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HIDEOUTS & HOODLUMS

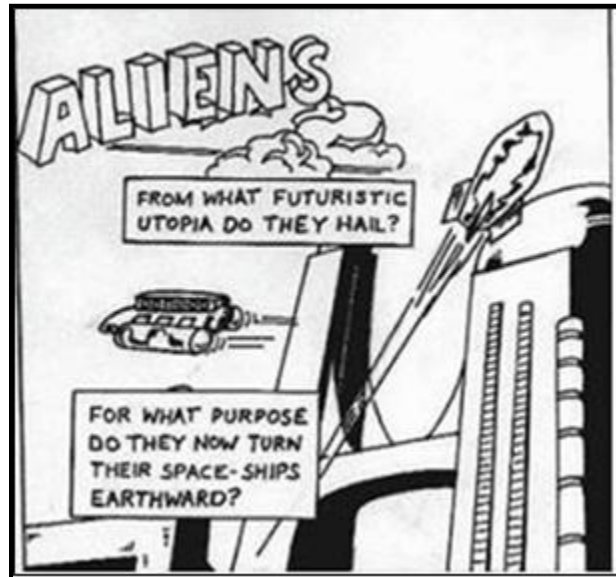


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Press

THE ORIGINAL

GOLDEN AGE COMIC BOOK
ROLEPLAYING GAME

HIDEOUTS & HOODLUMS®



BASIC EDITION

Rules for Golden Age Comic Book Role Playing Adventure Game Campaigns

Playable with Paper and Pencil

By Scott Casper

After Gary Gygax, Dave Arneson, and John Eric Holmes

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PREFACE

This book is based upon quite a few things. It is going to resemble, primarily, the **HIDEOUTS & HOODLUMS** rules published in six e-books, three “booklets” and three supplements, as well as a smattering of new rules released in the quarterly e-zine, *THE TROPHY CASE*. That would be because this book consists of the “basic rules” both players and the referee (“Editor”) would need to play H&H for just the first six levels of game play. It may still resemble **SWORDS & WIZARDRY** because that game had the base mechanics that **H&H** was first built on.

This book also, of course, resembles a certain earlier game book and can be read as a loving pastiche of such, besides being an imminently playable game in its own right. But besides the desire to emulate a beloved classic of the fantasy gaming genre, the writing of this book was necessary because – like the original role-playing game – **H&H** is a game intrinsically subject to modification and expansion. As previously alluded to, the rules for the game until now required a bit of collecting to acquire them all, but this also, like a puzzle, requires more work on the part of interested players to figure out how all the “pieces” fit together. This basic rules book makes the game more accessible, easily understood, and – the ultimate goal – you can more quickly get into playing it.

I wish to thank everyone who's ever played **H&H**, as well as everyone who's ever played that other game. None of this would have happened without our cumulative efforts to grow and sustain a RPG industry.

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Special Thanks to: Oakes Spalding, Darren Spurrier, Ronny Serio, Jed Harrison.

HIDEOUTS & HOODLUMS is a d20 SRD game product (see license at the back).

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INTRODUCTION

HIDEOUTS & HOODLUMS is a game of imaginative role-playing and adventure simulation for ages 9 and up (though the game Editor should probably be at least 14). Each player creates a character or characters ("Heroes") who may be powerful aliens, fiery androids, adaptable humans, or aquatic mermen skilled as combat-ready fighters, wand-waving magic-users, sneaky mysterymen, or door-busting superheroes.

In "basic level" play, these Heroes are thrust into an adventure scenario where they must navigate a series of rooms, chambers, secret passages, and caves and caverns that constitute an underground hideout used by villains, or mobsters. The game's referee, or Editor, controls this environment and all the mobsters in it.

Mobsters will be used as a generic term throughout this book for any people, creatures, or beings controlled by the Editor, not just those who are actual mobsters. The Heroes may have a specific goal to accomplish in the hideout (like recover a stolen item or prisoner, while avoiding the mobsters), be attempting to clear all mobsters from the hideout (like chasing them out or capturing them and taking them to jail), or have an open-ended goal like simply exploring the hideout (in which case how the Heroes interact with the mobsters is entirely up to the players).

During the course of game play, Heroes will likely defeat mobsters, recover items from the hideout they can keep as trophies, and do good deeds, and these experiences will help the Heroes advance in level, becoming more capable, or more powerful, at each level. The hideout, too, will have levels, though actual, physical levels that go deeper underground. An Editor could conceivably keep growing the same hideout indefinitely, or have the Heroes move from one hideout to the next each time a new scenario is called for. Heroes could even move between hideouts controlled by more than one Editor, provided they all agree to a similar style of play.

The Editor creates the hideouts himself, uses the Sample Hideout at the back of this book, or appropriates one from similar published sources (dungeons being similar to hideouts, though some of the differences are spelled out later). The goal, though, is to make sure the players are not aware of the contents of the hideout or the nature of the map until they begin exploring it in-game. The players may choose to make their own version of the hideout map, or just trust to their memories as the game progresses. The Editor should be familiar with the

entire contents of this book, while the players should only know the first section, on Hero creation. The players should be responsible for making and equipping their own Heroes.

RECOMMENDED EQUIPMENT

- This volume (or the PDF e-book version). It also would not hurt to invest in some other H&H-related products
- Polyhedral dice, including, but certainly not limited to, at least one four-sided, six-sided, eight-sided, ten-sided, and twenty-sided dice. Any time the rules refer to dice without specifying otherwise, they mean six-sided dice.
- Paper (including graph paper for mapping) and pencils

Optionally:

- A stack of Golden Age comic book reprints to refer to or read at the gaming table (originals are okay if you've got them, but not if there's food at the table!)
- Action figures/chits/miniature figurines to represent the characters in play
- Models to represent buildings or terrain features
- A ready-made adventure to play, remembering that even a swords & sorcery-themed adventure module can be made H&H-compatible with minor changes.

HOW TO USE THIS BOOK

The Editor/referee should be familiar with the rules contained in this entire volume, and it would be preferable to have prepared at least one adventure. The players should be encouraged to read the first 36 pages of this volume, which will help them make and understand their Heroes, but discouraged from reading the rest. One does not wish to diminish the sense of wonder that is crucial for enjoying the game.

This rulebook will sometimes refer to "flavor text". This is a colorful term for the descriptive narrative the Editor is free to use, during the course of the game, to gloss over anything that does not need the assistance of game mechanics to resolve. The Editor can use as much or as little "flavor text" as he and the players are comfortable with.

This book will guide you, as either the Editor or player, through game play until your Heroes have completed the first **six levels** of game play. Past that point, look to past and future releases from Great Scott! Games to help plan the rest of your campaign!

I. MEN & SUPERMEN

CREATING HEROES

To create a Hero, one first determines the character's six ability scores— strength, intelligence, wisdom, constitution, dexterity and charisma—by throwing three dice, six times in order. It is preferable to have each player roll his abilities one by one in sight of the other players and the Editor. Then one chooses a character class informed by these scores. More will follow shortly about the ability scores, but first here are the basic choices for classes and races. The Hero must be one of four basic classes:

- Fighters
- Magic-Users
- Mysterymen
- Superheroes

The Hero must be one of five possible races:

- Aliens
- Androids
- Half-Humans
- Humans
- Mermen

ADDITIONAL NOTES ON HEROES

The game is intended for each player (besides the Editor) to play just one Hero, but this need not always be so. A particularly ambitious campaign could be played with each player controlling a large cast of Heroes. Such campaigns should probably be left for later, when everyone is more familiar with the game.

The vagaries of random dice rolling may eventually bestow on players a Hero that he or she feels is a "hopeless" Hero – one that is untenable to play because the ability scores are all too low, the hit points are too low, or some other criteria both Editor and players can decide on. It is not the Editor's task to force a player to play a character he or she does not wish to play, but it is the Editor's task to encourage the players to embrace the challenge, take the Hero less seriously, or whatever else will move game play along without everyone have to wait for a new Hero to be generated.

The Editor will be using the same rules for generating non-Heroes that will be encountered in the game. Some of these non-Heroes are friendly, or at least cooperative, with the Heroes and are called supporting cast members. Everyone else who is not a Hero or a supporting cast member is called a mobster

(as described in the Introduction). The Editor may fudge the rules when generating non-Heroes. No mobsters, for example, need to start at 1st level and earn experience points until they reach the level the Editor desires them to be.

CLASSES

Fighters: Fighters are policemen, private investigators, adventurers, explorers, and/or aviators. They can solve problems with their wits, but are best at solving them through violence. They may be two-fisted scrappers, honorable duelists, or well-trained mercenaries who rely on guns.

Examples: Dick Tracy, Doc Savage, the Phantom, Tex Thompson, Speed Saunders, Slam Bradley, and Hop Harrigan.

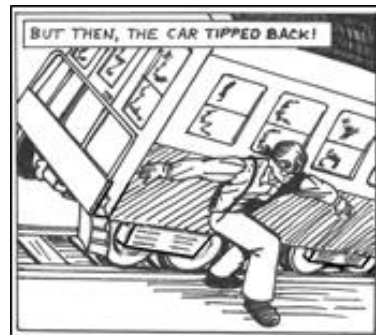
Magic-Users: Magic-users are tuxedoed stage magicians who can work real magic, paranormal investigators, and ghostly magical beings. Magic-users tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons. Their primary advantage is being able to cast spells that they prepare in advance and store in an object like a wand.

Examples: Mandrake, Dr. Occult, and Zatara.

Mysterymen: Mysterymen are gentlemen of leisure who have taken up a serious crusade of secret vigilantism behind masks and (optionally) costumes. Mysterymen have the advantage of being able to perform skills better than the other classes, including having a chance of automatic success at skills (stunts), and a better chance to hit with their signature move.

Examples: The Saint, the Shadow, the Spider, the Green Hornet, Sandman, the Crimson Avenger, the Bat-Man, the Angel, Daredevil, and the Spirit.

Superheroes: Superheroes have mixed social vigilantism with moral piety, being more about



restraining evil than attacking or dispelling it. And breaking stuff – they are great at breaking stuff. Their strength comes from their ideals and wisdom, channeled into

physical strength. Besides powers, which superheroes gain as they rise in level, all superheroes have a chance of wrecking things they can use at will.

Examples: Superman, Human Torch, Sub-Mariner, and Blue Beetle.

CHANGING CLASSES

The four classes are designed to emulate certain common character archetypes found in Golden Age comic books. Occasionally, though, a Hero would break formula and appear to have an entirely different skill set, such as Slam Bradley being a Magic-User instead of a Fighter for just one issue (Detective Comics #20).

Players can take advantage of the weak continuity of the Golden Age by choosing, from scenario to scenario, which class they want their Heroes to be. If they do change classes, players will need to keep a record of their current experience points in one class and then start tracking experience points in the new class, starting at zero (or whatever the total was last time, if the Hero has changed classes multiple times).

There may be players with a character concept that cannot be served well by one of the four character classes alone, but could work with two of them combined. Examples might be a superhero who wants to combine his powers with guns or a magic-user who does a lot of sneaking around. Heroes with two classes get all the special abilities and benefits of both classes (and only which limitations are shared by both classes) -- but have to divide all of their experience points evenly between both classes (and will advance in levels half as fast).

There may be times when the scenario seems to call for a different type of character class, such as scenarios that call for cowboys, explorers, or aviators. At the Editor's discretion, Heroes can switch to such classes, if they are available. They will not be covered in this basic book, though.

RACES

Aliens: Most aliens are refugees from a dying or dead planet, but magical constructs, and gods and goddesses also qualify. They have the following benefits: They run faster than humans, with aliens having a movement rate of +3 per level higher than other characters. In addition, they may make stunning long jumps of 18 feet at 1st level, (x2 at 2nd level, x3 at 3rd level, and so on). Lastly, they have bulletproof

skin, giving them an Armor Class of 7 at 1st level, 5 at 2nd level and 3 at 3rd level (not improved by armor). Aliens can be Fighters, Magic-Users, or Superheroes.

Aliens must also choose a vulnerability at the time of character creation. It can be something original, or chosen from the following options: 1) the superpowers come from a special item or magic word that lasts only 1-20 hours (the Hero then needs a 4 hour break to recharge them), 2) in the proximity (within 10') of a specific chemical element the alien can do nothing but move for 1-6 turns, 3) the alien has a more powerful relative who likes to bully/boss the alien Hero around.

Examples: Superman, Captain Marvel, Nelvana.

A Word about Aliens: Even softening the alien race from how powerful it was in 1st edition H&H, the Editor may wish to use further limitations, like limiting the campaign to one alien Hero at a time.

Androids: Most androids are built by scientists who meet untimely ends before they can produce more. Androids have the following benefits and vulnerabilities: one 1st level superhero power, chosen at the time of character creation, which they can use once each day; when not wearing armor they have a base Armor Class of 7 instead of 9; they are 45% immune to all disease, gas, and poison; and they have a 4 in 6 chance of noting new technology, including recognizing other androids for what they are.

Androids can be Fighters or Superheroes.

Androids must also choose one of the following as a vulnerability at the time of character creation: 1) water (at least 2 gallons), 2) nitrogen (in either gas or liquid form), 3) vacuum (lack of oxygen), or 4) electricity (any amount in excess of the android's level in hit points of damage). An android subjected to its vulnerability can do nothing but move and note new technology for 1-6 turns. Androids are a combination of machine and synthetic human and still need to eat, sleep, breathe, etc. Further, androids take twice as long to heal naturally, and magical healing is half as effective against them, though they can be repaired in a laboratory by a mad scientist for 1 hit point per 2 hours.

Examples: Human Torch, Iron Skull

Half-Humans: Born of a human and... something else, an altered human who was once fully human, or a mutant. For these purposes, these are all half-humans.

Half-Humans will have a combination of any two of the benefits of being a Human, an Alien, or Merman. Half-Humans have no special vulnerabilities.

Half-Humans can be any class.

Examples: Flash, Captain America

Humans: More versatile than the other races (read as: allowed to be any class without restriction), humans have far fewer benefits than the other races, but also no particular vulnerabilities. They may enjoy a greater chance at skills than other races. Human Heroes begin the game with one supporting cast member that the player gets to design (but must still be approved by the Editor).

Humans may be any class. They have no special vulnerabilities.

Examples: Most of them.

Mermen: These have the following benefits: First and most obviously, mermen may breathe underwater. In addition, as faster swimmers, they have a base move of 9 while swimming at 1st level, increased by 1 at each subsequent level. Mermen have a +1 bonus to wrecking things underwater. They have a higher level of magic resistance, making saving throws against magic at +1.

Mermen can be Fighters or Superheroes. Half-mermen can still count as full-blooded mermen, in terms of game mechanics, and do not need to be treated as half-humans.

All mermen share the vulnerability of suffering -1 to attack, damage, and wrecking things rolls, when they have been out of contact with at least 2 gallons of water for at least 1 hour.

Examples: Sub-Mariner

CHANGING RACES

Under ordinary circumstances, it would not be possible to change race during campaign play.

EXPLANATION OF ABILITIES

There are six ability scores that Heroes have regardless of class. The first four serve as prime requisites for the four basic classes and, if high enough, give some benefit to members of that class. The remaining two, Constitution and Charisma, can

modify hit points or influence supporting cast members respectively. Further, ability scores are useful in relation to each other.

For example, a Strength of 16 will not tell you how much weight your Hero can lift, but it does tell you that someone with a Strength of 17 is stronger than your Hero, and someone with an 18 Strength is stronger still. The Editor may use this information when judging contests involving strength.

Strength: Measures your character's muscle and physical power -- but not just brute strength, also the knowledge of how to use it in combat. Strength is the prime requisite for Fighters; Fighters gain a +1 bonus to hit with melee and thrown/hurled ranged attacks if they have a high Strength. For all Heroes, Strength helps determine who can open stuck doors fastest, lift the heaviest weights, and so on.

Intelligence: Determines how well your character learns and reasons. It is the measure of the Heroes' capacity for memorizing and knowing things. Intelligence is the prime requisite for Magic-Users; Magic-Users can prepare an extra spell for each spell level they can cast, but cannot actually cast additional spells (a 3rd level Magic-User can have 3 1st level and 2 2nd level spells prepared to choose from, but can still only cast 2 1st level and 1 2nd level spell). For all Heroes, Intelligence helps the Editor determine who to give a clue to that the players should have remembered.

Wisdom: Describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Further, the most important thing for a Hero is doing the right thing, and Wisdom tells a Hero what is the right thing to do. Wisdom is the prime requisite for Superheroes; Superheroes draw extra strength from never having to question the rightness of their actions. Superheroes do +1 damage to melee attacks per point of Wisdom over 14. For all Heroes, Wisdom helps the Editor determine who to tell first if the Heroes seem to be acting out of Alignment.

Dexterity: Measures hand-eye coordination, agility, reflexes, and balance, not to mention accuracy, precision, and reaction time. Dexterity is the prime requisite for Mysterymen; Mysterymen gain a -1 bonus to AC per point of Dexterity over 14. For all Heroes, high Dexterity affects missile attacks and initiative.

Constitution: Represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

Charisma: Measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma determines how many supporting cast members, including sidekicks and mobsters turned to their side, they can depend on in one scenario (without paying them). It will affect the loyalty (see Morale section) of these followers, as well as how characters encountered react to the Heroes upon first meeting them.

SUMMARY OF ABILITY MODIFIERS

Strength 15-18: +1 on all attacks (Fighters only)

Intelligence 15-18: +1 prepared spell per spell level (Magic-Users only)

Charisma Score	Maximum # SCM	Loyalty Base	Reaction Adjustment
3	0	-3	-2
4-5	0	-2	-1
7-9	1	-1	-1
10-12	2	None	None
13-15	4	+1	+1
16-17	7	+2	+1
18	12	+3	+2

ABILITY SCORE ADJUSTMENT

A player can raise an ability score by lowering another, at a cost of 2:1. Constitution and Charisma cannot be reduced, and no ability score can be reduced below 8.

ABILITY SCORE ADVANCEMENT

When a Hero advances in level, the player may re-roll all six ability scores. If the new roll is within three numbers higher than the current ability score, the new roll is kept instead. New rolls higher and lower than that range are ignored. For example, a Superhero reaches 3rd level and the player rolls an 18 for Strength and a 17 for Wisdom. Because his Strength and Wisdom at 2nd level were 13 and 15 respectively, only the Wisdom score advances.

Wisdom 15-18: +1-4 to melee damage (Super-Heroes only)

Dexterity 3-7: -1 to hit with ranged attacks, to initiative

Dexterity 15-18: +1 to hit with ranged attacks, to initiative

Dexterity 15-18: -1-4 to AC (Mysterymen only)

Constitution 3-7: -1 hp per hit die

Constitution 15-18: +1 hp per hit die



ALIGNMENTS

All Heroes are Lawful, Neutral, or Chaotic. It will just be assumed that they are good guys and the mobsters they deal with will, in general, are bad guys.

Law (Heroes): Lawful fighters are in the straight-laced, by-the-book mold, like Dick Tracy and Hop Harrigan. Lawful magic-users are part of a cabal or secret order, like Dr. Occult. Lawful superheroes are like the Human Torch, who work closely with the authorities. They know right from wrong and generally strive to do right and avoid wrong.

This is not necessarily the same as being good-goody or prudish (although it might be). Also, this does not preclude being occasionally tempted by selfish interests. Nor does it preclude two Lawful characters sometimes disagreeing about means or even ends.

Neutral (Reluctant Heroes): Neutral fighters are in the Sam Spade, loner-gumshoe mold, or the Slam Bradley, just-wants-to-beat-up-everyone mold. Neutral magic-users are concerned with maintaining a balance between mystical forces. Neutral mysterymen may be willing to break the law, but still adhere to their own personal code of conduct. Neutral superheroes are reactive instead of proactive and avoid upsetting the status quo.

Neutral might mean the Hero would act Lawful, but has either a blind-spot or (in extreme cases) an obsession that may sometimes interfere with doing right or avoiding wrong.

Chaos (Anti-Heroes): Chaotic fighters shoot first and ask questions later. Chaotic magic-users make

Lawful

Djinni - Gnomes - Living Diamonds - Red Martians - Watchers

Neutral

Amazons - Cavemen - Dragons - Giants - Hieroglyph Guardians
 - Giant Lizards - Mermen - Nomads - Pumpkinheads - Robots
 - Skeletons - Tigers

Chaotic

Anarchists - Corrupt Politicians - Dragons - Elementals -
 Hoodlums - Ogres - Ratmen - Spooks - Werewolves

LANGUAGES

All characters are assumed to be speaking English -- even aliens! People from other countries still speak English, only with accents.

The Editor still has the right to declare that the people of a hidden land, or from another world, are speaking a language the Heroes do not understand. A Hero with an Intelligence of 15 or higher can still learn these languages in one month's time.

STARTING MONEY

There are no guidelines for choosing a career before heroes became Heroes. They could have been destitute hobos, poor cowboys, or millionaire playboys. Regardless of how rich the Heroes might be, it is recommended that their starting money for the purpose of acquiring their initial equipment and paraphernalia be kept relatively small. This will cut back on the 'shopping time' spent before game play may commence.

First-level Heroes will typically start out with 150-900 dollars in savings (roll 3 dice and multiply by 50), allowing most Heroes to buy one nice car and all the

bargains with evil supernatural beings. Chaotic mysterymen will break any law to catch the crooks. Chaotic superheroes may try to force others to live right.

Chautics may know right from wrong, but choose to do wrong if it is in their self-interest to do so. In some cases, a Chaotic character will get his kicks from doing as much wrong as possible. Keep in mind though, Chaotic persons are also human. Many of them love their mothers.

Many mobsters encountered by Heroes will be Neutral or Chaotic, but not all will be so. A partial list follows:

gear they can carry, or perhaps pool resources and start out with their own small headquarters. For each '6' rolled on a die, though, the Editor may allow the roll of an additional die to be added to the total. This 'exploding' game mechanic is not found elsewhere in the game and should be considered optional, but it does theoretically allow for wealthy starting Heroes. Otherwise, assume all wealthy Heroes (assumed as such in their background) have the rest of their wealth tied up in investments or is otherwise unavailable. How much bookkeeping on money needs to be done during the course of a campaign will be a decision between the Editor and the players. They can disregard amounts of money smaller than a quarter, either by rounding up or calling them "free" purchases.

LEVELING

One of the goals in this game is to see your Heroes advance from 1st level all the way up to...well, however high you want to go (provided your Hero doesn't die, of course). At each new level, your Hero will become more powerful, harder to kill, and more capable of overcoming challenges in the game. The Editor will likely be rewarding you with progressively better trophy items as you go. The trade off, of

course, is that the Editor will be increasing the challenges along the way.

Sometimes, but not all the time, racial benefits will improve with leveling. Class benefits almost always improve with leveling. And then there are skills, which improve much more slowly than every level.

Each class advances at a different rate, requiring a different amount of experience points (also known as xp, and will be explained later). When the xp requirement is met for a certain level, the Hero is ready to advance to that level -- so long as the Editor agrees. The Editor can also place common sense restrictions on leveling, like no leveling while in a hideout, or no leveling without a full day of rest time first. At least for levels 1-6, there should be no difficult restrictions on leveling.

A Hero is always entitled to every experience point earned up to the next level, but past that must rely on the discretion of the Editor. Sometimes a Hero will hit the mother lode and earn more than enough experience points to level. In this case, the Editor can place a cap on earning experience points. This cap can be right at the xp requirement, halfway to the next level, or the Editor can take away half of the excess xp. The decision as to which should be made dependent on how far ahead that Hero is from the other Heroes. This should never be seen as an arbitrary punishment, but a necessary tool for the Editor to control how fast advancement occurs during the campaign.

HIT POINTS

Each class has its own Hit Dice that are rolled to determine hit points. This number will always stay the same until the Hero levels and has the opportunity to gain more. For example, a fighter would roll one 8-sided die as a Beat Cop, he would roll two dice as a

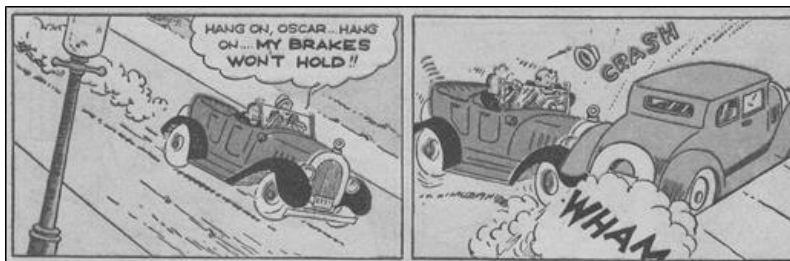
Detective, three dice as a Sergeant, and so on, always modifying by Constitution modifier, if applicable. At the time of Hero creation, at the Editor's discretion, all rolls of 1 or 2 can be ignored and re-rolled. At subsequent levels, if the result is not higher than the previous hit point total, the Editor should allow a re-roll until a higher total is achieved.

Record separately any damage you take in the game and compare it against your hit point total. When your hit point total reaches 0 (the damage you took is equal to or greater than your number of hit points), your Hero is either stunned or unconscious (this will be explained more in the Combat section).

ADVANCEMENT OF FIGHTERS, MAGIC- USERS, MYSTERYMEN, AND SUPERHEROES

You have already seen brief overviews of the four basic classes found in **H&H**. Some of the details of these classes have already been explained above, like how high ability scores allow for more class-based abilities, or how Hit Dice and hit points work. Experience points, base attack bonus, saving throws, powers, and spells will be detailed in later sections; this section only describes how they advance per level for each class.

Level titles are guidelines for the Editor and players for understanding how authoritative a Hero should, generally, be considered to be at a given level. For example, a 2nd-level fighter might be able to boss around beat cops on the scene of a crime, but would be overruled by a sergeant at the scene. Again, this is only a guideline to consider; the Editor is also free to leave success of such interactions to be determined by random encounter reaction rolls.



FIGHTERS

Level	Experience Points	Hit Dice (d8)	Attack Bonus	Saving Throw
Beat Cop	0	1	+1	16
Detective	2,000	2	+1	16
Sergeant	4,000	3	+2	15
Lieutenant	8,000	4	+3	15
Captain	17,000	5	+5	14
Major	33,000	6	+6	14

Fighters are trained in warfare and as such have no armor or weapon restrictions. They are the only class that can shoot firearms at sentient opponents without having to save against plot each turn to do so.

Against foes of less than one hit die, Fighters get one attack per level each turn.

They enjoy a +3 bonus to saves vs. poison and missiles, and a +1 bonus to saves vs. science and plot.

MORE EXAMPLE FIGHTERS

Atom (All-American Comics). Al Pratt is a college student at Calvin College (a fictional New England university) who made up for his small height by becoming a champion boxer and, when his boxing skills raised his ambitions, a costumed crimefighter. He wears a blue, full-face cowl and attached cape over a combination of weight-lifting and wrestling clothes. Despite having no other abilities other than punching well, the Atom was a founding member of the Justice Society of America.

Captain Easy (various). Explorer, aviator, soldier, detective – Captain Easy filled whatever role came his way as he alternated between looking for adventure and trying to stay out of trouble. Initially introduced as a sidekick to the short, eccentric, wannabe adventurer Wash Tubbs in 1929, Easy transitioned to the lead character by 1933. He is a high-level Fighter by the late 30s and, while completely lacking ambition, has contacts in militaries around the globe.

Easy has a first name, but he never reveals it to anyone. The man has a past he is not quick to share with anyone, but he is an honest man and a real straight-shooter, or at least now he is. Easy has a



weakness for pretty faces, but – an unrepentant drifter -- does not want to ever be tied down.

Nevada Jones (Zip Comics). Nevada Jones is a masked man who rides the range on a horse, righting wrongs where ever he goes, and accompanied by his trusty companion. His companion is a Mexican called Little Joe. He has a reputation as a “quick trigger man”, but doesn’t shoot unless he has to. Nevada is intelligent and likes to solve problems nonviolently when he can.

When Nevada Jones’ adventures take place is not clear. Like many cowboy adventures, they seem to take place in the days of the Wild West, sometime circa 1860-1900 (demonstrating that a Golden Age comics-inspired campaign does not need to take place in the ‘30s or ‘40s).

Slam Bradley (Detective Comics). Slam Bradley is a tough-as-nails PI who moved from Cleveland, Ohio to a bigger metropolis, likely New York City, around 1940. His partner/sidekick is Shorty Morgan. They are both good at what they do, particularly undercover work, but Slam likes nothing better than a good brawl. Slam doesn’t just punch hoodlums, he picks them up and hits other hoodlums with them.

Ted Crane (Exciting Comics). College graduate and former football star, Ted went to Africa on safari, where he remains as an explorer. He wears a gun as a sidearm, but only uses it when outnumbered, preferring to punch or kick his way out of problems. Ted has a weakness for smoking and is seldom seen without a pipe.



MAGIC-USERS

Level	Experience Points	Hit Dice (d4)	Attack Bonus	Saving Throw	Spells		
					1	2	3
Entertainer	0	1	+0	16	1	-	-
Trickster	1,200	2	+0	16	2	-	-
Magician	2,400	3	+1	15	3	1	-
Sage	5,000	4	+1	15	4	2	-
Warlock	10,000	5	+1	14	4	2	1
Spellbinder	20,000	6	+2	14	4	2	2

Magic-users are limited to being able to attack effectively with simple weapons, such as clubs, fists, knives, and daggers at low levels (they may use other weapons, but with no chance to hit). They gain an extra weapon they can use effectively at 4th level. They cannot use armor, though cover is allowed.

They enjoy a +3 bonus to saves vs. poison and spells, and a +1 bonus vs. missiles and plot.

Spells and Wands: Every Magic-User owns a “wand” -- a stick, rod, staff – or any item the Editor approves which can serve as a magical focus. At the time of Hero creation, the magic-user only has a limited number of spells he knows and can “program” into the wand. Further restrictions on casting spells can be found in the Combat section.

Magic-Users begin the game knowing the spell Read Languages and Magic and additional spells corresponding to the following table:

Bonus Spells Known:

INT Score	No. of Extra Spells
7-9	1
10-12	3
13-15	4
16-17	5
18	6

In addition, their Intelligence score serves as the upper boundary for the number of spells per level that

Magic-Users may know. For example, a Magic-User with an intelligence of 15 could know a maximum of 15 1st level spells, 15 2nd level spells, and so on.

Once a spell is cast, that particular spell is no longer stored in the wand (it is possible to prepare a spell multiple times if one spell ‘slot’ is used each time). Once every 12 hours, a magic-user can review the complex spell formulae required for each spell he wishes to store into the wand. This process prepares the spells for casting, at which time they can be transferred into the wand again. The process is too exhausting for any magic-user to try to accomplish more than once every 12 hours.

Unlike powers and stunts, which can be chosen from the entire list in this book on any given day of game time, Magic-Users have to work a little harder to acquire new spells. Every time Magic-Users level, they gain their No. of Extra Spells in new spells. If they wish to learn a greater variety faster than that, they must acquire scrolls, spell books, or other wands in game and transfer spells to their own wand during game downtime.

Contest of Wills: Magic-Users can fight each other mentally. This is explained in the Combat section.

MORE EXAMPLE MAGIC-USERS

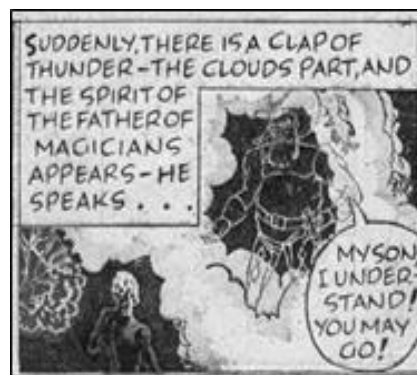
Johnny Thunder (Flash Comics). Born at 7 am on the 7th day of the 7th month of a year ending in 7 (1917), this was believed to be of mystical significance to a coven of magic-users from the island

of Badhnisia, who abducted him at the age of 7. Their mystical rituals bound a genie-like being called a Thunderbolt to Johnny. Johnny has a very low wisdom – so low that he had no idea that he was responsible for what the invisible Thunderbolt did around him until 1941. The Thunderbolt serves as Johnny’s “wand”, despite being a living, intelligent being.

Johnny, despite being a bungling fool and the butt of many jokes in the superhero community, was the earliest recruit to the Justice Society of America and briefly served in the Navy after Pearl Harbor.

Phantom Magician (Famous Funnies). The son of the Father of Magicians, the Phantom Magician lives in a fantasy world until he meets Patsy and, moved by her desire to return home, decides to return to her

world with her. To safeguard her, he assumes the role of her uncle and the name Phil Cardigan. Unlike most Magic-Users, his spells only work in the fantasy world and not in the real world.



MAGIC-USER SPELLS

1st Level

1. Charm Person
2. Cure Light Wounds
3. Detect Evil
4. Detect Magic
5. Disguise Self
6. Feather Fall
7. Hold Portal
8. Light
9. Magic Missile
10. Message
11. Pass without Trace
12. Poof!
13. Protection from Evil
14. Read Languages & Magic
15. Reduce Person
16. Remove Fear
17. Shield
18. Sleep
19. Spider Climb

2nd Level

1. Charm Animal
2. Detect Invisible
3. Detect Thoughts
- 4.Enlarge Person
5. Find Traps
6. Flame Aura
7. Fog Cloud
8. Forgetting
9. Gust of Wind
10. Hold Person
11. Hypnotic Pattern
12. Invisibility
13. Knock
14. Levitate
15. Locate Object
16. Minor Polymorph
17. Phantasmal Image
18. Resist Fire
19. Stinking Cloud
20. Summon Mobster I

3rd Level

1. Dispel Magic
2. Fireball
3. Fly
4. Haste
5. Improved Phantasmal Image
6. Invisibility Sphere
7. Lightning Bolt
8. Magic Cape
9. Melting Things
10. Minor Creation
11. Minor Telekinesis
12. Mirror Image
13. Protection from Missiles
14. Rope Trick
15. Smoke Image
16. Spirit Form Projection
17. Stone Shape
18. Summon Mobster II
19. Wall of Water
20. Water Breathing



MYSTERYMEN

Level	Experience Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Stunts
Subtle Man	0	1	+0 (+1)	15	2
Charade Man	1,500	2	+0 (+2)	15	3
Abstruse Man	3,000	3	+1 (+3)	15	4
Perplexing Man	6,000	4	+1 (+4)	14	5
Puzzling Man	12,500	5	+1 (+5)	14	6
Secret Man	25,500	6	+2 (+6)	13	7

All Mysterymen (or women of mystery) begin the game with an Alignment of Neutral or Chaotic, but may change to Lawful at 3rd level or higher. Mysterymen are less good at fighting than fighters, but can use all the same weapons. Because they need to be able to sneak around, though, they cannot wear armor heavier than bulletproof vests.

