

LIGHT

SUPERHEROES



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Welcome to Light Superheroes!

Thrills! Spills! Action! Adventure! Superheroic action using Light rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about superheroes – especially those of the Golden Age. They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Biff! Smash! Bam! Kapow!

Attribute Scores

The standard way to create attribute scores is to roll 3d6 in the order listed below.

Strength – You can use the Str bonus to modify your “to-hit” and damage results in melee.

Intelligence – *Gadgeteers* with a 15 or higher Int gain an extra 1st level gadget. Your Attribute bonus is the number of extra languages you can speak.

Wisdom - *Psychics* with a 15 or higher Wis gain an extra 1st level psychic ability.

Constitution – You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d6, d8 or d10 depending on *Character Class*.

Dexterity – You can use your Dex bonus to modify your “to-hit” number with ranged (also called “missile”) weapons and powers and to modify your character’s *Armour Class*.

Charisma indicates your character’s personality and likeability. Characters with a Charisma of 15+ start the game with a “*Companion*” – this can be a mundane, low-level super, animal or a construct.

Attribute Bonus

- Attributes scores of 13-15 have a bonus of +1. Attributes of 16-17 have +2. Attributes of 18-20 have +3. Attributes of 21-23 have +4. Attributes of 24-26 have +5. Attributes of 27-30 have +6.
- Attribute scores of 5-7 have a penalty of -1. Attribute scores of 3-4 have a -2 penalty.

Armour Class

Armour Class (AC) rates how difficult it is to hit. It is expressed as ACXX. The XX represents your AC (a higher AC is more difficult to hit). **Example:** An unarmoured man would be AC10, while one wearing a stab vest would be 12.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level.

Character Origins

Characters choose an Origin for their hero. This determines the source of their superpowers.

Alien – The hero is a life form from another planet or an alternative dimension – often the sole survivor of a doomed planet. The Alien receives “*Weird Science*” at +2 and can increase any one attribute by +2 or any two attributes by +1 each. The Alien also receives one bonus *Power* of choice that is a feature of that Alien’s race. It could be in the form of a special item. The Alien receives one *Enemy* – often another *Alien* and usually a member of the race that destroyed the character’s planet or dimension **or** one they receive one *Vulnerability*.

Construct – The hero is a created being, like a golem, robot, cyborg or android. The Construct receives +6 HP at 1st level and doesn’t need to eat, drink or breathe. The downside is they are generally lacking in human empathy or emotion and have -1d6 charisma.

Highly Trained (Agent) – The hero is most likely a skilled person, agent or other individual who has received the very best of specialist training – maybe from the government or other organization or from a hidden monastery in Tibet. Highly trained heroes can increase any one attribute by +2 or any two attributes by +1 each. They also receive +1 to any four *Task Checks* of choice. They also receive +1 to their “To-Hit” and damage rolls with *all weapons* or +2 “To-Hit” and damage with *one weapon of choice*.

Mutation – The hero was normal but some accident or experiment caused them to gain superpowers; or they were simply born different. The Mutant hero receives +2 to any one attribute and one bonus *Power* of choice. Mutants receive the *Prejudice* disadvantage; people distrust them because they are so similar and yet freakily different **or** they receive one *Vulnerability*.

Deity – The hero is a mythological entity; be it a god, demi-god, animal spirit or some other sort of legendary being. The Deity receives *the Immortal Advantage* and can increase any one attribute by +4. They can choose any one bonus *Power* which represents the Deity’s sphere of influence or control. Deity’s receive the disadvantage of *Egotistical or a Weakness*.

THE BRICK

A muscular hero capable of great feats of might and/or resilience

Hit Dice: 10 HP 1st level, add the roll of 1d10 at 2nd level HD, and another d10 at 3rd level.

Saving Throw: 16 at 1st level, 15 at 2nd level, and 14 at 3rd level. Bricks get +2 on *Saving Throws* vs. *death*, *poisons*, and environmental effects, such as *radiation*, *great heat/cold* or *water pressure/vacuum*.

Task Checks: Bricks receive +2 on *Task Checks* to break or bend things, lift heavy weights and other feats of pure strength as well as to *intimidate* others.

Basic Hit Bonus (BHB): +0 at 1st level, +1 at 2nd level and +2 at 3rd level.

Bricks have additional class abilities as follows:

- **Mighty Surge**— Once per adventure a Brick can automatically succeed in *lifting*, *breaking*, *bending*, or *smashing* an object, item, machine, wall, vehicle or similar. Really huge or powerful objects may only be partially damaged.

Bricks have a choice of Powers. Choose two at 1st level, another at 2nd and another at 3rd level:

- **Fast Healing**
- **Growth**
- **Indestructibility**
- **Natural Weapon**
- **Super Constitution**
- **Super Strength**

THE DAREDEVIL

A figure in the shadows, an expert in stealth, agility and delicate tasks

Hit Dice: 8 HP at 1st level, add the roll of 1d8 at 2nd level HD, and another d8 at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level and 13 at 3rd level. Daredevils get +2 on *Saving Throws* vs. *evasions*, *falls* and other instances where fast reactions and agility would be beneficial

Task Checks: Daredevils make a *Task Check* at +2 to succeed at *climbing walls*, *leaping*, *tumbling*, *escaping bonds*, *hiding in shadows* and *moving silently*.

