

Clinging

Type: Movement/Single Rank

You can stick to walls and otherwise climb any surface that will support your weight. Your movement rate is 75% of Ground Move.

Cost is A

Super Climbing: If you want to use your normal Climbing roll but want Clinging Speeds (due to cat-like climbing ability, perhaps) pay A4. You climb sheer surfaces at no negative (blow a roll and you have to roll again at -3. Blow that one and you're falling).

Cost is A4

Flight

Type: Miscellaneous/Single Rank

You can fly! Your character has wings, wind control, anti-gravity, rocket-jets or some other means of flight (big turbo-fans?) The rules for all sorts of flight maneuvers are covered in the Powers Mechanics section, however here are the basic rules for each type of flight and a small note about each one.

To determine how fast you accelerate (in yards per second) and what your maximum cruising speed is take the Mass you are lifting (usually just your own Mass but if you are carrying anyone or anything heavy add that in too) and divide your Flight's POWER by that number. Then check the chart for each form of Flight.

Ex1: Rocket Girl has Rocket Flight (rocket jets). She has Class F power and has a Mass of 2. Her Power is 80 so she accelerates at 40 yards per second (0-80 mph in one second!) and has a top speed of 400 mph! If she is carrying a friend with a Mass of 3 (big dude) then her total Mass is 5 so she accelerates at a mere 16 yards per second. On the chart a 15 Acceleration is 150 MPH so that's how fast she goes tops.



Powered Flight: Powered Flight uses Force Fields, anti-gravity, or some other solution to make the user hover with no exhaust and no visible jets. Your acceleration per turn is [POWER / your Mass].

Ceiling: A character using Powered Flight may fly in space with no difficulty whatsoever. There is no limit on how high they may go.

Stall Speed: You can hover with Powered Flight. If a hovering character spends 5 REA each turn, he may make a Long Move action for 5 REA, otherwise, a character going from standing still (hovering in place) to moving must make an 8 REA Long Move action.

Turn Radius: Powered Flight is very maneuverable. You have a 1/8th Turn Radius. Thus a character moving at 160 yards / second (320 mph) must move 20 yards in a straight line before making a 60 degree turn.

Usage: Powered Flight works in space, underwater, etc. A character with Powered Flight may take a 5 REA Step action to step in any direction (up) instantly hovering.

Exhaust / Endurance: Powered Flight costs Running Endurance at top speed. At 2/3 Top Speed (or lower) it costs Walking endurance. There is no exhaust associated with Powered Flight, although the character may glow or leave a trail depending on the nature of it.

Rank	POWER	Acc for Mass 2	Top Speed
D	POWER 40	20	200 mph
E	POWER 50	25	250 mph
F	POWER 60	30	300 mph
G	POWER 80	40	400 mph
H	POWER 120	60	Mach 1 (765 mph)
I	POWER 160	80	Mach 2 (1530 mph)
J	POWER 200	100	Mach 3 (2295 mph)
K	POWER +40	+20	+1 Mach

Rocket Flight: The character uses rocket-like exhaust jets. This may be in the form of a modern jet airplane or something more exotic like booster rockets or even a natural mutant ability.

Ceiling: A character using Rocket Flight may fly in space with no difficulty whatsoever. There is no limit on how high they may go.

Stall Speed: To hover with Rocket Flight, you must make a Skill roll at -6 each second. If this roll is ever made by 4+, you may hover stably until you move. Trying to stabilize is a 5 REA Medium action. Level 3 Flight Skill (Acrobatics) ignores -3 points of this modifier and Level 4 Flight skill ignores the full -6.

Turn Radius: Rocket Flight is less maneuverable than Powered flight. You have a 1/3rd Turn Radius. Thus a character moving at 160 yards / second (320 mph) must move 53 yards in a straight line before making a 60 degree turn.