They enjoy a +3 bonus to save vs. poison and missiles, and a +1 bonus to save vs. plot and science.

Signature Moves: The numbers in parentheses under Attack Bonus above are for a Mysteryman's signature move. A signature move must be chosen at the time of Hero creation. This move can be as creative as the player wants it to be, but must be tied in some way to a specific game mechanic. For example, the move could be attacking by surprise, which only happens under certain conditions in combat, or it could be delivering a haymaker punch after speaking some tag line, which delays the attack to the end of the turn. Other possible moves include:

- Attacking the intimidated (after a mobster fails a morale save)
- Shooting with his last bullet (after which he has to miss a turn to reload)
- Showing off first (on the turn after using a stunt)

Skills and Stunts: The fighter shoots things, the magic-user casts spells, the superhero uses powers – these are the things those classes do particularly well. Everyone can perform skills, but no one does them as well, or with as much flair, as the Mysteryman.

When a Mysteryman attempts a skill - climbing, leaping, ventriloquism -- and wants to automatically succeed or succeed particularly well, then it is called a stunt. The number under Stunts in the table above is the number of times a Mysteryman can turn a skill into a stunt. The player should always have to announce that he is using an auto success before rolling. The player may describe the Mysteryman's success, and should be given great latitude for

creative flourishes, but the Editor has veto power if any success comes too close to duplicating what can be done with a power or spell, which should always be more powerful than a stunt.

When not using an automatic success, Mysterymen still roll better dice to determine random success. For easy skills where others would have a 2 in 6 chance of succeeding, Mysterymen start at having a 4 in 10 chance of success. Similarly, where others would have a 1 in 6 chance of succeeding at a difficult skill, Mysterymen start at having a 2 in 10 chance of success. See the skills section below for more information, as well as the Combat section.

MORE EXAMPLE MYSTERYMEN

Asp (Popular Comics). "Daddy" Warbuck's and Little Orphan Annie's mysterious bodyguard, the Asp terrified all who knew of his reputation, and it was implied that he was a killer or an assassin – but he always treated Annie with respect and kindness.

Clock (various). The first masked vigilantes in comic books, Brian O'Brien was a district attorney who grew impatient with working in the judicial system, quit, and began taking matters in his own hands. The Clock uses intimidation and threats of torture to keep the criminal underworld afraid of him. He has also been shown to be a capable aviator and inventor. He is assisted, later on, by Pug Brady, Brian's double and personal manservant.

Sandman (Adventure Comics). Wesley Dodds was a rich chemist and businessman who chose to moonlight as a costumed vigilante. He used a sleeping gas gun of his own invention while solving mysteries or hunting hoodlums, aided by his girlfriend and partner, Dian Belmont. He became a founding member of the Justice Society of America. At the end of 1941, Dian dropped out of Wesley's life and Wesley became the guardian of an orphan named Sandy, who already wanted to be a crime fighter called Golden Boy. Around this same time, Wesley stopped fighting crime in a suit and gas mask

and began wearing a more customary superhero costume. He also invented a grapple gun to use for swinging into action from. Although much better at

fighting now than when he started, the Sandman still prefers to intimidate his opponents psychologically.



SUPERHEROES

Level	Experience Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Powers		
					1	2	3
Good Man	0	2	+0	16	1	-	-
Great Man	2,500	3	+1	16	2	-	-
Extraordinary Man	5,000	4	+1	15	3	1	-
Remarkable Man	10,000	5	+2	15	3	3	-
Fantastic Man	21,500	6	+3	14	3	3	1

Superheroes may use any weapons and cover, but cannot wear armor better than costumes.

They enjoy a +3 bonus to saves vs. poison and missiles and a +1 bonus to saves vs. science and spells.

Costumes: It is important to all superheroes to be identified with a colorful costume; by wearing it like a uniform, the Superhero elevates himself above being a common vigilante and symbolizes hope and justice for everyone. When not in costume, Superheroes are able to use all their abilities (wrecking, powers, and even attacks and saves) as if one level lower.

Powers: As Superheroes progress in experience, they develop additional powers. Superheroes do not have a limited number of powers to choose from each day, instead preparing from the entire list of powers at the level(s) the Superhero can use. Powers, like spells and stunts, have to be chosen in advance before they can be used. The Superhero can prepare to use different powers, or refill his power slots, every 2 rest turns (8 hours).

Note that, like spells and stunts, powers listed (in their own section below) are generic and describe the effect, rather than the cause of the power. There is no reason, for example, to have separate powers for fire generation and electrical generation, if there is no

substantial game mechanic difference between them. This allows for a great deal of creativity and customization of powers for crafting unique Superheroes. For another example, the difference between a Superhero using Raise Wall with his bare strength or by using magnetism is all in the flavor text. A Superhero might be Impervious from having bulletproof skin or by sheathing himself in super-heated plasma. Even wrecking things may be customized, so long as the end result is the same and the game mechanics unchanged.

WRECKING THINGS

Superheroes champion their moral piety by wrecking things that belong to bad guys. Whether it's tearing open steel doors, bending gun barrels, or smashing robots, it's all bread and butter to the superheroes.

Players of superheroes may choose if they wish to try and wreck a thing using this mechanic, when applicable, or "kill" a thing using normal combat rules and attrition of assigned hit points (the hero may not have a choice but the later, such as robots or better at 1st level). A superhero may attempt to wreck the same thing each combat turn until successful.

A superhero can attempt to wreck things a limited number of times per day, but this number is equal to

the Hero's Wisdom score past 10 plus his level, so that an extraordinary man with a 14 Wisdom would be able to attempt to wreck 7 times per day.

Where the wrecking things chart below shows a number, that number or higher must be rolled on 3 dice. Where there is a W, the Superhero can automatically wreck that type of thing.

Doors, as a category, covers any portal short of a heavy vault door, whether it is locked, barred, or stuck. The Superhero can also bend bars, snap ropes, wreck rafts, canoes, or hang gliders, and smash tents at this category.

Machines includes any mechanical devices of limited size and mobility, including handheld guns (rayguns too), bicycles, and radios. Heroes can bend gun barrels into interesting shapes. The Superhero can shatter chains, wreck rowboats, and smash huts at this category.

Generators are the master machines invented by mad scientists, full of vacuum tubes, festooned with switches, and sparking with electricity. Every villain lair is powered by at least one. Wrecking the generator causes the room it is in to be consumed by fire in 3-12 melee turns and, if possible, the fire will eventually spread through the entire lair. The Superhero can wreck motorcycles, small sailboats, and autogryos, and smash small shacks at this category. Machines concealed behind walls are wrecked at this category too.

Robots, despite the fact the technology does not exist to make them, proliferate in villain lairs. This

category is for basic, clunky robots. The superhero can wreck jeeps, sailboats, small motorboats, biplanes, and wooden bridges and smash through (half-move through) most interior walls at this category.

Cars, up to a four-door sedan, can be wrecked. Large robots go in this category. The superhero can wreck large sailboats, motorboats, small fighter planes, railroad cars, and ranch houses and smash brick walls at this category.

Trucks is for small trucks, vans, and the cab or trailer of a larger truck, up to an 8-wheeler. Huge robots go in this category. The superhero can wreck large motorboats, small yachts, fighter planes, small cargo planes, trolley cars, and medium-sized houses and smash stone walls at this category.

Tanks is for tanks up to 40 tons, large trucks up to 16-wheelers, large yachts, submarines, large cargo planes, train engines, and mansions and smashing steel walls at this category. Giant robots go in this category.

Battleships is for armored, naval fighting vessels, heavy tanks up to 80 tons, and small tenement buildings and smashing through brick walls (half-move through).

Non-Superheroes Wrecking: Non-Superheroes can wreck on this same chart, but roll only 2 dice instead of 3, and max out at 4th level (or 4 Hit Dice, if mobsters). The exceptions are certain mobster types specified as wrecking as if a superhero of a certain level.

Wrecking Things

Category (and Examples)

Doors (Bars, Ropes)	10	7	4	W	W
Machines (Chains, Guns, Rowboats)	13	10	7	4	W
Generators (Autogryos, Motorcycles)	15	13	10	7	4
Robots (Biplanes, Sailboats)	17	15	13	10	7
Cars (Brick Walls, Large Robots, Motorboats)	-	17	15	13	10
Trucks (Huge Robots, Stone Walls)	-	-	17	15	13
Tanks (Giant Robots, Mansions, Steel Walls)	-	-	-	17	15
Battleships (Heavy Tanks, Tenement Buildings)	-	-	-	-	17

Superhero Level

1	2	3	4	5
10	7	4	W	W
13	10	7	4	W
15	13	10	7	4
17	15	13	10	7
-	17	15	13	10
-	-	17	15	13
-	-	-	17	15
-	-	-	-	17

MORE EXAMPLE SUPERHEROES

Flame (Wonderworld Comics). Gary Preston was a baby in a basket, adrift in a Tibetan flood, when he was rescued by lamas. Growing up in their remote lamasery, Gary learns the mystical arts of controlling heat and fire. Returning to his native U.S. upon adulthood, Gary takes to righting wrongs dressed as the Flame. Two years later, he helps his girlfriend Linda Dale learn the same powers as Flame Girl.

Note that Tibetan mysticism, while the background of the character, does not mean that the Magic-User class best emulates the character. Characters in H&H are better defined by what they can do than how they learned to do it.

Shock Gibson (Speed Comics). Robert Gibson was a scientist who discovered a way to harness the power of electricity safely within the human body – or at least his body. Deciding to put it to good use, he dons a futuristic-looking uniform and decides to right wrongs. Indeed, Shock is one of the earliest Americans to take up fighting the Nazis, usually Baron Von Kampf and his wicked schemes. Harnessing electricity must be hot work, though, because Shock later discards the helmet, his sleeves, and later still switches to short pants.

Sub-Mariner (Marvel Mystery Comics). The son of a merwoman, Princess Fen of Aquaria, and human sea captain Leonard McKenzie, Namor grew in the technologically advanced undersea Kingdom of Aquaria (near Antarctica) and became an angry young half-merman, ignorant in the ways of human society, human frailty, and ...okay, not ignorant of how dangerously powerful he was so much as just didn't care. Though his initial attempts to conquer the surface world started out in New York City, two things stopped him: his infatuation with NYC policewoman Betty Dean and the fact that he soon discovers he hates Nazis more than the rest of humanity. In fact, he proves so successful at demolishing the Axis forces that FDR pardons him for destroying much of New York City.



SUPERHERO POWERS

1st Level

1. Blast I
2. Change Self
3. Detect Evil
4. Different Physical Structure
5. Extend Missile Range I
6. Feather Landing
7. Get Tough
8. Hold Portal
9. Leap I
10. Levitate
11. Multi-Attack
12. Nigh-Invulnerable Skin
13. Quick Change
14. Race the Train
15. Raise Car
16. Sleeping Nerve Pinch
17. Spook Bad Guys
18. Telescopic Vision
19. Wall-Climbing
20. Wreck at Range

2nd Level

1. Blast II
2. Bulls-Eye
3. Extend Missile Range II
4. Find Evidence
5. Fire Resistance
6. Fly I
7. Get Tougher
8. Hold Person
9. Hypnotism
10. Leap II
11. Race the Plane
12. Raise Elephant
13. Scare Bad Guys
14. Sense Friend in Need
15. Super-Senses
16. Super-Tough Skin
17. Turn Good
18. Untacklable

3rd Level

1. Blast III
2. Control Fire
3. Electrical Resistance
4. Extend Missile Range III
5. Flurry of Blows
6. Fly II
7. Get Even Tougher
8. Gust of Wind
9. Hold Breath
10. Hold Plane
11. Imperviousness
12. Leap III
13. Race the Bullet
14. Raise Trolley Car
15. Raise Wall
16. X-Ray Vision

A word about powers, spells, and stunts: Each works differently, and deliberately so, for different play

experiences. Powers are high-powered and moderately flexible. Spells are medium-powered, but

most thoroughly delineated by game mechanics. Stunts are low-powered, but offer maximum flexibility.

EXPERIENCE POINTS

As characters complete successful adventures they will have the opportunity to become more effective in combat and better at exercising the unique powers of their class. Success will offer the chance of obtaining experience points, which in turn may enable the character to attain higher and higher levels of power. Levels and the experience points necessary to attain them will vary by class, and the charts detailing the precise breakdown of these will be offered in a subsequent section. However, gaining a new level will almost always require accumulating thousands if not tens of thousands of additional experience points.

Experience points are earned for defeating bad guys (mobsters), obtaining trophies/ spending treasure, using supporting cast members (SCMs), and performing good deeds.

Defeating mobsters is defined by capturing, knocking out, or even just spoiling the plans of bad guys. Experience points can be earned for the same mobster every time he is encountered (the Hero leaving and coming back does not count, unless the mobster has significantly changed his intended goals between encounters). Mobsters confer experience points according to their level — that is, the actual level rating of the mobster, not necessarily the level of depth in a dungeon where they may be encountered:

Level of Mobster Experience Points

<1	50
1+	100 x level

Experience gained from mobsters will generally be divided equally among all members of an adventuring party including non-player party members, such as hirelings. However, after such an equal division, SCMs and hirelings will only actually receive 50% of their share.

In a well-planned adventure, actual combat should yield only a fraction of awarded experience—generally no more than 10% or so. The immediate rewards of combat should not be so great as to encourage combat for the sake of it. From the point of view of experience, successively sneaking around mobsters and looking for incriminating evidence should be almost as advantageous as directly confronting them. This encourages decision-making that is more “realistic”.

Earning rewards/Obtaining trophies is where the bulk of experience points earned generally comes from. The difference between a reward and a trophy is how it was obtained, with trophies being loot confiscated during a scenario and a reward waiting for the Heroes after the scenario. The value of a trophy is usually its monetary value, which is why cash awards and valuable items recovered (like gemstones) are also treated as trophies.

The exact amount of experience points a Hero receives for a trophy depends on the Hero's Alignment and if the trophy was a reward or otherwise obtained. The relationship between Alignment and experience points is as follows:

Lawful Heroes may gain 1 XP per dollar value of a reward (be it in cash, valuables, or trophy items). They still have the option of looting from mobsters, but gain no XP from doing so since it was not earned. Stolen loot turned over to the authorities, or donated to charity, still entitles one to a good deed award (see below).

Chaotic Heroes gain 1 XP per dollar from the value of monies, valuables, and trophy items obtained, but not from rewards. Chaotic Heroes can still collect rewards and spend them anyway they like, even receiving a good deed award for donating them.

Neutral Heroes gain XP from both rewards and obtained trophies, but at only 1 XP per two dollars of value (and may likewise donate as per the other Heroes).

If multiple Heroes are eligible for the same trophies or awards, the players may decide how the experience points will be divided. For example, a single trophy item could be given to just one Hero, who then would receive all the experience point award for that trophy. A team of Heroes could decide to share the trophy equally, which would split all earned experience points between them.

Money can be trophy money, but the Editor is discouraged from awarding XP for money that has to be raised for a scenario. Trophy money should be earned on the side while pursuing other goals.

Using supporting cast members means giving a significant task to a cast member, allowing a cast member to accompany the Hero, or acting out a significant scene with the cast member, including one in which the Hero newly acquires the cast member. It is the responsibility of the player to introduce preexisting cast members into a scenario. SCMs are worth 100 experience points per level for being

featured in a given scenario, no matter how significant their role is.

Performing good deeds includes cleaning up litter, changing someone's tire for them, helping people cross the street – any good turn that is not directly related to crime fighting. Each good deed is worth 100 experience points so long as it took some time and effort for the Hero (picking up one piece of litter is not sufficient, but cleaning the whole street would be; helping one old lady cross the street is not enough, but spending 10 minutes performing traffic control for any pedestrians counts). There is no limit to how many good deeds the Hero may attempt to incorporate into a scenario.

Note: Chaotic Heroes must save against plot in order to perform any good deed (for xp).

Other possible situations calling for a light experience point reward could be:

- Keeping tight continuity (referring to events from previous adventures)
- Delaying the end of a fight, to keep things fun and exciting (when the Hero has an obvious advantage)
- Solving a challenge that could have been handled violently, non-violently

Other Notes on Experience Points: Experience point values assume the mobster(s) encountered was/were a challenge and the trophies gained were

earned while at risk. The Editor may adjust awards down by up to one-half when the Hero is higher in level than the mobster(s) (i.e., a 4th level Hero defeating a 2 Hit Die mobster could earn 100 experience points instead of 200). If trophies acquired were guarded by weaker opponents, or left unguarded altogether, the Editor should downgrade the value of those trophies accordingly.

This also applies to supporting cast members, as the Heroes are expected to acquire more powerful or more important supporting cast members as a campaign progresses. If a 3rd level Fighter is still hanging out with his 1st level fishing buddy, then the buddy's inclusion in the adventure could be downgraded to only 50 experience points, at the Editor's discretion.



Supporting cast members, as already mentioned, receive half-shares of experience points for defeating villains, obtaining treasure, and performing good deeds, and only when actively assisting their Heroes. These characters do not gain experience points when not in use, or "behind the scenes."

BASIC EQUIPMENT COSTS

<u>Item</u>	<u>Cost</u>		
Melee Weapons		20 Arrows/Quiver	\$1.00
Battle Axe	\$4.00	3 Darts	\$0.75
Brass Knuckles	\$2.00	Javelin	\$1.25
Hatchet	\$1.00	Sling	\$1.00
Knife	\$1.00	Firearms	
Mace	\$5.00	Automatic Pistol	\$50.00
Morningstar	\$6.00	Carbine	\$40.00
Spear	\$3.00	Derringer	\$25.00
Staff	\$1.00	Hunting Rifle	\$35.00
Sword	\$6.00	Military Rifle	\$60.00
Sword Cane	\$15.00	Revolver	\$30.00
Truncheon	\$1.00	Semi-Automatic Pistol	\$40.00
Whip	\$1.50	Shotgun	\$50.00
Handheld Missile Weapons		Sub-Machine Gun	\$120.00
Blowgun	\$2.00	Box Magazine, 12 rounds	\$0.50
Bolo	\$2.00	6 Bullets	\$0.20
Boomerang	\$2.50	Shot, 2 rounds	\$0.10
Bow	\$7.00	Armor	
Crossbow	\$15.00	Bulletproof Vest	\$150.00
		Flak Jacket	\$80.00

<u>Item</u>	<u>Cost</u>
Military Rifle	\$60.00
Helmet	\$7.00
Miner's Helmet	\$9.00
Shield	\$10.00
Sub-Machine Gun	\$120.00
Box Magazine, 12 rounds	\$0.50
6 Bullets	\$0.20
Shot, 2 rounds	\$0.10
Armor	
Bulletproof Vest	\$150.00
Flak Jacket	\$80.00
Helmet	\$7.00
Miner's Helmet	\$9.00
Shield	\$10.00
Clothes	
Aviator Outfit	\$25.00
Circus Strongman Outfit	\$15.00
Combat Fatigues	\$10.00
Cowboy/Western Outfit	\$15.00
Fur Coat	\$350.00
Man's Civilian Dress, casual	\$5.00
Raincoat	\$8.00
Three-Piece Suit	\$15.00
Tuxedo	\$25.00
Woman's Dress, casual	\$5.00
Women's Dress, fancy	\$20.00
Gear	
Alarm Clock, wind-up	\$1.00
Backpack \$2.00	
Basic Carpentry Toolbox	\$4.00
Bedroll	\$1.00
Binoculars	\$14.00
Briefcase, lockable	\$2.00
Bolt Cutters	\$5.00
Cigarette Lighter	\$0.50
Compass	\$4.00
Crowbar	\$1.00
Field Camera	\$110.00
50' of Rope	\$1.00
File	\$1.00
Fingerprint kit	\$15.00
Firecrackers, string of 10	\$5.00
First Aid Kit	\$10.00
Fishing Tackle Kit	\$9.00
Flare	\$2.00
Flashlight	\$1.00
Folding Spyglass	\$12.00
Fowlers Cage	\$4.00
Glasscutter	\$2.00
Glue Bottle	\$0.50
Goggles	\$10.00
Grappling Hook	\$2.00
Handcuffs	\$5.00
Hearing Aid	\$60.00
Kerosene Lantern	\$2.00
Luminous Paint, can of	\$5.00

Microscope	\$16.00
Pepper Pot	\$0.50
Pick Axe	\$5.00
Pocket Radio	\$3.00
Pocket Watch	\$7.00
Portable air mattress	\$15.00
Portable Movie Camera	\$50.00
Pocket Camera	\$5.00
Prescription Glasses	\$20.00
Scissors	\$2.00
Silencer	\$10.00
Rabbit Trap	\$4.00
Two-man Tent	\$5.00
Wrist Watch	\$14.00

For more purchasing options, see the Dwellings and Transport sections below.

NOTES ON EQUIPMENT

More equipment is available than what is listed above, but must either be approved by the Editor or a case can be made that the item is similar to something already listed. A switchblade, for example, is really just a knife. A truncheon is also known as a blackjack or sap, but a wooden stick might be treated the same, game mechanics-wise. Any type of polearm would be treated as a battle axe. The mechanics for firearms makes no distinction between makes and models.

Ammunition: Limited resource management is both one of the challenges and pleasures of playing H&H, but trying to account for every bullet for every type of gun can become a chore that is less rewarding in game play. Likewise, the Editor can choose not to make the players count ammunition spent. In this case, the Editor should make a secret die roll before each combat that will determine on which turn, out of 1-6 turns, each combatant will run out of ammo.

Armor Class: superhero costumes give a -1 Armor Class modifier, bulletproof vests give a -2 Armor Class modifier, -4 for flak jackets. A shield counts as soft cover and soft cover gives an additional -1 Armor Class modifier (Armor Class will be explained more in the Combat section).

Boomerang: This weapon always returns to the thrower for Heroes; others using boomerangs must remain motionless and have a 3 in 6 chance of it returning.

Firearms: Firearms have the advantage of a high rate of fire -- up to nine attacks per turn with a sub-machine gun. This advantage is balanced with: the (non-fighters) Heroes' save vs. plot to shoot a sentient

target with a gun, the chance (Heroes only) to dodge bullets with a save vs. missiles, the depletion of ammunition (see above), a high chance to be disarmed, and a chance of guns jamming (see the Combat section).

First Aid Kit: If applied as soon as possible to an injured Hero or mobster, the first aid kit heals 1 hit point immediately, and a second hit point after 2 hours instead of 4 hours of rest. The application uses up the whole kit. Multiple kits cannot be used on the same person within the same four hour span.

Helmet: Helmets protect you from the head blow special attack (see Combat section).

Illumination: Lanterns illuminate a 30' radius. One flask of oil burns for four hours. Torches illuminate a 40' radius and burn for one hour. A flashlight lights an area 10' wide and 150' long and its batteries last for days.

Range: Range for missile weapons will be found in the Combat section.

Superhero costume: This is actually a light armor made of nylon-silk weave (if this is the 1930s-1940s, Spandex has not been invented yet). Since some of the early bulletproof vests were made from silk, the costume has an Armor Class value (see Armor Class above).

Weapon Damage: Blowguns, bolos, darts smaller than lawn darts, whips, and fists do 1-3 points of damage. Most every other type of weapon does 1-6 points of damage.



ENCUMBRANCE

Heroes will have a desire to take sufficient equipment and supplies with them on their adventures. As well, Fighters will want to be outfitted in the best possible armor and carry the most effective weapons, including spares. However, there is a limit to what can be carried.

The encumbrance mechanic will be kept simple and abstract, and can even be hand-waved at the Editor's discretion unless characters are clearly carrying unrealistic amounts of gear or treasure.

Heroes can carry an object in each hand and wear the following without limiting their movement:

- Up to three weapons (anything that is dangerous to carry, like a loaded gun or a Molotov cocktail or a grenade counts as a weapon; a weapon like a sheathed sword can be hand-waved)
- Up to two full containers (backpack, first aid kit, quiver, suitcase, toolkit, etc.)
- A bundle of up to six loose things
- Light armor -- a bulletproof vest or antique leather armor

Heroes can wear the following and be lightly encumbered (move at $\frac{3}{4}$ normal speed):

- Four weapons
- Three full containers
- A bundle of up to twelve loose things
- Medium armor – a flak jacket or antique chainmail

Heroes can wear the following and be moderately encumbered (move at $\frac{1}{2}$ normal speed):

- Five weapons
- Four full containers
- A bundle of up to eighteen loose things
- Heavy armor – antique platemail

Heroes can wear the following and be heavily encumbered (move at $\frac{1}{4}$ normal speed):

- Six weapons
- Five full containers
- A bundle of up to twenty-four loose things

DWELLINGS

Mundane living expenses for Heroes and their supporting cast members — that spent on food and lodging, combat training or standard scholarly or magical research, but not on weapons, arms, transportation, adventuring equipment or other like items—are generally assumed to be covered by the rules regarding conversion of money to experience points. Money spent on experience points happens "all at once" in game terms but is presumed to take place more gradually during "downtime" within the fictional world of the game. Thus while a Hero might be penniless, at least in game terms — perhaps because he has greedily converted all of his treasure to experience points — he need not worry where his next meal is coming from unless out on an actual adventure.

That said, where the Hero spends his downtime can be an important consideration and one that, the

expense for, the players or Editor may wish to be tracked.

<u>Dwelling</u>	<u>Features</u>	<u>Cost</u>
Hotel suite in a grand hotel	Room service	\$4/night
Cottage in the country	1 room (includes garden)	\$12/month or \$250 to own
Cottage and barn on 1 acre	Space for 1-3 animals	\$25/month or \$500 to own
Tenement apartment (3 bedrooms)	Bathroom, kitchen + appliances	\$30/month
House (1 story, in the city)	2 rooms + 1 kitchen	\$50/month or \$1,000 to own)
Small shop	Public area (+ back room)	\$50/month or \$1,000 to own
House (2 story, in city)	6 rooms	\$125/month or \$2,500 to own
House in the country (with 10 acres)	6 rooms	\$125/month or \$2,500 to own
House in the suburbs	6 rooms	\$130/month or \$2,800 to own
Bungalow in the metropolis	3 rooms	\$150/month or \$3,000 to own

TRANSPORTATION

A campaign set in the 1930s or 1940s still has a wide range of options for characters to move much, much faster and farther than their normal movement rate allows. Ignoring for now such hi-tech items as rocket ships and magic items such as flying carpets, there are still ordinary means of conveyance such as cars,

motorboats, and planes to consider, and even more mundane means such as horseback riding and even bicycle riding.

For these conveyances, movement rates translate to Miles Per Hour.

Land Transport:

<u>Item</u>	<u>Capacity</u>	<u>Move</u>		
		<u>Cruising</u>	<u>Top Speed</u>	<u>Cost</u>
Bicycle	1	12	15	\$30.00
Cushman Scooter	1	15	30	\$90.00
Riding Horse	1	15	45	\$110.00
Ford Model T, 1926, used	2	20	45	\$75.00
Plymouth Model 30U, 1932, used	4	35	55	\$250.00
Nash Terrific Pickup Truck	9	40	70	\$1,000.00
Buick Series 40 Coupe, 1934, used	4	40	80	\$400.00
Chevrolet Panel Truck	10	50	80	\$660.00
Chrysler Imperial Sedan	6	55	100	\$1,130.00

Sea Transport:

<u>Item</u>	<u>Capacity</u>	<u>Cruising</u>	<u>Top Speed</u>	<u>Cost</u>
Sloop/Yacht	10 (4 crew)	7	13 (or sail)	\$8,000.00
Chris Craft inboard power boat	6	12	21	\$1,450.00
Outboard runabout/Hydroplane	6	21	35	\$2,750.00
Baby Bootlegger speedboat	2	30	70	\$4,000.00
Steamship with diving bell	210 (60 crew)	15	35	\$3,000.00 per week (rent)

Air Transport:

<u>Item</u>	<u>Capacity</u>	<u>Cruising</u>	<u>Top Speed</u>	<u>Cost</u>
Curtis JN-4D "Jenny" biplane	2	60	75	\$1,200.00
De Havilland Tiger Moth biplane	2	65	105	\$2,400.00
Pitcairn PCA-2 autogyro	2	60	120	\$3,500.00
Taylorcraft B seaplane	2	75	120	\$2,800.00

TIME & MOVEMENT

The passage of time in the game will vary depending on circumstances. Sometimes the Editor may simply say "a week passes" — such as, for example, when the Heroes are back and safe at home, resting and recuperating. In other contexts, such as combat, actions will be tracked and measured down to intervals of seconds. Reference will be made to standard fixed units of measurement such as hours, days, weeks and so on, but in addition there is the turn, the duration of which depends on how it is being used.

There is the **combat turn**, that lasts 30 seconds, and is characterized by when characters on opposing sides are literally in combat, or when combat is imminent between two sides within sight of each other. There is the **exploration turn**, which lasts 10 minutes, and characterizes time spent actively exploring a hideout or similarly dangerous location. There is the **rest turn**, which lasts 4 hours, and is for when the Heroes are not actively trying to do anything dangerous and are relatively safe from encounters

Movement Type	Movement Rate
Searching	1 x base move in tens of feet per turn
Walking	2 x the base move in tens of feet per turn
Charging/Fighting	5 x the base move in tens of feet per turn
Running	10 x the base move in tens of feet per turn

Searching: Granted, it is unlikely -- but not impossible -- that Heroes will be preoccupied with searching for something (like a secret exit) while a combat is going on.

Walking: Normal movement for noncombatants (bystanders?).

Fighting: The safest one can normally move while entering or already in combat.

Running: The fastest one can run -- but even then a Hero can make a skill check to move even faster, or shed encumbrance to move faster.

A person running may be at increased risk of falling into traps, being surprised, and failing to notice specific details of their surroundings.

Terrain: The above assumes a road or clear terrain in good weather. Rugged terrain or unfavorable conditions may reduce one's speed by half or more.

Stamina: Someone fighting or running can typically do so for only a number of combat turns equal to their

that might want to kill them, but there is still some chance of such encounters happening (like when holed up in some "safe" area within a hideout, or camping within a mile of a hideout).

Durations for powers, spells, and stunts are all given in turns, without specifying which type. This is because the duration is highly variable, depending on which type of turn is being counted. During combat, these durations end quickly. Conversely, during downtime, a spell could be active for many hours. If a spell is already active during one type of turn and events switch to another type of turn, the same turn count continues as if no chance had occurred.

Everyone will have a base movement rate, which is then modified by encumbrance (see that section). Base movement for most races is 12. This number, alone, is only valuable for comparing to other movement rates to see who is faster.

During combat turns, specific distances covered will usually matter. To determine these rates, follow these guidelines:

Constitution score. After that, the Hero must take a 1-10 minute rest.

ENCOUNTER REACTIONS

Interaction with members of one's own class can be easily determined by level. For example, a 3rd level Fighter – the equivalent of a sergeant – can order around some beat cops and even detectives, within reason.

The most common scenarios in the game will involve interacting with mobsters -- here used as a generic term for all non-player-controlled characters. When encountering a mobster for the first time, in a situation that does not require violence, the Editor should make a random encounter reaction roll on 2 six-sided dice and modify by the highest Charisma score of the Heroes present.

Circumstantial modifiers include the following:

- -2 for Chaotic
- -1 for Neutral
- -1 per level of the hideout encountered on

- +1 for a \$10 bribe (additional +1 for each time the bribe is doubled)

Roll	Reaction
2 or less	"Attack!"
3-4	"Why should I let you out of here alive?"
5-6	"Who sent you? What's the password?"
7-8	"Why should I care?"
9-10	"Hey, you're alright. Who are you?"
11 or more	"Wow, you're the best! Are you looking for a sidekick...?"

REPUTATION

There is no hard and fast mechanic for how popular or well-known Heroes can become and how fast. As a general rule of thumb, Heroes should be known in a 1 mile radius for every 100 XP they have, but this is highly variable depending on how public their adventures are, how actively the Heroes are promoting themselves, and so on. How reputation will affect encounter reactions is going to be highly variable as well and needs to be carefully considered by the Editor. Do the Heroes perform well-known good deeds? Have they ever killed anyone, and do people know about it? A reputation modifier should never be +/- greater than their current level.

SUPPORTING CAST

Charismatic Heroes attract supporting cast members - love interests, bosses, sidekicks, informants, and any other role the Heroes themselves cannot or do not wish to fill. In addition to their practical uses, Heroes earn Experience Points for including their supporting cast in their adventures. Supporting cast members cannot be higher in level than the Heroes having them.

Heroes can acquire supporting cast members either passively or actively. Passive recruitment occurs when an 11 or higher is rolled on the encounter reaction chart -- the non-Hero offers and the Hero only has to accept it or reject it. Active recruitment involves the Hero spending at least 1 whole rest turn with the non-Hero, trying to convince or coerce the non-Hero into working with or for him. After which time, a new encounter reaction roll is made, with the following possible results:

On a result of 7-8: the non-Hero character agrees to act as a supporting cast character temporarily (for the length of one scenario). These supporting cast members will only offer support outside a hideout setting.

The reactions below are suggestions, but should be altered to fit whatever the situation is.

On a result of 9-10: the non-Hero character becomes a friend and a regular supporting cast character. These supporting cast members are willing to enter hideouts, but not engage in combat.

On a result of 11+: the non-Hero character becomes a sidekick, enthusiastically (+3 to loyalty) following the Hero, even into battle.



As long as the roll is a 5 or better, the Hero can always try again after spending another rest turn with the non-Hero.