Basic Hit Bonus (BHB): +1 at 1st level, +2 at 2nd level and +3 at 3rd level.

Daredevils have additional class abilities as follows:

- **Surprise Attack**— When attacking with surprise and from behind the Daredevil attacks at +4 to hit and x2 damage
- **Finesse** – Daredevils can use their Dex mod in place of their Str mod on “*To Hit*” rolls with one-handed melee weapons

Daredevils have a choice of Powers. Choose two at 1st level, another at 2nd and another at 3rd level:

- **Danger Sense**
- **Phase**
- **Super Constitution**
- **Super Dexterity**
- **Super Wisdom**
- **Super Senses**
- **Super Speed**



THE DETECTIVE

A hero whose occupation is to investigate and solve crimes and bring criminals to justice.

Hit Dice: 6 HP at 1st level, add the roll of 1d6 at 2nd level HD, and another d6 at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level. Detectives get +2 on *Saving Throws* vs. *interrogation, taunts, intimidation* and being *lied to*.

Task Checks: Detectives make a *Task Check* at +2 to succeed at *notice, open locks, hide in shadows, move silently, street smarts, pick pockets, demolitions, and find clues*. (Add “use computers” if not set in the Golden Age)

Basic Hit Bonus (BHB): +1 at 3rd level

Detectives have additional class abilities as follows:

- **Hunch**— You have a gut instinct that means when stuck for clues or what to do next, once per adventure the GM can give you a piece of information that will lead you where you need to go or what you could do next.
- **Contacts** – Detectives have one contact at 1st level and gain another one at 2nd level and a third at 3rd level. The contact can be from a range of backgrounds – often criminals or law enforcement, but they can be lawyers, entrepreneurs, politicians, reporters and so on. These contacts generally have some useful information that they will freely give to the character provided it is within the realms of information they might have access to.

Detectives have a choice of Powers. Choose one at 1st level and another at 3rd level:

- **Danger Sense**
- **Super Charisma**
- **Super Intelligence**
- **Super Wisdom**
- **Super Senses**

THE ELEMENTALIST

A hero who has power over the elements of earth, air, fire or water.

Hit Dice: 6 HP at 1st level, add the roll of 1d6 at 2nd level HD, and another d6 at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level. Elementalists get +2 on *Saving Throws* vs. any environmental or energy effect.

Task Checks: Elementalists make a *Task Check* at +2 to succeed at task checks to do with *energy* and the *environment*.

Basic Hit Bonus (BHB): +1 at 2nd level

Elementalists have a choice of Powers. Choose two at 1st level, another at 2nd and another at 3rd level:

- **Elemental Form**
- **Energy Blast**
- **Flight**
- **Force Field**
- **Phase**
- **Super Constitution**
- **Super Wisdom**
- **Weather Control**

THE GADGETEER

A hero who designs and creates scientific devices including battlesuits and weapons

Hit Dice: 6 HP at 1st level, add the roll of 1d6 at 2nd level HD, and another d6 at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level and 13 at 3rd level. Gadgeteers make a *Saving Throw* at +2 to resist damage from *electricity* and *heat*.

Task Checks: Gadgeteers receive +2 on *Task Checks* to *drive, mechanical/electrical repair, open locks, scientific knowledge, demolitions, crafts, figuring out weird or alien technology*. (Add “use computers” if not set in the Golden Age)

Hit Bonus (BHB): +1 at 3rd level.

Gadgeteers have a choice of any of the Powers. These are built into an item, device, gizmo or other piece of equipment. Some devices have several *Powers* built into them (often a Battlesuit, maybe with Flight, Indestructibility and Energy Blast) and others

just have the one *Power*. Devices can be removed from the Gadgeteer, so sometimes it's preferable not to "put all your eggs in one basket". Choose any two *Powers* from the *Powers* list at 1st level, another at 2nd and another at 3rd level.

THE METAMORPH



A hero who has control over his own body shape and form

Hit Dice: 8 HP at 1st level, add the roll of 1d8 at 2nd level HD, and another d8 at 3rd level.

Saving Throw: 14 at 1st level, 13 at 2nd level, and 12 at 3rd level.

Metamorphs get +2 on *Saving Throws* vs. *poisons* and environmental effects, such as *radiation*, *great heat/cold* or *water pressure/vacuum*.

Task Checks: Metamorphs make a *Task Check* at +2 to succeed at *notice*, *hide in shadows* and *move silently*

Basic Hit Bonus (BHB): +1 at 2nd level

Metamorphs have a choice of *Powers*. Choose two at 1st level, another at 2nd and another at 3rd level:

- **Elasticity**
- **Fast Healing**
- **Growth**
- **Phase**
- **Shape Change**
- **Shrink**
- **Super Constitution**
- **Teleport**

THE PSYCHIC

A strong-willed individual with powers of the mind

Hit Dice: 4 HP at 1st level, add the roll of 1d4 at 2nd level HD, and another d4 at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level. Psychics get +2 on *Saving Throws* vs. *mental attacks*, *taunts*, *interrogation* and *intimidation*.

