 Initiative, -1 REA (if above 10)
	Primary +1	-3 Initiative, -2 REA (if above 10)
	Primary +2 or more	-4 Initiative, -2 REA (if above 10)

Heavy: The character is big, but not giant. This ability creates big, hulking characters who hit a little harder than their normal sized counter-parts but are less concealable.

POWER	STR 3	BLD 2	DP 3.25

Colossus: You're big! The character is quite tall (see table for actual height). This ability assumes you can grow and shrink. If you change size, keep track of your DP and Wound Scores since you don't get your maximum Damage Points unless you're full size.

Important: Due to their massive size (and Damage Points) giants have fewer points of armor (or Force field or any other primary defense) than normal. When you take *any* amount of Colossus, you must divide the points you get in a primary defense (usually Armor or Force Field) by 2.

POWER	STR 2	BLD 10	DP 10

Primary Defense: x1/2 POWER

SIZE	Approx. Wt / Ht. (max)	Ground Move	Bonus to be hit	Large Wpn. Bonus	Reach
25 -35	525 lb. / 8'	+2 y/s	+1	+0	Med
35 - 45	675 lb. / 9'	+3 y/s	+1	+0	Med
46 - 60	900 lb / 10'	+4 y/s	+1	+1	Med
61 - 79	1185 lb. / 11'	+5 y/s	+1	+1	Med
80 +	1200 lb. / 12'	+6 y/s	+2	+1	Long
156 +	2340 lb. / 15'	+8 y/s	+2	+2	Long
370+	5550 lb. / 20'	+12 y/s	+2	+2	Long
1250+	18750 lb. /30'	+16 y/s	+3	+3	V-Long

Note: Mixing and matching. It is <u>not</u> legal to mix or match types of Super Strength. If you have a character with more than one type (for example Colossus and Enhanced Physique) then only *one* may be active at a time (perhaps when the character is small the Enhanced Physique is in use but when the character grows to full size the Colossus takes over).

The exception is Toughness: if your Toughness power gives *more* DP than your Super Strength, use that number <u>*instead*</u> of the DP gained from Super Strength (*not* in addition to: don't add them).

Ex1: Tour de Force has F Heavy. His STR +33 (above normal), his BLD is +22 (above normal) and his DP are +36 above normal. He hits for 33 + 4 = +36 Damage (the +4 is for BLD) above his normal punch damage.

Telekinesis

Type: Offense/Single Rank (optional Dual)
Manipulate objects with your mind! Telekinesis allows you to use the STR of the ability at range. Unlike Stretching, if you're holding someone with TK, they aren't touching you—they may not be able to hit you back.

TK can strike for **[POWER]** damage and manipulates objects as though at POWER STR. Telekinesis can be used to Super Grapple, Grab, and Super Grab. It strikes as a normal ranged attack. When a character is held in the Super Grapple, he is at –1 to hit all other characters (including the character grappling him) per point of negative damage modifier.

The Offensive *and* Defensive Grapple of TK is **[2+POWER]**.

Super Lift: Some TK characters have a much stronger lift than they have a grip. A second ability can be bought. This ability has a POWER of 3.25 and this POWER is used for purposes of Lift only.

Blasting out of TK grapples: TK creates a barely-tangible field around the target (and a visible effect—unless the GM rules otherwise). This can be attacked. The character who is grappled can try to blast out. If they can do POWER x 3 damage with an attack directed at the field they can blast their way out. The character rolls to hit at the hold negative (apply the Damage Mod negative as well).

POWER 1 (Super Lift is an optional Second Rank with POWER of 3.25)
Ex1: MindOver has TK Class G. This has an Offensive/Defensive Grapple of 14 and strikes for 12 Damage. The lift is (12x75 = 1050lbs.).

Tornado

Type: Offensive/Single Rank

You create a whirlwind around your body or send a small tornado out to wreak havoc! When a target comes in contact with a Tornado, it makes a Grappling roll using its POWER against the target's. Because of the nature of the Tornado, the target's Grapple is his Mass + ½ normal STR bonus (unless the target is holding a stationary object, in which case he gets his full STR bonus added).

The controlling character can take a 5 REA Medium to re-roll the grapple, hoping for a better success. If he gets the same success he currently has, the condition is improved by one. Conversely, a held character can try to break out of the Tornado using Break Grapple. The success of the Break Grapple attempt will reduce the level of containment.

> **Minor Success**: Target is stopped by the wind. The character fights to keep his feet and moves only one step forward (if moving at all). The character's to-hit rolls are at –1. The character may move normally to *leave* the whirlwind, by moving directly away from the center.

> **Success**: Target is buffeted. The target is blown out of the wind in a random direction, moving POWER / Mass yards for collision damage. The character gets an AGI roll at –1 per yard moved to remain standing.