Two or more Heroes may share the same supporting cast members. A Hero is always free to reject a supporting cast member (especially if the opportunity exists to "trade up" to a higher level cast member, but the Charisma allotment is full). Heroes cannot be each other's supporting cast characters.

Supporting cast members are usually friendly to the Hero and will do for them whatever a good friend might do, but that does not mean they would do anything for the Hero. Any unusual request, like doing something at work that could possibly get them in trouble, requires an encounter reaction check.

SUPPORTING CAST LOYALTY

All characters hired or recruited by Heroes will have a seventh ability score, Loyalty. It is rolled on three dice, just like the other scores, but can be adjusted by the

Hero's Charisma score and other factors, like paying more (+1 per extra \$100).

The loyalty score is treated as the target number for all future morale saves. Examples of when normal hirelings and employees will have to check for loyalty are:

- When surprised by mobsters
- When the good guys have their first casualty
- When at least half of the good guys have run away, are knocked out, or captured

Supporting cast with loyalty scores of 15 or higher, though, will not have to make checks until after the first two casualties, or one more than half of the good guys are out of the fight.

HIRING SUPPORTING CAST MEMBERS

Sometimes you need help in a hurry during an adventure and you just don't have time to wait for a lucky recruitment roll.

Occupation	Wage
Accountant	\$208
Actor/performer	\$80-160
Animal handler/trainer	\$203
Architect/Engineer	\$195
Artist/Photographer	\$90-135
Aviator	\$280
Baker/cook	\$115
Boat captain	\$250
Carpenter/electrician	\$282
Chauffeur/driver	\$227
Clerk/secretary	\$125
Occupation	Wage
Coach/personal trainer	\$180
Cowboy	\$140
Doctor/Physician	\$130
Jeweler	\$115
Mechanic/repairman	\$280
Mercenary/soldier of fortune	\$110
Porter/janitor	\$138
Private investigator	\$150
Researcher/occultist	\$170
Salesperson	\$150
Teacher	\$120
Writer	\$100

Each job must be advertised for separately at a cost of \$10-60 and will attract 1-10 applicants in 1-6 days. All hirelings come equipped with the standard gear of their occupation, however, arms, armor, transportation, and traveling gear must be purchased separately.

The above listed wages are per month, but for hideout expeditions and other particularly dangerous short-term missions, wages might become per day.

Any mercenaries and soldiers of fortune may be hired as fighters capable of gaining experience points, but they cost 10 x standard cost + the promise of a larger share of treasure (typically half the Hero's share, divided between all mercenaries).

Heroes may hire classed adventurers (fighters, magic-users, mysterymen, and/or superheroes), but these special hirelings will each want half shares of all monetary treasure earned on adventures. Instead of 1-10 applicants, there is a random chance of getting just 1 applicant, as follows:

- 4 in 6 chance for a fighter
- 1 in 6 chance for a magic-user
- 2 in 6 chance for a mysteryman
- 1 in 6 chance for a superhero

Classed hirelings will have a chance of being up to half the level of the highest level Hero involved in the hiring (rounded up, so levels 1-3 if a 5th level Hero was in charge). In most cases it is a good idea for the Editor to roll up stats for the supporting cast member (ability scores, hit points, Alignment), but it is particularly important with classed hirelings.

ALLOWING FOR A SUCCESSOR

Should a Hero die, the player may opt to play another, near-identical Hero who inherits the costumed identity from the original. If this character was a sidekick of the original, the new Hero may become identical to the first at no penalty. If the Hero had no sidekick, another supporting cast member can take up the mantle at only a 10% Experience Point penalty. If the Hero had no supporting cast members eligible to become the new Hero, then the player must make a new Hero from scratch.

It is entirely at the Editor's discretion when to allow the new Hero into the game. In some circumstances, it might be faster just to roll up a brand new Hero (who just happened to be walking along).

SAVING THROWS

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. A saving throw is made on a 20-sided die, plus modifiers based on your class and level. There are five categories of saving throws -

save vs. poison, save vs. missiles, save vs. science, save vs. spells, save vs. plot.

Save vs. poison is used on occasions when a Hero is exposed to toxic gas, breathes stagnant air, is bitten by a poisonous snake, or the like. A successful save negates the effect (or, in the case of some truly potent poisons, only halves damage, at the Editor's discretion). All characters may save against poison.

Save vs. missiles is used when an attack can be dodged. For non-Heroes, this only applies to area-effecting missile weapons or similar situations when there is a saving throw to take half damage. Only Heroes can roll a save to avoid non-area-effecting missiles entirely.

Save vs. science is used when a Hero is subjected to super-science weapons, like rayguns, but is also a catch-all category for when players would wish to avoid the effects of real world physics not covered by another save, power, or spell (like resisting a grappling attack, or being snared in a net).

Superhero powers are usually resisted with saves vs. science as well (as long as the Superhero's powers are science-based). All characters may save against science.

Save vs. spells is used for magical effects from spells, magic items, etc. Whether the effect can be avoided entirely or lessened to half-damage depends on the specific spell or spell-like effect. All characters may save against spells.

Save vs. plot is different from other saves in the wideness of its applicability. This is used when a Hero

wishes to take an action that the plot of a comic book would normally not allow him to take. Examples include:

- Giving away his secret identity.
- Firing a gun in combat.
- Attacking the master villain before first engaging the henchmen.
- Interrupting the master villain while he is delivering exposition ("monologing").
- Confiscating a villain's master weapon instead of trying to destroy it or just leave it behind (except for Chaotic Heroes).

In some circumstances, non-Hero characters must save vs. plot as well. Anyone trying to recognize a Hero's face or voice while he's wearing a costume must save against plot. Disguise would be just one instance of an occasion when someone would save vs. plot to foil a skill, but only if that character is actively trying to (like if he knows someone is in disguise).

There are two other circumstances when the save vs. plot might be used. One is when the player suggests a course of action for the plot the Editor was not prepared for (like hinting it would be really useful if the bad guys dropped a clue!). If the Editor agrees to abide by the roll, **the player can then save vs. plot to gain a plot convenience**. The other use is when the Editor is not prepared with an answer for something (like if a window is locked) and the plot does not depend on any particular outcome. In that case, the Editor can give the Hero the chance of a plot convenience whether the players ask for one or not (in the above example, it would be to have the player roll to see if the window was unlocked or not).

SAVING THROW MATRIX:

Class & Levels	Poison	Missiles	Science	Spells	Plot
Fighters 1-2	13	13	15	16	15
Magic-Users 1-2	13	15	16	13	15
Mysterymen 1-3	12	12	14	15	14
Superheroes 1-2	13	13	15	15	16
Fighters 3-4	12	12	14	15	14
Magic-Users 3-4	12	14	15	12	14
Mysterymen 4-5	11	11	13	14	13
Superheroes 3-4	12	12	14	14	15
Fighters 5-6	11	11	13	14	13
Magic-Users 5-6	11	13	14	11	13
Mysterymen 6	10	10	12	13	12
Superheroes 5-6	11	11	13	13	14



MOBSTER SAVING THROWS

Mobsters making saving throws are generally treated as fighters of a level equal to their hit dice, but base this on the abilities of the mobster-type. Spell-casting mobsters would save as magic-users, sneaky mobsters would save as mysterymen, and mobsters that can wreck things would save as superheroes.

SKILLS

All Heroes, regardless of class, can attempt actions that only require basic skills.



For humans of levels 1-3, there is a 2 in 6 chance of accomplishing

the following basic skills, per attempt:

- Appraise common or well-known objects
- Balance on a beam 7-12 inches wide
- Bash open a barricaded or stuck (not locked) door
- Climb an uneven surface with some narrow handholds and foothold (like the outside of a building)
- Disguise self with make-up, different clothes, and props
- Fight from horseback on a trained horse
- Find concealed things, spot concealed persons or things
- Gather information about major news items
- Handle a domestic animal
- Hear a loud noise behind a closed door, or regular noises from down a corridor
- Hunt or forage in the wild for yourself
- Jump - make a 10' running long jump, or a 2 ½' running high jump (or a normal jump for an alien)
- Palm a coin-sized object, or make a coin disappear
- Perform first aid
- Run +1 faster than normal movement
- Swim at half-speed in calm water (not for mermen)
- Tie someone up securely

There are expert skills – or more challenging applications of the same basic skills that – that humans of levels 1-3 only have a 1 in 6 chance of accomplishing, per attempt, as follows:

- Appraise rare or exotic items

- Bash open a locked door
- Decipher a simple code
- Disarm a trap, reset a trap
- Disguise self to look like someone else in particular
- Escape from a net, or if tied to a chair
- Fight from horseback on an untrained horse
- Find secret doors, or other things made not to be noticed (false bottoms, items sewn into lining, etc.)
- Hide, or otherwise conceal yourself
- Hypnotize a person for 1 turn (save vs. plot to resist allowed)
- Jump - make a 20' running long jump, or a 5' running high jump (or twice a normal jump for an alien)
- Make a great performance
- Move silently, unnoticed
- Overhear a whispered conversation, or stealthy movement
- Pick a pocket, with a suitable distraction
- Pick a simple lock, with a tool
- Perform ventriloquism
- Pull a weapon out of someone else's holster
- Run +2 faster than normal movement
- Snap your bonds, if tied up with just rope
- Spot and avoid a natural hazard (quicksand, loose rocks, unsafe water, etc.)
- Swim at half-speed in rough water/during a storm (automatic for mermen)
- Teach a pet a trick
- Tumble in a controlled fall (take damage as if falling 10' less)
- Walk a tightrope

A Word about Climbing: Climbing is pretty easy in comic books. Everyone, without aid, has a 1 in 6 chance of climbing a sheer surface, or a 2 in 6 chance of climbing a craggy or sloping surface. Simple climbing gear, like a grappling hook and rope, and/or a hammer and pitons, make climbing much easier, increasing odds to 4 or 5 in 6 respectively. **Move is reduced to 1/10 while climbing.**

A Word about Disguise: Any time someone tries to pass themselves off as not themselves, it is an act of disguise. It could be as complex as using make-up to try to look like a specific person, or as simple as giving a different name for yourself, or dropping your accent.

Any time someone uses disguise, everyone around them gets a save vs. plot. This is a passive roll; no one needs to declare that their intent is to see through the disguise. Anyone who makes the save sees through the attempt, and those who fail do not.

A Word about Hypnosis: Hypnotism happens enough in comic books that I've opened it up to all classes. Of all the skills, the one with the most obvious opportunities for misuse is hypnotism. It can make someone act against their own best interests and obey the commands of the hypnotist. But here are some limitations on hypnotism that can help.

Hypnotism –

- cannot be attempted surreptitiously; your intended victim, and anyone else present, will know you attempted it
- can affect game mechanics (instilling confidence to give you a morale boost, making you think you're stronger and giving you a damage bonus), but can only affect one game mechanic at a time and only for a +1 bonus; the reverse is also true, that someone could be hypnotized to have a penalty
- cannot make you do something that would put your life in imminent danger only lasts 1-6 turns.

Advancement: There is a 4 in 10 chance of accomplishing basic skills if:

- The Hero is a mysteryman of levels 1-3 or
- The Hero is levels 4-6

There is a 2 in 10 chance of accomplishing an expert skill if:

- The Hero is a mysteryman of levels 1-3

SKILL MATRIX:

Class/Level	Human	Non-human
Fighter levels 1-3	2 in 6 (1 in 6)	1 in 6 (1 in 6)
Magic-User levels 1-3	2 in 6 (1 in 6)	1 in 6 (1 in 6)
Mysteryman levels 1-3	4 in 10 (2 in 10)	2 in 6 (1 in 6)
Superhero levels 1-3	2 in 6 (1 in 6)	1 in 6 (1 in 6)
Fighter levels 4-6	4 in 10 (2 in 10)	2 in 6 (1 in 6)
Magic-User levels 4-6	4 in 10 (2 in 10)	2 in 6 (1 in 6)
Mysteryman levels 4-6	3 in 6 (1 in 4)	4 in 10 (2 in 10)
Superhero levels 4-6	4 in 10 (2 in 10)	2 in 6 (1 in 6)

STUNTS

As explained above under the mysteryman class, a mysteryman can “cash in” a stunt to automatically succeed at any basic or expert skill -- but will also do so with ease and aplomb. The player and Editor have joint responsibility for deciding how amazing the stunt is, like

- The Hero is levels 4-6

There is a 3 in 6 chance of accomplishing a basic skill if:

- The Hero is a mysteryman of levels 4-6

There is a 1 in 4 chance of accomplishing an expert skill if:

- The Hero is a mysteryman of levels 4-6

Multiple Attempts: It is up to the Editor's discretion if the Hero may make multiple attempts to try the same thing. In most cases – hearing, swimming, searching – there would be no reason the Hero could not keep trying again turn after turn, unless circumstances changed. Some skills – like balancing or climbing – may have immediate negative results from a failure that need to be resolved (falling damage) before another attempt can be made. In other cases – like appraising or disguise – the Hero has already made his best effort and may not try again except under different circumstances.

Non-Human Skills: Humans have a better chance at basic skills in their home environment. Aliens and mermen only have a 1 in 6 chance at all skills out of their native element, but would return to normal chances on their homeworld or underwater (conversely, humans' chances drop to 1 in 6 for all skills when not in their native environment). Androids, unaccustomed to using skills, always have a flat 1 in 6 chance. Non-human mysterymen still have improving chances at skills, as shown in the table below.

- Walking a tightrope with both hands tied behind one's back
- A 25' running leap with a flip in the middle
- Sneaking onto a stage in front of an audience without being noticed
- Performing a soliloquy from Shakespeare with such conviction as to move an audience to tears

- Take off with a plane with a too short a runway
- Coast in for a landing without fuel, in a plane
- Deadstick land a plane
- Cross hand-over-hand under a rope bridge quickly before the rope snaps
- Leaping from the back of one galloping horse to the back of another
- Lasso two people standing next to each other at the same time
- Quick draw a holstered pistol to win initiative against someone already holding their gun
- Recognize from tracks the height, gender, and handedness of the person

There are other circumstances when a stunt can be used (see Chases and Evasion), **but under no circumstances can a mysteryman burn a stunt to affect combat rolls or saving throws.** In no instance should a stunt be allowed to be more than half as good as a power or spell that accomplishes a similar result.

POWER DESCRIPTIONS

1st Level

Blast I: The blast can be anything the player chooses – fire, lightning, concussive force, pure energy, etc. The blast does 2-12 points of damage, unless the target makes a successful saving throw vs. missiles, in which case damage is negated (the blast missed or was dodged). The blast has a range of 30’.

Change Self: The means by which the Hero can alter his appearance to be unrecognizable using muscle control alone. The Hero will still need material components (make-up, grease paint, glasses, etc.) to mimic a specific person. Duration: 1-6 hours. Examples: Action Comics #4.

Detect Evil: By whatever means (karma, mental prowess), the Hero can sense when someone within range is a criminal, and a general sense of how many, but not exactly who. Range: 60’ + 5’ per level. Duration: 2-12 turns. Examples: Action Comics #4, Keen Detective Funnies v. 2 #8.

Different Physical Structure: For the duration, the Hero's different physical structure is responsible for a +4 bonus to saving throws against gas and science. Duration: 5-8 turns + 1 turn per two levels. Examples: Action Comics #3.

Extend Missile Range I: The superhero can fire/hurl/throw missile weapons an extra 100’, or hurl

an improvised missile (any hurled object up to 180 lbs.) straight 100’. If the superhero is not holding the intended missile yet and the missile happens to be a moving target (like a person), the superhero can grab and pick up the intended missile on the same turn as throwing, after a successful attack roll against the intended missile. Living missiles take 1-6 points of damage on impact, unless they land in water. Duration: 1 turn +1 turn per level. Examples: Action Comics #2, 8.

Feather Landing: This power has three uses:

1. The Hero can fall any distance and land safely with no damage.
2. The Hero can automatically catch any falling person or object and ensure the person or object lands safely.
3. The Hero can catch a weapon that detonates on impact (bomb, grenade, torpedo) and keep the weapon from detonating. Duration: 1 turn. Examples: Action Comics #3, 6, 7, 12; Wonder Comics #1.

Get Tough: The superhero gains 3 bonus hit points (that are lost before any real hp), attacks with a +2 bonus, and does damage with a +1 bonus with melee attacks only. Duration: 1-2 turns + 1 turn per level.

Hold Portal: The superhero can jam a door, or block a doorway, so well that no ordinary person would be able to break it down or otherwise get through it. The only things that can counter this power are wrecking things (as a door, but at a -1 penalty), the power Raise Car (or better Raise power), or the spell Knock. Duration: 3 turns per level. Examples: Funny Pages v. 2 #12.

Leap I: The superhero can take one super-leap per turn during the duration. The superhero can make a running high jump with an apex of one-eighth of a mile (770’) or a running long jump of one-half mile (2,880’) once each minute/combat turn. Standing jumps can cover half the above distances. Duration: 1-2 turns + 1 turn per level. Examples: Action Comics #1, 2, 3 ...

Levitate: This power lifts the Hero, all motion being in the vertical plane (though a Hero could use physical force to effect horizontal movement, such as pushing hand over hand across a ceiling, pulling on a rope, etc.). The Hero can levitate at a movement rate of 60’ upwards or downwards to the maximum distance of 50’ per level. Duration: 10-12 turns +2 turns per level.

Multi-Attack: The superhero can make an additional 2 attacks, in melee or missile combat or even one of

each, beyond the number of attacks the superhero would normally have. The attacks can be split between multiple targets. Duration: 1-2 turns +1 turn per level.

Nigh-Invulnerable Skin: The superhero has a natural AC of 3. In most cases, this is explainable as the dense skin of the superhero, though other explanations are possible (like super-pliable skin or becoming partially immaterial). Combat modifiers, like using cover or darkness, can still make the superhero even harder to hit. Duration: 1-4 turns +1 turn per level. Examples: Action Comics #1.

Quick Change: The Superhero can change from one outfit to another so fast so as to not be observed, though all within line of sight are eligible for a save against science to observe the change. Alternatively, the Superhero can change someone else's outfit, or strip off clothes entirely from up to 1-2 other people. The Superhero must make a successful attack roll as if in melee combat and save vs. plot to use this for anything other than tastefully comedic effect. Further, the victim may save vs. science or plot to avoid, whichever saving throw would be better. Examples: Action Comics #1.

Race the Train: The superhero can move super-fast for one of the following purposes, per turn:

1. Travel in short sprints at a Move of 80 during combat turns, a sustained run at a Move of 40 during exploration turns, or a paced run that covers 20 miles for one hour.
2. Perform an additional non-combat action per turn.
3. Gain a -1 to Armor Class because of speed.

Duration: 1-2 turns + 1 turn per level (or 1 hour for a paced run). Examples: Action Comics #1, 4, 5.

Raise Car: The superhero can, for 1 turn, lift an automobile (or object of similar size and mass, like a large tree, up to 1.75 tons in weight) from the ground to a position raised over the head with arms extended. If held menacingly, the superhero can cause a random number of mobsters within 60' to make morale saves at a penalty equal to the level of the superhero (-2 for a great man, for example).

The number of mobsters affected are as follows: 2-16 1st level types (hit dice of up 1+1), 2-12 2nd level types (hit dice of up 2+1), 1-6 3rd level types, or 1 4th level type (up to 4+1). If multiple HD ranges are present, the lowest one will always be the one affected. Duration: 1-3 turns. Examples: Famous Funnies #13, Action Comics #1, 6.

Sleeping Nerve Pinch: The superhero must make an attack roll, but instead of causing damage, the

victim must save vs. science or fall asleep. The superhero can make one sleeping nerve pinch per turn for 1-2 turns + 1 turn per level. The sleep will generally last 1-4 hours, or until someone else wakes the victim. If used on the superhero's own supporting cast, the sleep will generally last however long the superhero needs his supporting cast member to remain asleep. Examples: Superman #4, 6, 7.

Spook Bad Guys: A weaker version of Raise Car, but requiring no material components. With a frightening gesture, or shouting something like "boo!" at them, the Hero can cause from 1-6 1st (up to 1+1) and 2nd level types (up to 2+1), or 1 3rd level type within range to have to make morale saves at a -2 penalty for the duration, with a 2 in 6 chance per turn of making them drop anything they are holding, including weapons. Duration: 1-4 turns.

Telescopic Vision: For the duration, the superhero can focus his vision so as to see clearly up to a range of over a half-mile, and farther at higher levels. The most obvious use of this power is to decrease the superhero's chances of being surprised. From the front, the superhero has only a 1 in 8 chance of being surprised. From the side, the superhero has a 1 in 6 chance of being surprised. Chances to surprise from the rear are normal. Duration: 5 turns + 3 turns per level. Range: 1/2 mile + 1/4 mile per 2 levels.

Wall-Climbing: Whereas the average Hero can climb a building's outer wall, or the rough surface of a



cliff, at the rate of 10' per minute, the wall-climbing Hero can climb at the rate of 30', without ever having to make skill checks for the duration. The Hero can climb while still heavily encumbered. Duration: 4 turns +2 turns per level. Examples: Action Comics #3, Funny Pages v. 2 #11.

Wreck at Range: The superhero can use his wrecking things ability, undiminished, up to the maximum range for the duration. Duration: 1 turn per level. Range: 30' +10' per level.

2nd Level

Blast II: This more powerful blast does 3-18 damage to everyone within a 5' radius of the center of the blast (this will typically strike 1-4 human-sized targets in

close fighting formation). A successful save vs. missiles reduces damage by half (round down). It has a range of 30' + 10' per level.

Bulls-Eye: For the duration, the Hero is a deadeye shot with a missile weapon, or has terrific aim in melee, enjoying a +4 bonus to either type of attack. Duration: 1 turn + 1 turn per 2 levels.

Extend Missile Range II: The superhero can throw a missile weapon an extra 300', or an improvised missile weapon up to 300', so long as it is 360 lbs. or lighter (like a moped, a medium-sized dining room table, or a really fat man). The missile does 2-12 points of damage upon hitting. If the missile is a living being, the Hero must also successfully roll to hit said being in the same melee turn to grapple him. Living missiles take 2-12 points of damage on impact, unless they land in water. Duration: 1 turn per level.

Find Evidence: The superhero has, for the duration, an intuitive knowledge of exactly where to find evidence that would prove someone has done criminal activity, if such evidence happens to be within range. The Hero cannot fall for falsely planted evidence. Secret doors do not hide evidence, though the knowledge for opening them is not automatically gained. Nor does the Hero know if the evidence is trapped in any way. The evidence must be within 20' of the superhero, but he can move around and search. Duration: 5 turns +1 turn per level.

Fire Resistance: For the duration, the superhero is immune to non-magical fire and heat. Against magical fire or heat the superhero enjoys a +1 bonus to save and takes 1 point of damage less per die. Duration: 1 turn + 1 turn per level. Examples: The Funnies #2.

Fly I: This power grants the power of flight, with a combat Move of 24, a maximum sustained speed of 40 MPH, and the maneuverability to make 25-degree turns in mid-flight. Duration: 1 turn + 1 turn per 3 levels.

Get Tougher: As per Get Tough, but the superhero gains 1d4+2 bonus hit points temporarily, attacks with a +3 bonus to hit, and does 1-10 points of damage per hit with melee attacks only. Duration: 2 turns + 1 turn per level.

Hold Person: The superhero can place 1-4 targets in positions that they could not normally extract themselves – steel pipes wrapped around their midsections, perched on top of telephone poles, pinned to the wall with arrows – the exact circumstances do not matter and would just be flavor text. The targeted individuals can each attempt a

save against science to free themselves. If they make their save, but not by 2 or more higher than the required number, they take 1-4 points of damage in freeing themselves (note that this power differs from the Magic-User Hold Person spell). Duration: special (see above). Examples: Funny Pages v. 2 #11.

Hypnotism: The means by which the Hero can force 1 target within a range to save against science or obey any verbal commands of the Hero for the duration. Hypnotism will only work on humans or near-humans, such as aliens, mermen, and mutant or mutated humans. Androids are immune, as robots would be. Range: 40 ft. Duration: 1 day. Examples: Famous Funnies #13, More Fun #8, Jumbo Comics #1.



Leap II: As per Leap I, but the distances are 1 mile for a running high jump and 4 miles for a running long jump. The superhero can turn up to 20 degrees in mid-leap and has a 1 in 6 chance of being able to take a second leap each turn. Duration: 1 turn + 1 turn per level. Examples: Action Comics #5.

Race the Plane: The superhero can move at even faster speed for one of the following purposes per turn:

1. Sprint at a Move of 240 during combat turns, a sustained run at a Move of 120 during exploration turns, or a paced run that covers 60 miles for one hour.
2. Perform an additional combat action or two additional non-combat actions per turn.
3. Gain a -2 bonus to Armor Class due to speed.
4. Non-Hero superheroes (or supervillains) can save vs. missiles to dodge any missile weapons slower than bullets, just like Heroes can. Duration: 1-3 turns +1 turn per level (or 1 hour for a paced run). Examples: Action Comics #3, 5.

Raise Elephant: The Hero can lift a full-grown elephant (or something else huge and weighing up to

8 tons) over his head, or a group of things, like up to eight full-grown men, without dropping them, and hold that weight for the duration.

The superhero can hold this great weight menacingly over his head to intimidate, in which case it still works exactly like the power Raise Car, or it can be used to amuse and entertain (by, say, juggling said weight/s). The number that can be entertained is 3-18 1st level types (hit dice of up to 1+1), 2-16 2nd level types (hit dice of up to 2+1), 2-12 3rd level types, 1-6 4th level types (up to 4+1), and 1 5th level type within range (all cumulative). The nearest individuals that could be affected must save vs. plot or be unwilling to initiate combat (but can retaliate if attacked) for the duration.

Further, all drunks within that radius will automatically swear off booze. Duration: 1-4 turns. Examples: Famous Funnies #50, Action Comics #7.

Scare Bad Guys: This power functions like Spook Bad Guy, but possibly affecting more mobsters, and without the requirement of speaking (the superhero can scare with just a glance!).

The superhero can make 2-16 1st level types (hit dice of up to 1+1), from 2-12 2nd level types (hit dice of up to 2+1), from 1-6 3rd level types, or 1 4th level type (up to 4+1) within range to make morale saves at a -3 penalty or flee in fear from the hero for the duration at their normal movement rate (with the same 2 in 6 chance of dropping anything in hand).

Alternatively, the superhero can “cow by roar” -- making such a fearsome sound that 4-24 1st level types (no higher) who have not yet attacked will have to make morale saves at a -2 penalty, or keep from attacking during the duration (unless attacked first). Duration: 1-4 turns. Examples: Wonder Comics #1.

Sense Friend in Need: The Hero will know if, during the duration of the power, any of his own supporting cast members are in imminent danger of harm. The Hero will even have an instinctive notion of the location of the supporting cast member (though how specific the notion is should be left to the Editor's discretion). The range of the power is 1 mile per level of the superhero. Duration: 1 turn + 1 turn per level.

Super-Senses: The superhero can focus his hearing so as to have a 4 in 6 chance of hearing any noise within a range of 160' for the duration (being an alien superhero increases this chance to 5 in 6). Doors and similar barriers between the Hero and the noise reduce range to 80'.

The Hero's vision can either function as telescopic vision (as per that power) or microscopic vision,

allowing him to search for secret doors and traps with a 4 in 6 chance of success (being an alien superhero increases this chance to 5 in 6). Surfaces examined with microscopic vision must be no more than 5' away. The Hero can switch back and forth between the two once per minute.

Further, a Hero could identify someone by smell even if successfully disguised. Duration: 1-6 turns + 1 turn per level. Examples: Action Comics #8, 11.

Super-Tough Skin: For the duration, the Hero's skin is so tough that all physical attacks do half damage, rounded down, against him. All knives break on impact. Anyone punching the superhero with their bare hands takes 1 point of damage. Duration: 1 turn + 1 turn per level. Examples: Action Comics #1, 4, 6, ...

Turn Good: Through oratory, by example, or some combination of the two, the superhero can try to change the Alignment of a supporting cast member. The supporting cast member will have needed to spend one full day with the Hero and then will need to save vs. plot.

Failure means the member will shift one Alignment closer to the Alignment of the superhero, e.g., from Neutral to Lawful for a Lawful Superhero. If the member's Alignment is made to match the Superhero's Alignment, then that member will always enjoy a +2 bonus to all future loyalty/morale saves. Duration: 1 day per level.

Untackable: The superhero literally cannot be tackled for the duration. The Hero makes saves vs. science to avoid the effects of all other grappling attacks at +4, +1 for every two levels. The Hero is also immune to encumbrance rules for the duration, so he can move at normal speed even while dragging more tacklers behind him than he could normally move while carrying. Duration: 5 turns +1 turn per level. Examples: Action Comics #3, 4, 8.

3rd Level

Blast III: This more powerful blast does 5-30 damage to everyone within a 15' radius of the center of the blast (this could strike, optimally, up to 26 human-sized targets in close fighting formation). A successful save against missiles reduces damage by half (round down). Range: 60' + 20' per level.

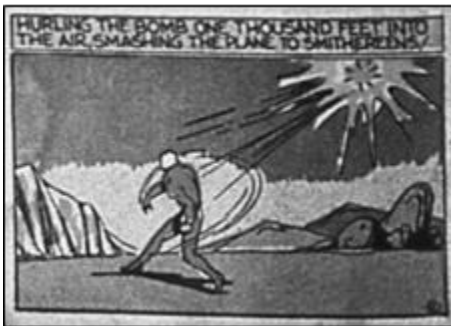
Control Fire: The Hero can manipulate preexisting fire within range for one of the following effects each turn of the duration:

1. The Hero can cause fire to move or spread along combustible objects, doubling in size each turn up to a 120' radius; or the Hero can cause fire to shrink at the same rate.

2. The Hero can cause someone or something already burning to stay burning, taking 2-12 damage each turn from it. Duration: 1 turn + 1 turn per level. Range: 120' +20' per level.

Electrical Resistance: For the duration, the Hero is immune to non-magical electricity. Against magical electricity the Superhero enjoys a +1 bonus to save and takes -1 point of damage per die. Duration: 2 turns per level.

Extend Missile Range III: As per Extend Missile Range II, except the hero no longer needs to roll to grapple a living target before using him as a weapon (automatically thrown), has a range of 1,000', the missile can weigh up to 720 lbs., and does 3-18 damage on impact (both to the missile and the target). Duration: 1 turn per 2 levels (one missile per turn). Examples: Wonder Comics #1.



Flurry of Blows: For the duration, the superhero can attack 1-12 times per melee turn with his fists. The power does not improve attack rolls or damage unless combined with other powers. The Hero can get 1-6 attacks if wearing brass knuckles or fighting with a very small hand-held weapon, like a knife or club. Duration: 1 turn per 2 levels.

Fly II: This power grants the power of flight, with a movement rate of 36, a maximum speed of 80 MPH, and the maneuverability to make 45-degree turns in mid-flight. Duration: 1 turn +1 turn per level.

Get Even Tougher: As per Get Tougher, but the superhero gains 1d4+4 bonus temporary hit points, attacks with a +4 bonus to hit, and does 2-16 points of damage per hit for the duration. Duration: 2 turns + 2 turns per level.

Gust of Wind: The superhero can automatically extinguish non-magical flames, clearing up to 5 sq.

feet of fire per turn, knock all inanimate objects weighing 90 lbs. or less within in a 10' cube of space 1-6' back, or force anyone in the same size area to save vs. science of be knocked prone. This attack does 1-6 damage against magma monsters per turn. Duration: 1 turn per 2 levels.

Hold Breath: The superhero can remain submerged underwater for the duration without harm and is immune to gas for the duration, except on the turn activated (when the Hero must still save against poison to see if the gas was breathed in before the breath was held). 1d6+12 turns + 2 turns per level (combat or exploration turns only).

Hold Plane: The superhero can keep up to a two-ton (4,000 lb.) weight motionless, no matter how much force is attempting to move it, for as long as the Hero concentrates on it. In addition to small planes, this power could be used to hold a car, a boat, or a living thing as large as a small elephant motionless. Living targets get a saving throw to avoid.

Alternately, the Hero could push that same object at normal movement speed (can be buffed with other powers to move faster).

Imperviousness: The superhero subtracts 15 from any damage taken before subtracting it from hit points, taking no damage from any attacks doing 15 points of damage or less. Duration: 1 turn + 1 turn per 3 levels. Examples: Action Comics #7, Wonder Comics #1.

Leap III: As Leap II, but the distances are 8 miles for a running high jump and 32 miles for a running long jump. The superhero can turn up to 45 degrees in mid-leap and a 2 in 6 chance of being able to take a second leap per turn. Duration: 1 turn + 1 turn per level. Examples: Action Comics #2.

Race the Bullet: Just like Race the Plane, but the hero can move ridiculously fast for one of the following purposes per turn:

1. Sprint at a 960 Move during combat turns, a sustained run at a Move of 480 during exploration turns, or a paced run that covers 240 miles for one hour.
2. Gain an additional two combat actions (or three non-combat actions) per turn.
3. Gain a -4 bonus to Armor Class due to speed.
4. Block others from bullets; anyone shooting at other targets must save against science or their bullets will be intercepted by the superhero instead. If the save failed, the attacker can make a new attack roll against the Superhero, but cannot hit whatever target the Hero is blocking regardless of if the new roll hits or

not. Duration: 1-4 turns +1 turn per level (or 1 hour at a paced run). Examples: Action Comics #2, 3, 5, ...

Raise Trolley Car: The Superhero can lift a trolley car, or any other object that weighs up to 20 tons, over his head and hold it there for the duration. If there is anyone/anything in or on the object, he can shake everyone/everything out of it. Anyone falling out lands on the ground stunned and prone for 1d2 turns (no save unless level 4 or higher). Duration: 1-3 turns (combat or exploration). Examples: Action Comics #7, 14.