Task Checks: Psychics make a *Task Check* at +2 to succeed at *notice*, *empathy* and *handle animals*.

Basic Hit Bonus (BHB): +0

Psychics have a choice of *Powers*. Choose two at 1st level, another at 2nd and another at 3rd level:

- **Danger Sense**
- **Mental Blast**
- **Mind Control**
- **Phase**
- **Super Charisma**
- **Super Intelligence**
- **Super Wisdom**
- **Super Senses**
- **Telekinesis**
- **Telepathy**
- **Teleport**



Powers

This is a list and explanation of Powers used in *Light Superheroes*. The list and the sorts of effects of the Powers are not exhaustive. If players invent other uses for their powers that seem reasonable then go with it. Maybe, if there is enough interest, I'll add rules for higher level heroes, additional Powers and additional uses for them. If you choose a Power at a level other than 1st, you start out with the 1st level in the Power.

Danger Sense

Warning alarms go off in your head when threats to your well-being are nearby.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level you get a prickly sensation that something is wrong when danger is present.
- At 2nd level you cannot be surprised even if the rest of your team are.
- At 3rd level you can tell something more about the threat – how much is determined by the GM.

Elasticity

Your body can stretch and twist without damaging bones or internal organs. This gives you incredible reach and flexibility of motion. As the power improves, you can even mold your body into special shapes (for example, you could mold your finger into the shape of a keyhole).

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level your arms/legs can stretch up to triple normal length. Reach of melee attacks is 4 yards. You gain a +4 bonus to *climb and escape from bonds* checks and can move at +2 yards.
- At 2nd level your limbs and neck can stretch and twist, and your hands and fingers even can be molded into different shapes. Your reach for melee attacks is 8 yards. You gain a +6 bonus to *climb and escape from bonds* checks and can move at +3 yards. Your body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 1.
- At 3rd level your whole body can stretch and twist and even can be molded into different shapes. Reach of melee attacks is 12 yards. You gain a +8 bonus to *climb and escape from bonds* checks and can move at +4 yards. Your body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 2.

Elemental Form

You can convert your whole body (or parts of your body) and your personal equipment into one type of elemental energy. As the power improves, you can transform more quickly and more often. You must specify the form (air, earth, electricity, fire, ice or shadow) when the power is acquired.

Range: Self **Activation:** Yes **Duration:** 2 turns per level

- **Air:** You may fly at 60 yards per round but out of combat you can fly at 120 mph. You can be invisible or you can resemble a mini-tornado. You cannot be damaged by normal weapons as they just go through you.
- **Earth:** You receive 14 AC and damage is reduced by 1 per level on a hit due to your rock-like body. Your fists do 1d6 damage on a hit. Your Str is increased by +1 at 1st level, +2 at 2nd level and +3 at 3rd level. You move at half normal speed.
- **Electricity:** You may fly at speed 40 yards per round but can “bolt” at 200 yards in a straight line. You are completely immune to electrical shock damage. Your melee attacks cause + 1d4 damage from electric shock. This increases to 1d6 at 2nd level and 1d8 at 3rd level. You can short out electronic equipment by touch. Water or rain causes you to deactivate.
- **Fire:** You are completely immune to heat and fire damage, but vulnerable to cold. At 1st level you get +1d4 to your melee attacks from fire damage. This increases to +1d6 at 2nd level and +1d8 at 3rd level. Additionally, you can set ablaze adjacent vegetation and combustible objects (not people) by touch.
- **Ice:** +4 natural armor bonus to Defense. You are completely immune to cold damage, but vulnerable to fire (+50% damage). +1d6 cold damage is added to all your melee attacks, and any opponent who strikes you with a melee attack automatically suffers 1d6 cold damage. Additionally, you can extinguish flames or freeze liquids in a 10x10-foot area by touch as a standard action.
- **Shadow:** You can see perfectly in darkness. You receive a +6 bonus on *Hide in Shadows Task Checks* in low light or in darkness. You cannot be damaged by normal weapons as they just go through you. By a partial change, you can play with shadows across your face to mask your features.

Energy Blast

You can shoot a beam of one kind of energy (cold, electricity, fire, force, radiation, or sonic damage) from your eyes or hand (you must specify the type of energy and how the beam is fired when the power is first acquired). You have to make a “To Hit” roll to affect your target.

Range: 50 ft per level **Activation:** Yes **Duration:** Immediate

- At 1st level, your blast does 2d4 damage on a hit.

- At 2nd level, your blast does 2d6 damage on a hit **or** your blast can affect +1 target, **or** you can have +2 “To Hit”.
- At 3rd level, your blast does 2d8 damage on a hit **or** your blast can affect up to +1 target, **or** you can have +4 “To Hit”.

Fast Healing

You possess accelerated natural healing. Wounds close up and body parts regenerate all on their own.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level, you automatically recover 1HP per round. You receive a +1 bonus to your *Saving Throws* vs. death.
- At 2nd level, you automatically recover 2HP per round. You receive a +2 bonus to your *Saving Throws* vs. death.
- At 3rd level, you automatically recover 3HP per round. You receive a +3 bonus to your *Saving Throws* vs. death.