Usage: Rocket Flight works at 1/4 POWER under water. It works normally in space. If it will not work in any conditions other than normal atmosphere, it gets +1 Class to its POWER. The character must have Acrobatics (Aerial Maneuvering) skill at Level 3 to hover with Rocket Flight. Otherwise the character can generally stay in one place but will be at -2 to to-hit rolls and will tend to drift.

Exhaust / Endurance: Rocket Flight costs Running Endurance at top speed. At 2/3 Top Speed (or lower) it costs Walking endurance. Rocket Flight leaves a fiery or glowing exhaust. It is not necessarily hot. If a character has damaging exhaust, and fires a flame blast (or other energy attack form) down whenever he flies (using this in combat is at -4 unless the GM decrees the target is directly under the flying character) this blast may be bought at Class -2 cost and should be at the same level as Flight.

Rank	POWER	ACC for Mass 2	Top Speed
C	POWER 40	20	200 mph
D	POWER 50	25	250 mph
E	POWER 60	30	300 mph
F	POWER 80	40	400 mph
G	POWER 120	60	Mach 1
H	POWER 160	80	Mach 2
I	POWER 200	100	Mach 3
J	POWER 240	120	Mach 4
K	POWER +40	+20	+1 Mach

Wings: The character has wings to fly with. Wings are a slow and clumsy method of flight but they are cheap and allow heavy characters to get off the ground.

Acceleration and Top Speed for Wings is handled differently from other types of Flight. The character's top speed is dictated by the fact that wings are a less efficient form of flying than jets or anti-gravity. Wings have a Maximum Lift in terms of Mass and if a character's Mass (or mass carried) exceeds the Lift, the character pays Sprinting Endurance to fly. Acceleration with Wings is constant: 5 yards / second.

Turn Radius: Wings have a Turn Radius of 1/3rd speed (same as Rocket Flight). If the

character has Level 4 Arial Acrobatics (Acrobatics skill) this Turn Radius is an astonishing $1/16^{\text{th}}$!

Usage: Winged Flight can be bought to work *only* under water (fins) in which case Max Mass is x10 and Top Speed is $3/4$ ths listed. Otherwise, wings have a maximum height of about $1/2$ mile up (they won't work in space).

Exhaust/Endurance: Flying above Max Mass is done at Sprinting Endurance. Otherwise, flying at full speed costs Running Endurance. Flying (gliding) at half speed cost Walking Endurance.

Rank	Max Mass	Top Speed
A	5	40 mph
B	10	60 mph
C	20	60 mph
D	40	100 mph
E	80+	100 mph

Jump Jets: You can make short, fuel assisted jumps. Each 'jump' is three seconds of flight. Between each jump there is a re-charge period during which you can't fly. The recharge period is 3 seconds. The first Jump costs 8 REA (Long action) the other two cost 5 REA each.

Jump Jets don't accelerate each turn: you accelerate to your MAX speed the first turn and then move at a constant rate ($\text{POWER} / \text{Mass}$) each turn thereafter. The Top Speed listed is in yards/second and is possibly lower than you'd normally go. This is because Jump Jets are often used to lift heavier characters, not to move light ones extremely fast.

Ceiling: Since the character runs out of jump in three seconds, there is an ultimate limit on how high you can get.

Stall Speed: For the second turn, you may hover (no roll). The jets are assumed to be stabilized for short seconds of balanced hovering. A hovering character gets his full AGI bonus.

Turn Radius: Turn Radius is $1/8^{\text{th}}$ maximum speed (very maneuverable)

Usage: Jump Jets work as Rocket Flight.

Exhaust / Endurance: A turn of using Jump Jets costs the same as running. They have exhaust as per Rocket Flight.

Rank	POWER	MAX Speed
A4	20	20 y/s
A5	30	25 y/s
B	40	30 y/s
C	80	35 y/s
D	160	40 y/s

Grappling Hook / Swing Line

Type: Movement/Single Rank

The character has the ability to swing from building to building or project a grappling hook or swing line. This is often a device but can be a natural ability. Examples might be stretching ability (the character's limbs can be trained to function as a swing line) or the ability to project "spider webs."