Raise Wall: The superhero can erect a wall out of materials at hand – wood, brick, stone, or steel – in 1-3 minutes (or half-full size in only 1 minutes). The hero may choose to create a straight wall 60' long and 20' high, or a circular wall with a 15' radius and 20' high. The wall is not structurally sound and must be held up by the superhero for as long as he wishes to remain motionless doing so. Anyone with 3 or fewer hit dice cannot affect the wall, but anyone of 4+ hit dice is able to knock it down, taking 1-6 points of damage in the process. A superhero can wreck the temporary wall as if it was a machine, and do so unharmed. Duration: Special (see above).

X-Ray Vision: The superhero can see through walls or other barriers within range as if they were not there. The Superhero can sweep a 10' square area with X-ray vision per turn, at a range of 10' per level, discovering concealed or secret things within that area. Magically invisible things are not revealed. Lead blocks X-ray vision. Duration: 1-6 turns + 2 turns per level. Examples: Action Comics #11.

SPELL DESCRIPTIONS

1st Level

Charm Person: This charm makes a human or humanoid creature regard you as his trusted friend and ally (treat the target's attitude as friendly). If the person is currently being threatened or attacked by you or your allies, however, he receives a +4 bonus on his saving throw.

The spell does not enable you to control the charmed person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must succeed at a positive encounter reaction result (as if with an 18 Charisma, but retries are not allowed.) An affected person never obeys suicidal or obviously harmful orders, but he might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the

person's language to communicate your commands, or else be good at pantomiming.

Undead and automatons are immune (and even sentient androids are 90% immune). This spell may also be known as the "Witch's Gaze". Range: 55' + 5' per level. Duration: 6 hours per level. Examples: Famous Funnies #33, Action Comics #2, New Adventure Comics #30,...

Cure Light Wounds: When laying your hand upon a living creature, you channel positive energy that cures 2-7 points of damage.

Alternatively, you may conjure a magic first aid kit that appears out of thin air and administers itself to the recipient. Range: 0 or 5'. Examples: Action Comics #1.

Detect Evil: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. The spell reveals the number of evil auras, their relative strength, whether the aura is present or lingering, and exact locations (in that order).

Evil magic-users can reverse this and detect good instead. Duration: 1 turns + 1 turn per level. Range: 60'.

Detect Magic: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. The spell reveals the number of magic auras, their relative strength, whether the aura is present or lingering, and exact locations (in that order). If the spell was cast from somewhere else, Detect Magic can sense what direction the spell was cast from. Duration: 1 turn + 1 turn per level. Range: 25'. Examples: Action Comics #9.



Disguise: You make yourself or someone else—including clothing, armor, weapons, and equipment—look different. You can seem 1' shorter or taller, thin, fat, or in between. If you use this spell to create a disguise of a specific person, you have a 5 in 6 chance of being successfully disguised (with a -4 penalty to save vs. plot to see through the disguise).

Alternatively, the spell can improve Armor Class by 1 by making the recipient appear to benefit from some type of armor.

Anyone who interacts with the person so disguised by touch can save vs. spells to recognize it as an illusion. Duration: 1 turn per level. Examples: Famous Funnies #32.

Feather Fall: The affected beings or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60' per minute, and the subjects take no damage upon landing while the spell is in effect.

The spell affects one man-sized or smaller being (including gear and carried objects up to each creature's maximum load), or object of roughly that size.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is an immediate action, allowing you to cast this spell even when it isn't your turn.

This spell has no special effect on ranged weapons, sword blows, or charging or flying mobsters. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Duration: 1 turn. Range: 15' + 5' per level. Examples: Action Comics #1.

Hold Portal: This spell magically holds shut a door, gate, window, or shutter of wood, metal, stone, or even plastic. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

For a portal affected by this spell, it can be still be wrecked normally by a superhero, though other classes only have a 1 in 8 chance of breaking down the door. Duration: 1-6 turns + 1 turn per level. Range: 80' + 5' per level.

Light: This spell causes an object to glow like a torch (or like a 40-Watt light bulb), shedding bright light in a 20' radius (and dim light for an additional 20') from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Alternatives include: creating up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely

humanoid shape. The dancing lights must stay within a 10' radius in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100' per round. A light winks out if the distance between you and it exceeds the spell's range.

A Light spell counters and dispels a Darkness spell of an equal or lower level. Range: Duration: 1-2 exploration turns + 1 turn per level. Range: 50' + 5' per level. Examples: Action Comics #5.

Magic Missile: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1-4+1 points of damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, and so on. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Instead of an automatic hit, the magic-user can choose to shoot larger, more damaging missiles that do 1-6+1 damage, but require a normal attack roll as if the magic-user was attacking with a +1 longbow. Range: 125' +5' per level.

Message: You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1' of stone, 1" of common metal (or a thin sheet of lead), or 3' of wood or dirt blocks the spell. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning.

Alternately, the caster can pound out the message on a drum (or improvised drum) and whisper the name of a single recipient. The range is greater than the whispered version. Range: 100' + 10' per level or 200' + 20' per level. Duration: 1 exploration turn per level. Examples: Popular Comics #2.

Pass without Trace: The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means. One subject can be affected per 2 levels of the magic-user. Duration: 6 exploration turns per level. Examples: Famous Funnies #34.

Poof! The magic-user can teleport up to 10' +1' per level away from his current position in any direction. The magic-user appears in the new location enveloped in a big cloud of smoke, accompanied by a noise that sounds like "poof!". The smoke cloud dissipates after 1 minute, but is initially so thick that the magic-user cannot see to act until the end of the minute in which he changes locations.

This spell could be used to circumvent barriers, or otherwise enter an unseen area. In these cases, there is the danger of materializing in a space where objects or beings already are. If this happens, the magic-user takes 1-6 points of damage, returns to the spot he teleported from, and is stunned for 1-3 turns and unable to act. Examples: Famous Funnies #32.



Protection from Evil: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1'. The barrier moves with the subject and has two major effects.

First, the subject gains a +1 bonus to AC and a +1 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature

makes an attack against or tries to force the barrier against the blocked creature.

Evil magic-users can reverse this spell, to protect from good. Duration: 3 turns + 1 turn per level.

Read Languages & Magic: By means of this spell, you can decipher any writing, including magical inscriptions on objects—books, scrolls, weapons, and the like—or alien writing from other worlds, that would otherwise be unintelligible.

When dealing with magic, this deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. Duration: 1 turn per level.

Reduce Person: This spell causes instant diminution (unless a saving throw is made) of a human or human-like mobster, halving height, length, and width and dividing weight by 8. The target gains a +1 bonus to Dexterity, a -2 penalty to Strength (to a minimum of 1), and a +1 bonus to AC due to its reduced size.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage (downgraded one die, so a six-sided die would be replaced by a four-sided die for the same weapon). Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage.

Starting at magician level, Reduce Person shrinks the target an additional 5% per level. Multiple magical effects that reduce size are not cumulative.

Starting at sage level, the spell can affect 1-2 targets (roll to see maximum number, though the caster can still choose 1).

Reduce Person counters and dispels Enlarge Person. Range: 25' + 5' per 2 levels. Duration: 1 turn per level. Examples: Action Comics #13, New York World's Fair #1.

Remove Fear: You instill courage in the subject, granting it a +4 bonus to morale saves or fear-based magic for 10 minutes. If the subject has already failed a morale save, the spell cancels that result. If under the influence of a fear effect (likely a spell), that effect

is suppressed for the duration of the spell. Range: 25' + 5' per 2 levels. Duration: 1 exploration turn. Examples: The Funnies #27.

Shield: Shield creates an invisible, shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +6 bonus to AC vs. missiles and a +4 bonus vs. other attacks (including incorporeal touch attacks).

Optionally, the Shield can cause weapons to bend like rubber when they hit it. The weapons are not actually turned into rubber, though. Duration: 1 turn +1 turn per level. Examples: Famous Funnies #42.

Sleep: A Sleep spell causes a magical slumber to come upon beings of up to 4 Hit Dice (unless they miss a saving throw). Mobsters with the fewest HD are affected first. Among mobsters with equal HD, those who are closest to the spell's point of origin are affected first.

If mobsters of up to 1 HD are being affected, the spell can affect up to 2-12 of them. If there are fewer mobsters present than the number rolled, then the spell can affect mobsters of up to 2 HD as well, and can affect up to 2-7 of them. If there are fewer of that category than the number rolled, then the spell can affect mobsters of up to 3 HD as well, and can affect up to 1-4 of them. If there are fewer of that category than the number rolled, then the spell can affect mobsters of up to 4 HD, but only one. All targeted beings must be within a 25' diameter.

Sleeping creatures are helpless and can be automatically hit once for maximum possible damage. Slapping or wounding awakens an affected creature, but normal noise does not.

Alternatively, the caster can cast this spell on someone already asleep. The victim gets no saving throw, then, and will remain asleep for the duration and cannot be woken by any means short of a Dispel Magic spell.

Sleep does not target constructs or undead creatures. Range: 480'. Duration: 2-8 turns + 1 turn per level. Examples: Action Comics #5, 9, 13, ...



Spider Climb: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climbing Move of 5. Opponents get no special bonus to their attacks against someone spider climbing (they are not considered prone). Duration: 1 turn per level. Examples: New Adventure Comics #26.

2nd level

Charm Animal: This spell functions like charm person, except that it affects a creature of the animal type. Examples: Famous Funnies #36, Wonderworld Comics #3

Darkvision: The subject gains the ability to see 60' even in total darkness. Darkvision does not grant one the ability to see in magical darkness. Duration: 1 hour per level. Examples: Wonder Comics #2.

Detect Thoughts: You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. The spell reveals the presence or absence of thoughts, the number of thinking minds present, their relative Intelligence scores to each other (roughly), and strong surface thoughts -- in that order.

A target's save vs. spells prevents you from reading its thoughts, and you must cast Detect Thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

The spell can be used on a single unconscious person to try to get some idea of what the person is dreaming about.

Each turn, you can try to detect thoughts in a new area. The spell can penetrate barriers, but 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it. Range: 60'. Duration: 3 turns + 1 turn per level. Examples: New Adventure Comics #29, Action Comics #5, Detective Comics #20.

Enlarge Person: This spell causes instant growth of a human or human-like mobster (although an unwilling recipient gets a save to resist), tripling height (at maximum; a willing target can choose shorter) and multiplying its weight by 12. The target gains a +4 bonus to Strength, a -2 penalty to Dexterity (to a minimum of 1), and a -1 penalty to AC due to increased size.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and

may burst any enclosures in the process (like a 1st-level Superhero wrecking things). If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage (moved up two categories of dice at maximum size, so a weapon that would normally do 1-6 points of damage does 1-10 points of damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, while projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Starting sage level, Enlarge Person enlarges the target an additional 10% per level. Multiple magical effects that increase size are not cumulative.

Enlarge Person counters and dispels Reduce Person. Range: 25' + 5' per 2 levels. Duration: 1 turn per level. Examples: More Fun Comics #27, New York World's Fair #1, Wonderworld Comics #4, ...

Find Traps: You gain intuitive insight into the workings of traps. You automatically detect all traps within range. Note that find traps grants no ability to disable the traps that you may find. Range: 15'. Duration: 1 turn + 1 turn per level. Examples: Action Comics #13.

Flame Aura: Creates a sphere 7' in diameter that surrounds the caster and moves with him. Any combustibles touching the sphere catch fire and anyone trying to enter melee with the caster takes 1-10 points of damage (save for half-damage). Further, the caster enjoys a +2 bonus to saving throws vs. missiles made of wood, like arrows. Duration: 1 turn + 1 turn per level. Examples: More Fun #12.

Fog Cloud: A bank of fog, 20' in radius and 20' high, billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5'. There is a -4 penalty to hit anyone concealed in a fog cloud (even from other people in the fog cloud).

A moderate wind (11+ mph) disperses the fog in 4 minutes; a strong wind (21+ mph) disperses the fog in 1 minute. Range: 100' + 10' per level. Duration: 1 exploration turn per level. Examples: Action Comics #5.

Forgetting: The caster can put one 1-3 victims (roll randomly for maximum number that can be affected) into a hypnotic trance (after a missed save vs. spells) that makes the victim forget everything that has happened over a very short period of time -- 1 combat turn per 2 levels of the caster (or 15 seconds per level if not in combat). The memories come back after the duration ends. Range: 15'. Duration: 1 day per level. Examples: Amazing Mystery Funnies v. 2 #7.



Gust of Wind: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

Small mobsters up to 4' tall/long are knocked prone by the force of the wind, or if flying are blown back 10-60'. Mobsters that are 5'-7' in size are unable to move forward against the force of the wind, or if flying are blown back 5-30'. Larger mobsters -- or superheroes -- may move normally within a gust of wind effect. Any mobster, regardless of size, takes a -4 penalty on ranged attacks in the area of a gust of wind.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. Range: 60'. Duration: 1 exploration turn. Examples: Action Comics #5.

Hold Person: Sometimes known as the Witch's Circle, this spell can target 1-3 subjects (roll randomly to determine maximum number affected, though the caster can choose less). If the human or human-like mobster targeted misses a save vs. spells, he becomes paralyzed and freezes in place. The victim is aware and breathes normally, but cannot take any actions. The caster can decide to allow the paralyzed victim to speak or not. Each turn, the subject may attempt a new saving throw to end the effect.

Starting at 6th level, the caster can instead try to put one target into suspended animation. In addition to being held motionless, the target (after a missed save) does not breathe and is immune to drowning and gas during the duration.

If a bird lands on the ground within 5' of someone afflicted with this spell, the spell is automatically broken. Range: 110' + 10' per level. Duration: 3 turns + 1 turn per level. Examples: More Fun #8, Famous Funnies #33, Action Comics #5, ...

Hypnotic Pattern: A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. The number of Hit Dice the spell can effect is 1-8+8+1 per 2 levels of the caster. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

Anyone who could be affected, but misses a saving throw, stands or sits quietly, taking no actions other than to pay attention to the fascinating pattern, for as long as the effect lasts. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated mobster allows for another saving throw. Range: 50' + 5' per level. Duration: Concentration, + 1 combat turn. Examples: Mystery Man Comics #1.

Invisibility: The caster, a mobster, or object (of up to 100 lbs. weight per level) targeted becomes invisible, vanishing from sight, even from darkvision.

Items dropped or put down by an invisible mobster become visible; items picked up disappear if tucked into the clothing or pouches worn by the mobster. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10' from it becomes visible.

The subject is not magically silenced and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks. For purposes of this spell, an attack includes any spell targeting a foe or a spell with a harmful effect and the area or effect includes a foe. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to

release attack dogs, and so forth. Duration: 3 rest turns per level (unless dispelled, as above). Range: 120'. Examples: Detective Comics #20, Action Comics #8, 13, ...

Knock: The knock spell opens stuck, barred, locked, or held doors, secret doors, trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). Knock raises barred gates or similar impediments (such as a portcullis), but does not affect ropes, vines, and the like. The effect is limited by the area (10 sq. ft. per level). Each spell can undo as many as two means of preventing egress. Range: 60' + 5' per level. Examples: The Funnies #27, Action Comics #5.

Levitate: Levitate allows you to move yourself, a mobster, or an object (of up to 100 lbs. per level) up and down as you wish. You can mentally direct the recipient to move up or down as much as 40' per minute. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half his base land speed). Duration: 3 turns + 1 turn per level. Range: 15' + 5' per 2 levels. Examples: Action Comics #2, Jumbo Comics #4.



Locate Object: The caster will be informed of the direction of a known item or a specific sort of object—a sword, a stairway upward, a doorway, etc. The thing sought must be within range. Alternately, the caster can summon magic moccasins that lead the caster straight towards the desired object.

Starting at sage level, the caster can move twice as fast as normal towards the object after detecting it. Range: 60' + 10' per level of the caster. Examples: Famous Funnies #34, More Fun Comics #27, Action Comics #11.

Minor Polymorph: The magic-user can transform a single mobster, or himself, into another type of

mobster -- but limited to the same animal class (so humans could, for example, be turned into another type of mammal, but not a bird or reptile). The target gets a save vs. spells (if unwilling) and, if failed, is transformed for only 1-6 minutes (never longer than combat turns) before changing back to normal. The transformation is painless and the mind is intact during the transformation. Most stats will remain the same in the temporary form, but Armor Class, Move, and forms of attack may vary accordingly, to be determined by the Editor. Range: 15' + 5' per 2 levels of the caster. Examples: Famous Funnies #32, Action Comics #12, Wonder Comics #2.

Phantasmal Image: This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the range. The illusion cannot be larger than a 20' cube + 5' per level. The illusion may be maintained indefinitely by concentration but will vanish if touched.

Illusory forces can attack and seem to do damage (1 die, no matter how large), though under most circumstances a completely silent attacker would tip most people off that the attacker isn't real.

Starting at sage level, the caster can create 1-2 images (always roll for maximum number possible) -- always within the same cubical space. Range: 240'. Example: Funny Pages v. 3 #2, Action Comics #9, Detective Comics #20.

Resist Fire: Grants a mobster protection from damage caused by heat and fire. The subject ignores the first 10 points of damage caused by any heat- or fire-based injury. The spell protects the recipient's equipment as well. The subject could still suffer unfortunate side effects, like smoke inhalation. Duration: 1 exploration turn per level. Examples: Action Comics #10.

Stinking Cloud: Creates a bank of fog 20' in diameter with vapors that are nauseating. This nausea lasts as long as the mobster is in the cloud and for 2-5 minutes after leaving (roll separately for each nauseated mobster). Any mobster that succeeds on a save, but remains in the cloud must continue to save each turn. Duration: 1 turn per level. Range: 55' + 5' per level. Examples: Action Comics #9.

Summon Mobster I: This spell summons 1-4 random mobsters. They appear where you designate and act immediately, on your turn. They attack your opponents to the best of its ability. If you can communicate with them, you can direct them not to

attack, to attack particular enemies, or to perform other actions.

See the level 1 mobster table for hideouts later in this volume to roll for mobsters summoned. Range: 25' + 5' per 2 levels. Duration: 1 turn per level. Action Comics #14.

3rd Level

Dispel Magic: You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Targeted Dispel: The caster has a 50% chance + 5% per level of dispelling an already-cast spell.

If you succeed against a targeted magic item, all the item's magical properties are suppressed for 1-4 combat turns (minutes), after which the item recovers. A suppressed item becomes non-magical for the duration of the effect.

Area Dispel: The spell affects everything within a 20' radius, but with a base 25% chance of success, +5% per level of the caster. Magic items are not affected by area dispel. For each ongoing spell you can make a dispel check to dispel the spell.

Counterspell: When Dispel Magic is cast in this way, there is a 50% chance that any spell being cast in the same combat turn as the Dispel Magic spell will be disrupted.

Remove Curse: Instantly removes all curses on an object or person. Range: 110' + 5' per level. Examples: Adventure Comics #37, Detective Comics #20, Action Comics #5.

Fireball: Fireball deals 1-6 points of fire damage per caster level to every creature within a 20' radius area. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze (as per the spell Melting Things). There is a save vs. spells for half damage. Range: 200' + 20' per level.

Fly: The subject can fly at a Move of 12, the same speed as running. The flier can ascend at half speed and descend at double speed, and maneuverability is good. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120' per minute for 1-6 minutes. If he

reaches the ground in that amount of time, he lands safely. If not, he falls the rest of the distance (and takes damage).

Starting at sage level, the caster can let one additional mobster fly too, provided the extra recipient stays within 15' of the original subject. If the extra flier moves or is moved out of that range, the extra flier starts to float down like above. Examples: Action Comics #5, 9.

Haste: This spell effects one person per level of the caster, all within a 30' diameter of each other. The hasted mobsters move and act more quickly than normal. When making an attack, a hasted mobster may make one extra attack per turn. All of the hasted mobster's modes of movement (including land movement, burrow, climb, fly, and swim) double. Duration: 1 turn per level. Range: 25' + 5' per 2 levels.

Improved Phantasmal Image: This spell functions like Phantasmal image, except that this image/s includes some minor sounds, but not understandable speech.

The caster can make up to three separate illusory figures within the area of the spell that can each attack for 1 die of damage. The illusions are believable under most circumstances, requiring non-Heroes to save vs. spells before they will try to touch and dispel the illusion. Examples: Detective Comics #20.

Invisibility Sphere: This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10' of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Alternately, the caster can turn just himself undetectable by vision and one other sense. Duration: 6 rest turns per level. Examples: Action Comics #5.

Lightning Bolt: You release a powerful stroke of electrical energy that deals 1-6 points of electricity damage per caster level in a 120' line 5' wide. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze (as per the spell Melting Things). There is a

save vs. spells to take half damage. Examples: Wonder Comics #2.

Magic Cape: The caster has to cover a person or object with a cape, cloak, tablecloth, or sheet -- something that drapes over and conceals the whole person or object. Once concealed, invisible genies transport the person or object to an extradimensional space (unwilling persons save vs. spells at -1). The recipient stays in this extradimensional space until the spell duration ends, or someone touching the draping cover speaks the name of the person, at which point the genies transport the person or object back to the real world and under the draping cover. There is no other way to escape the extra-dimensional space, without bringing a genie with you (like in a genie's bottle). Duration: 1 combat turn per level. Range: 0. Examples: Popular Comics #1, Famous Funnies #33.

Melting Things: This spell creates great heat within a 15' radius, able to set fire to combustibles and melt metals with a low melting point, such as lead, gold, copper, silver, or bronze -- but without affecting living things within the same area. The caster rolls for every significant object within the area as if using the superhero wrecking things ability, as if a superhero of half the level of the caster (rounded down).

Note: if a secondary effect from Fireball or Lightning Bolt, the caster only rolls as if a 1st level superhero. Range: 200' + 20' per level. Examples: Action Comics #5.

Minor Creation: You create a non-magical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. Duration: 1 hour per level. Examples: Action Comics #11.

Minor Telekinesis: You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.
Sustained Force: A sustained force moves an object weighing no more than 18 pounds per caster level up to 20' per minute. The spell ends if the object is forced beyond the range.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, just not quickly.

Combat Maneuver: Alternatively, once per turn, you can use telekinesis to perform a disarm, trip, or launch a missile weapon. Resolve these attempts as normal. Duration: 1 combat turn per level, or until concentration ends. Range: 150' + 15' per level. Examples: Detective Comics #20, Wonder Comics #2.

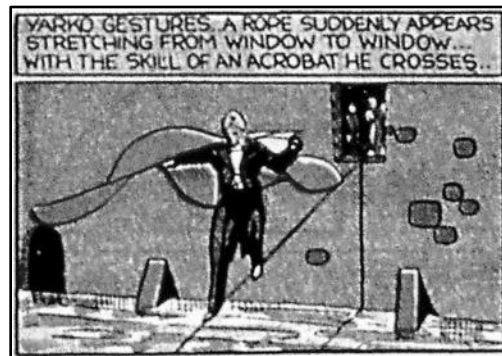
Mirror Image: Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. Mirror image creates 1-6 images per three caster levels. These figments separate from you and remain in a cluster, each within 5' of at least one other figment or you. The figments mimic your actions.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is always 9. Spells or other attacks that do damage within an area of effect can wipe out all the mirror images at once. Duration: 1 turn per level. Examples: Wonderworld Comics #3.

Protection from Missiles: The warded recipient gains resistance to ranged weapons. The subject is immune to non-magical missiles that do 10 points of damage or less (so a weapon that does 2-12 points of damage would still harm the recipient). Duration: 1 exploration turn per level. Range: 0.

Rope Trick: When this spell is cast upon a piece of rope from 5-30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations) of 3rd level or lower. The space holds as many as eight creatures (of man-sized or smaller). Creatures in the space can pull the rope up into the space, making the rope "disappear." The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Alternately, the rope can be made to float horizontally, with the extradimensional space still at the far end. Spells of levels 1-3 cannot from inside the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' x 5' window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window



cannot see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Duration: 4 exploration turns per level. Examples: Popular Comics #1, Wonder Comics #2.

Smoke Image: The caster can project his image (as if being televised) onto a thick mass of smoke, like from a bonfire or larger fire. The image looks and sounds like you, but is intangible. The image mimics your actions (including speech) unless you direct it to act differently.

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast with a range greater than touch (0) can originate from the image instead of from you. Duration: 1 combat turn per level. Range: 200' + 20' per level. Examples: The Funnies #18.

Spirit Form Projection: Creates an invisible version of yourself at a specific location that enables you to see, but not hear, almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale the version of you doesn't move, but you can rotate it in all directions to view the area as desired. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10' radius around the center of the spell's effect.

Anyone able to see invisible objects can see the projection and may recognize the caster. Also, anyone of 2 Hit Dice or more get a save vs. spells to

feel they are being observed. They can do nothing else about it, other than stop what they are doing and leave the area. Duration: 1 turn per level. Range: 800' + 80' per level. Examples: Action Comics #3.

Stone Shape: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. It affects 10 cubic feet + 1 cubic foot per level. Range: 0. Duration: Permanent. Examples: More Fun Comics #31, Action Comics #10, 11.

Summon Mobster II: This spell functions like Summon Mobster I, except that you can summon 1-4 mobsters from the 2nd-level mobster table or 1-8 mobsters from the 1st-level table (see Wandering Mobsters). Examples: The Funnies #17.

II. MOBSTERS & TROPHIES

MOBSTER LIST — AMAZONS TO ZOMBIES

Hit Dice are six-sided, unless specified otherwise.

Armor Class may reflect actual armor worn, or some equivalent combination of agility, toughness, or other factors.

Attacks sometimes specify a weapon with a damage modifier; this refers to melee and hurled missiles, and never firearms. **All monsters do 1-6 points of damage unless specified otherwise.**

Concerning the Move rate, if there is a number after the slash, it stands for mounted, flying, swimming, scuttling (along a web) or burrowing speed.

Mobsters with more than 6 Hit Dice may or may not have a bonus to saving throws.

Large, huge, or even giant versions of the mobsters below may be mentioned in the text, but not fully statted. Editors should make reasonable adjustments, like lowering AC by 1, increasing damage by one die (like from a six-sided die to an eight-sided die), assigning a -2 to saves vs. their poison, and the like.

Note that this is far from a comprehensive list of possible mobster types. Other mobster types -- army turtles, bandars, bogeymen, bull-boars, centaurs, chasm beasts, dart cacti, devil rays, dreadnought

Wall of Water: This spell creates a wall of water 5' high, 5' wide, and 3' thick per level of the caster. The water is dense enough that it can stop any normal missile weapon short of a firearm. Any fire, even magical fire, is extinguished upon touching the water wall. The water is as drinkable as the caster wants it to be (it can be made to make someone nauseous, but not dangerously so). The wall is immobile, but anyone forced into the wall and held there could drown. Range: 50' + 5' per level. Duration: 1 turn per level. Examples: The Funnies #29.

Water Breathing: The recipient can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. Duration: 1 rest turn per 2 levels.

crabs, elephants, elephogs, gangsters, haunts, invisible men, jaguars, knights, lookouts, moon men, mountebanks, nagas, ostriches, racketeers, robbers, giant robots, salamandrions, sinister hoodlums, slavers, spectral killers, giant squids, tentasharks, thugs, valkryes, and winged deaths are just some of the ones that will be available soon in a mobster sourcebook.

AMAZON

Hit Dice: 2	Save: F 2
Armor Class: 9	Morale: 12
Attacks: weapon	Number Appearing: 1-8
Move: 12	Trophies: 1-6, +1
Alignment: neutral	Mobster Level: 1

Examples: New Fun #5, Star Comics #13

An Amazon's preferred weapon is a bow and arrows. They can only be found in lost world/hidden land settings, living at a roughly medieval technological level. They are easily impressed by a handsome face and will usually spare the male in any group with the highest Charisma.

Some Amazons are aliens and, of the alien Amazons, 3 in 6 will be encountered riding the winged death.

ANARCHIST

Hit Dice: 1	Save: My 1
Armor Class: 9	Morale: 11
Attacks: weapon	Number Appearing: 1-20

Move: 12
Alignment: chaotic

Trophies: 1-6, +0
Mobster Level: 1

Example: Famous Funnies #7, Feature Funnies #4

Anarchists plot to overthrow governments. They have good morale and are generally willing to fight to the death. They also like to hoard weapons of mass destruction; their hidden arsenals are likely to contain rifles, shotguns, cans of gasoline and/or kerosene, and crude homemade bombs that can be thrown and do 2-12 points of damage in a 5' radius. They also have a 1 in 6 chance of 1-8 sticks of TNT and a 1 in 10 chance of having 1-2 machine guns in their arsenals.

APE PERSON

Hit Dice: 2
Armor Class: 8
Attacks: bite
(1-2)/rend (1-4)
Move: 12
Alignment: neutral
Save: F 2
Morale: 15
Number
Appearing: 2-24
Trophies: 1-6, +0
Mobster Level: 1



Examples: More Fun #9, The Funnies #25, Action Comics #8, ...

Ape people have low intelligence and are easily bossed around. Like gorillas, they have a special rend attack; the Editor rolls two attack rolls and, if both hit, the rending does twice as many dice of damage.

Also known as **Missing Links**, 1 ape-man in 6 will be highly intelligent and have the psychic power of invisibility. This differs from the spell Invisibility in that the ape man mentally persuades all those within line of sight to not notice him, as if he was not there, unless they make saves vs. science. 1 in 4 missing links are also magic-users of level 1-3.

Never naturally occurring, ape people are always the result of mad science combining apes and men into a new species. Hence, they are found in or near mad scientist lairs.

AVIATOR

Hit Dice: 1 - 2+1
Armor Class: 9 or better

Save: My 1-3
Morale: 13-15

Attacks: weapon
Move: 12/variable
(flying at plane speed)
Alignment: variable

Number Appearing: 1-20
Trophies: 1-20, +4
Mobster Level: 1-2

Example: New Fun #2, Famous Funnies #35, Crackajack Funnies #1, ...

Aviators are men (largely men, some women) who live for being in the sky. While others might be common aviation hobbyists, this is an elite class of fighting, flying men.

Alignment distribution tends to be as follows: 6 in 10 chance of being lawful, 3 in 10 chance of being neutral, 1 in 10 chance of being chaotic. Alignment may be used to determine if they are military, mercenary, or volunteers, respectively (in a wartime campaign, their Alignment maps to what country they are from).

Aviators hit and save as if mysterymen equal to their Hit Dice (see below). Aviators may use stunts, as per the mysteryman class, but only stunts of an aerial nature (such as hiding in clouds, deadstick, wing walking, etc.).

Roll	Title	Hit Dice	Stunts
1-2	Basic Airman	1	1
3-4	Airman	1+1	2
5-6	Airman First Class	2+1	3

Most aviators wear no armor, but there is a 2 in 10 cumulative chance per HD of them wearing flak jackets, or a 1 in 10 cumulative chance per HD of them wearing bulletproof vests. They have equal chances of being armed with a revolver, automatic pistol, or no weapon at all.

Of course, all aviators have access to planes; the higher level the aviator, the better the plane. Some examples for plane distribution would be: 1st level = Curtis JN-4D "Jenny" biplane, 2nd level = De Havilland Tiger Moth biplane, 3rd level = Pitcairn PCA-2 autogyro.

BANDIT

Hit Dice: 1
Armor Class: 9 or 7
Attacks: weapon
Move: 12
Alignment: neutral

Save: F 1
Morale: 15
Number Appearing: 4-80
Trophies: 1-20, -2
Mobster Level: <1

Example: New Fun #1, More Fun #8, Popular Comics #4, ...

These are the hoodlums of rural areas. Although they may attack to defend their territory, they are in it for the money and can be bribed to leave people alone (one morale check per \$1 per bandit). For every 15 bandits, there will be 1 officer and 1 sergeant. 1 in 10 bandits will wear a bulletproof vest and be armed with knives or shotguns (equal chance of either).

3 in 10 bandits will be unarmored and armed with knives or carbines (equal chance of either). The rest will be unarmored and armed with knives or bolt-action rifles (equal chance of either).

Bandits love their knives; anyone attempting to remove all weapons from a captured bandit must save vs. plot to find the bandit's last knife, no matter how many knives have already been confiscated. Chaotic bandits are known as **Brigands**, the difference being that a brigand is more likely to kill you, while a bandit might just rob you, or hold you for ransom.

BAT (Giant)

Hit Dice: 1	Save: F 1
Armor Class: 7	Morale: 16
Attacks: bite	Number Appearing: 2-12
Move: 3/18 (flying)	Trophies: 1-4, -9
Alignment: neutral	Mobster Level: <1

Example: New Fun Comics #5

Ordinary Bats are physically harmless, but an excited group (numbering in the hundreds) can swarm and distract those caught within the swarm, or even become tangled in long hair. Giant bats are rarer, encountered in fewer numbers and, with their 11' wingspans, they are only encountered underground in very large caverns. The bite of a giant bat secretes a paralyzing agent. If the bat successfully paralyzes a foe, it will, if unmolested by others, automatically drain blood at one die per turn.

Giant Golden Bats have 2+1 Hit Dice, are intelligent, and have poisonous fur.

BLOODTHIRSTY HOODLUM

Hit Dice: 1+1	Save: F 1
Armor Class: 9 or 7	Morale: 13
Attacks: weapon	Number Appearing: 1-12
Move: 12	Trophies: 1-6, -1
Alignment: chaotic	Mobster Level: 1

Examples: More Fun Comics #13, Famous Funnies #26, Jumbo Comics #5

Bloodthirsty hoodlums are simply men who turned to crime as an excuse to kill. Due to their ferocity, they attack at +2 to hit. Half of all bloodthirsty hoodlums

are actually Neutral in Alignment and can be dealt with rationally if caught in rare non-hostile moods. Half of all bloodthirsty hoodlums go armor-less, while the other half wear bulletproof vests. Weapon distribution tends to be divided equally between brass knuckles, knives, truncheons, revolvers, and semi-automatic pistols.

CAVEMAN

Hit Dice: 2+1	Save: S 2
Armor Class: 8	Morale: 15
Attacks: weapon (by type)	Number Appearing: 1-20
Move: 12 (60'/turn)	Trophies:
Alignment: neutral	Mobster Level: 1

Examples: New Fun Comics #4, The Funnies #9, Popular Comics #22

Though Neanderthals were not extraordinarily stronger than ordinary humans, the ones who were frozen in ice and then thaw in modern times to run amok were invariably super-strong mutants or mutated while frozen. Cavemen can wreck things as if 1st level superheroes, but with a -2 penalty.