Flight

You can fly through the air. Perhaps your spirit energy powers the flight. Possibly you can create an anti-gravity body field. As a limitation, you might actually need to sprout physical wings to fly.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level you can fly at 60 yards per round. Out of combat, you fly at 60 mph.
- At 2nd level you can fly at 120 yards per round. Out of combat, you fly at 120 mph.
- At 3rd level you can fly at 240 yards per round. Out of combat, you fly at 240 mph.

Force Field

You can generate a protective barrier of force (visible like faintly coloured glass) that deflects attacks and absorbs physical damage. As the power improves, you can even extend the field to protect others nearby. You may keep concentrating on the *Force Field* and it will stay up as long as you concentrate. Once you’ve stopped concentrating it lasts 1 minute per level.

Range: 2 yards per level **Activation:** Yes **Duration:** 1 minute per level*.

- At 1st level your AC is 14 and the force field absorbs 1 damage received from hits.
- At 2nd level your AC is 15 and the force field absorbs 2 damage received from hits.
- At 3rd level your AC is 16 and the force field absorbs 3 damage from hits.

Growth

You can greatly increase your height and mass. As you grow increasingly larger, your physical might and toughness are magnified. You can attack enemies at a greater distance from you with your increased reach.

Range: Self **Activation:** Yes **Duration:** 2 turns per level

- At 1st level you can grow to 12 ft tall. You gain +2 Strength and +4 HP. You can also move an extra 2 yards.
- At 2nd level you can grow to 24 ft tall. You gain +4 Str and +8 HP. You can also move an extra 4 yards.
- At 3rd level you can grow to 36 ft tall. You gain +6 Str and +12 HP. You can also move an extra 6 yards.

Indestructibility

The resilience of your body and/or spirit provides a bonus to your AC. As the power improves, you grow especially resistant to damage from lethal weapons. The power is a part of your being and does not normally have to be specially activated.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level you get 14 AC and your body absorbs 1 point of damage received from hits.
- At 2nd level you get 15 AC and your body absorbs 2 points of damage received from hits.
- At 3rd level you get 16 AC and your body absorbs 3 points of damage received from hits.

Mental Blast

With the power of your mind you can send a pulse of pure mental force to batter your enemies. Targets get a *Saving Throw*. Success means they take half damage.

Range: 20 yards per level **Activation:** Yes **Duration:** Immediate

- At 1st level, your blast does 2d4 damage on a hit.
- At 2nd level, your blast does 2d6 damage on a hit **or** your blast can affect +1 target **or** your target gets -2 *Saving Throw*.
- At 3rd level, your blast does 2d8 damage on a hit **or** your blast can affect up to +1 target **or** your target gets -4 *Saving Throw*.

Mind Control

Range: 10 yards per level **Activation:** Yes **Duration:** 1 turn per level

- At 1st level, you can dominate up to 2d4 NPCs (citizens, thugs, henchmen etc.), subjecting them to your control. A *Saving Throw* is allowed if you attempt to make them perform an action that is against their normal nature or morals.
- At 2nd level, you can now exert domination against another superhero/villain or up to 3d4 normal NPCs.
- At 3rd level, you can now exert domination against two superheroes/villains or up to 4d4 normal NPCs.

Natural Weapon

Range: Melee (2 yards) **Activation:** Yes **Duration:** Continuous until deactivated

Your body generates or contains a natural melee weapon. Fists could be augmented by a magnetic field. Bone spikes or metallic claws could spring from a hand or arm. Spirit power could create an energy blade. You must specify the exact nature of the weapon (bone, metal, or force/energy; bludgeoning, slashing, or piercing) when the power is acquired. The weapon cannot be broken or (very rarely, if ever) taken from you.

- At 1st level, the weapon does 2d4 damage on a hit.
- At 2nd level, the weapon does 2d6 damage on a hit.
- At 3rd level, the weapon does 2d8 damage on a hit.

Phase

Range: Self

Activation: Yes

Duration: 1 turn per level

You can shift your body partly into another dimension. Enemy attacks can pass through the displaced image of your body. As the power improves, you can pass through walls.

- At 1st level, you can either turn invisible **or** turn incorporeal. Invisibility means that you cannot be seen if staying still, but some trace of your movement might be detected with a *Notice* check. Incorporeal means you can walk through walls, cannot be harmed by mundane weapons but you also cannot affect physical things yourself.
- At 2nd level, you can add invisibility or incorporeality (whichever you didn't choose at 1st level).
- At 3rd level, you can "flicker" between incorporeality and non-incorporeality. This means you can affect physical things on your action but are incorporeal when attacked.

Shape Change

Range: Self

Activation: Yes

Duration: 2 turns per level

You are able to assume the form of another living creature. The range of forms you can take is based on your level. You gain all of the creature's natural (non-magical, non-Powered) abilities; for example, you can fly, if you are a bird; breathe water, if you are a fish. You keep your own Powers, as long as they do not require a different physique, e.g. winged flight would be lost, if you turn into a dog. Your physical attributes are the same as those of the creature in question but your mental attributes and hit points are your own. Your clothing does not usually alter with you.