Swing Line

The character fires a swing-line that catches onto a building and allows him to cross an area by simply swinging along. Swing lines are assumed to be elastic, have self-adhesive grips, and otherwise catch their targets well. If the character requires to-hit rolls, use Thrown Weapon as a skill and use the rules in the Device section for hard to use gear. The line is assumed to be 40 yards in length at max. The character can swing along at **[8 yards / second]**, +2 yards/second for each point an Acrobatics or AGI roll is made by (add +2 to the roll for Level 3, and +6 to the roll for Level 4). Attaching the swing line is a 5 REA Medium action (the swing line is fired). After that, swinging is a 5 REA Long action.

Cost: Secondary -1

Grappling Hook

The character uses some ability or device to scale sheer surfaces. A character with L3 climbing may carry a hook (thrown using Thrown Weapon) for no points—he simply throws it (5 REA Medium action), and climbs it with a roll at +2. But his rate of climb is very slow. This ability assumes a wench or other power source. The character rises at **[PWR / Mass]** yards per second. An A5 Grappling Hook will move a 2 Mass man at ($5 \times 4 = 20 / 2 = 10$ yards/sec). Firing the hook is a 5 REA action and the character then starts moving for a 5 REA Long action. The maximum rate of climb is 8 yards/second.

POWER 4

Running / Swimming

Type: Movement/Single Rank

You can run (or swim) at super speeds! This is the same power with two different mediums. Running characters move 2/3rds their maximum move from a standing stop.

Running POWER: 4

Swimming POWER: 8

NOTE: Heavy Characters. Heavy Characters move more slowly than light ones. This is an optional rule but should be applied if someone tries to create ultra-heavy characters and then have them over-run targets as a cheap way of doing a lot of damage. Assume that the POWER

of the running is divided by the moving character's Mass and that the numbers listed are for Mass 2. Thus, a character with Rank E Running (40 y/s) will move 40y/s with a 2 Mass, 80y/s with a 1 Mass, 26y/s with a 3 Mass, 20y/s with a 4 Mass, etc.



Teleportation

Type: Movement/Single Rank

You blink out and reappear instantly at another location. Teleportation is an 8 REA Long action, moving you a distance (determined by POWER). Teleportation also has a skill associated with it (if you are skilled you can use your teleportation as a dodge).

You have a 'safe' range and a 'maximum distance.' Within your safe range, anywhere you know of or can see, you can teleport to with no difficulty. If you try to teleport blind into an unknown space, if there is enough volume to support you, you'll appear there. If there isn't enough room to support you, you suffer a Minor Wound, the ability is off-line for POWER/2 minutes, and you are Dazed (this should be done only if the character tries to go into an area that *cannot* support him—like a massive cliff face or down into solid rock).



Between your 'Safe Range' and 'Maximum Distance' you are in riskier ground. A RES roll is necessary to teleport without error (or a Skill Roll). If blown the character will be off course and the ability will be stunned by 1-6 minutes per point the roll was missed by. If your teleport lands you in a solid area, the effects are as above but the effects are a Major Wound (instead of Minor) and a CON roll against it.

Teleport Level	Safe Range	Max Distance
E	30 yards	300 yards
F	60 yards	600 yards
G	120 yards	2 miles
H	240 yards	4 miles
I	480 yards	8 miles

- **Memorized Locations:** A character can "memorize locations" and teleport back (within Max Distance) with a MEM roll. The character gets [MEM – 10] "free locations." Additional locations either cost .5 character points or may be memorized with a good deal of familiarity (3+ days working or living there) and a MEM roll made by 3+.
- **Momentum:** Teleporting tries to normalize momentum and direction (a character who teleports into a moving vehicle will only suffer a collision if the vehicle is moving much faster than he was). The GM should use a POWER x 5 miles per hour (so E level Teleport will dispense with 50mph worth of different momentum).
- **Teleporting into airborne combat.** A character may teleport and attack a flying target: the Teleport action is a Long combat action. The character may then spend any REA he has. At the end of the turn, the character will fall 10 yards (and continue falling).