Cavemen do not wear armor, despite their AC. They make morale checks at a -2 penalty when exposed to fire.

Cavemen have their own simple but (to others) indecipherable language. They are not always aggressive or prone to violence. Those that are tend to be armed as follows: 2 in 6 chance of no weapon, 1 in 6 chance of axes, 2 in 6 chance of spears, and a 1 in 6 chance of bows.

If a community of more than 20 cavemen are encountered, the rest should be treated as less impressive savages.

CENTIPEDE (Giant)

Hit Dice: 1/2	Save: My 1
Armor Class: 9	Morale: 16
Attacks: bite (1-3)	Number Appearing: 1-12
Move: 12	Trophies: 1-6, -10
Alignment: neutral	Mobster Level: 1

Example: Detective Comics #20

These 3' long, chitinous centipedes have a mildly poisonous bite. Saves vs. poison are at a +3 bonus. If failed, the victim can do nothing but move at half-speed for 2-12 turns while fever sets in. After that time, a successful second save means a full

recovery, while a second failure means 1-6 days in a coma before recovering.

Smaller giant centipedes may grow naturally in hideouts, but ones of this size (or even larger) are only the result of magic or mad science. Giant centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

In the Orient, giant centipedes are sometimes known as the "Zayat Kiss."

CORRUPT POLITICIAN

Hit Dice: 1	Save: F 1
Armor Class: 9	Morale: 16
Attacks: weapon	Number Appearing: 1-6
Move: 12	Trophies: 1-6, +1
Alignment: chaotic	Mobster Level: <1

Example: Detective Comics #9, The Funnies #17, Action Comics #1, ...

Mayors, trustees, councilmen – any public official taking money from organized crime may wind up in a hideout someday. Politicians are not particularly effective in the hideout, but if alerted in advance of combat, can summon police (1-8 beat cops) to attack the Heroes when they leave the hideout. There is a 2 in 6 chance of a corrupt politician carrying a concealed revolver; otherwise, politicians only defend themselves with their fists or improvised weapons.

Corrupt Businessmen are the same, but use money instead of power to influence others. Instead of actual police, they are protected by hired mercenaries they can summon.

COUGAR

Hit Dice: 2+1	Save: My 2
Armor Class: 7	Morale: 14
Attacks: bite (1-4)/ claw	Number Appearing: 1-2
Move: 30	Trophies: 1, -8
Alignment: neutral	Mobster Level: 1

Examples: The Funnies #2, 3; Star Ranger Funnies v. 2 #4, ...

If a cougar hits with its claw attack, it can then roll again to rake with its back claws for an additional 1-6 points of damage. They are excellent climbers, with a 3 in 6 chance of scaling sheer surfaces. They take half damage from falling.

Also known as mountain lions or pumas, cougars are the smallest of the great cats. The male cougar can

weigh up to 240 lbs., while the female cougar tends to be half that size (and has 1+1 HD). Also stat **Cheetahs, Leopards, and Panthers** as if cougars. Panthers may (3 in 6) choose to grapple instead of bite and claw. Large Panthers are statted as tigers.

COWARDLY HOODLUM

Hit Dice: 1-1	Save: F 1
Armor Class: 9	Morale: 16
Attacks: weapon	Number Appearing: 2-24
Move: 12	Trophies: 1-12, -7
Alignment: chaotic	Mobster Level: <1

Example: Popular Comics #1, 3, 4, ...

Cowardly hoodlums are on the low end of the chain of command in a hideout and tend to make up the bulk of any mob. Fortunately these lowlifes are so cowardly that they tend to break ranks and run quickly. In fact, their only special ability is being able to run quickly -- they have a 4 in 6 chance of being able to boost their Move to 13 (65') or a 2 in 6 chance of being able to boost Move to 14 (70'), when fleeing only. They have a 2 in 10 chance of feigning death.

Cowardly hoodlums are never trusted with good equipment, which is why they are typically armor-less (they will seek out cover whenever possible, though). There is a 3 in 6 chance that they will be armed with revolvers, but if not that, they have a 1 in 6 of using brass knuckles, a 1 in 6 chance of an improvised club, a 2 in 6 chance of a knife, and a 2 in 6 chance of a blackjack.

CROCODILE

Hit Dice: 4	Save: F 4
Armor Class: 6	Morale: 13
Attacks: bite (1-10 + drown) or tail (2-7)	Number Appearing: 1-12
Move: 9/12 (swimming)	Trophies: 1-6, -7
Alignment: neutral	Mobster Level: 3

Examples: Famous Funnies #19, Popular Comics #4, Comics on Parade #12, ...

These animals can be 20-25' long and weigh more than a ton. On land, lurking crocodiles often go unnoticed behind bush and shadows. At the same time they are surprisingly quick over short distances. Thus, they surprise on a roll of 1-3.

The mouth of a crocodile can be held shut fairly easily. Therefore, in any grapple attempt against it, a crocodile only rolls 1-6 for damage. They attack with their powerful jaws or with a sudden tail slap. A

crocodile that successfully bites an opponent with fewer hit dice will try to pull its victim underwater and will drown him in 1-2 turns unless a save against science is made.

Crocodiles are often found in traps, particularly pit traps. They can be found floating in jungle rivers, looking like floating logs. **Alligators** are statted the same. **Mystriosuchus** is a large, prehistoric crocodile with 4 HD. Even larger **Huge Crocodiles** exist that have 6 HD.

CULTIST

Hit Dice: 1-1	Save: F 1
Armor Class: 9	Morale: 16 or better
Attacks: weapon	Number Appearing: 1-100
Move: 12	Trophies: 1-20, +0
Alignment: chaotic	Mobster Level: 1

Examples: Wonderworld Comics #4, Adventure Comics #41

Cultists are like cowardly hoodlums when in small numbers, but in larger numbers can whoop themselves into a religious frenzy that makes them more dangerous. For every 10 cultists present, they gain a +1 bonus to morale and to hit (though the bonus to hit caps out at +3). There is a 5 in 6 chance that a cultist will be armed with a knife or dagger, and a 1 in 6 chance that said knife or dagger will be coated in a paralyzing venom (save vs. poison or be prone for 1-10 turns). There is a 2 in 6 chance of a cultist carrying a pitchfork or a lit torch (equal chances), and a 1 in 6 chance of one carrying a revolver, rifle, or shotgun (equal chances). All other cultists grapple.

Their leader is usually a magic-user or a scientist. If the cult leader is defeated, all cultists lose all morale and attack bonuses, no matter what their numbers.

DJINN (Supernatural)

Hit Dice: 7+3	Save: MU 6+2
Armor Class: 4	Morale: 9
Attacks: fist (1-12) or weapon (2-16)	Number Appearing: 1
Move: 12/27 (flying)	Trophies: 1-10, +4
Alignment: lawful	Mobster Level: 8

Examples: Jumbo Comics #4-5, Action Comics #10

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinn overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow. Their preferred weapon is a giant scimitar.

The primary power of a whirlwind is its ability to transform itself into a whirlwind once every exploration turn and remain in that form for up to 7 combat turns. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5' wide at the base, up to 30' wide at the top and up to 50' tall. The djinn controls the exact height, but it must be at least 10'.

Anyone man-sized or smaller might take damage when caught in the whirlwind and be lifted into the air. Anyone in melee range of the whirlwind must succeed a save vs. spells or take 3-18 points of damage. It must also succeed on a second save vs. spells or be picked up bodily and held suspended in the powerful winds, automatically taking 1-8 points of damage each turn. Anyone who can fly can save again each turn to escape the whirlwind. Anyone trapped in the whirlwind can attack the djinn, but at -2 to hit. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinn and has a diameter equal to half the whirlwind's height. The cloud obscures all vision beyond 5'.

A djinni in whirlwind form cannot make any other melee attacks. Further, djinni can use the following spells: Invisibility (self only) at will, Minor Creation and Spectral Image twice per day, they can create food and water and wine -- and assume gaseous form for up to 1 hour (they cannot attack, but cannot be hurt in this form, other than by Gust of Wind). Djinn can wreck as if great men. Djinn always need magical weapons or spells to hurt them.

A djinn is about 10 1/2' tall and weighs about 1,000 pounds.

DOCTOR

Hit Dice: 1-1	Save: F 1
Armor Class: 9	Morale: 13
Attacks: usually not	Number Appearing: 1-6
Move: 12 (60'/turn)	Trophies: 1-3/+0
Alignment: varies	Mobster Level: <1

Examples: Crackajack Funnies #1-3, ...

Clad in nice suits and lab coats, armed only with cold metal stethoscopes (which could still be used as bludgeoning weapons in a pinch, for 1-3 damage), (medical) doctors are the honorable dispensers of healing on anyone who shows up before them, whether mobster or costumed vigilante. If superheroes make a successful save vs. plot while under their care, doctors never remove their masks, even if it would make caring for their injuries much easier.

4 in 6 doctors are lawful, 3 in 8 are neutral, and 1 in 8 is chaotic. Chaotic doctors are also known as **Mad Doctors**.

Doctors heal 1-4 hit points for every rest-turn spent in a doctor's care. Mad doctors can torture others for 1-4 points of damage per exploration turn. Mad doctors can perform surgery on other mobsters, giving them a +1-3 bonus to all disguise rolls, and have a 1 in 6 chance of performing brain transfer surgery (if it fails, the victim is killed instead). The surgery takes 1-3 rest turns to complete and the victim must remain immobilized for the entire time.

DOG

Hit Dice: 1+1	Save: F 1
Armor Class: 7	Morale: 13
Attacks: bite (1-6-1)	Number Appearing: 1-8
Move: 21	Trophies: 1-3, -8
Alignment: neutral (with lawful tendencies)	Mobster Level: <1

Examples: Feature Funnies #10, The Comics #10, Keen Detective Funnies v. 2 #3, ...

Dogs can sense invisible presences and are only -2 to hit invisible foes. Dogs suffer no penalties in dim light. All but wild dogs can become supporting cast members.

These stats refer to large hunting dogs, shepherd dogs, and mastiffs. Smaller dogs, like **Terriers**, would have half these stats. The largest **Mastiffs** should be treated as wolves.

DOPPELGANGER

Hit Dice: 3+1	Save: F 3
Armor Class: 5	Morale: 13
Attacks: weapon	Number Appearing: 1
Move: 12	Trophies: 1-3, +2
Alignment: chaotic	Mobster Level: 2

Examples: Feature Funnies #14, Action Comics #6

A doppelganger is someone who just happens to look just like a Hero, but has grown up to be bad instead of good. A doppelganger can continuously use Detect Thoughts as the spell, but limited to the Hero the doppelganger is linked to.

DRAGON

Hit Dice: 8	Save: S 6+1
Armor Class: 2	Morale: 9
Attacks: bite (2-16)/claw/	Number Appearing: 1-3

gore (1-8)
Move: 12/18 (flying)
Alignment: chaotic

Trophies: 1-12, +7
Mobster Level: 7



Examples: The Funnies #6, Famous Funnies #35, Jumbo Comics #3

A typical dragon has one type of breath weapon, a cone of corrosive (acid) gas, 50' long and 40' wide at its base. The gas does damage equal to the dragon's current hit points (save vs. spells for half). It can exhale this cone once every 1-4 turns.

Dragons walk on their two legs, dragging their long snake-like body behind them, except in combat when they float so they can claw opponents as well.

A dragon can breathe underwater or survive in a vacuum indefinitely. 4 in 6 have no wings, but fly anyway by floating. When they do have wings, it is mainly for steering in mid-air, not for lift.

Dragons are vulnerable to electricity, taking +1 damage from such attacks.

Dragons are 50' long. 4 in 6 are green-scaled, while 2 in 6 are more colorful, with yellow wings, purple scales, and green only down their spines. They initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly — it enjoys evoking terror. In hollow world regions, dragons are known as **Torods**. They are sometimes known as **Moon Dragons**, since they can also be found on the Moon.

DRAGON (Land)

Hit Dice: 10	Save: S 6+2
Armor Class: 2	Morale: 10
Attacks: bite (4-24)/claw	Number Appearing: 1
(1-10)/gore (2-16) or	Trophies: 1-6
trample (3-18)	Mobster Level: 10
Examples: More Fun #12, 13	

Because of its size, the land dragon can only use up to two of its attacks against the same man-sized opponent. Because of its size and mass, it uses 8-sided Hit Dice. It can also breathe fire, in a 90' long cone, 30' wide at its base, that can do damage equal to its current hit points (save for half).

The heaviest and the least intelligent of dragons, the land dragon is like a cross between a dragon and a rhinoceros with a greenish-gray hide and solid red eyes. It is thankfully indigenous only to other worlds.

DWARF

Hit Dice: 1	Save: F 2
Armor Class: 9 or better	Morale: 15
Attacks: weapon	Number Appearing: 1-10
Move: 9	Trophies: 1-6, -1
Alignment: lawful	Mobster Level: <1

Examples: The Funnies #7, Adventure Comics #36, 37

Dwarfs have a 4 in 10 chance of detecting stonework traps and appraising gems and precious metals. They are -2 to be hit by opponents ogre-sized or larger. They typically wear antique armor, equal chances of chainmail or platemail, and carry shields.

Dwarfs are 4' tall. 5 in 6 dwarfs have blue skin. They are found in hollow world regions.

ELEMENTAL (Supernatural)

Hit Dice: 8	Save: MU 8
Armor Class: 2	Morale: 5
Attacks: blow (3-24)	Number Appearing: 1
Move: 12	Trophies: 1-3, +4
Alignment: chaotic	Mobster Level: 9

Examples: More Fun Comics #30

Elementals can only be harmed by magic weapons and spells. Once per day, an elemental can try to possess someone. The elemental must have more hit points than the person to be possessed, and the victim gets a saving throw vs. spells, but with a penalty equal to the difference between their hit point totals. The elemental gains all the abilities of the person possessed, but dies in that body if the host is killed before the elemental has a chance to leave (which takes a full combat turn).

Elementals are very strong and able to wreck things as if extraordinary men.

Elementals are huge masses of ectoplasm, possessed by a chaotic spirit, and transported directly from the spirit world to the physical world. They can take the form of a large ghost or a 8' tall column of ectoplasm.

EUHIPPIUS

Hit Dice: 1/2	Save: F 1
Armor Class: 7	Morale: 16
Attacks: bite (1-3)	Number Appearing: 2-24
Move: 12	Trophies: 1-2, -11
Alignment: neutral	Mobster Level: <1

Examples: The Comics #9

A prehistoric ancestor of the horse, resembling a cross between a horse and a rat. They are 3' long and can be found in lost world settings.

FAKE UNDEAD

Examples: New Fun #5, Detective Comics #1, 16, ...

Not every encounter that seems to be with the supernatural really is -- sometimes a ghost is just a man under a sheet, a zombie is a man in a rubber mask, a skeleton could be a man dressed in black with bones painted over it in luminescent paint.

Stats for fake undead are always half of what they are for the real version (rounding up), but without any of the special abilities. They can Spook Good Guys (as per the power Spook Bad Guys) once per exploration turn until they are exposed as fakes..

GHOST (Supernatural)

Hit Dice: 5+2	Save: MU 5
Armor Class: 4	Morale: 3
Attacks: frighten (1-10)	Number Appearing: 1-6
Move: 12/3 (flying)	Trophies: 1-6, +2
Alignment: varies	Mobster Level: 5

Examples: Popular Comics #4

The non-corporeal undead are interested in causing fear. Any act performed by a ghost intended to frighten not only necessitates a save against magic to avoid fear, as per the Fear spell, but inflicts physical damage as well. Anyone killed by a ghost dies of a heart attack. Unlike some other undead, victims of ghosts do not come back as ghosts.

A ghost can cast the spell Minor Telekinesis at will. They can only be harmed by magic -- spells or magic weapons.

Ghosts cannot roam freely, but are always bound to a location. It may be a house or graveyard, or as small an area as a single room. The ghost's fear effect can only affect someone within that area of confinement. Ghosts can move through any objects, walls, or people within their areas of confinement, but cannot use intangibility to escape their confinement.

Ghosts cannot control their invisibility; they are always invisible during the day and always visible at night. When visible, they can still alter their appearance at will -- appearing as a living person, a skeleton, or any form in between. They can use frightening sounds during the day, which still cause fear but no damage. Ghosts cannot be photographed.

Ghosts can be of any alignment, but 1 in 6 are lawful, 2 in 6 are neutral, and 3 in 6 are chaotic. Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

GIANT

Hit Dice: 9+1	Save: S 6+3
Armor Class: 5	Morale: 8
Attacks: weapon (2-12)	Number Appearing: 1-3
Move: 15	Trophies: 1-8, +4
Alignment: neutral	Mobster Level: 7

Giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs or similar weapons. A favorite tactic of giants is to hide behind something huge, like a building, then move forward to throw rocks and surprise their foes.

Giants can hurl boulders at a range of 180'. They can wreck things as if great men.

This type of giant resembles an over-sized human. They prefer thick leather garments, dyed in shades of brown and gray. Adults are about 12' tall and weigh about 1,500 pounds. They come from extra-dimensional fairy lands.

GNOME

Hit Dice: 1-4 hit points	Save: F 1
Armor Class: 9	Morale: 15
Attacks: weapon (1-4)	Number Appearing: 1-12
Move: 8	Trophies: 1-4, -3
Alignment: lawful	Mobster Level: <1

Examples: Famous Funnies #29, Comics on Parade, #15, 16, ...

1 in 10 gnomes is a magic-user of level 1-4. 1 in 20 gnomes is a fighter of level 1-3. They save vs. spells at +2, can see in the dark, and can Speak with Animals once per day. They are -4 to be hit by opponents ogre-sized or larger.

Gnomes look, and live, like little people just about 20-21 inches tall and weigh 40 lbs. They are uncommon in fairy realms and enchanted places, and very rare everywhere else.

GOAT

Hit Dice: 1-1	Save: F 1
Armor Class: 8	Morale: 15
Attacks: butt (1-6-1)	Number Appearing: 1-4
Move: 12	Trophies: 1, -9
Alignment: neutral	Mobster Level: <1

Examples: Famous Funnies #13, 17, More Fun #8, ...

Goats turn up with surprising commonness to provide comic relief. They can become supporting cast members.

GORILLA

Hit Dice: 3+1	Save: F 3
Armor Class: 7	Morale: 14
Attacks: bite (1-3)/rend (1-6-1)	Number Appearing: 1-8
Move: 12/14 (brachiation)	Trophies: 1-4, -4
Alignment: neutral	Mobster Level: 3

Examples: More Fun #8, The Funnies #11, Detective Comics #19, ...

Gorillas are natural climbers (4 in 10 chance), but their most dangerous ability is to rend a foe by grasping in both hands. The Editor makes two attack rolls for rending; if both hit, the damage dice are doubled.

The largest of the ape family, gorillas are naturally found in the jungles of Africa and Asia, but are sometimes found in lost worlds and ruins, on tropical islands, or even just wandering loose in civilization! They are intelligent enough to be domesticated (in comic books), and can become supporting cast members.

Large Gorillas have 4 HD and can wreck things as if good men. **Prehistoric Apes** appear to be huge gorillas 9 1/2' tall, weigh around 1,100 lbs., have 7 HD, and wreck as if extraordinary men. **Giant Apes** can be 12' tall and 10 HD.

GREEN MARTIAN (Alien)

Hit Dice: 7	Save: F 6+1
Armor Class: 5	Morale: 10
Attacks: 1-2 weapons (1-10+1 each)	Number Appearing: 2-24
Move: 15	Trophies: 1-10, +5
Alignment: chaotic	Mobster Level: 5

Examples: The Funnies #30-32, ...



Green Martians stand 10-12' tall, have tusks, and four arms. Roll randomly to see how many attacks they get each turn (no more than two). They can communicate telepathically.

Green Martians are warlike and vicious. They understand advanced technology, but prefer to fight with swords. They can wreck things as if good men.

GRYPHON

Hit Dice: 7
 Armor Class: 3
 Attacks: bite (1-12)/claw
 Move: 12/30
 Alignment: neutral
 Save: MU 6+1
 Morale: 13
 Number Appearing: 1-6
 Trophies: 1-4, +2
 Mobster Level: 6

Example: Comics on Parade #15

Gryphons have keen senses and are only surprised on a 1 in 6. They prefer to pounce on their prey, either diving to the attack or leaping from above. If pouncing, it gains an additional claw attack, raking with its back claws for 1-6+2 points of damage.

Gryphons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8'. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25' or more. A gryphon weighs about 500 pounds. They have average human intelligence and 3 in 6 can speak.

Gryphons come from magical lands, like from behind magic looking glasses.

HALF-PINT

Hit Dice: 1/2 Save: F 1
 Armor Class: 7 Morale: 15

Attacks: weapon (1-3) Number Appearing: 1-12
 Move: 9 Trophies: 1-4, -10
 Alignment: neutral Mobster Level: <1

Examples: New Fun #2, Popular Comics #4, 13, ...

These are just kids. They can be somewhat effective combatants with ordinary toys like slingshots and baseball bats. Half-pints are +1 to hit mobsters in the shin, requiring a save vs. science if they hit or the mobster is stunned for 1 turn. Lawful Heroes have to save vs. plot to attack a half-pint.

Half-pints are highly impressionable. If they see a battle, they will side with the winner and change their Alignment to the winner's. Half-pints following a chaotic mobster are known as juvenile delinquents.

HAG (Supernatural)

Hit Dice: 2 Save: MU 2
 Armor Class: 8 Morale: 14
 Attacks: weapon Number Appearing: 1-3
 Move: 12 Trophies: 1-4 potions
 Alignment: chaotic Mobster Level: 3

Examples: The Funnies #22, Famous Funnies #24

A hag is a witch that, through overuse of dark magic, is not entirely human anymore. They are also magic-users of level 1-3 (equal chances). They are so ugly (unless disguised) that anyone seeing them must save vs. spells or become weak enough to suffer a -2 penalty to hit and moves at half-speed (except to run away) for 1-4 turns.

Once per day, a hag can cast an evil eye on someone -- that target must be in line of sight, and has to save vs. spells or lose half his current hit points (rounded up). Even if the victim makes his save, he will fall prone for 1 turn.

HIEROGLYPH GUARDIAN (Supernatural)

Hit Dice: 1 Save: MU 1
 Armor Class: 3 Morale: 12
 Attacks: weapon Number Appearing: 1-12
 Move: 13 Trophies: 1-8, +2
 Alignment: neutral Mobster Level: 1

Examples: Action Comics #5

These magical guardians are each linked to a single hieroglyph. The guardian can merge into whatever surface the hieroglyph is painted on (within 5' of the hieroglyph) and come out at will, using this ability to surprise with a 3 in 6 chance.

A hieroglyph guardian stands 4' tall, has green skin, and half of them have only one eye. They do not need to eat, drink, or sleep while merged with their hieroglyph, and can go six days without food when not merged. They are only found in cultural settings where hieroglyphs were once used.

Hieroglyph guardians are turned as if zombies.

HORSE

Hit Dice: 3 Save: F 2
 Armor Class: 9 Morale: 14
 Attacks: bite (1-3) or Number Appearing: 1-20
 kick or trample (1-6+1) Trophies: 1-2, -10
 Move: 30 Mobster Level: 2
 Alignment: neutral

Examples: New Fun #1-3, ...

With a rider, a horse moves at a 24.

LIVING DIAMOND

Hit Dice: 4 Save: MU 4
 Armor Class: 2 Morale: 12
 Attacks: special Number Appearing: 1-3
 Move: /15 Trophies: 1-10, +6
 Alignment: lawful Mobster Level: 3



Example: Amazing Mystery Funnies v. 2 #8

These sentient diamonds are 2' on a side, have illusory faces visible inside them, and can communicate telepathically. They are highly intelligent and understand advanced technology. They can defend themselves three times per day by spitting molten glass in a stream 15' long that does damage equal to their current hit points (save for half damage). If killed, a living diamond crumbles into coal and glass shards, with \$100,000-\$400,000 worth of diamonds mixed in.

LIZARD (Giant)

Hit Dice: 2+1 Save: F 3
 Armor Class: 6 Morale: 14
 Attacks: bite (1-6+1) Number Appearing: 1-10
 Move: 10 Trophies: 1-3, -7

Alignment: neutral Mobster Level: 1

Examples: The Funnies #5, Famous Funnies #20, 22

Giant lizards can be aggressive, using their powerful jaws to tear at prey or enemies. They can be up to 10' long and weigh 300 lbs. **Large Komodo Dragons** fit in this category, as do **Dimetrodons**, found in lost world settings. **Galapagos iguanas** are huge lizards with 1+1 HD. Smaller monitor lizards can have as little as 1-1 HD, as do prehistoric **Ophiacodon**.

MASTER CRIMINAL

Hit Dice: 3+1 Save: F 3
 Armor Class: 7 Morale: 12
 Attacks: weapon Number Appearing: 1
 Move: 12 Trophies: 1-4, +2
 Alignment: chaotic Mobster Level: 2

Examples: Detective Comics #14, 15, New Adventure Comics #28, ...

Master criminals always wear bulletproof vests and stay by cover, or a quick exit. They have a 3 in 6 chance of being armed with an automatic pistol.

Master criminals can kill any of their own henchmen in one hit. They have a 2 in 6 chance of detecting lawful (like the superhero power, Detect Evil, reversed). They can summon 1-6 cowardly hoodlums after 1 turn of gloating/monologuing to the Heroes (during which the Heroes need to save vs. plot to attack him).

They are the leaders of large mobs, or the lieutenants of huge mobs, and fancy themselves to be so smart as to be above the law.

MEPHISIAN (Alien)

Hit Dice: 3 Save: MU 3
 Armor Class: 6 Morale: 13
 Attacks: gore (1-4) or Number Appearing: 2-24
 weapon Trophies: 1-12, +0
 Move: 12/18 (flying) Mobster Level: 4
 Alignment: chaotic

Examples: The Comics #6-8

Mephistians have some supernatural abilities that they can use once each exploration turn: they are Charm Person, Detect Good, Fly, Mobster Summoning I, and Phantasmal Image. They take half-damage from fire. Their preferred weapon is a scimitar (sword), but they can also gore with their horns if unarmed. 3 in 6 Mephistians have bat-like wings on their backs that let them fly (without magic).

Although Mephistians are aliens from another world, they look very much like the Earth concept of devils

(only hairless, so no goatees), and the fact that they have innate magical abilities only further confuses people. Technologically, Mephisians are at the medieval level and can only migrate to other worlds with help.

MERMEN

Hit Dice: 3+1 Save: S 3
 Armor Class: 7 Morale: 13
 Attacks: weapon +1 Number Appearing: 1-4
 Move: 12/18 (swimming) (3-24)
 Alignment: neutral Trophies: 1-4, +4
 (chaotic tendencies) Mobster Level: 2



Examples: New Comics #9, More Fun Comics #22, Funny Picture Stories v. 2 #7, ...

Mermen are strong underwater; even non-superhero mermen can wreck things underwater as if good men (but at -1 to their rolls). Their greatest ability is that they can breathe underwater indefinitely, and if tempted to kill air-breathing opponents they will grapple and drag them underwater to drown them.

Mermen are rare on land, but are encountered in greater numbers underwater. They have an advanced society of their own on the ocean floor. Varying greatly in appearance, some mermen are almost human-looking, while others might have saucer-like eyes, highly-arched eyebrows, pointed and/or serrated ears, blue and/or scaly skin, catfish-like faces, or even small dorsal sails!

Some mermen are not a product of natural evolution, but were created independently by mad scientists.

MONKEY

Hit Dice: 1/2 Save: F 1
 Armor Class: 7 Morale: 17
 Attacks: biting & clawing Number Appearing: 1-20
 (1-3) or thrown coconut Trophies: 1-4, -11
 (1-4) Mobster Level: <1
 Move: 13/15 (brachiation)

Alignment: neutral

Examples: Funny Picture Stories #4, The Comics #9, Crackajack Funnies #3, ...

The above stats can apply to a large range of monkeys, any species larger than spider monkeys and smaller than mandrills. Though cute and relatively un-dangerous (note that they do not roll separately to hit for clawing and biting, but roll once for a combined attack of both), monkeys can easily be trained to steal things. All monkeys are curious and likely to try to take objects from anyone they encounter, with a 1 in 6 chance of lifting a small item without being noticed, but trained monkeys have a 2 in 6 chance to pick pockets without detection.

MUMMY

Hit Dice: 5+2 Save: MU 5
 Armor Class: 3 Morale: 6
 Attacks: blow (1-10) Number Appearing: 1-2
 Move: 6 Trophies: 1-6, +6
 Align: neutral Mobster Level: 6

Examples: Action Comics #6, 15

At the mere sight of a mummy, the viewer must succeed on save vs. spells or be paralyzed with fear for 1-4 turns. Whether or not the save is successful, that creature cannot be affected again by the same mummy's fear ability for 24 hours.

The blows of a mummy's fists come with the chance of contracting mummy rot, a powerful curse. Anyone struck must save vs. spells or start losing 1-3 points of Constitution per turn. No magical healing is possible during this time and only a Dispel Magic spell can undo the curse. An afflicted being who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Mummies take half damage from all non-magical weapons (the Super-Tough Skin power, activated all the time). They take +1 damage from fire.

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. Most are 5-6' tall and weigh about 120 lbs. They can speak, but seldom bother to do so.

Not all mummies are supernatural and cursed with undeath, of course, but occasionally one gets shipped to some U.S. museum, where it can run amok looking for lost artifacts.

NATIVE

Hit Dice: 1 Save: F 1
Armor Class: 9 or 8 Morale: 15
Attacks: weapon Number Appearing: 3-36
Move: 12 Trophies: 1-6, -9
Align: neutral Mobster Level: <1

Examples: New Fun #2, More Fun #8, Famous Funnies #19, ...

Natives have a 3 in 6 chance to surprise in their native environment. They also have a 3 in 6 chance at tracking.

There is typically a 2 in 6 chance of natives carrying shields. Weapon choice may vary depending on location, but there is typically a 1 in 4 chance each of natives being armed with blowguns, bows, clubs, spears. In addition, there is a 1 in 8 chance of each natives having a rifle.

Found in the wildernesses of Africa, the Amazon, the Australian Outback, or even the American Old West, natives are characterized by seeming to be primitive by Western standards.

NOMAD

Hit Dice: 1+1 Save: F 1
Armor Class: 9 Morale: 14
Attacks: weapon Number Appearing: 5-100
Move: 12/24 (on Trophies: 1-12, -8
horseback) Mobster Level: <1
Alignment: neutral

Examples: New Adventure Comics #12, Keen Detective Funnies v. 2 #6, Action Comics #16

Nomads always fight from on horseback, when they can, giving them a +1 height advantage over anyone of normal size on foot. Desert nomads have a 3 in 6 chance of being armed with swords (scimitars), a 1 in 6 chance of bows and swords, or a 2 in 6 chance of semi-automatic rifles. Steppe nomads have a 1 in 4 chance of being armed with swords, a 2 in 4 chance of being armed with bows and swords, a 2 in 6 chance of being armed with automatic pistols and swords, and a 1 in 8 chance of being armed with automatic rifles. For every 20 nomads in a group, there is a 2 in 6 chance of them having a machine gun amongst them.

Nomads are found in the wilderness of Asia or Northern Africa, and are essentially natives, organized like bandits (only tougher). For every 15 nomads, there will be 1 officer and 1 sergeant.

OCTOPUS (Giant)

Hit Dice: 5 Save: F 5
Armor Class: 6 Morale: 14
Attacks: 1-4 arms (1-8)/bite (1-4) Number Appearing: 1-2
Move: 4/12 (swimming) Trophies: 1-3, -7
Alignment: neutral Mobster Level: 4

Examples: Famous Funnies #22, 23; Comics Magazine #2, ...

An octopus that holds with an arm constricts automatically each subsequent turn. This is a grappling attack and can be countered with normal grappling rules. An octopus can pull a victim underwater and drown him.

A giant octopus can emit a cloud of jet-black ink 15' in diameter once each turn, but typically only does so after failing a morale save. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. A giant octopus can jet backward each turn at a Move of 20. It must move in a straight line.

A giant octopus can change colors, their camouflage giving them a 3 in 6 chance to surprise.

Octopi can grow to giant size in the ocean depths, but some are the product of mad science. Very rarely, giant octopi are adapted to living on land.

OGRE



Hit Dice: 4+1
Armor Class: 5 or better
Attacks: weapon (1-10)
Move: 9
Alignment: chaotic
Save: S 4
Morale: 13
Number Appearing: 1-3
Trophies: 1-4, +2
Mobster Level: 3

Examples: The Funnies #18, New Adventure Comics #29, Detective Comics #24, ...

Ogres are 8-10' tall and have skin so tough that it is equivalent to a flak jacket. They can wear better armor. They have a 3 in 6 chance of using a club as a weapon; a 2 in 6 chance of using a sword or bow; or a 1 in 6 chance of

using a more exotic weapon -- metal claws, spiked knuckles, or chain weapons.

There is a 2 in 6 chance of an ogre having the powers of a good man, and a 2 in 6 chance of an ogre having the powers of a great man. Regardless, they can always use the super-tough skin power once per day.

1 in 3 ogres keep (1-2) lions for pets.

Ogres may be humans, grotesquely mutated and enlarged by a mad scientist; extraordinarily large and tough thugs; or half-giants from some lost civilization.

PIRANHA (School of)

Hit Dice: 2	Save: F 1
Armor Class: 8	Morale: 16
Attacks: bites	Number Appearing: 1 school
Move: /9 (swimming)	Trophies: 1, -10
Alignment: neutral	Mobster Level: 1

Examples: Crackajack Funnies #3, 11

Piranhas swarm in tight schools 8-10' in diameter, but attack as a single unit. If the school takes damage it attacks subsequently as only 1 HD, as it loses members.

PIRATE

Hit Dice: 1	Save: F 1
Armor Class: 9	Morale: 15
Attacks: weapon	Number Appearing: 2-24
Move: 12	Trophies: 1-6, +0
Alignment: chaotic	Mobster Level: <1

Examples: The Funnies #18, New Adventure Comics #26, 30, ...