> **Major Success**: Target is picked up! The target is picked up by the wind (or ejected instantly in a random direction if the controller wishes). To-hit rolls are at –5 and the target is whipped around inside the tornado. At the end of each turn (including the first) the controlling character makes a roll: on an 8- the target is hurled out of the tornado in a random direction, flying [PWER / Mass] yards for collision damage. Otherwise, the target held in the tornado for the next turn. If the wind is moved, the target will automatically be thrown out. If a held character breaks the Grapple in one turn, he will be thrown in a random direction.

> **Critical Success**: Target is captured in the wind (or ejected instantly in a random direction if the controller wishes). The target is at –7 to-hit and is whipped around. The controlling character can eject captured people as above (but in the direction desired). If a held character breaks the Grapple in one turn, he will be thrown in a random direction.

> Note: Characters caught in the wind may try to maneuver. Characters may make an AGI, Acrobatics, or Flight roll at –6 (-3 at L3, -0 at L4) and take an 8 REA Long action to escape, exiting the wind in the direction they wish. They may choose to simply leap out or be propelled.

The Tornado may be centered on the creating character as a defense. Each yard of Tornado between a physical attack (bullets, arrows, thrown objects, etc.) gives the character inside a cumulative –1 to be hit (this also applies to attacks being fired *out* of the wind).

If the Tornado is created away from the controlling character, it moves at POWER / 2 yards per second and makes Casual Overruns against every target in its path and radius. Manipulating the Tornado is an 8 REA Long action.

The Tornado is POWER / 10 yards in radius, with a minimum of .5 yards (1 yard in diameter). If centered on the creating character, it has an eye large enough to hold him.

POWER 2

Tractor Beam

Type: Offense/Single Rank

You can reach out and grab hold with a beam of energy. Tractor Beams have two statistics: their Grapple Score and their Lift/Push POWER. When you hit someone with a Tractor Beam (as a normal ranged attack) you make a Grapple Score roll vs. their Defensive Grapple. If you succeed, they're grabbed! This doesn't ever act like a Grapple and so long as they attack you, firing up the beam, you get no AGI bonus against them either. Once caught, they can be pushed or pulled towards or away from you at **[Push / Their Mass]** yards/sec. If you are moving or flying with a tractor beam, treat it as though you were carrying their mass. You *cannot* pick yourself up with your own Tractor Beam, but you can anchor it to a target and pull yourself to it. The Tractor Beam doesn't let you change their facing much. You can move them left to right *slowly* at **[Push/ Their Mass x2]** yards / sec.

> Advanced Tractor Beam Rules: To stop flying characters from zooming by and grabbing targets on the ground, a realistic and complicated rule can be applied: if the tractoring character (or his target) is moving, when he makes his Grapple Roll to lock on to them, he multiplies their Mass by his movement (in yards per second) to get their Grapple Score. Additionally, this can be applied if they are moving too.

POWER Grapple 2.5 Push/Lift 4

Ex1: Scram Jet has a Tractor Beam with a Grapple Score of 30. He is standing still and his 2 Mass target is flying away 10 yards per second. This gives him a Grapple Score of 20 plus any STR bonus instead of 2 plus any STR bonus. If both characters were moving away from each other, their speeds would be added.

Vibratory Blast

Type: Offense/Single Rank

Similar to the Sonic Blast, the Vibratory Blast uses ultra-sound with an extremely high cyclic rate to shatter the target. This attack has an armor reduction factor of 1 against Shell-Type armor. Against inanimate objects it does 2x base damage. It may be fired once a turn for each 10 full REA the character has and has a standard range (-1 per 5 yards).

POWER 3.5

Shell-Type armor reduction POWER 1

Ex1: Shatter has a Class E Vibratory Bolt that hits for 35 points of damage. Against walls, machines, and doors it does 70! If the target has Shell-Type armor (also applied to Power Armor) it gets reduced by 10.

Wind Blast

Type: Offensive/Single Rank
You fire a super strong blast of air! It strikes as a *streaming* attack that does no immediate damage but knocks the character back for POWER / Mass yards. It may be fired once a turn per 10 full REA the character has.
POWER 4

Ex1: Cyclone has a Class F Wind Blast that he fires at a Mass 3 thug. The POWER of the blast is 48 and Cyclone hits for 1x damage. The thug is blown back (48 / 3 = 16 yards).   He strikes a wall taking inelastic collision damage for (48 / 2 = 24pts of damage).   If he had hit something flimsier (like another person) he'd only have taken (48 / 6 = 8) damage. If he hadn't hit anything (just blown along the ground) he'd have taken (48 / 12 = 4) damage.   If Cyclone hits by 4+, the thug will be *trapped* against whatever he hits by a 48 offensive Grapple!

Weapon (HTH)

Type: Offensive/Multiple Rank
You use a weapon! Magic swords, energy hammers, etc. are all possible. How these abilities are bought is determined by whether the character has Super Strength or not and whether the ability represents a 'regular' version of the weapon. Any ability bought with these rules uses the appropriate skill to hit and the user reduces the REA cost as though the weapon were normal (so a Level 3 Character with Sword skill reduces the listed REA cost by –1/-2 just like normal).