Teleport Attack

Type: Offensive/Single Rank

If a character teleports "into" an opponent, the GM should rule that normally the teleporting character appears in Close Combat with the target (but neither sustain damage). If the character has Teleport Attack, however, that changes. A Teleport Attack is a "Grappling Move" that uses any HTH attack skill as a to-hit roll. The character's Grapple is based on his POWER (in the Teleport Attack ability). The Target's Defensive Grapple is only the target's Mass (STR and Martial Arts aren't counted) The effects are as follows:

Failure: Teleporting Character takes the damage. Base Damage is POWER/2. Damage Modifier is +2. The damage ignores all armor but not Force Fields.

Minor Success: Push. The Target is pushed POWER/Mass yards away from the "direction" of Teleport (the direction the character was originally). The target makes an AGI roll at -1 per yard or falls down.

Success: Target takes hit with Base Damage POWER/2 through all armor. Damage Modifier is whatever was rolled to hit. Push is optional (the attacker's option).

Major Success: Target takes hit of Base Damage POWER damage through all armor. Push is optional (the attacker's option).

Critical Success: Target takes hit of Base Damage POWER x 1.5 through all armor. Push is optional (the attacker's option).

POWER 1

Minimum Rank of: E

Ex1: Wyrms, POWER E teleports into Megladon, Mass 8. Wyrms has a POWER of 10 vs. the Mass of 8. He has a 12- Roll (since the attack is an 8 REA Long action, Megladon can try to hit him on the way in, but Megladon has already moved). Wyrms rolls to hit with his Street Fighting and hits by 3. He then makes a Teleport Attack roll and rolls an 8, +4 (a success). This does 5 Damage with a +3 modifier through armor and knocks Megladon back 1 yard ($10/8 = 1$). Megladon blows an AGI-1 roll and falls down.

Teleport Dodge

Type: Defensive Enhancer/Single Rank

The character may learn to teleport out of the way of attacks for 3 or 5 REA. Teleport Dodge is an additional power (the need not have Teleport at the GM's option). The cost is D. The character can then make an RES or AGI (whichever is higher) to dodge ranged or HTH attacks (Ranged Attacks are dodged at no negative).

When a character executes a Teleport Dodge, he may pay 3 REA for a standard roll, or 5 REA for a +2. If the character wishes to increase his roll, pay character points as though it were a Difficult Skill.

Vehicle

Type: Movement/Single Rank

You have some sort of super-vehicle. This ability must be carefully governed by the GM: you shouldn't abuse vehicles as a way of getting combat powers. The GM should rule that under most circumstances the vehicle can't be used in combat.

Vehicular Stats:

- **Armor:** Armor may be bought normally for a vehicle (as though the character was buying armor). If it isn't bought, the vehicle has a metal shell of 4 / 8 Armor. If the vehicle is impractical indoors it gets the listed negative rank modifier.
- **Weapons:** If the character plans on taking the vehicle into combat with other characters on a regular basis, he must buy the attacks normally (i.e. as though they were his). If the vehicle is impractical to use in combat it gets the listed negative rank modifier.
- **Basic Vehicle Stats** should be covered in the JAGS vehicles book. Until that's available, play it by ear.

Description	Notes	Cost
Normal Vehicle	A character is assumed to have a normal car	--
Combat Car	-4 Rank Modifier (not inside, big, heavy)	B
Combat Cycle	-2 Rank Modifier	A
Flying Car	-3 Rank Modifier	D
Flying Cycle	-1 Rank Modifier	C
Space Craft	-4 Rank Modifier (assume orbital)	D