There is a 3 in 6 chance of pirates being armed with swords (cutlasses), 2 in 6 are armed with pistols, and 1 in 6 are armed with clubbing weapons like belaying pins. A pirate captain will be treated as a sergeant or better, armed with a cutlass and some type of firearm, with a 2 in 6 chance of wearing a bulletproof vest. Every group of 20 or more pirates is led by a pirate captain who is statted as a fighter captain, along with a first mate who is statted as a lieutenant. Pirate captains are distinguished by missing at least one body part.

Pirates, even modern-day ones, can't resist acting out the tropes of their genre, and would have to save vs. plot to resist doing things like making their prisoners walk the plank. They also speak in Pirate Talk, a

jargon-heavy lingo so confusing to non-pirates that anyone hearing them talk to each other must save vs. plot or be distracted (-1 to initiative rolls) for the encounter. Pirates have a 5 in 6 chance to climb while on ships.

Lawful or neutral pirates are just called **Sailors**.

PTERODACTYL (Giant)

Hit Dice: 3+2	Save: F 3
Armor Class: 6/4	Morale: 13
Attacks: bite (1-8)	Number Appearing: 1-10
Move: 3/18 (flying)	Trophies: 1, -2
Alignment: neutral	Mobster Level: 3

Examples: The Comics #9, The Funnies #24, Popular Comics #42, ...

The giant pterodactyl's face and beak are armored, dropping its AC by 2 when attacked from the front.

Giant pterodactyls are flying prehistoric reptiles, like pteranodons, but even larger (up to a 40' wingspan). They prefer large marine life for food, but can eat humans in a pinch, or fly humans back to their nests in high, lost world mountains to feed their 1+2 HD young.

PUMPKINHEAD



Hit Dice: 3+1
Armor Class: 5
Attacks: weapon
Move: 12
Alignment: neutral (lawful tendencies)
Save: MU 3
Morale: 12
Number Appearing: 1
Trophies: 1-2, +2
Mobster Level: 2

Examples: The Funnies #22-24

Pumpkinheads can hold still enough to appear to be inanimate, then spring out and surprise with a 3 in 6 chance. They are sentient and can speak, but are still immune to mind-affecting spells. These animated scarecrow-like beings are generally neutral, but can form attachments and friendships and act in a lawful manner towards those people.

Although animated by magic, pumpkinheads are more like robots than supernatural beings, and cannot be

turned. They can, in fact, be wrecked as robots by superheroes.

RATMAN

Hit Dice: 1+1	Save: F 1
Armor Class: 6	Morale: 15
Attacks: weapon	Number Appearing: 3-24
Move: 13	Trophies: 1-6, -6
Alignment: chaotic	Mobster Level: <1

Examples: New Fun #5

Ratmen specialize in attacking with nets and are +1 to hit with them.

Appearing as slender, 5' tall humanoid rats with 3' long tails, ratmen have low intelligence, live primitively in caves, and eschew clothing, though they may wear crude harnesses for hanging weapons on.

Their favorite tactic is to attack with nets made from their own hair.

Ratmen are only found in deep, subterranean cave complexes. They are sometimes subservient to giant golden bats.

RED MARTIAN (Alien)

Hit Dice: 1+1	Save: F 1
Armor Class: 6	Morale: 14
Attacks: weapon	Number Appearing: 1-20
Move: 15	Trophies: see below
Alignment: lawful	Mobster Level: <1

Examples: The Funnies #30-32, ...

Red Martians come from a militaristic culture that thrives on conflict, but has a code of conduct and sense of honor (such as never shooting at someone who comes at you with a sword). Though individually not much smarter than Earth men, Red Martian technology is highly advanced. There is a 4 in 6 chance of any Red Martian having a hi-tech trophy item, and a 2 in 6 chance of having two.

Red Martians look identical to Earthlings, except for their red skin.

ROBOT (Huge Metal)

Hit Dice: 7
Armor Class: 3
Attacks: blow or stomp (1-10) or weapon +4
Move: 9
Alignment: neutral
Save: S 6
Morale: n/a

Number Appearing: 1-2
Trophies: 1-4, +3
Mobster Level: 7

Examples: Famous Funnies #40, Jumbo Comics #5

These huge robots are highly customizable. There is a 2 in 6 chance of a robot having each of the following:

- Spikes in its hands for impaling opponents.
- A weapon instead of one of its hands, and a 3 in 6 chance of that weapon being an oversized acetylene torch that does 2-12 damage at a range of 5'.
- A hand that can turn into a ball of fire for 6 turns. This fire-fist can strike for 4-28 (1-10+3-18) points of damage per hit. The robots with fire-fists can project gouts of flame from their fire hand in a cone 50' long and 20' wide at its base that does damage equal to the robot's current hit points (save vs. science for half).
- That it can shoot liquid fire from their noses, at a range of 25', in a cone 10' wide at its base, for the same damage.
- That it has a bullseye pattern on their chests from which they can fire a ray of electricity 50' long and 5' wide that does damage equal to the robot's current hit points (save vs. science for half).

There is a 1 in 6 chance that it can shoot a 10' diameter cloud of poison gas at a range of 20'. Anyone inside the cloud has to save vs. science or die in 0-3 minutes.

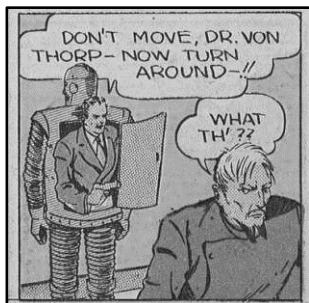
Because of their size and toughness, huge bronze robots are wrecked as if cars instead of robots. They themselves wreck things as if great men.

Huge metal robots can be programmed for complex tasks, like repairing other robots, or for simple tasks like killing intruders. They are primarily made of bronze or copper. These robots are 11-12' tall, are bulky, and weigh up to 2 tons. They have enough empty space in the middle for a normal-sized man to pilot the robot from inside.

ROBOT (Large Iron)

Hit Dice: 3
Armor Class: 4
Attacks: clubbing hand (1-8+1)
Move: 6
Align: neutral
Save: S 3

Morale: n/a
 Number Appearing:
 1-3
 Trophies: 1-4, +1
 Mobster Level: 2



Examples: Popular Comics #12, Smash Comics #1-2, ...

There is a 3 in 6 chance of the robot having a large drill, wrench, or hammer in place of one of its hands, though the tool does just as much damage. There is a 3 in 6 chance of the robot being able to "spit" a stream of acid 20' long that does damage equal to the current hit points of the robot (save for half). There is a 2 in 6 chance of the robot having a propeller that allows it to fly with a speed of 15 (75'/turn), or a 1 in 4 chance of it having tank treads instead of legs.

These 8' tall, 1,800 lb., dark-gray, man-shaped, iron robots are clunky and slow. They can be useful worker drones; iron robots can be controlled remotely from a machine located up to 4,000' away. One would think such a complex machine as a robot would be filled with complex machinery, but there is actually a hollow enough space inside that someone 4' tall or shorter could be inside and pilot it with internal controls. The internal controls override any remote device.

ROBOT (Large Transforming)

Hit Dice: 4
 Armor Class: 4
 Attacks: punch (2-8)
 Move: 9/180 (flying)
 Alignment: neutral

Save: S 4
 Morale: n/a
 Number Appearing: 1
 Trophies: n/a
 Mobster Level: 3

Examples: Famous Funnies #54-56

These 9' tall, 1.1 ton, man-shaped steel robots can transform into plane configuration. One person (possibly two persons if smaller than average) can ride on the back of the robot (like riding a motorcycle) while the robot is in plane mode. There is a 3 in 6 chance of the robot having an arm that ends in a pincer for grabbing (continual damage after hitting), and a 3 in 6 chance of the robot having an arm that ends in a nozzle that can spray liquid nitrogen like an ice ray, in a 15' long stream, that does damage equal to the current hit points of the robot.

Transforming robots are strong; they can wreck things as if good men. They can divert extra power to their physical strength, activating the Raise Elephant power once per rest turn.

Transforming robots can be preprogrammed, or respond to voice commands, at the creator's choice.

SCIENTIST

Hit Dice: 1 - 2+1
 Armor Class: 9
 Attacks: weapon
 Move: 12
 Alignment: varies

Save: Su 1-3
 Morale: 12
 Number Appearing: 1-3
 Trophies: 1-10, +5
 Mobster Level: 1-3

Examples: New Fun #2, 5; Famous Funnies #12

What scientists mainly do, of course, is invent things with science. It doesn't have to be science that makes sense, and can even be more like magic than science. Indeed, their inventions can duplicate the effects of powers or stunts equally. It takes a scientist 10 hours per level of the power or spell to be duplicated, minus 5 hours per level of the scientist, to invent something new. There is then a 1 in 10 chance, cumulative per level, of the invention working permanently. There is twice that chance of the item having 1-100 charges before it stops functioning permanently. And any other invention will only work once.

Scientists can identify poisons and create poison antidotes as skills. They have a 2 in 6 chance of finding secret doors. Scientists can also wreck a lab, as if a superhero one level lower.

Scientists are like magic-users, but using science instead. They do not wear armor and fight only with a club, dagger, or knife when not armed with a hi-tech trophy weapon.

Alignment plays a large part in what role the scientists will play when encountered. Lawful scientists will always be convinced that their invention will be the invention that ends all wars, or something equally humanitarian. There is a 3 in 6 chance that a lawful scientist will have a pretty daughter that leaves him vulnerable to coercion by abduction. Neutral scientists invent something wondrous, but then hide it away, or offer to sell it to the highest bidder. Chaotic scientists are also known as Mad Scientists. They use their hi-tech inventions in mad schemes to take over countries, or the world. There is equal distribution of scientists across the three Alignments.

Roll	Title	Dice
1-2	Whitney	1
3-4	Zworkin	1+1
5-6	Wright	2+1

SHARK

Hit Dice: 6+1	Save: F 6
Armor Class: 7	Morale: 11
Attacks: bite (1-10)	Number Appearing: 1-8
Move: /9 (swimming)	Trophies: 1-4, -7
Alignment: neutral	Mobster Level: 4

Examples: Famous Funnies #20, The Funnies #8, Popular Comics #31, ...

A shark will always attack the first victim to bleed, even if another shark. A shark will try to pull a victim of lesser if it was another shark. A shark will try to pull a victim of lesser Hit Dice underwater and drown him in 1-4 turns unless a save against science is made.

Sharks can notice prey by scent in a 180' radius and detect blood in the water at ranges of up to a mile.

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks (like the **Mako Shark**, 3 HD) are from 5-8' long and not usually dangerous to creatures other than their prey. These are great white sharks, considered large sharks that can exceed 20' in length. A **Mako Shark** could have as little as 3 HD. A **Huge Shark** is 9 Hit Dice.

SKELETON (Supernatural)

Hit Dice: 1-1	Save: MU 1
Armor Class: 8	Morale: 8
Attacks: weapon	Number Appearing: 1-10
Move: 12	Trophies: 1-4, +0
Alignment: neutral	Mobster Level: <1

Examples: New Adventure Comics #29, The Comics #10

Skeletons are not affected by cold. Lacking flesh or internal organs, they take -1 damage from sharp or piercing weapons (including firearms, minimum damage is still 1).

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons can be wrecked as if doors.

SLICK HOODLUM

Hit Dice: 1	Save: My 1
Armor Class: 8	Morale: 14
Attacks: weapon	Number Appearing: 1-6
Move: 12 (60'/turn)	Trophies: 1-4, +0
Alignment: chaotic	Mobster Level: 1

Examples: Famous Funnies #14, Popular Comics #1, 6, ...

1 in 3 slick hoodlums are gifted hypnotists and have a 5 in 6 chance of having a chance of hypnotizing a victim within 5' who they can make eye contact with (though the victim still gets a save vs. science to resist). All slick hoodlums are particularly adept at escaping grappling holds (their best trick is sliding out of their coat to escape a hold), and receive a +1 bonus to saves to escape grappling holds.

Slick hoodlums can be identified by the quality of their suits, the expensive cigarettes they smoke, signs of excessive grooming, and so on, well beyond their station.

SNAKE (Constrictor)

Hit Dice: 3	Save: F 3
Armor Class: 7	Morale: 14
Attacks: bite (1-3) or head butt (1-4)/constrict	Number Appearing: 1-2
Move: 6	Trophies: 1-2, -9
Alignment: neutral	Mobster Level: 4

Examples: Famous Funnies #18, The Funnies #1, More Fun Comics #19, ...

A constrictor snake attacks first to grab and constrict, doing 1 die of damage each turn automatically (but can be countered as a normal grappling attack). Once constricting an opponent, the snake will then attempt to bite or head butt (equal chance of either) the same opponent each turn.

Anacondas, boas, and pythons are all statted the same, and average about 20' in length. A Large Constrictor Snake has 5 HD, is 30' long, and, in addition to biting and constricting one opponent, can attempt a trip attack (grappling) against a second opponent in melee range. A Huge Constrictor Snake is 7 HD.

SNAKE (Poisonous)

Hit Dice: 1-4 hp	Save: F 1
Armor Class: 7	Morale: 14
Attacks: bite (1-3)	Number Appearing: 1-8

Move: 10 Trophies: 1, -3
Alignment: neutral Mobster Level: 1

Examples: Popular Comics #1, The Comics Magazine #1, New Adventure Comics #20, ...

Mambas, rattlesnakes, vipers, and any other ordinary-sized venomous snake fit these stats. Their bite requires a save vs. poison or the victim will be stunned by pain and unable to take any actions for 1-12 turns. Other animals get spooked around poisonous snakes and have to make morale saves when encountering them. Smaller, less dangerous, snakes include the water moccasin, with only 1-2 hit points, and half as effective venom. A **Large Poisonous Snake** has 1+1 HD, is 11' long, and its poison kills after the 1-12 turns if a save is not made. A **Huge Rattlesnake** has 3 HD, is 15' long, and its venom kills in half the time (without a successful save).

SPIDER (Giant Hunting)

Hit Dice: 2+2 Save: F 2
Armor Class: 6 Morale: 14
Attacks: bite (1-8) Number Appearing: 1-3
Move: 18 Trophies: 1-4, +0
Alignment: neutral Mobster Level: 4

Examples: More Fun Comics #11

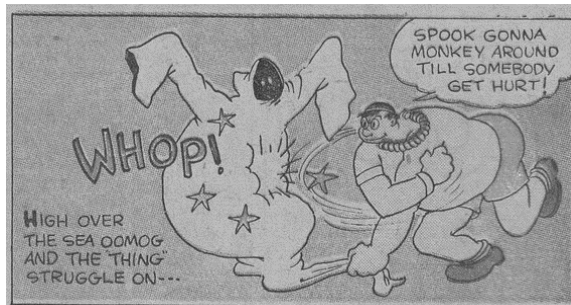
Giant hunting spiders have a 4 in 6 chance of surprise. A giant spider has a poisonous bite that requires a save vs. poison or the victim dies in 2-8 turns (exploration or rest). They can climb on any vertical surface, or even ceilings.

Giant hunting spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one victim of the same size. Giant spiders can make webs, but they cannot spin webs as an attack. Anyone touching a giant spider's web must save vs. science or become stuck and held fast in it. A giant spider can move across its own web at normal speed and can pinpoint the location of any creature touching its web.

SPOOK (Supernatural)

Hit Dice: 4 Save: MU 4
Armor Class: 6 Morale: 7
Attacks: special Number Appearing: 1-4
Move: 12/15 (flying) Trophies: 1-6, +2
Alignment: chaotic Mobster Level: 4

Examples: Popular Comics #40, Wonderworld Comics #7



Spooks can scare people, causing one target per turn within 30' to save vs. spells or flee in fear for 1-6 minutes. Twice per day, they can use the superhero power Spook Bad Guys on a group of targets all at once.

Spooks can turn invisible and visible at will. They can also only be hurt by magic weapons, spells, or opponents with 4 or more Hit Dice.

Spooks are like ghosts, only weaker and less malevolent. They look like floating white shrouds but, being more playful than ghosts, spooks sometimes make themselves appear to be people underneath white shrouds, even manifesting feet sticking out from underneath.

SUPERSTITIOUS HOODLUM

Hit Dice: 1-1 Save: F 1
Armor Class: 9 Morale: 12
Attacks: weapon Number Appearing: 1-10
Move: 12 Trophies: 1-6, +0
Alignment: chaotic Mobster Level: <1

Examples: Popular Comics #1, More Fun Comics #16, Funny Picture Stories #2, ...

Superstitious hoodlums are quite capable most of the time, with good morale, good luck (+1 to saves), and 1 in 6 has a spell-like skill (hypnotism, detecting magic, creating flame from their finger) that they have a 4 in 10 chance to do. But that is all until they are spooked by even the suggestion of being within 30' of the supernatural, at which point they suffer a -4 penalty to morale saves, a -1 to saves, and can no longer use their spell-like skills.

SUPERVILLAIN

As per the Superhero class, but with the following titles:

Level	Title
1	Bad man
2	Shameful man

- 3 Extra-bad man
- 4 Rotten man
- 5 Fearful man
- 6 Indecent man

SWORDFISH (GIANT)

Hit Dice: 8 Save: F 6
 Armor Class: 6 Morale: 10
 Attacks: stab (1-12) Number Appearing: 1-3
 Move: /15 (swimming) Trophies: 1-3, -8
 Alignment: neutral Mobster Level: 5

Examples: Famous Funnies #21, More Fun Comics #27, Smash Comics #1

Giant swordfish weigh 1,500 lbs. **Huge Swordfish** are 4 HD and weigh 1,000 lbs. **Large Swordfish** are 2 HD and weigh 450 lbs.

TIGER

Hit Dice: 5 Save: F 5
 Armor Class: 6 Morale: 12
 Attacks: bite (1-8)/claw Number Appearing: 1-2
 Move: 21 Trophies: 1-3, -6
 Alignment: neutral Mobster Level: 3

Examples: Famous Funnies #10, Detective Comics #31, Jumbo Comics #10, ...

A tiger can attempt to hold prey; if it hits with its bite or claw attack by 5 or more, then it holds and can do automatic damage on the following turn. Tigers have keen senses and are excellent hunters: they have a 3 in 6 chance of surprise, a 1 in 6 chance of being surprised, and a 4 in 6 chance to track. They have a 5 in 6 chance to climb.

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. This assumes the tigers are Siberian Tigers; smaller tigers will have fewer HD.

UNICORN

Hit Dice: 5+1 Save: MU 5
 Armor Class: 5 Morale: 12
 Attacks: gore (2-7) or Number Appearing: 1-3
 hoof (1-10) Trophies: 1-4, -4
 Move: 18/36 (flying) Mobster Level: 5
 Alignment: lawful

Examples: Action Comics #6

Unicorns are surprised only on a 1 in 6. Once per exploration turn, they can Detect Evil or Detect Good in a 30' radius. They can use Protection from Evil on

themselves at will. Once per day they can use Cure Light Wounds with a touch of their horn.

Unicorns are magnificent horses with a single horn that sometimes serve the cause of good. 3 in 6 have feathered wings that allow them to fly. Though these are highly prized as aerial steeds, winged unicorns are wild and shy creatures not easily tamed.

A typical unicorn stands 6' high at the shoulder, weighs 1,500 lbs., and has a wingspan of 25'. Unicorns cannot speak.

VAMP

Hit Dice: 1-1 Save: My 1
 Armor Class: 9 Morale: 15
 Attacks: weapon-1 Number Appearing: 1-4
 Move: 12 Trophies: 1-4, +0
 Alignment: chaotic Mobster Level: 1

Examples: The Funnies #1, Famous Funnies #29, The Funnies #4, ...

There is only a 50% chance of vamps defending themselves with a weapon, and then there is a 5 in 6 chance of it being a knife and a 1 in 6 chance of it being a revolver. Otherwise, vamps may try to seduce Heroes. A Hero who fails a save vs. plot, and is under no direct attacks, must consider her advances for 1-4 turns (no longer than exploration turns). A resisted vamp can attack to slap a Hero once; it does no damage, but still stuns the Hero for 1 turn anyway.

Also known as **Femme Fatales** and **Molls**, these are women of low enough morals to consort with mobsters, or be mobsters themselves.

VAMPIRE

Hit Dice: 7 Save: MU 6+2
 Armor Class: 2 Morale: 5
 Attacks: bite (1-6+1) Number Appearing: 1-2
 Move: 12/15 (flying) Trophies: 1-8, +4
 Alignment: chaotic Mobster Level: 9

Examples: More Fun #7-9, ...

Vampires are powerful and dangerous undead creatures, with multiple supernatural abilities. They can cast Charm Person, Disguise Self, and Summon Mobster I at will, and can assume two different other forms at will -- the form of a bat and gaseous form (in which they cannot attack, but can only be attacked by a Gust of Wind). The Disguise Self ability is necessary because vampires, in their natural form, have large bat wings. Their Charm Person ability also works on werewolves. Anyone charmed by a vampire can be compelled to come to the vampire, no matter what the distance is between them.

A vampire's most fearsome ability is the energy drain of its bite attack. On a successful hit, the vampire drains 2 levels from the Hero.

Vampires can be hurt by spells, and the following types of weapons: magic weapons, silver weapons, and wooden impaling weapons. Vampires, in their physical forms, can be wrecked by superheroes, but are wrecked as if dams. Heroes higher than level 6 will have a chance of turning vampires.

Vampires can be identified -- even when disguised -- by the fact that they cast no reflections in mirrors and have expressionless eyes.

For every vampire there is a gemstone that has its living soul entrapped in it. If one found the right gemstone, one could use it to force a vampire to serve them. Vampires aware of the location of their gems hide them and guard them.

WATCHER

Hit Dice: 3+1	Save: My 3
Armor Class: 5	Morale: 13
Attacks: bite (1-4)/ claw (1-4) or weapon	Number Appearing: 1-4
Move: 18	Trophies: 1-4, +0
Alignment: lawful	Mobster Level: 2



Examples: Adventure Comics #39, Jumbo Comics #10

Watchers are half-man, half-cat. They have a 3 in 6 chance of surprise, and are only surprised on a 1 in 6. They can see in the dark, and are great climbers, with a 5 in 6 chance of scaling sheer surfaces.

Watchers have always existed alongside man as silent observers. Twenty thousand years ago (when they looked more like tiger-men) they had a fairly

advanced, but remote civilization that fell into decline. They have a simple culture, living as hunters or hunter-gatherers, alone or in small groups. Their most important law is the life-debt; if a watcher is saved by a human, the watcher owes that human a life-debt (essentially becoming supporting cast, with a loyalty score of 18).

WEREWOLF (Supernatural)

Hit Dice: 4	Save: MU 4
Armor Class: 4	Morale: 7
Attacks: bite (2-8)/claw (2-7) or weapon +2	Number Appearing: 1-3
Move: 21	Trophies: 1-6, +3
Alignment: chaotic (neutral tendencies)	Mobster Level: 5

Examples: More Fun Comics #11

Every time a victim takes 8 points of damage from werewolf bites, he must save vs. spells or contract lycanthropy. The victim will change into a werewolf at the next full moon and, unless cured, will be retired from being a playable Hero. Besides a Dispel Magic spell, lycanthropy can be cured by eating belladonna (though it requires a save vs. poison to avoid death).

A werewolf can forego its claw or weapon attack and attempt to grapple in the same turn as biting.

Werewolves can only be harmed by magic, magic weapons, silver weapons, or mobsters with 4 or more Hit Dice.

A werewolf can assume a bipedal hybrid form or the form of a wolf, with the transformation into any of their three forms taking 1 full combat turn.

1 in 6 werewolves are neutral instead of chaotic. They can control wolves and there is a 2 in 6 chance of them being accompanied by 2-12 normal wolves. Vampires can control werewolves.

ZOMBIE (Supernatural)

Hit Dice: 1+1	Save: MU 2
Armor Class: 8	Morale: 7
Attacks: weapon +1	Number Appearing: 2-11
Move: 6	Trophies: 1-4, -4
Alignment: neutral	Mobster Level: 1

Examples: More Fun Comics #31, Detective Comics #23, Wonder Comics #2, ...

Zombies are +2 to hit when grappling (3 in 6 grapple instead of carrying weapons) and take -1 point of damage from slashing weapons. Because they are slow, they suffer a -3 penalty to initiative rolls. They are wrecked as if machines.

Also known as **Zombis**, or **Mechanical Men** (“mechanical” in a figurative sense).

Von Kampf Zombies are special zombies, half-dead animals and half-robot, covered in green fur and having single eyes. These have 3 Hit Dice. They are capable of 10' leaps, using them to surprise opponents (3 in 6 chance). They are wrecked as if robots.



REWARDS, TROPHIES, AND TREASURE

After your Heroes defeat mobsters, the most important benefit is the awarding of experience points, as detailed earlier. However, there are additional benefits to fighting mobsters, which were also referenced in the Experience Points section and are explained more fully here.

Rewards can take the form of treasures or trophies, or treasures *and* trophies, and are promised up front at the beginning of the scenario by some patron figure (usually tied to law enforcement). For instance, a reward could be a \$100 reward for capturing a wanted hoodlums. Typically, the monetary value of the reward matches the experience value of the mobsters expected to be encountered (and will never include unplanned, wandering encounters), but the amount could be higher or lower (and will never include unplanned, wandering encounters). Lawful Heroes gain the most xp from collecting on rewards.

The Editor is strongly encouraged to use trophies as rewards for completing missions/scenarios, and to plan in advance what those trophies are. Even trophy placement in hideouts can be pre-planned. But in situations where random trophies are needed, the following matrix and tables can be consulted.

As evidenced by the mobster section above, many mobsters will be carrying trophy items, using trophy items, or protecting them in their lairs. In the case of unintelligent mobster types, the trophies might be incidental treasure, left behind on the spot by some previous victim.

When rolling for trophies owned/protected/used by mobsters, consult the mobster type to see how many rolls to make, and if there is a modifier number. For example, “1-4, +5” means an encounter with those mobsters that yields trophies will have 1-4, randomly rolling for each and adding 5 on the following trophy type table. So, for an encounter with 8 wolves, for example, the Editor would roll a 4-sided die for number of trophies and subtract 8 from each trophy roll on the type table. If the number of wolves was greater than the amount listed under Number Appearing -- say, 24 -- then the Editor could choose to roll a 6- or even an 8-sided die instead.

If a negative modifier turns the die result to zero or less, then the result is no trophy for that try. A low result on the trophy table means that treasure is found instead. Treasure is money, or something of only monetary value, or little practical value on its own. A +5 modifier or higher often means no chance of valuables. If a negative modifier gives a result less than 1, there is no trophy. Of course, **never assign a trophy that makes no sense to you**, like a working television set in an underwater lair.

The experience point value of trophy items is modified by the alignment of the Hero(es) claiming them (and how they acquired them). The dollar value of the trophy items may seem a little wonky. Some items, because they are so useful, have prices higher than they would have been in real life. Some items that may seem like they would be priceless actually have surprisingly low dollar values, intentionally so to keep Heroes from getting too rich too fast. Some in-game justifications for the low values could be

- The item's true use is misunderstood, or its value underestimated
- The Heroes want to get the item into the right hands, but the right hands cannot afford a higher reward (particularly apt if this is still the pre-WWII Depression!)
- The trophy item *is* worth less in its current state, having been damaged in the fight it was won in.

TROPHY TYPE

Roll	Type
1-5	Treasure
6-9	Minor Trophies
10-12	Consumables
13-14	Combat
15-18	Transportation
19+	Mad Science

TROPHY TYPE (Alien)

Roll	Type
1-3	Treasure
4-5	Minor Trophies
6-9	Consumables
10-12	Combat
13-17	Transportation
18+	Mad Science

TROPHY YPE (Supernatural)

Roll	Type
1-5	Treasure
6-7	Minor Trophies
8-11	Consumables
12	Combat
13-14	Transportation
15+	Magic Items

TREASURE

Treasure -- basically the monetary value of defeating mobsters -- is based off of their experience point value (and, since money is worth xp, it's like giving an extra reward for the same mobsters). For example, if the Heroes capture 20 cowardly hoodlums and their master criminal leader, that would be 1,200 xp award to split between them. This number has to then be broken down into a range divisible by 6 -- in this case, 2 6-sided dice x 100. Always round up, so if the amount had been 1,300 xp, it would create a range of 3 6-sided dice x 100. And this is per treasure slot rolled, so if the Editor rolls 5 trophies for the same encounter and all of them come up as treasure, this would be a total of 10 6-sided dice x 100.

This amount is in dollar value, so it should be adjusted for other currencies. Treasure does not have to be just cash either; it could take the form of anything of value. Some examples follow. Some of these examples are for high amounts and should probably be placed only as special trophies for the Heroes to find -- rewards for beating a particularly challenging foe, or passing a really deadly trap, as examples.

- \$1,000-\$10,000 in \$100 bills
- \$500-3,000 in antique furniture
- A treasure map leading to an island where \$5,000-\$60,000 in silver, gold, and gems is buried
- Formula for a deadly new explosive worth \$5,000-\$20,000
- 1-4 tickets to a very exclusive party (re-sale value \$100 each)
- 1-10 animal skin rugs worth \$100-400 each
- 1-20 fur coats worth \$50-100 each
- 1-20 rare edition books worth \$200-800 each
- \$1,000-6,000 in counterfeit \$20's and \$50's
- A map leading to a hidden land/hollow world/lost world entrance worth \$5,000-\$20,000 to a collector or explorer
- 1-2 gold statues worth \$10,000-\$100,000 each
- Sacks of cash and jewelry worth \$10,000-\$80,000 in total

- A pouch of \$200-\$800 worth of gold dust
- A safe full of loose gold coins (likely British guineas) worth \$10,000-\$60,000 in total
- An ancient, gem-encrusted chest rumored (falsely) to have mystic properties, worth \$10,000-\$100,000 to a collector
- \$5,000-\$30,000 in gold ore
- \$10,000-\$60,000 in gold bars
- A necklace worth \$2,000-\$12,000
- Ancient ceremonial drinking cup made from gold, worth \$1,000-\$6,000 to a collector
- \$1,000-\$8,000 in sapphires

MINOR TROPHIES

These are items that are useful, but not readily available in stores. Though the Editor may introduce times in the game when these items can be purchased, they can also be found in mobster lairs and just confiscated/taken. In addition to their practical value, they also come with a small xp award -- but only when they were earned as rewards or claimed as trophies, and not purchased.

Acetylene torch: Not just a little torch, but a big, suitcase-sized torch with 1 liter of acetylene and 2 liters of oxygen. Used as a weapon, it has a range of 15', does 1-6 damage on the first turn and, if the target is combustible, does 1-6 more points of burning damage on the following turn. XP Value: 100. \$ Value: 75. Examples: Amazing Mystery Funnies v. 2 #9.

Antivenom: This can be drank or injected, but it gives anyone who has been poisoned during the length of 1 rest turn (the past four hours) an extra saving throw against the poison. For practical game purposes, the antivenom works instantaneously. Of course, if the poison has already killed you the antivenom doesn't help. XP Value: 100. \$ Value: 125.

Antique Armor: There are equal chances of finding leather armor (AC 7), chainmail (AC 5), or platemail (AC 3). The heavier armors restrict movement, so that someone in chainmail cannot move faster than a 9 and someone in platemail cannot move faster than a 6 (unless a superhero). Leather can be worn by

fighters or mysterymen, while chainmail and platemail can only be worn by fighters. XP Value: 30, 60, 90. \$ Value: 200, 350, 500. Examples: Star Comics #13, Famous Funnies #34.

Armor-Piercing Bullets: These bullets are +1 to hit and damage when fired from a gun. For practical game purposes, caliber compatibility doesn't matter. They are typically found in quantities enough for 3-24 turns. XP Value: 20. \$ Value: 120. Examples: Popular Comics #22.

Asbestos Suit: The wearer can save vs. science for half or no damage from normal fire, and against magic fire saves at +1 and takes -1 damage per die. The suit lasts until the wearer takes a total of 30 points of damage from fire and is then destroyed. The asbestos suit is bulky and heavy, weighs 100 lbs. (the wearer cannot move faster than a 9 unless a superhero), and acts as AC 8 (if no other armor is worn). For every day the suit is worn, though, the wearer permanently loses 1 hit point. XP Value: 100. \$ Value: 500. Examples: The Comics #2, Keen Detective Funnies v. 2 #8.



Bulletproof Costume: Made from a strong fiber of alien or mad science origin, a bulletproof costume acts like AC 7 for whoever wears it. The costume is form-fitting, thin, and concealable under normal clothes. It does not count as armor for superheroes and can be worn normally, though magic-users still cannot wear it. XP Value: 40. \$ Value: 250. Examples: Action Comics #1, ...

Calcium Sulfide: This phosphorescent substance can be smeared on the skin and glows in the dark, without harmful side effects. It is usually found in containers large enough to smear on 1-2 people, and lasts until washed off. XP Value: 10. \$ Value: 30. Examples: Popular Comics #19.

Dictaphone: A portable, electric (usually run on batteries) dictation machine, small enough to be hid in a well-furnished room. The machine can (at least in the game) record an entire 24 hours' worth of sounds within a room (or a 30' radius if the space is larger) on a wax cylinder that can be replayed later. XP Value: 25. \$ Value: 100. Examples: Crackajack Funnies #8, Adventure Comics #37.

Diving Armor: A fully functional diving suit with attached rebreather (it allows the wearer to breathe underwater for 2 hours) that doubles as a flak jacket (with the same AC value, but restricts movement to a 3). It cannot be worn by any class other than fighter. XP Value: 120. \$ Value: 700. Examples: Popular Comics #6.

Diving Suit: This is a full-body suit of rubberized canvas, complete with weighted boots and a spherical metal helmet. It allows the wearer to breath underwater for 1 hour (longer, if a pressurized air tube is attached). It is bulky and heavy, weighs 200 lbs. (the wearer cannot move faster than a 6 unless a superhero), and acts as AC 7 (if no other armor is worn). XP Value: 60. \$ Value: 350. Examples: Comics Magazine #2, Popular Comics #6, Funny Pages v. 2 #1, ...