- At 1st level, you can assume the form of any single natural creature.
- At 2nd level, you can choose several different forms drawn from a general type (e.g. birds, reptiles, fish, land mammals).
- At 3rd level, you can assume the form of any creature you have actually seen (it needn't be a "natural" creature but must be living).

Shrink

You can greatly decrease your height and mass. You become increasingly harder to find and hit, and you can squeeze through ever tinier spaces. However, smaller bodies are slower-moving, weaker, and have shorter reach.

Range: Self (and see below)

Activation: Yes

Duration: 2 turns per level

- At 1st level you can shrink to 2 ft tall. You gain +2 AC and +2 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -2.
- At 2nd level you can shrink to 6 inches. You gain +4 AC and +4 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -4.
- At 3rd level you can shrink to 1 inch. You gain +6 AC and +6 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -6.

Super Charisma

You possess incredible presence, making you hard to ignore and attractive to just about everyone.

Range: Self

Activation: No

Duration: Continuous

- At 1st level, increase your Cha to 18. If it is already 18 roll 1d4 and add it to your Cha.
- At 2nd level your Cha is increased by +1d4 and once per adventure you can "charm" someone (no roll needed except other superheroes/villains, who get a *Saving Throw* at -2) to give you information, give you access to restricted areas or give you something else that you need.
- At 3rd level your Cha is increased by +1d4 and you get the 1st level *Mind Control* ability. Your version is more gently persuasive rather than dominating though.

Super Constitution

You possess incredible vitality and resilience.

Range: Self

Activation: No

Duration: Continuous

- At 1st level, increase your Con to 18. If it is already 18 roll 1d4 and add it to your Con.
- At 2nd level your Con is increased by +1d4 and once per adventure you may re-roll a failed saving throw vs. death, poison, radiation, heat/cold or pressure.
- At 3rd level your Con is increased by +1d4 and once per adventure you can automatically succeed a *Saving Throw* vs. any of the above effects.

Super Dexterity

You possess incredible dexterity, making you remarkably deft at feats of coordination and agility.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level, increase your Dex to 18. If it is already 18 roll 1d4 and add it to your Dex.
- At 2nd level your Dex is increased by +1d4 and you get +1 to Task Throws where Dex is key (jumping, climbing etc.)
- At 3rd level your Dex is increased by +1d4 and you get +2 to Task rolls where Dex is key.

Super Intelligence

You possess incredible brainpower and acumen.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level, increase your Int to 18. If it is already 18 roll 1d4 and add it to your Int. You can perform complex mathematical calculations in a fraction of the time it takes a scientist or mathematician to do so.
- At 2nd level your Int is increased by +1d4. You can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by studying it for a few minutes or so.
- At 3rd level your Int is increased by +1d4. You can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by looking at it. You can work out exactly what a piece of Alien technology is for and how to work it by studying it for an hour or so.

Super Senses

You are incredibly perceptive. Your acute senses make you hard to surprise and deft at avoiding harm.

Range: Self **Activation:** No **Duration:** Continuous*

- At 1st level, you add +4 to your *Notice* checks. Also choose a sense from – *Hearing, Smell, Taste, Touch or Sight*. Choosing one of these means you can *Notice* things much further away from you than a normal person would (minor sounds within several city blocks). You might have to concentrate for 3 minutes to filter out other distractions.
- At 2nd level, you add +6 to your *Notice* checks. You can either choose another sense **or** you can *Notice* things anywhere within up to half a city away. You might have to concentrate for 2 minutes to filter out other distractions.
- At 3rd level, you add +8 to your *Notice* checks. You can either choose another sense **or** you can *Notice* things anywhere within the city. You might have to concentrate for 1 minute to filter out other distractions.

Super Speed

Range: Self **Activation:** No **Duration:** 3 turns per level

You possess incredible celerity. This swiftness makes you especially fast-moving and hard to hit.

- At 1st level, your movement rate is x2. You also receive a +1AC. Out of combat you can run at 200 mph.
- At 2nd level, your movement rate is x4. You also receive +2AC. Out of combat you can run at 400 mph.
- At 3rd level, your movement rate is x6. You also receive +3AC. Out of combat you can run at 600 mph.

Super Strength

You possess incredible physical might, letting you bend bars, smash walls, and crack skulls.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level, increase your Str to 18. If it is already 18 roll 1d4 and add it to your Str. Your fists do 1d6 damage on a hit
- At 2nd level your Str is increased by +1d4 and your fists do 1d8 damage on a hit.
- At 3rd level your Str is increased by +1d4 and your fists do 1d10 damage on a hit.

Super Wisdom

You possess incredible determination and insight.

Range: Self **Activation:** No **Duration:** Continuous

- At 1st level, increase your Wis to 18. If it is already 18 roll 1d4 and add it to your Wis.
- At 2nd level your Wis is increased by +1d4 and once per adventure you can re-roll one *Saving Throw*.
- At 3rd level your Wis is increased by +1d4 and you have great insight; once per adventure you may ask the GM a yes/no question to do with the world which he will answer truthfully.

Telekinesis

You possess the ability to exert mind over matter, moving or manipulating objects through the power of your thoughts.