If you have Super Strength (other than Strong), unlike in the normal game, the damage done with a weapon doesn't *add* to Base HTH Damage. Instead, it *replaces* the damage. If you have a Super Strong character and want to give him a weapon, make sure that your rank of Super Strength and your rank of HTH Weapon are approximately equal.

This is the table for creating your weapon:

Building a 'Super Weapon'

Type	Reach	Swing/B-Swing	Damage	Notes
Sword:	Medium Reach	REA +1/+2	POWER 2.75	PEN
Sword:	Long Reach	REA +3/+4	POWER 3.75	PEN
Axe:	Medium Reach	REA +2/+4	POWER 3.5	PEN
Hammer:	Medium Reach	REA +2/+4	POWER 4	IMP
Staff:	Long Reach	REA +0/+0	POWER 3.25	IMP
Morning Star:	Medium Reach	REA +2/+4	POWER 3	-3 BLK
Nunchuks	Medium Reach	REA +1/+0	POWER 3	-2 BLK

Ex1: Eberos has a black blade of shadow. He doesn't have Super Strength, but he wants a "mega-sword" that will do a lot of damage. He selects the Medium Reach weapon and buys it at Class F. This weapon does 33 Penetration Damage. His normal HTH damage adds normally.

Ex2: Sigguard has a Hammer and Class H Super Strength (Enhanced Physique). He punches for 52 damage. He buys a Class G Hammer

and hits with the hammer for 56 damage (but pays extra REA).

If you *don't* have Super Strength, or don't want a regular version of the weapon, then you can use of these options:

Basic, Normal Weapon: In this case, the POWER of the weapon *does* add to Base HTH damage just like normal. Make sure your POWER is equal to the damage bonus the ordinary weapon has and apply the normal stats (Swing and Back Swing cost, etc.). Remember, you *can't* combine this damage with Super Strength—only what your normal character does. On the other hand, the weapon's damage is whatever you pay for, even if it's above the "actual" damage listed for normal weapons of that type (so a J sword does +20 Damage but counts as normal).

	Impact Damage	Penetration Damage
POWER	Base Value + 3	Base Value +1

Ex1: The Argent Fencer has a Broad Sword that does +6 damage (just like a normal Broad Sword). The Base Value of a penetrating attack that does 6 damage is A1 (Base Value of 5, +1 since the sword is Penetrating). This A5 ability buys him a normal sword. It makes all his HTH damage penetrating, hits at medium reach, etc. He can't buy this if he has any Super Strength whatsoever. If his normal Base Damage was 4, he does 10 points of damage with a sword swing.

Unusual Weapon Effects: If you have an attack ability (like Lightning) and want to treat it like a weapon, apply this modifier:

Skill	Reach	Swing/B-Swing	Cost
Sword:	Medium Reach	REA +1/+2	Class –2
Sword:	Long Reach	REA +3/+4	Class –2
Sword:	Long Reach	REA +0/+0	Class –1
Axe/Hammer:	Medium Reach	REA +2/+4	+1 Class
Axe/Hammer:	Medium Reach	REA +0/+0	Class –2
Staff:	Long Reach	REA +0/+0	Class –1
Morning Star:	Medium Reach	REA +2/+4	Class +0 (-3 BLK)
Nunchuks	Medium Reach	REA +1/+0	Class +2 (-2 BLK)

Ex1: A character with a "Lightning Hammer" buys Class E Lightning and, because using his Lighting is now a HTH attack costing +2/+4 REA (and hitting with Axe skill) it is promoted to Class F.

Ex2: Striker has a 'Force Ball and Chain.' This is a Morning Star with the effect of Force Bolt. If his damage is Class E, he also pays an E cost to give it a –3 to be blocked, but with the extra REA cost. He could choose to make it work like Nunchucks (-2 to be blocked, no extra REA cost) and would have to pay a G to have that weapon.

Note: if your 'thrown hammer' returns to you, buy the ability like Power Blast. If you want to make one of the none-Penetrating attacks Penetrating, this usually do this by subtracting 1 from the POWER of an Impact attack.

Note: if you (likely) have a L3 skill in the weapon of choice, you'll pay less REA than is listed. This is okay.

Cutting POWER .25   Damage POWER 3

Ex1: Siguard has a Class E Hammer that strikes for 50 points of damage. It has a Medium Reach. He can throw it once (then he has to go get it). If he wants it to come back to him, he's advised to buy Power Blast (POWER 4) and if he has both at Class E, he can throw it for 40 damage or strike for 50. If he decides that when thrown it takes a *turn* to come back (so it's useful every other turn) then it's an ability useful every other turn: +1 Class (F), so he does 48pts with the thrown hammer.