Fake Time Bomb: This looks like a real bomb and the timer is real; it can be set to 3-30 minutes in the future. When the timer does set it off, it actually only has firecrackers inside. It is loud when it goes off, and makes a great diversion. XP Value: 10. \$ Value: 40.

Flash Bomb: This is a hand-held, explosive flare, briefly causing a flash of thousands of candlepower. Anyone within 30' in darkness (15' in daylight) must save vs. science or be blinded for 1-4 combat turns. These are typically found in bundles of 1-6. XP Value: 20. \$ Value: 100.

Gas Mask: A sealed mask that covers the whole head and makes the wearer immune to poisonous gases. Gas masks are creepy; so much so that anyone facing a Hero wearing a gas mask makes morale saves at -1. XP Value: 100. \$ Value: 400.

Glasses: Most glasses just improve vision, but these special glasses, when worn by a superhero, force supporting cast members to make a save vs. plot at -2 or be fooled into thinking the ruggedly athletic and handsome person standing before them is actually mild-mannered and ordinary. The glasses work even if the person is very familiar with both the superhero and his secret identity. XP Value: 40. \$ Value: 35.

Good Guy Hat: If a good guy is wearing this hat, everyone in line of sight can always tell that person is a good guy (Lawful Alignment). If a neutral person wears a good guy hat, he has a 4 in 6 chance of convincing others of the same thing. A chaotic person wearing a good guy hat has a 2 in 6 chance of the same masquerade. XP Value: 40. \$ Value: 60.

Incendiary Bullets: These bullets initially only do +1 damage, but they set combustible targets aflame and cause an additional 1-3 points of damage on the following melee turn unless immediately extinguished. Incendiary bullets have half the range of normal

bullets. They tend to be found in quantities of 2-20. XP Value: 25. \$ Value: 125. Examples: The Comics #1, Popular Comics #22.

Itching Powder: A powerful chemical irritant, stronger than any natural Itching powder. It does no damage but could be a good distraction, making someone save vs. science each turn or lose initiative until the powder is washed off. Itching powder is typically found in small bottles or jars, with enough contents to shake loose onto 1-2 opponents in melee. Examples: Crackajack Funnies #16. XP Value: 20. \$ Value: 25.

Letter of Thanks from the President: Good for the prestige (if it's in your name only!). Not intended for hideout placement, but as an earned reward only. XP Value: 1,000. \$ Value: 100. Examples: Wonderworld Comics #5.

Life Raft: This collapsible rubber raft comes complete with bottle of pressured carbon dioxide for rapid inflating in two melee turns. This raft is large enough to hold 12 people, or 2,400 lbs. XP Value: 30. \$ Value: 150. Examples: Crackajack Funnies #7.

Lineman's Phone: A special type of telephone used by technicians for installing and testing local loop telephone lines. This portable phone consists of an earpiece, a mouthpiece, a rotary dial, and a set of test leads for connecting to the telephone circuit. With an ordinary skill check, the user can use it to listen in on telephone conversations or to place a call directly through the line. XP Value: 60. \$ Value: 300. Examples: Detective Comics #25.

Magnifying Ear Phone: Or, what is known today as a hearing aid. The wearer's chance of hearing noise is increased by 1 in 6. XP Value: 40. \$ Value: 150. Examples: Popular Comics #26.

Polarized Sunglasses: Also known as smoked glasses in the late 1930s, polarized sunglasses confer a +2 bonus to save vs. blinding attacks. XP Value: 10. \$ Value: 30. Examples: Feature Comics #25.

Portable Radio: These backpack-like, wearable radios can send and receive messages with a range of six miles. Before WWII, only prototypes would exist. XP Value: 30. \$ Value: 120. Examples: New Adventure Comics #20.

Rebreather: A wearable, closed-circuit rebreather with attached oxygen tank allows someone to breathe normally for up to 2 hours and, during that time, to be immune to gas attacks. XP Value: 75. \$ Value: 250.

Seal of Genghis Khan: This secret symbol, often impressed in wax, gives the wielder safe passage anywhere in Mongolia. XP Value: 500. \$ Value: 2,500. Examples: Adventure Comics #36.

Secret Service Credentials: This signed document, with the real official seal, says that whoever holding it is a fully authorized agent of the U.S. Secret Service. Good for getting past local law enforcement. XP Value: 100. \$ Value: 500. Examples: Detective Comics #27.

Self-Propelled Bomber: What is known in modern parlance as a drone, this small (2' long) remote-controlled airplane can fly via a silent turbine at a Move of 20. It is maneuverable and can be controlled with a small hand-held remote at a range of 500'. It can drop a small payload weighing no more than 5 lbs. XP Value: 150. \$ Value: 650. Examples: Amazing Mystery Funnies #3.

Shortwave Radio: This powerful, non-portable, shortwave radio can broadcast and receive both clearly and globally (expect long delays for international communication). If the users on both ends do not know the correct frequency, it will take a search roll (as if searching for secret doors) each turn to find it. XP Value: 25. \$ Value: 300. Examples: Keen Detective Funnies v. 2 #6, Smash Comics #1, Mystery Men Comics #3, ...

Silver Bullets: These bullets can harm (do normal damage) vs. certain mobster types not harmed by ordinary weapons. They are typically found in quantities of 2-8. XP Value: 50. \$ Value: 150. Examples: Detective Comics #32.

Skeleton Keys: These special keys have a 3 in 6 chance to open any ordinary lock. XP Value: 40. \$ Value: 100. Examples: Detective Comics #14, New Adventure Comics #29, Adventure Comics #37.

Sleep Gas Capsules: These small (4" long) capsules contain a concentrated dose of an ether-like (only much stronger) gas that fills a 10' diameter area upon breaking. All within the area must save vs. science or fall asleep for 1-6 turns, though they can be woken by normal means any time after the first turn. A Hero of normal strength can hurl such a capsule up to 40' hard enough to break it. These capsules are typically found in amounts of 1-6. XP Value: 100. \$ Value: 400. Examples: Amazing Mystery Funnies v. 2 #8, Detective Comics #30, 32, ...

Smoke Bombs: These small (4" long) capsules can be hurled by a Hero of normal strength up to 20' and break, releasing a cloud of thick, vision-obscuring smoke in a 10' radius. Attempting to target anyone in or through the smoke cloud requires an attack roll at a -4 penalty. These capsules are typically found in amounts of 1-8. XP Value: 20. \$ Value: 60. Examples: Famous Funnies #19.

Smokescreen Ejector: The size of a car muffler, the ejector emits thick, toxic smoke in a cloud 20' in diameter directly in front of it. Not only does it obscure

vision, but anyone caught inside the cloud must save vs. poison at +1 or suffer a coughing fit that makes the victim lose initiative for the next 1-6 turns. Because the smoke cloud comes out so close, it is usually mounted under a car rather than used as a hand-held weapon. XP Value: 300. \$ Value: 1,200. Examples: Detective Comics #19, Dick Tracy Meets the Blank.

Spring-Loaded Shoes: These allow a man-sized wearer to make standing broad jumps of 24', a 58' running broad jump, and a 16' high jump. Each time the shoes are used, there is a cumulative 1 in 100 chance of the springs breaking and the shoes becoming useless (as well as the leaper being thrown in a random direction when the springs break). XP Value: 75. \$ Value: 300. Examples: Feature Funnies #13.

Suction Gloves: These allow the wearer a 5 in 6 chance of climbing any shear surface, at a Move 3 (15'/turn). XP Value: 50. \$ Value: 200. Examples: Detective Comics #29.

Tear Gas Pellets: These small (3") pellets are meant to be thrown up to 40' and, on contact, break and discharge enough tear gas to fill a 10' diameter area. Under normal circumstances, this could only affect one person (unless people were packed closer together for some reason). Anyone caught in the tear gas cloud must save vs. science or be stunned for 1-6 combat turns. The pellets are typically found in quantities of 1-10. XP Value: 50. \$ Value: 200. Examples: Mystery Men Comics #1



Tear Gas Pen: Like a tear gas pellet, except the pen is for using at close-range and emits the gas cloud directly in front of the person holding it. It also does not write, since it is filled with tear gas instead of ink. Alternately, this item could be a stickpin instead. It contains enough gas for one use and is as potent as a tear gas pellet. XP Value: 60. \$ Value: 300. Examples: Feature Funnies #12.

Television Set: A TV set alone was a pretty rare item before WWII, when there was almost no programming to watch. As far as trophy items are concerned, though, there is a 5 in 6 chance that this is a hi-tech

color TV, a 4 in 6 chance that the TV is either miniaturized or much larger than normal (50/50), and a 3 in 6 chance that the TV is one of a two-way, closed circuit set. XP Value: 120. \$ Value: 600. Examples: The Funnies #4, Famous Funnies #33, Amazing Mystery Funnies #2, ...

Trick Cane: This cane is a concealed weapon, more complicated than a sword cane. It may have a spring-loaded pop-up head that can be used as a missile weapon with a 15' range. It may have a knife blade in the bottom that springs out with a flick of the handle. Maybe both! XP Value: 30. \$ Value: 120. Examples: Feature Funnies #9.

Two-Way Wristwatch Radio: It tells time *and* it sends and receives messages. It only has a broadcast range of half a mile. XP Value: 150. \$ Value: 700.

CONSUMMABLES

This is a blanket category for hi-tech pills, injectable serums, chemical potions, magic potions, magic powders and anything else that someone can in some way consume and temporarily gain a special bonus.

Acid: If splashed on someone else, it does 1-3 points of damage. If drunk, it does 2-8 points of damage. XP Value: 20. \$ Value: 80. Examples: Star Ranger #7.

Essence of Intelligence: Someone else's stolen intelligence, distilled into a potion you can drink, and then increases your own intelligence. It confers +1-2 points to Intelligence for 1-4 weeks. XP Value: 100. \$ Value: 450. Examples: Detective Comics #31.

Growth: If consumed, the imbiber grows to four times normal size. The effects are otherwise just like the spell Enlarge Person (duration as if cast by an 8th-level magic-user). Consuming a half quantity only doubles size. This could be a chemical concoction, or simply the juice from the enlarging berries from some other planet (an option would be allowing the Heroes to find the berries and eat them). XP Value: 300. \$ Value: 600. Examples: Famous Funnies #40, The Comics Magazine #1.

Healing: This cures 2-7 hit points. It could be a chemical concoction, or simply the juice from special healing berries (an option would be allowing the Heroes to find the berries and eat them). XP Value: 200. \$ Value: 400. Examples: Popular Comics #1.

Hideous Transformation: It makes you so ugly that people of 1 HD or less have to make morale saves when they see you, and if you see your own reflection you have to save vs. spells or faint. The transformation lasts 1-6 turns. XP Value: 125. \$ Value: 400.

Human Gland Secretions: For every dose of this an animal drinks, it has a cumulative 1 in 10 chance of attaining average human intelligence for 2-8 days. Average human intelligence comes with no other abilities, like being able to speak. XP Value: 25. \$ Value: 200. Examples: Crackajack Funnies #3.

Invisibility: As per the spell. XP Value: 250. \$ Value: 500. Examples: New Adventure Comics #12, Comics on Parade #12, Amazing Mystery Funnies v. 2 #5, ...

Living Death: The imbiber feigns death -- appearing for all practical purposes to be dead -- for 7-12 turns (but a minimum of 4 hours). XP Value: 150. \$ Value: 250. Examples: Detective Comics #22.

Madness: The imbiber must save vs. poison or will alternate between gibbering unintelligibly and bellowing like a megalomaniac, with an equal chance of each per minute. The onset time is 1 minute and the effects last for 1-6 hours. XP Value: 100. \$ Value: 300. Examples: Amazing Mystery Funnies v.2 #9.

Nitroglycerin: A sip of this can correct an imbalance between the flow of oxygen and blood to the heart. Subject it to heat, flame, or shock of impact, and nitro will explode, doing 6-36 points of heat and shock damage in a 15' diameter area. This assumes a 12 oz. bottle; for every 6 additional ounces, add an additional die of damage and 2' to the blast diameter (always with a save vs. science for half damage). XP Value: 200. \$ Value: 300. Examples: Famous Funnies #39, Funny Pages v. 2 #11, Wonderworld Comics #3, ...

Oxygen: Usually encountered in pill form, anyone taking one of these has enough oxygen in their system to remain underwater safely for 1 hour. At high altitudes, the oxygen will last for 1-2 hours instead. XP Value: 200. \$ Value: 450. Examples: Keen Detective Funnies v. 2 #7.

Paralysis: The drinker must save vs. poison or be paralyzed for 1-4 hours. The onset time is 2-4 minutes. XP Value: 150. \$ Value: 500. Examples: Detective Comics #31.

Petrification: This formula can slowly transform a person to stone. The onset time is 5-10 minutes, but if a save vs. poison or a save vs. science (whichever is better) is failed the transformation is permanent. A Hero has to save vs. plot at -2 to use this on someone else. XP Value: 175. \$ Value: 500. Examples: Action Comics #13.

Poison: The imbiber must save vs. poison or die. Onset time is 1-6 minutes. Heroes cannot use this on others deliberately. XP Value: 0. \$ Value: 100.

Examples: Popular Comics #6, 10, More Fun Comics #13, ...

Shrinking: The imbiber immediately shrinks to 1/12 his normal height for the duration of 5-8 turns. If the imbiber makes a save vs. poison, he retains normal strength (and damage capability) while at tiny size; otherwise, strength and mass both diminish to the point where the imbiber cannot harm anyone of normal size (through normal means). Drinking half the potion/serum reduces the imbiber to 1/6 normal size. XP Value: 300. \$ Value: 500. Examples: Amazing Man Comics #5.

Sleeping: The imbiber of this must save vs. poison or fall asleep for 1-6 turns, or until awoken by natural means after 2 hours. XP Value: 100. \$ Value: 150. Examples: Popular Comics #10, New Adventure Comics #12.

Suggestion: Whoever imbibes this is highly vulnerable to suggestion -- he must save vs. poison every time someone tells him to do something for the duration of 5-8 turns. Asking the person to put himself in immediate, grievous harm automatically breaks the effect. XP Value: 250. \$ Value: 425. Examples: Adventure Comics #37.

Truth Serum: This works identical to the suggestion formula, but instead of saving vs. poison whenever someone suggests something, the imbiber has to save every time he tries to tell a lie for the same duration. XP Value: 200. \$ Value: 350. Examples: The Funnies #6.

COMBAT

Any armor and weapons that are trophies fall into this category. The default is for hi-tech, but magic combat trophies can be substituted, switching bulletproof vests for leather armor, or guns for bows, for examples. This category is further subdivided into armor, small arms, anti-personnel weapons, heavy artillery, and rayguns.

ARMOR

The +1 types are usually better because they are made from better (rarer, more valuable) alloys or other materials.

Bulletproof Vest +1: AC 6. XP Value: 300. \$ Value: 1,000.

Defective Armor: Appears to be normal armor, but is actually 1 point worse for Armor Class. XP Value: 0. \$ Value: 100.

Flak Jacket +1: AC 4 and allows normal movement rate. XP Value: 600. \$ Value: 1,750.

Shield +1: Acts as hard cover (-2 to AC). XP Value: 250. \$ Value: 1,250.

SMALL ARMS

All small arms weapons found on the starting equipment list only do 1-6 points of damage per hit. A trophy version of that same weapon can do 1-8 or 2-8 points of damage per hit. These weapons cannot harm mobsters only hit by +1 or better weapons, though. The former have the following values - XP Value: 200. \$ Value: 600. The latter have the following values: XP Value: 250. \$ Value: 750.

Assault Rifle: This weapon has a range of 1,500'. The rate of fire is equal to an automatic weapon, but the damage is 1-8 points per hit. Before WWII, the weapon would only exist as prototypes. In the early years of the war, only the Germans had assault rifles. XP Value: 350. \$ Value: 1,200.

Defective Gun: This appears to be an ordinary gun, but it always has a -1 chance to hit and, further, has a 2 in 6 chance per melee turn of jamming and needs 2-8 melee turns to fix. XP Value: 0. \$ Value: 150.

Gun +1: This high-powered weapon (can be any type of gun) is always +1 to hit and damage. XP Value: 200. \$ Value: 1,000.

Gun +1, +2 Butt: This weapon is identical to a Gun +1, but if turned around and used as a clubbing weapon, the butt of the gun is +2 to hit and damage. XP Value: 400. \$ Value: 1,750.

Gun +1, +2 vs. Hoodlums: This weapon is identical to a Gun +1, except that it is inexplicably deadlier against any mobster type with hoodlum in the name (cowardly, drunken, slick, etc.). XP Value: 600. \$ Value: 2,500.

Gun +1, +3 vs. Animals: This weapon is identical to a Gun +1, except that it is tailored towards hunting big game, any animal of 2 Hit Dice or greater. All intelligent animals or supernatural animals are excluded. XP Value: 700. \$ Value: 3,500.

Machine Gun: A machine gun has a range of 3,000'. The rate of fire is equal to an automatic weapon, but the damage is 1-10 points per hit. A fighter of sergeant rank or higher can fire a machine gun alone, but everyone else needs a second man present to feed ammo into the gun; otherwise there is a cumulative 1 in 6 chance per turn of the weapon jamming and needing 1-6 melee turns to repair. XP Value: 400. \$ Value: 1,500. Examples: New Fun #2, 5, Famous Funnies #19, ...

Pen Gun: It writes like a fountain pen, shoots like a .22 caliber single-shot pistol. XP Value: 100. \$ Value: 300. Examples: Popular Comics #6.

Repeating Crossbow: Has the range of a crossbow, but the rate of fire of a semi-automatic pistol. XP Value: 50. \$ Value: 200. Examples: Popular Comics #20.

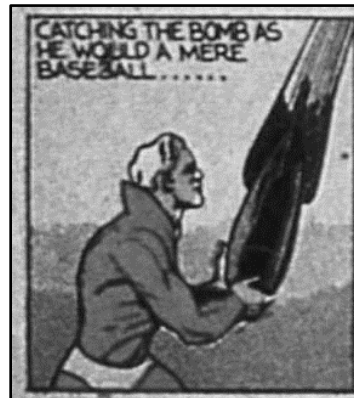
Wounding Gun: This weapon is always a revolver or semi-automatic. It is +1 to hit and damage and, in addition, any wound inflicted by the gun causes continual bleeding for 1 point of damage each consecutive combat turn (or every minute if not in combat). Only magical healing or a doctor's care can stop the blood loss. XP Value: 4,000. \$ Value: 10,000. Examples: Detective Comics #29.

ANTI-PERSONNEL WEAPONS

Bomb: Bombs are highly variable; they can be anything from a round shell with a simple fuse to a disguised container and a complex trigger. The explosive component can be anything that can explode, including other items on this trophy list, like dynamite and nitroglycerin.

The amount of damage the bomb does depends on the amount of explosive component, so it could be anywhere from 2-12 to 8-48 points of damage, with a blast radius equal a 10' radius for every die of damage (with a save vs. science for half damage).

Stationary bombs (used in traps) may have more complex triggers, but portable bombs either detonate



on impact or have short fuses/timers; treat the latter like grenades, except for damage and blast radius. XP Value: 500. \$ Value: \$900. Examples: Famous Funnies #7, 19, 21, ...

Dynamite: A stick of dynamite typically has to have its fuse lit before it can detonate, with the explosion occurring in the turn after it is lit. If someone beats the explosion in an initiative roll, the fuse can be extinguished before the explosion can happen, or the dynamite can be thrown away. A stick of dynamite can be thrown 50' by most throwers. When it explodes, it does 5-30 points of damage to all within a 60' radius (save vs. science for half damage).

The downside is the volatile nature of dynamite. Any area-affecting damage inflicted on someone carrying dynamite has a 4 in 6 chance of setting it off, doing normal damage to the carrier, and everyone else in the radius gets a save for half damage.

Typically, 1-6 sticks are found at a time. XP Value: 400. \$ Value: 700. Examples: Famous Funnies #22, 42, Funny Picture Stories #4, ...

Flamethrower: The M1 Flamethrower in the U.S., this weapon consists primarily of a 72 lb. tank, worn like a backpack, containing up to 5 gallons of fuel. It has a range of 45' and does 2-16 points of damage on the first turn, or save vs. missiles for half damage. Combustible targets that failed their save take an additional 1-8 points of damage on the following turn and 1-4 points of damage on the turn after that, unless the flames are extinguished (during which time the victim can take no actions). Further, if the target missed the save, the weapon can hit the next target in a line 5' wide who is within range, and this continues until one of the targets makes the save or the range ends.

The downside is the volatile nature of the flamethrower. Any damage caused to the flamethrower (by a targeted attack or area effect damage) has a 3 in 6 chance of causing the flamethrower to explode. Roll 1 die for how many turns of fuel the flamethrower had left, and the explosion does that many dice in damage to the wearer, and all else in a 5' radius (saves for half allowed for all save the wearer). XP Value: 300. \$ Value: 1,500.

Frag Grenade: These fragmentation grenades, also known as "pineapples," can be thrown 100' and explode, throwing shrapnel in a 40' radius for 3-18 points of damage (save vs. missiles for half). The grenade goes off on a slight delay after its pin is pulled, exploding on the turn after being thrown. Like with dynamite, someone who beats the grenade in initiative on the following turn can throw the grenade away. Grenades are typically found in quantities of 1-4. XP Value: 400. \$ Value: 500. Examples: Famous Funnies #22, Funny Picture Stories #4, More Fun Comics #17, ...

Tear Gas Grenades: These canisters hold enough tear gas to fill a 20' diameter area, and can be hurled up to 100'. Anyone caught in the tear gas cloud must save vs. science or be stunned for 1-6 combat turns. The gas is difficult to see through, causing a -3 penalty to hit any opponent in or through the cloud. The grenades are typically found in quantities of 1-6. XP Value: 100. \$ Value: 400. Examples: Famous Funnies #14, Comics Magazine #2, Funny Picture Stories #3, ...

TNT: A stick of Trinitrotoluene works just like dynamite, but does 4-24 points of damage in a 50' radius and, being less unstable, only has a 2 in 6 chance of being set off by area-affecting damage to the carrier. Typically, 1-8 sticks are found at a time. XP Value: 300. \$ Value: 500. Examples: Keen Detective Funnies v. 2 #3, 6, Jumbo Comics #7, ...

HEAVY ARTILLERY

Heavy artillery cannot, generally, be moved during combat, except by a superhero using a Raise power.

Anti-Aircraft Gun: The earliest anti-aircraft guns were just heavy machine guns (also indistinguishable, for our purposes, from an autocannon). It gets 1 less attack per turn than an ordinary machine gun, but does 1-12 points of damage per hit. It can wreck things as a good man at a -1 penalty. The range is 6,000'. It is generally mounted on a tripod and needs to be crew-fed, like a regular machine gun. XP Value: 600. \$ Value: 4,000. Examples: The Funnies #1, 24, The Comics #3, ...

Anti-Tank Gun: This weapon fires as slow as a single-shot weapon, but it does 5-30 points of damage against a single target or 2-12 points of damage to all targets in a 5' radius (and 1-6 points to all within a 10' radius). It has better armor penetration than an anti-aircraft gun, wrecking things as a remarkable man. The range is 1 mile. It normally takes a crew of 6 to man an anti-tank gun -- 4 if a sergeant or higher is present and 2 if one of them is a captain or higher. The anti-tank gun is heavy -- over 400 lbs. -- and typically is loaded into a carriage for transport. XP Value: 800. \$ Value: 5,000.

Mortar: This relatively small, smooth-bore, muzzle-loading, high-angle-of-fire weapon can be fired once per turn, except by fighters who get multiple attacks as if it was any other single shot firearm. It fires explosive shells with a range of 600' and does 3-18 points of damage in a 5' radius. It does 1 die less damage for each additional 5' radius, down to 1-6 points to opponents up to 15' away. There is always a save vs. missiles for half damage. It wrecks things as if a great man. It normally takes a crew of 3 to work a mortar, though 2 can do it if an officer is present and 1 can do it if he is a lieutenant or better. A mortar is 40 lbs. and can be carried. XP Value: 500. \$ Value: 3,000.

Recoilless Rifle: This is a very light anti-tank gun fired either from the shoulder or while mounted on a tripod. It's a breech-loaded, single-shot weapon that needs a crew of two to operate, unless used by a fighter who is a lieutenant or better. The number of

shots per turn, then, is the same as any single shot firearms, but the damage in this case is 3-18 per hit. It can wreck things as a good man. The range is 1,300'. In the U.S., before 1944, only prototypes of this weapon would exist, though Germany already had them. XP Value: 500. \$ Value: 3,500.

RAYGUNS

While all conventional weapons expend their ammunition in 1-6 turns (or 1 turn for some heavy artillery), rayguns can keep firing until they run out of power. A portable raygun can hold a limited number of charges -- no more than 100, but sometimes less for certain guns -- and expend these charges per attack before being exhausted. Whenever a portable raygun is found it will have a random number charges left. When a raygun is allowed to run out of charge, there is a 1 in 10 chance that the raygun will be burnt out and inoperable until repaired by a scientist. A stationary raygun can usually keep firing for however long it is attached to a power source. Stationary rayguns, invariably, fill an entire room and resemble planetarium telescopes.

Some rayguns are evil devices and their full XP value is only gained by destroying them; Heroes only gain half-experience for keeping them.

Dissolving Ray: The portable version is housed in a steel cylinder 7' long that weighs 750 lbs. and needs to be mounted on a heavy tripod. By dissolving it wrecks things as an incredible man with a range of 200' (15' wide at the base). The stationary version has a range of 2,000' (45' wide at the base). This is an evil device. XP Value: 7,500. \$ Value: 90,000. Examples: Amazing Mystery Funnies v. 2 #3, 5

Electric Ray: The portable version of this weapon looks like a larger mortar and weighs 800 lbs. It fires a lightning bolt just like the spell of the same name, as if cast by a warlock (but with 50% more range, or 180'). The raygun can hold no more than 45 charges.

The stationary version has a range of 1,000'. It has the same number of charges as the portable version, but recharges 1 charge per day. XP Value: 4,000. \$ Value: 60,000. Examples: Famous Funnies #20, More Fun Comics #17, Detective Comics #10, ...

Electromagnetic Scrambler Ray: The generator for this ray is an open-topped centrifuge 7' wide. It has a big magnet on top of it and the direction the magnet faces determines the focus of the ray. The ray has a range of 3,400' and 300' wide at its base. Within that ray it creates an electromagnetic pulse wave that

scrambles electrical devices, compasses, and the like for 1-3 exploration turns, making all such devices inoperable for the duration.

The ray generator can maintain the ray for 1-4 hours, after which it needs 2-12 turns to recharge. This raygun can be used for a total of 50 charges ever. XP Value: 7,000. \$ Value: 80,000. Examples: Keen Detective Funnies v. 2 #7, Smash Comics #3, Amazing Man Comics #5, ...

Force Beam Ray: The portable version of this weapon is small and hand-held, like a revolver in size, but emits invisible rays of destructive force that wreck things like a remarkable man. If it strikes a living target, it does 4-24 points of damage (save vs. science for half). The raygun has a range of 200', with a base of the ray 15' wide. It can hold 25 charges.

The stationary version is small for a stationary raygun -- only the size of half a room. It has a range of 2,000' and a base of the ray 50' wide. It can hold 50 charges, but slowly recharges 1 charge per 2 days. XP Value: 8,000. \$ Value: 70,000. Examples: Detective Comics #19.

Heat Ray: Also known as a "molecular friction ray" and a "destructor-flame gun", the portable version of this weapon looks like a long-barreled pistol, but it fires a thin beam of light at a target. The light beam is very hot and combusts anything combustible it touches. A combustible target (like a person) takes 3-18 points of damage in the first turn, 2-12 more points of burning damage the following turn, and 1-6 points of damage the turn after that unless the fire is extinguished sooner. Against non-living targets, it wrecks things by melting as if a great man.

The portable raygun has a range of 160'. It can hold 50 charges.



Further, if it has been 10 minutes or more since the gun was last used, it needs a 1-minute (2 combat turn) warm up time before it can fire again.

The stationary version has a range of 1,600', the same number of charges, but recharges 1 charge per day. XP Value: 2,500. \$ Value: 12,000. Examples:

Funnies #2, Detective Comics #14, The Comics #8,
...

Incandescent Death Ray: The portable version of this weapon is the size of a light machine gun, only sleeker in design. It still requires a tripod mount for most Heroes to fire it. It corresponds to a heat raygun in all other respects -- save that it *only* does heat damage to vegetation, ignoring all other targets within range. XP Value: 1,000. \$ Value: 5,000. Examples: Smash Comics #3.

Magnetic Ray: This large raygun is almost always stationary and only a giant can hold a portable version. The ray has a range of 2.5 miles and has a width of one-quarter mile. It can attract or repel up to 5 tons of metal objects like a Telekinesis spell. Up to 10 living targets caught in the ray will be affected as well if carrying or wearing at least 10 lbs. of metal. If those targets fail a save vs. science and do not shed their metal items immediately, they can be attracted or repelled at a Move of 24. Even those who make their save have their Move reduced to one-quarter and are -2 to all attacks and saves until they escape the beam or shed their metal items. XP Value: 5,000. \$ Value: 30,000. Examples: Amazing Mystery Funnies v. 2 #8, Fantastic Comics #1.

Paralyzing Ray: A hand-held, rifle-like weapon that shoots a paralyzing beam at a range of 40', with a 10' wide base. The paralysis raygun is fairly simple in design and can even be concealed within a small statue. The paralysis lasts for 1-2 exploration turns unless a save vs. science is made. 3 in 6 of these rayguns cannot hold a charge on their own and have to be plugged into an external power source to function. XP Value: 3,500. \$ Value: 25,000. Examples: More Fun #8-10, ...

Sarian Ray-Rod: A rod of alien origin with no moving parts but a single button. It shines a ray 60' long with a narrow base 6' wide. It has to be centered directly on an object to affect it (the wielder has to roll to attack normally). As long as the object is smaller than the diameter of the ray, it will vanish completely. It does not affect living objects, but can destroy non-living mobsters like a robot or an undead skeleton automatically. The rod will have no more than 25 charges and cannot be recharged. XP Value: 6,000. \$ Value: 42,000. Examples: Famous Funnies #39.

TRANSPORTATION (Land)

Transportation traveling at its top speed has penalties to chase and combat rolls (see Vehicular Combat). Land vehicles are listed with ramming damage, but all

Heroes must save vs. plot before running down a living being with a car. Further, there must be a flat surface and no hard cover for the intended victim for a chance at ramming. A car can be used to wreck things, once, as if a fantastic man, but the car is also wrecked (armored cars can wreck as if a lower level superhero without harm; see below).

Air-Conditioned Car: Any car can get you around town, but the 1938 Nash Ambassador Eight coupe was one of the first automobiles with air conditioning. Further, it's riding on 142-inch wheelbases and features a 125 hp, 322 cubic inches straight-eight engine with twin-ignition and overhead valves. Vacuum-controlled shifting gives you a smooth ride. At night, the hinged rear backseat folds down to turn the car into a bed for two. +1 to all encounter reaction rolls while in this sweet ride.
Length: 17' Weight: 3,200 lbs.
People Capacity: 6 Cruising Speed: 36
Top Speed: 90 Ramming Damage: 6-36
XP Value: 200. \$ Value: 1,500.

Bulletproof Car: This 1928 341A Cadillac Town Sedan may look a little dated on the road, but its 3,000 pounds of armor underneath the car's body is better than hard cover; it bestows an AC 3 on any occupant (unless already better). It can be used in some circumstances to wreck things as if an extraordinary man without harming the car (at the Editor's discretion).
Length: 17' Weight: 8,100 lbs.
People Capacity: 8 Cruising Speed: 18
Top Speed: 30 Ramming Damage: 9-54
XP Value: 600. \$ Value: 6,000.

Examples: The Funnies #13, Famous Funnies #39, More Fun Comics #23, ...

High-Performance Car: This 1939 Singer Roadster is a British import. It is a four-seat, two-door convertible tourer. It makes all chase-related rolls at +1 (see Chases).
Length: 12' Weight: 1,600 lbs.
People Capacity: 4 Cruising Speed: 39
Top Speed: 70 Ramming Damage: 4-24
XP Value: 500. \$ Value: 3,000.

Motorcycle: The 1939 Harley EL Knucklehead motorcycle has chrome wheels, a deluxe leather seat, and a sidocar with its own windshield and cover.
Length: 7' Weight: 550 lbs.
People Capacity: 2 Cruising Speed: 45
Top Speed: 65 Ramming Damage: 2-12
XP Value: 50. \$ Value: 300.

Examples: More Fun Comics #13, Keen Detective Funnies v. 2 #7, Popular Comics #42, ...

Race Car: The 1938 Phantom Corsair is a sleek, streamlined car that only existed in prototype. It is so streamlined that it has no running boards or even door handles, being opened by electric push-buttons. It has on its dashboard a compass, altimeter, and console light that alerts the driver if the lights or the radio have been left on (not standard features in the 1930s). It has no trunk, *per se*, but it does have a beverage cabinet that opens to the back seat.

Length: 19'	Weight: 3,700 lbs.
People Capacity: 6	Cruising Speed: 60
Top Speed: 115	Ramming Damage: 9-54
XP Value: 1,200.	\$ Value: 12,000.

Riot Car: This 1935 Ford V8 has had its chassis and grill reinforced with 1,000 pounds of armor plating, serving as hard cover for all occupants. It can be used in some circumstances to wreck things as if a good man without harming the car (at the Editor's discretion).

Length: 16'	Weight: 4,500 lbs.
People Capacity: 7	Cruising Speed: 30
Top Speed: 66	Ramming Damage: 7-42
XP Value: 450.	\$ Value: 2,500.

Examples: Funny Pages v. 3 #2.

Squad Car: This black and white 1934 Ford Model 40 is an official police vehicle, registered with the nearest municipality, the name of which is written on at least one door. It has an extra red light mounted on the roof (though it isn't a rotating or flashing light until 1948) and a distinctive siren. It has a radio, and a 1 in 4 chance of it being a two-way radio (2 in 4 in a medium city or 3 in 4 in a large city -- two-way radios were expensive!).