Range: 40 ft per level **Activation:** Yes **Duration:** Concentration

- At 1st level, you can lift and move objects up to the size of a car or a small plane.
- At 2nd level you can lift and move objects up to the size of a bus or a military helicopter.
- At 3rd level you can lift and move objects up to the size of a large truck or a battle tank.

Telepathy

Range: See below

Activation: Yes

Duration: Concentration

You can communicate with, influence, and even harm others across distances with the power of your mind. Through your thoughts, you can perceive over distances, through barriers, and even what is normally unseen.

- At 1st level you can send messages by thought to anyone you can see in the vicinity. If it's someone you already know, you can send thoughts to them if they are within the city. You can read the mind of anyone you can touch (*Saving Throw* allowed if resisted).
- At 2nd level you can send thoughts to up to 2d4 people you can see in the vicinity. You can also send thoughts to anyone you know within the country. You can read the mind of anyone you can get eye contact with (*Saving Throw* allowed if resisted). You can also read the mind of anyone you know if they are within the city (*Saving Throw* needed to resist).
- At 3rd level you can send thoughts to up to 4d4 people you can see in the vicinity. You can send thoughts to anyone you can see, even if they are on TV or on Youtube. If it's someone you already know, you can send thoughts to them if they are on Earth. You can read the mind of anyone you can see (*Saving Throw* allowed if resisted). You can read the mind of anyone you know in the country (*Saving Throw* allowed if resisted).

Teleportation

Range: Self (but see below)

Activation: Yes

Duration: Immediate

You possess the ability to dematerialize in one place and reappear in another. As the power improves, the distance you can travel increases and eventually you can even teleport objects by touch.

- At 1st level you can instantly transfer yourself from your current location to any other spot that you can see directly.
- At 2nd level instantly transfer yourself from your current location to any other spot up to 25 miles away that you know. You always arrive at exactly the spot desired—whether by simply visualizing the area. At this level you can also bring along another person or an object of equivalent mass.
- At 3rd level you can rematerialize in a designated destination up to 250 miles away. You can bring along up to two other people or objects of equivalent mass. You can also touch a person or an object and teleport that away from you up to your maximum range. Unwilling targets get a *Saving Throw*.

Weather Control

Range: 200 yards around character per level

Activation: Yes

Duration: Concentration

You can change the weather in the area around you simply by willing it. You can make substantial changes to the weather that last only a short while, but as the power improves you can create massive weather effects that persist for an hour or so (until natural forces reassert the normal weather pattern of the surrounding area). There are three categories of weather, each consisting of four steps. :

Wind: Calm (around 0 mph) / Breezy (10-20 mph) / Gale (30-60 mph) / Windstorm (over 70 mph)

Temperature: Hot (over 85° F) / Mild (around 70° F) / Cold (around 30° F) / Frigid (around 0° F)

Condition: Clear (Sunny) / Humid (Cloudy) / Light Precipitation (Showers) / Heavy Precipitation (Storms)

- At 1st level you can alter the weather by 1 step as a persistent change or 2 steps as a temporary change (lasting 1 minute). You must wait at least 1 hour before attempting to control the weather again.
- At 2nd level, you can alter the weather 2 steps as a persistent change or 3 steps as a temporary change (lasting 2 minutes). You must wait at least 30 minutes before attempting to control the weather again.
- At 3rd level you can alter the weather 3 steps as a persistent change or 4 steps as a temporary change (lasting 3 minutes). You must wait at least 10 minutes before attempting to control the weather again.

Example: It is a Calm, Mild and Humid day. Cloudmaster is 3rd level, so he could whistle up a Windstorm (3 steps) which would stay as long as he concentrates on it. Or he could change the Temperature to Frigid (2 steps) and bring up Heavy Snow (another 2 steps). He can keep this up for 3 minutes (but still has to concentrate during that time).

Advantages and Disadvantages

You may have gained some Disadvantages due to your *Origins*. You can also take some Advantages, but each one you take must be balanced by taking a further Disadvantage. Normally the GM will set a limit on the number of Advantages you can take. Mostly these play out by role playing them but some have specific rules. You shouldn't let them take over the game but they should come into play at appropriate moments (usually no more than once per adventure). The list is by no means exhaustive and you should come up with your own as required.

Advantages

Allies: You have a network of friends who you can turn to in times of need for assistance. You need to choose a group of people at the time you take this Advantage (local police, a university, the military, a criminal gang etc.).

Hideout: You have somewhere that only you know about that you can escape to when you need to hide or simply to be alone.

Is That Your Best Shot? : You are remarkably resilient. If you fall to oHP, once per adventure you can shake off your wounds and return immediately into the action on full HP.

Immortal: You are ageless and can't be killed – except by one thing (chosen at outset)

Lucky: Once per adventure you may re-roll a failed *Task Check* or *Saving Throw*. You may take the highest result.

Mentor: You have a teacher that you can turn to for help and advice. Your teacher is more knowledgeable or more powerful than you but isn't normally able to actually join you on your adventures but the advice they give is always helpful.

Security Clearance: You have access to top secret information or facilities. They could be government (e.g. FBI, CIA) or secret laboratories or open access to private archives.

Super Vehicle: You have a vehicle with some *Powers* built into it. Choose a vehicle type and add a *Power* for every level you have (they don't have to be the same as yours).

Wealthy: You have significant sums of money available to you, even at short notice. You can influence people with these assets and you can buy expensive things without worry.

Disadvantages

Age: You are either old and suffer the effects of your old age from time to time or you are young and people don't take you seriously and you can't get into places or do stuff that an adult can.

Dependence: You are dependent on a particular drug, chemical, or energy to maintain your health. Without it, your powers might consume you.

Egotistical: You are the greatest and you know it. Others should bow before you and heed your every word. You get angered when people don't show you the respect you deserve.

Enemy: Someone hates you and is out to get you. They will appear at the most inopportune moments and cause you all sorts of problems.

Prejudice: A group of people (law enforcement, the media, the government, the Church) don't appreciate what you are doing and you are constantly having to defend yourself from these agencies.

Someone Needs Me: An aged grandmother or a sick child; whoever it is, they need your help and support and you can never let them down.

Squeaky Clean: You are committed to being a virtuous and honorable hero. You won't do anything that would soil your reputation, hurt or endanger an innocent person, or break the law. You insist that your comrades hold to your high ethics, too.

Vulnerability: You are vulnerable to a specific type of attack and/or environmental condition. You either take an additional 1d6 damage or your *Saving Throw* is at -4.

Weakness: You are weakened in the presence of a particular substance or material. Choose an attribute that most reflects your weakness and reduce this by -1d4 for every minute you are around the material.

Weird Appearance: People find you unsettling to look at. This can prejudice them against you and they tend to avoid you wherever possible. Some might even attack you because of how you look.

Playing the Game

Time

A turn represents ten minutes, and a combat round is about 6 seconds.

Movement Rate

Base movement rate for all characters and NPCs is in terms of yards per combat round. Many Superheroes will have Powers that alter these movement rates (e.g. *Flight*).

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies. Characters and major NPCs (determined by the GM) receive a "Death Save". If they succeed, they aren't dead, merely incapacitated.

Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point (+ Con bonus) per level per and per day of uninterrupted rest.

Saving Throws

A spell or other hazard may require you to make a *Saving Throw*. Success means that the individual avoids the threat or lessens its effect. Each character class has a *Saving Throw* target number based on level, with modifiers based on class and Attribute bonuses.

Enemy/Citizen Saving Throw—the target number is calculated by subtracting the NPC’s HD from 20.

Task Checks

Carrying out an activity or task may require you to make a *Task Check*. This is done using the same number that is used for your *Saving Throw*, with any modifiers from your *Class Abilities* and *Attribute* bonuses. Most tasks can be attempted by any character but they don’t necessarily receive a bonus if it isn’t listed in the class features. There is no separate list of *Task Checks* – the character class details the sort of things that are considered *Task Checks* and you can generally get the meaning from the name of the “skill” itself.

Combat

When the party of heroes comes into contact with enemies, the order of events is as follows:

1. Determine Initiative, taking care to consider whether a party is surprised.
2. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, unless one side has clearly got the drop on the other, each side rolls Initiative on a d6 - high roll wins. The winning side acts first - moving, attacking, and casting spells. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, tonfa, or dagger. Two combatants within 2 yards of each other are considered to be “in melee combat.” Some Powers extend this distance (e.g. *Elasticity*).

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or a pistol. Energy Blasts also count as Missile Attacks.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the *Combat Table* below.

Enemy/Citizen Attack Roll—NPC’s use the same Combat Table, the target number is reduced by 1 per full HD (1d6).



Enemies and NPCs

Citizen

AC: 10 **HD:** 1d4 **Attacks:** unarmed 1d3 **Move:** 12

The citizen is a normal person – a shop assistant, nurse, lawyer, gardener, student, taxi driver, banker and so on.

Cop

AC: 10 (12 stab vest*) **HD:** 1d6+1 **Attacks:** pistol 1d6 or cudgel 1d4 **Move:** 11

Special: Call for back up, tazer*, handcuffs

This is a normal cop on the street. Some carry a tazer, which stuns for 1d6 rounds on a hit (Con saving throw allowed)

SWAT officer*

AC: 16 (ballistic vest and riot shield) **HD:** 2d6+1 **Attacks:** assault rifle 1d8 (x3) **Move:** 8

Special: Call for back up, tazer, handcuffs

Thug/Goon

AC: 11 (leather jacket) **HD:** 1d6 **Attacks:** knife 1d4 or pistol 1d6 **Move:** 12

Thug Leader

AC: 11 (leather jacket) **HD:** 1d6+1 **Attacks:** knife 1d4, tommy gun 1d6 (x3) **Move:** 12

Henchman

AC: 11 (12 stab vest*) **HD:** 2d6 **Attacks:** machete 1d6, tommy gun 1d6 (x3) **Move:** 11

The henchman works for the *Villain*; he receives the Boss's orders and is in charge of the villain's many Goons. He is pretty tough but, maybe a bit stupid and has no powers. There may be more than one henchman in the Villain's mob.

Boss

AC: 12 (13 stab vest + inserts*) **HD:** 2d6+2 **Attacks:** Pistol 1d6 or tommy gun 1d6 (x3) **Move:** 10

The Boss is the Villain's right-hand man. He receives orders direct from the Villain but is rarely privy to the Villain's plans. He is pretty tough and probably reasonably clever but is unlikely to have any powers.

*Anything marked with an asterisk would not normally be available in a *Golden Age* campaign

Animals

Ape

AC: 13 **HD:** 3d6 **Attacks:** Claws 1d6 (x2) **Move:** 12

Bear, Black

AC: 13 **HD:** 3d6+1 **Attacks:** Claws 1d4+2 (x2) **Move:** 14

Bear, Grizzly

AC: 14 **HD:** 4d6+4 **Attacks:** Claws 1d6+2 (x2) **Move:** 14

Cat, Big

AC: 14 **HD:** 2d6+1 **Attacks:** Claws 1d6 (x2) **Move:** 14

Cat, Small

AC: 13 **HD:** 1d4-1 **Attacks:** Claws 1d4-2 (x2) **Move:** 12

Dog, Guard

AC: 13	HD: 1d6+2	Attacks: Bite 1d6+1	Move: 14
Dolphin			
AC: 12	HD: 1d6	Attacks: -	Move: 18 (swim)
Hawk			
AC: 15	HD: 1d4	Attacks: Claws 1d4-1 (x2) or bite 1d4-1	Move: 4/20
Horse			
AC: 12	HD: 2d6+2	Attacks: Hooves 1d6	Move: 18
Eagle			
AC: 14	HD: 1d6	Attacks: Claws 1d4 (x2) or bite 1d4	Move: 4/22
Shark			
AC: 14	HD: 3d6+2	Attacks: Bite 1d6+2	Move: 22 (swim)
Snake, Poisonous			
AC: 15	HD: 1d4	Attacks: Bite 1d4-2 + poison	Move: 9
Snake, Constricting			
AC: 13	HD: 2d6+2	Attacks: Bite 1d4-1	Move: 9
Special: Constriction - if hit, the character is grabbed and takes 1d3 damage per round until they escape			
Whale			
AC: 15	HD: 8d6+4	Attacks: Bite 3d6+3	Move: 18 (swim)
Wolf			
AC: 11	HD: 1d6+1	Attacks: Bite 1d6	Move: 12

The Supernatural and the Weird

Mummy

AC: 16 **HD:** 5d6+1 **Attacks:** Touch **Move:** 12

Special: Immune to Mind Control, Mental Blast and Telepathy. Their touch inflicts a rotting disease which causes wounds to heal at half their normal rate.

Sasquatch/Yeti

AC: 14 **HD:** 4d6+2 **Attacks:** Claws 1d6 (x2) **Move:** 12

Werewolf

AC: 14 **HD:** 3d6 **Attacks:** Bite 1d6 or Claws 1d4 (x2) **Move:** 14

Special: Immune to mundane attacks. If bitten by a werewolf you become a werewolf (*Saving Throw* allowed)

Zombie

AC: 11 **HD:** 2d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 6

Special: Immune to Mind Control, Mental Blast and Telepathy. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A *Saving Throw* is allowed to prevent this.

The Combat Charts

Ranged Weapon	Damage	Rate of Fire	Range (yards)*	Cost
Pistol	1d6	1	15	\$500
Heavy pistol	1d6+1	1	20	£650
Smg	1d6	3	15	\$800
Rifle	1d8	1	100	\$900
Assault rifle	1d8	3	80	\$1000
Sniper rifle	1d10+2	1	300	\$8,000
Machine gun	1d10	3	120	\$17,000
Bow	1d6	1	50	\$150
Shuriken	1d3	2	5	\$10
Dagger	1d4	1	5	\$15

*Double this range gives a penalty "to hit" of -1. Treble this range gives a penalty of -2.

Melee Weapon	Damage	Cost
Axe	1d8	\$30
Baseball Bat	1d6	\$20
Brass Knuckles	+1 to fists	\$8
Dagger	1d4	\$15
Cudgel/Tonfa	1d4	\$20
Machete	1d6	\$25
Staff	1d6	\$30
Sword	1d8	\$100
Fists	1d3/1d4*	-

*All Superheroes do a minimum of 1d4 damage with their fists

Armour Type	Armour Class	Move (yards)	Cost**
None	10	12	-
Biker jacket	11	12	\$250
Stab vest	12	11	\$400
Ballistic vest	14	10	\$800
Military body armour	16	8	\$1500
Ceramic inserts	+1 (to vest AC)	-1	\$250
Shield	+1	-1	\$100
Riot shield	+2	-2	\$200

**Costs of all items on the above tables are present day. For Golden Age adjust accordingly.

Class/Level	20	19	18	17	16	15	14	13	12	11	10
Minion/Citizen Psychic 1-3 Detective 1-2 Gadgeteer 1-2 Elementalist 1-2 Brick 1 Metamorph 1	20	19	18	17	16	15	14	13	12	11	10
Detective 3 Gadgeteer 3 Elementalist 3 Metamorph 2-3 Brick 2 Daredevil 1	19	18	17	16	15	14	13	12	11	10	9
Brick 3 Daredevil 2	18	17	16	15	14	13	12	11	10	9	8
Daredevil 3	17	16	15	14	13	12	11	10	9	8	7

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