Length: 16'	Weight: 2,500 lbs.
People Capacity: 5	Cruising Speed: 39
Top Speed: 90	Ramming Damage: 5-30
XP Value: 130.	\$ Value: 650.

Examples: More Fun Comics #13-15, ...

Rocket Car: Never mass produced, but a car of special construction, a rocket car uses a supercharged V8 auto engine and a rocket motor. The driver attains top speed by activating the booster rocket. The aluminum body makes the car light and fast, but not as good for ramming or wrecking.

Length: 21'	Weight: 3,900 lbs.
People Capacity: 5	Cruising Speed: 55
Top Speed: 345	Ramming Damage: 4-24
XP Value: 800.	\$ Value: 8,000.

Examples: Amazing Mystery Funnies v. 2 #9.

Traveling Crime Headquarters: This is a mobile forensics lab in a trailer, allowing Heroes to study their own evidence while on the go.

Length: 10'	Weight: 1,600 lbs.
People Capacity: 4	Cruising Speed: n/a

Top Speed: halves top speed for vehicle pulling it.
 XP Value: 500. \$ Value: 5,000.

Examples: Detective Comics #27.

Truck: The 1935 Volvo LV81-86 is a Swedish import, one of the earliest trucks to have the cabin and engine mounted over the front axle. The bed in back is often (3 in 4) open, but is otherwise enclosed and makes the truck look more like a bus.

Length: 20'	Weight: 5,500 lbs.
People Capacity: 21	Cruising Speed: 24Top
Speed: 45	Ramming Damage: 7-42
XP Value: 160.	\$ Value: 1,100.

Examples: The Funnies #24, Wonder Comics #1, Marvel Comics #1.

TRANSPORTATION (Sea)

All speeds below assume a motor is engaged; sailing speed is typically one-half cruising speed (but could be affected by wind direction at the Editor's discretion). An undermanned sea vessel cannot reach its top speed. Included below are ramming damage guidelines, but note that anyone can save vs. science to dive under a ramming boat, in addition to the necessary attack roll from the pilot.

Cabin Cruiser: This motor yacht has 1-2 diesel or gasoline engines for locomotion, though 3 in 6 cabin cruisers are hybrids equipped with at least one sail.

Length: 35'	Beam: 12'
Hull Weight: 12,000 lbs.	People Capacity: 10
Crew: 2-4	Bridge Clearance: 116"
Cockpit Depth: 36"	Cruising Speed: 21
Top Speed: 50	Ramming Damage: 7-42
XP Value: 700.	\$ Value: 6,000.

Examples: Wonderworld Comics #3.

Coastal Motor Boat: A vintage WWI torpedo boat. There is a 1 in 4 chance of the boat still carrying 1 torpedo, carries 0-3 depth charges, 0-3 mines, and is armed with 0-3 machine guns.

Length: 45'	Beam: 11'
Hull Weight: 10,000 lbs.	People Capacity: 6
Crew: 2	Draft: 33"
Cruising Speed: 15	Top Speed: 40
Ramming Damage: 6-36	
XP Value: 1,200.	\$ Value: 11,000.

Crab-Sub: This tiny submarine is barely larger than a bathysphere, but is capable of independent movement thanks to its rear propeller. Its long arms not only help stabilize the sub, but end in large mechanical pincers that can crush for 1-10 points of damage.

Length: 5' in diameter	Hull Weight: 4,500 lbs.
People Capacity: 2	Crew: 1
Cruising Speed: 5	Top Speed: 8

Ramming Speed: 2-12
XP Value: 4,000. \$ Value: 40,000.

Examples: Amazing Mystery Funnies v. 2 #3.

Racing Hydroplane: This 1939 Ventnor racing boat is similar to a runabout, but with a splayed front end for more hydroplaning. Like a runabout, it is made from varnished wood to keep weight low.

Length: 14' Beam: 56"
Hull Weight: 400 lbs. People Capacity: 2
Crew: 1 Cruising Speed: 27
Top Speed: 60 Ramming Damage: 2-12
XP Value: 350. \$ Value: 2,100.

River Towboat: Also known as a pusher, this motorboat has a powerful engine that allows it to push one or more barges at a time.

Length: 30' Beam: 21'
Hull Weight: 5,900 lbs. People Capacity: 15
Crew: 3 Max Weight: 2,110 lbs.
Max Pushing Weight: 1,700 tons
Cruising Speed: 6 Top Speed: 15
Ramming Damage: 5-30
XP Value: 600. \$ Value: 3,000.

Runabout: The 1939 Chris Craft Deluxe is a small motorboat of varnished wood that gains speed by hydroplaning.

Length: 16' Beam: 6'
Hull weight: 450 lbs. People Capacity: 6
Crew: 1 Cruising Speed: 12
Top Speed: 40 Ramming Damage: 1-6
XP Value: 60. \$ Value: 600.

Examples: Crackajack Funnies #15.

Scow: This vessel is a modern sailing barge. The sail plan includes a mainsail (350 sq. ft.), a jib (150 sq. ft), and a large asymmetrical spinnaker (1,200 sq. ft). It also has a diesel engine for traveling by motor when wind power will not be faster, or more desirable.

Length: 44' Beam: 9'
Hull Weight: 2,000 lbs. People Capacity: 7
Crew: 5 Cruising Speed: 9
Top Speed: 30 Ramming Damage: 2-12
XP Value: 75. \$ Value: 1,500.

Examples: Amazing Mystery Funnies v. 2 #7.

Sloop: This size sloop needs 140 sq. feet of sail. To sail a sloop, hoist up the sail and see how the mainsail sets. To go home, call for the captain ashore. There is a 1 in 6 chance that the first mate will get drunk and break in the captain's trunk.

Length: 27' Beam: 12'
Hull Weight: 1,300 lbs. People Capacity: 14
Crew: 3 Draft: 3'
Cruising Speed: 6 Ramming Damage: 1-4
Top Speed: 12 (variable by wind)
XP Value: 50. \$ Value: 500.

Examples: Funny Pages #8, Funny Picture Stories #7, Feature Funnies #2,

TRANSPORTATION (Air)

Given the volatile nature of aircraft, a collision resulting in ramming damage usually destroys the plane, doing the same damage to the entire crew and passengers. Without a steel tube frame, all air transport counts as only light cover (though some air transports are still large enough to be completely unseen, and effectively invisible, inside).

Autogyro: Before helicopters, these rotorcraft, like the Pitcairn PA-18, were in semi-common usage.

Length: 19' Wingspan: 21'
Weight: 2,200 lbs. People Capacity: 2
Crew: 1 Ceiling: 12,000'
Range: 225 miles Rotor Diameter: 40'
Cruising Speed: 60 Top Speed: 95
Ramming Damage: 8-48
XP Value: 1,000. \$ Value: 5,700.

Examples: Popular Comics #4, Famous Funnies #26, Detective Comics #31, ...

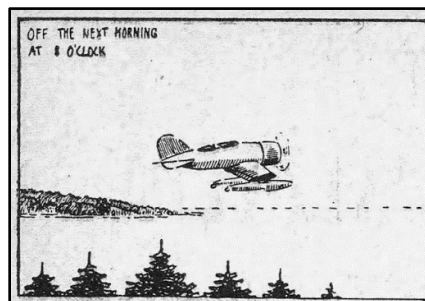
Hot Air Balloon: The safe way for hot air balloons to ascend is no faster than 4 MPH to keep from taking damage from pressure change.

Length: 77,000 cubic ft. Weight: 700 lbs.
People Capacity: 3 Crew: 1
Cruising Speed: 6 Ramming Damage: 1-2
Top Speed: 27 (variable by wind)
XP Value: 250. \$ Value: 750.

Examples: Star Ranger #6.

Fighter-Seaplane: This is a WWI-era two-seat biplane, like the Curtiss HA, with a central float and balancing floats on the wingtips. The fuselage is wood with a fabric covering. The plane is powered by an engine in the nose. There is a 50% chance it will still have 1-4 machine guns mounted on its wings.

Length: 30' Wingspan: 42'
Weight: 3,000 lbs.
People Capacity: 2
Crew: 2
Rate of Climb: 800'/minute
Cruising Speed: 90 Top Speed: 120



Ramming
Damage:
9-54
XP Value:
2,500.
\$ Value:
8,600.

Examples:
New Fun
#5, More

Fun Comics #10, Funny Picture Stories #6, ...

Flivver: A single-seat aircraft, like the Ford Flivver, is a small personal craft with a welded steel tube fuselage, wood wing construction, and fabric covering. The steerable rudder mounted tail-wheel is also the only wheel with a brake. It has a defective stall speed of 30.

Length: 17'	Wingspan: 21'
Weight: 500 lbs.	People Capacity: 1
Crew: 1	Cruising Speed: 60
Top Speed: 90	Ramming Damage: 3-18
XP Value: 300.	\$ Value: 1,000.

Examples: Popular Comics #4.

Flying-Boat Trainer: A WWI-era plane, like the Aeromarine 40F, is a two-seat flying-boat training aircraft. The aircraft is a biplane with a pusher propeller.

Length: 28'	Wingspan: 48'
Weight: 2,000 lbs.	People Capacity: 2
Crew: 2	Ceiling: 1,900'
Cruising Speed: 50	Top Speed: 70
Ramming Damage: 5-30	
XP Value: 1,000.	\$ Value: 3,600.

Examples: Famous Funnies #17.

Reconnaissance Biplane: A WWI-era naval light floatboat-flier, like the Gallaudet D-4, designed to be launched into the air by catapult, but can still take off normally.

Length: 33'	Wingspan: 46'
Weight: 4,200 lbs.	People Capacity: 2
Crew: 2	Ceiling: 14,000'
Range: 390 miles	
Cruising Speed: 90	Top Speed: 120
Ramming Damage: 10-60	
XP Value: 2,000.	\$ Value: 6,600.

Examples: Smash Comics #2.

Transport Biplane: A 1930s plane, like the Curtiss T-32 Condor II, that is easily converted into either a luxury plane or a bomber. There is a 2 in 6 chance of the plane fitted for military use, and may then still have 0-5 machine guns mounted on it, and 0-3 bombs in its bays.

Length: 49'	Wingspan: 82'
Weight: 11,000 lbs.	Crew: 1
Ceiling: 22,000'	Range: 840 miles
Cruising Speed: 150	Top Speed: 175
Ramming Damage: 13-156	
XP Value: 2,500.	\$ Value: 9,000.

Examples: Famous Funnies #23, Amazing Mystery Funnies v. 2 #9.

Utility Biplane: A 1930s luxury, private cabin biplane, like the Beechcraft Model 17 Staggerwing,

each handmade. The fabric-covered fuselage is reinforced with wood over a welded, steel tube frame.

Length: 26'	Wingspan: 32'
Weight: 2,500 lbs.	People Capacity: 5
Crew: 1	Ceiling: 25,000'
Rate of Climb: 1,500'/minute	
Cruising Speed: 200	Top Speed: 210
Ramming Damage: 11-132	
XP Value: 2,000.	\$ Value: 8,000.

Viola: A one-seat craft used by the White Warriors of Cotton Carver's lost world setting. They spin very fast, providing their locomotion like spinning tops, but they are open on top and the passenger seated inside is stabilized like a gyroscope and does not spin.

Length: 11'	Wingspan: 13'
Weight: 600 lbs.	People Capacity: 1
Crew: 1	Ceiling: 40'
Cruising Speed: 45	Top Speed: 60
Ramming Speed: 2-12	
XP Value: 800.	\$ Value: 6,000.

Examples: Adventure Comics #36

Transportation Add-Ons: Each of these features adds xp and \$ to the value of the transport, when applicable.

- Autopilot (100 xp, \$500)
- Bulletproof glass (AC 6, 50 xp, \$250)
- Contains mini-fridge (20 xp, \$100)
- Electric winches for windows, sails (30 xp, \$150)
- High-powered (+50-80 MPH, 100 xp, \$1,000)
- Internal electricity (25 xp, \$125)
- Jet engine (+110-160 MPH, 200 xp, \$2,000)
- Long-range/broadband radio (30 xp, \$150)
- Mounted weapon (as per trophy type)
- Pressurized cabin (200, \$2,000)
- Radar-jamming/stealth (250 xp, \$2,500)
- Radio compass (70 xp, \$400)
- Remote control (range 4 miles, 400 xp, \$4,000)
- Rotating license plates (40 xp, \$200)
- Super-muffler (for silent running, 200 xp, \$2000)
- Vertical take-off/landing (250 xp, \$2,500)

MAD SCIENCE

This covers a wide range of hand-held and room-sized scientific wonders. Portable hand-held devices either do not require a power source or have an internal one (perhaps even as simple as store-bought batteries). Large, stationary devices either have to be connected to an external power source (and create a significant drain on the local power grid) or have their own attached generators. Wrecking the generator, as

alluded to in the Wrecking Things section, can sometimes have catastrophic chain reactions to the hideout (at the Editor's discretion).

Any item listed as an evil device only bestows full xp value for destroying, and half-value for keeping.

Aero Belt: This flying belt is powered by a cylindrical power chamber worn like a backpack (and attached to the belt by cables). The belt has a control pad on the buckle that helps control flight direction and stabilizing. XP Value: 750. \$ Value: 7,500. Examples: The Comics #9.

Compact Annod Comptod Machine: Try not to think too much about what that means. It is a device a superhero can hold on his hand that allows him to use the Wreck at Range power three times per day. XP Value: 500. \$ Value: 3,500. Examples: Amazing Man Comics #5.

Electric Crystal-Encasing Tank: An unconscious, paralyzed, or otherwise motionless victim must be placed in this tank, for it takes 1-4 turns for the process to complete. By the end of the process, unless the victim has saved against science at -4, he is encased in a block of crystal. The crystal can be wrecked from the outside as if a machine. From inside, the crystal can only be wrecked as if a car. The tank needs an outside source of electricity and only works on beings man-sized or smaller. XP Value: 2,000. \$ Value: 20,000. Examples: Action Comics #14.

Flame-Gun: More versatile than a bulky flamethrower, a flame-gun is a handheld weapon that mixes chemicals in the air to create an intense flame. It can melt things, as if wrecking things, as a good man at a range of 20'. It can create a fire barrier within 1 combat turn (see Fire in the Combat section). It has 1-10 uses before it needs to be refueled. XP Value: 900. \$ Value: 4,500. Examples: Amazing Mystery Funnies v. 2 #5, Wonderworld Comics #3-4, ...

Gas Gun: A squat, stubby weapon with a large round barrel, the sleeping gas gun sprays a cloud of gas into a 10' diameter. 1-4 persons within the cloud will have to save vs. poison or fall asleep for 2-12 turns. A sleeping person can be roused by a sudden shock such as a hard slap, but will sleep through loud noise or combat. The gun has 1-3 uses before needing to be refilled with fresh gas cartridges. XP Value: 600. \$ Value: 3,000. Examples: Detective Comics #20, 21, 25, ...

Image Projector: The projector is the size of a telephone booth. The operator can project his image anywhere within a 5-mile radius, except through lead. The image can inexplicably communicate audibly. The image has a low enough resolution that it is not a

believable illusion and cannot attack as a Phantasmal Image spell can. A mad scientist, with some adjustments, can project any mansized-image or any particular person's image. It can be used 1-10 times before needing to be recharged from an external power source. XP Value: 3,000. \$ Value: 30,000. Examples: Action Comics #2, 17.

Indestructible Costume: Made from an accidentally created alloy or a baby blanket belonging to a vastly superior alien being, this costume bestows an AC of 2 to the wearer. XP Value: 800. \$ Value: 5,000. Examples: Action Comics #1-3, ...

Inertia Absorber: This apparatus protects whatever structure it is attached to from harm, giving it the power of Imperviousness until it has absorbed 100 points of damage. The absorber has to be attached to something at least the size of a car, but no bigger than a small house. XP Value: 3,000. \$ Value: 30,000. Examples: New Fun #2.

Infravision Helmet: This helmet allows the wearer to see in the dark, as well as to see invisible people and things. It does not necessarily reveal concealed things or secret doors. XP Value: 2,000. \$ Value: 25,000.

Invisible Robe: This hooded robe is always invisible and whoever wears it is made invisible too. The invisibility on the robe is permanent and the wearer remains invisible, even after attacking. XP Value: 2,500. \$ Value: 15,000. Examples: Smash Comics #2.

Invisibility Field Generator: As large as the trunk of a car, and can generate a field large enough to turn a car invisible. Lasts for 1-6 hours before needing to be recharged. XP Value: 2,000. \$ Value: 8,000. Examples: Action Comics #13.

Keratin-Softening Spray: Sprayed from a small, hand-held container, this spray immediately and temporarily softens things made out of the protein keratin -- like animal claws -- making them as soft as rubber. The effect lasts for 3-6 turns and, for that duration, a subjected animal's claws will only do half damage (rounded down). The spray can only be sprayed up to 10' away and there are 1-4 uses. XP Value: 500. \$ Value: 800. Examples: Crackajack Funnies #5.

Master Switch: This is a portable metal box, weighing 10 lbs., with a big switch on top. Throwing the switch shuts down all of one type of hi-tech item -- machines, robots, transportation, or weapons -- within 300'. Every time the switch is used, there is a cumulative 1 in 20 chance of the switch never working again. XP Value: 8,000. \$ Value: 80,000. Examples: Popular Comics #27.

Mind Control Machine: This is a surprisingly small device, a metal box able to rest on a tabletop, with a delicate light bulb-like attachment on top. The machine can hypnotize one person at a fairly long range -- 1,000' -- so long as that person fails a save vs. science. There is no limit to how many people can be hypnotized. The hypnotism lasts 1-4 weeks and can make someone do things they would not normally do, like betray their country (but not put themselves in immediate harm).

The machine takes 1-6 turns to recharge after use (during which it needs access to an external power source). If the fragile attachment on top is broken, everyone hypnotized by the machine is released at once. This is an evil mad science device. XP Value: 5,000. \$ Value: 100,000. Examples: Detective Comics #30.

Mind Transfer Machine: The size of a room, 10' on a side, this machine can transfer the minds between two people within 10' of the machine and somehow hooked up to it (traditionally with some headgear with tubes attached to them). Anyone unwilling subject is entitled to a saving throw against science. If both parties make their saving throws, no mind transfer occurs. If one party saves and the other does not, the mind transfer is temporary and lasts 1-6 days. If both parties are willing or miss their saves, the transfer is permanent (unless hooked up to a mind-transfer machine again). The transferee retains his mental attributes, but picks up the physical attributes of the body transferred to. Generally, this means a Magic-User transferred into a Fighter's body would retain the attributes of both classes, while a Fighter transferred into the body of a Magic-User would not gain the attributes of a Magic-User. This is an evil mad science device. XP Value: 4,000. \$ Value: 50,000. Examples: Famous Funnies #12, Jumbo Comics #1, Action Comics #8, ..



Oil of Ghostliness: This lubricant, when spread over a living being, renders that being intangible. For the following 2-12 turns, the wearer will be in this state, by virtue of being half-phased into the spirit plane. No non-magical attacks can affect the wearer and no non-magical barriers can keep out the wearer for the duration, though each turn there is a 1 in 6 chance of attracting a random supernatural being's attention.

After the turns are up the wearer returns back to earth. Depending on the user's location, if he was inside a solid object at the time, the wearer will be shunted out and take 1-6 points of damage for every foot of thickness passed through. XP Value: 600. \$ Value: 3,000. Examples: Comic Magazine #1.

Oxygen Evaporator: This small device is meant to fit on the helmet of a diving suit and keep it from running out of air, without the need for an air hose. Why would evaporating oxygen make it easier to breathe? Try not to overthink this. It *does* make sense that an oxygen evaporator might be able to make the air unbreathable in a closet-sized space. XP Value: 1,000. \$ Value: 5,000. Examples: Detective Comics #11.

Paralyzing Pipes: This appears to be an ordinary wind musical instrument, but playing it causes an effect just like the Hold Person spell that can affect the same number of targets within the same range. Everyone else just hears music. The pipes can be used every other turn, but there is a cumulative 1% chance per use of disruptive harmonics damaging the pipes so they cannot be used again. XP Value: 1,250. \$ Value: 12,000. Examples: Detective Comics #23.

Poisonous Gas Cloud Ejector: This machine can be built small enough to be fired as a weapon from a tripod. The ejector can fill a 30' radius with deadly smoke. Anyone caught in the smokescreen must save against poison or immediately lose consciousness and, if not removed from the smoke within 1 exploration turn, will die. The machine can eject poisonous smoke for no more than 10-12 minutes before needing to be refilled. This is an evil mad science device. XP Value: 2,000. \$ Value: 15,000. Examples: Famous Funnies #23, Amazing Man Comics #5.

Portable Submarine Detector: Like a hand-held Radar device, but it only detects submarines. It has a range of 6,000'. It can run for 30 minutes on its own power, or indefinitely if plugged into an external power source. XP Value: 1,500. \$ Value: 7,500. Examples: Detective Comics #11.

Radio-Control Rocket: Essentially a drone. Ceiling height: 500'. Range: 10 miles. Speed: 30 MPH. XP Value: 750. \$ Value: 3,750.

Radio Receiver Buttons: If worn, the button can allow the wearer to hear a specific radio signal that can be broadcast so that only the button wearers can hear it, within a 2 mile radius. The sending apparatus is large, immobile, and requires an external power source. If set to maximum intensity, a single wearer within a 1-mile radius will be overstimulated to the point where he must save vs. science of take 3-18 points of damage from a heart attack. XP Value:

750. \$ Value: 4,000. Examples: Detective Comics #23.

Radio Teleport Machine: This machine fills an 8' cube, including the slab that its subjects must lie on. If the subject lies perfectly still while being scanned by the overhead sound-converter, the subject may be teleported to a specified radio receiver within a 10-mile radius. If the subject moves -- or simply fails a save vs. science, the machine shocks the subject for 1-6 points of damage instead of teleporting him. XP Value: 2,500. \$ Value: 30,000. Examples: Famous Funnies #37.

Raise Dead Machine: This machine is 10' x 15', with 30' tall lightning rods. It is a noisy machine, with lots of big electrodes and Tesla balls. It has a 1 in 6 chance of re-animating a dead corpse, or a 3 in 6 chance during a lightning storm. Even then, there is a 2 in 6 chance that the corpse will only be animated as a zombie, and a 4 in 6 chance that the person will come back just as he was in life. The machine can only be used once per day and needs to be recharging the rest of the time. This is an evil device, as these are things man was not meant to know. XP Value: 10,000. \$ Value: 70,000. Examples: More Fun Comics #22.

Remote Control Device: The size of a large toolbox or footlocker, this device can remotely control a complex mechanical device (such as an appliance or a vehicle, but not simple machines like pulleys or shovels) within a 1,000' range. The device can override all internal features, like ignition keys and door locks, so that they cannot be controlled except via remote control. Only one mechanical device can be controlled at a time. This device can work on androids, but they are allowed a save against science at +2 each turn to resist. XP Value: 500. \$ Value: 9,000. Examples: Smash Comics #2, Amazing Mystery Funnies v. 2 #11.

Shrinking Machine: This device is large enough to hold a full-grown man trapped inside. It injects chemicals into the man through the arm, then bombards him with electricity (though the flash tubes mounted on the outside of the machine). The effect is painful, doing 1-6 points of damage, and affects the mind so much that one must roll randomly for what Alignment the victim winds up becoming (equal chance of Lawful, Neutral, or Chaotic), but these are just secondary attributes of the machine. Its true purpose is to make the person fail a save vs. science or shrink to the height of 7-12 inches, for 1-6 days. This is an evil mad science device. XP Value: 2,000. \$ Value: 10,000. Examples: Amazing Man Comics #5.

Super-Seper-Iconoscope: This desktop-sized machine and television-like screen can pick up a radio signal and convert it into a television signal, as if the scene heard was being filmed. It has to be a live

signal; it cannot convert a recorded signal. XP Value: 2,500. \$ Value: 15,000. Examples: Smash Comics #3.

Telepathic Projector: Allows someone touching this machine -- a cabinet-sized control box attached to what looks like a movie camera -- to transfer his thoughts into visible words, pictures, or words and pictures that translate the thoughts into visual media that appears projected into thin air. The images are 2-dimensional in nature and can fool nothing smarter than an animal that something real is there. XP Value: 1,500. \$ Value: 10,000. Examples: Action Comics #2.

Thought Materializer Machine: This room-sized, stationary apparatus can be activated once every 1-6 rest turns. It acts as a Mobster Summoning spell, with an equal chance of being version I or II. Except that the mobsters, in this case are not being "summoned", they are being created by the machine. XP Value: 3,500. \$ Value: 25,000. Examples: More Fun #9.

Thought Translator: Allows telepathic communication between all sentient beings within 30' of each other. No one can read any thoughts that are not being planned for speech, so no concealed or buried thoughts will be detected. XP Value: 3,000. \$ Value: 35,000.

Ultra Short Soundwave Generator: This apparatus looks like a large, complex (and stationary) radio setup, 3' x 6' x 4' in size, that needs an external power source. What it does is generate ultra short sound wave pulses that can be magnified and directed from a dish, either nearby or mounted on the roof. The pulses have a range of 3,000' and forms a cone shape with a base 70' in diameter. Where the cone is aimed, the 4-16 targets closest to the end of the cone must save vs. science or be stunned for 3-6 turns. The generator takes 1-4 minutes to recharge between uses. XP Value: 4,000. \$ Value: 30,000. Examples: Crackajack Funnies #3.

Weather Control Machine: The size of a room, 10' on a side, this machine is able to control the weather within a 5-mile radius. It has the following 8 settings (though there is a 10% per adjustment of a random weather result):

- Rain
- Stop rain/drought
- Cold wave (21-30 degrees)
- Heat wave (101-110 degrees)
- Tornado (destroys 1-4 buildings)
- Stop tornado
- Deep clouds

- Clear sky

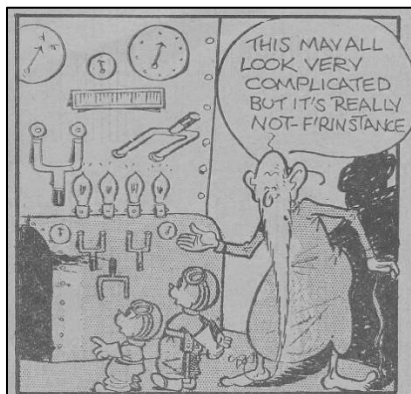
Each effect lasts 1-12 hours, except for tornado, which lasts for 1-12

turns. XP

Value:
6,000. \$

Value:
30,000.

Examples:
Jumbo
Comics #2.



X-Ray Glasses: When worn, these glasses give the wearer the ability to see into and through solid matter. Vision range is 20', with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1' of stone, 1" of common metal, or up to 3' of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. XP Value: 4,000. \$ Value: 35,000. Examples: Mail order ads from virtually any comic book.

MAGIC ITEMS

Amulet of Protection: This amulet offers continual magical protection in the form of an Armor Class bonus of +1 (subtract from AC), and a +1 bonus to all saving throws. The AC protection is not cumulative with magic armor, but it does protect people who cannot wear armor, like magic-users and superheroes. XP Value: 2,000. \$ Value: 10,000. Examples: The Funnies #12.

Armor +1: This suit of antique chainmail armor is AC 4 instead of AC 5. XP Value: 600. \$ Value: 3,500.

Arrow of Rain-Making: You shoot it up into the sky towards a cloud, it makes the cloud rain. Pretty simple. XP Value: 600. \$ Value: 3,000. Examples: Jumbo Comics #6.

Arrows +1: These arrows enjoy a +1 to hit and +1 to damage when shot from a bow, and can harm mobster types that are specifically immune to non-magical weapons. They are typically found in bundles of 7-12 and break after use. XP Value: 40. \$ Value: 240.

Axe +1: This axe enjoys a +1 to hit and +1 to damage, and can harm mobster types that are specifically immune to non-magical weapons. It can be thrown as a missile weapon. XP Value: 300. XP Value: 1,750.

Bag of Holding: This appears to be a common cloth sack about 2' x 4' in size. The Bag of Holding opens into a non-dimensional space -- its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount -- 15 lbs. The bag can hold up to 250 lbs. and has 30 cubic feet of space inside it.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a Bag of Holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. XP Value: 5,000. \$ Value: 25,000.

Boat of Travel: This wooden craft is no larger than a rowboat and moves no faster than one -- but it needs no rowers. It moves on its own when a command word is spoken to it, goes where it is told to go, and stops when it is told to stop by the same speaker. He who commands the boat can even name a place and, so long as the speaker knows how to get there, the boat will know how to get there. XP Value: 5,000. \$ Value: 12,500.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting the wearer a 2 in 6 better chance of moving silently (based on Skills; 4 in 10 better for a Mysteryman). XP Value: 1,000. \$ Value: 5,000.

Bowl of Wisdom: This decorative bowl (usually of enchanted gold) benefits anyone who drinks from it for the first time, gaining +1 to his Wisdom score for 1 month. XP Value: 4,000. \$ Value: 40,000. Examples: Popular Comics #6.

Carpet of Flying: This rug is able to fly through the air as if affected by a Fly spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it; if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions. A Carpet of Flying can carry up to double its capacity, but doing so reduces its speed to 20. It has average maneuverability, but a Carpet of Flying can still hover. Carrying Capacity: 400 lbs. Size: 5' x 10'. Speed: 40. XP Value: 8,000. \$ Value: 27,500. Examples: Famous Funnies #42, Action Comics #2.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a 2 in 6 better chance of hiding (based on Skills; 4 in 10 better

for a mysteryman). XP Value: 1,000. \$ Value: 6,000.

Crystal Ball of Divination: It can show you where someone you personally know, or some object you've seen before, is right at this moment, as well as the immediate environ around it. But there's a catch; this crystal ball only works between 3 am and dawn (at the gazer's location). XP Value: 1,000. \$ Value: 5,000. Examples: New Adventure Comics #21.

Crystal Ball of Future-Gazing: A magic-user, gazing into this crystal ball, can see future events begin to unfold. What information can be gleaned is always limited to plot hooks the Editor wishes the magic-user to have, and the magic-user cannot control the images in any way. XP Value: 2,000. \$ Value: 10,000. Examples: Action Comics #1.

Cursed Scroll: Just looking at the contents of this scroll produces a curse on the examiner. A curse might turn someone to stone, polymorphs someone into a different shape, leaves them with a 3 Charisma, seals them in a certain area, melts them into nothingness, or something equally devious. At the Editor's discretion a saving throw can be allowed, but should be at a stiff penalty (-4, or worse). XP Value: 0. \$ Value: 0.

Dagger +2: This weapon bestows a +2 bonus to attack and damage rolls, can harm mobster types that are specifically immune to non-magical weapons, but only does 1-4+2 points of damage per hit. A dagger can be thrown as a missile weapon. XP Value: 200. \$ Value: 1,500.

Draught of Superheroism: A potion, but never available as a hi-tech potion, this magic potion not only heals the imbiber for 2-16+1 lost hit points, but gives the imbiber one level in the superhero class. If already a superhero, the imbiber operates as if one level higher. If not already a superhero, then the imbiber operates as a good man in addition to his normal class and level, but gains no experience points in the superhero class. The level in superhero lasts for only 1-6 turns. XP Value: 450. \$ Value: 1,500. Examples: The Comics #5.

Locket of Warning: The locket plays music whenever there is imminent intentional danger, just loud enough for the wearer to hear (no matter how loud any background noise is). This means the wearer cannot be surprised by combatants, or any traps that were intentionally set (unintentional traps, like weak floorboards breaking or something accidentally falling, do not set off the locket). XP Value: 3,000. \$ Value: 17,500. Examples: Feature Funnies #9.

Magic Symbol: Anyone holding this symbol can turn the supernatural as if 3 levels higher. XP Value: 4,000. \$ Value: 25,000. Examples: More Fun #7.

Magic Torch: Touch the end of it and it bursts into flame on its own. It is easily blown out, but can be re-lit with just another touch, and is never hot to the touch when not lit. XP Value: 500. \$ Value: 2,500. Examples: Famous Funnies #38.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell Detect Thoughts, as often as desired. XP Value: 1,000. \$ Value: 20,000.

Mirror of Invisibility Warding: It is perfectly harmless most of the time, but if anyone invisible passes in front of it, he has to save vs. spells or become a permanent reflection in the mirror. A Dispel Magic spell will release the last prisoner, as will throwing a stone at the mirror over the right shoulder while saying "Abracadabra" three times). XP Value: 2,500. \$ Value: 25,000. Examples: Famous Funnies #36.

Pin of Mystic Might: This pin, when worn on one's person, gives the wearer one level in the magic-user class. If already a magic-user, the wearer operates as if one level higher. If not already a magic-user, then the wearer operates as an entertainer in addition to his normal class and level, but gains no experience points in the magic-user class.

The pin will only stay on one person for 2-7 days before it will fall off -- no matter how it is secured -- and cannot be worn by that same person again.

Further, the pin can be sat down at any time and commanded to turn into a gem that functions as a crystal ball of divination. XP Value: 4,000. \$ Value: 25,000. Examples: Funny Picture Stories v. 2 #1.

Ring of Djinn Summoning: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinn can be called from its home plane of existence. When the ring is rubbed the call goes out and the djinn appears in the next minute. The djinn faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless. XP Value: 3,000. \$ Value: 30,000. Examples: Jumbo Comics #2.

Ring of Evil Detection: As per the spell Detect Evil, as if cast by a spellbinder. The ring needs a rest turn between uses. XP Value: 2,000. \$ Value: 20,000. Examples: New Adventure Comics #28.

Ring of Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell. XP Value: 1,500. \$ Value: 15,000.

Ring of Light: Shoots beams of light (like Lasers, but if this is the 1930s or '40s then no one has heard of Lasers) for 4-24 points of damage at a range of 90'. Can be used three times per day. XP Value: 3,000. \$ Value: 20,000. Examples: The Funnies #6.

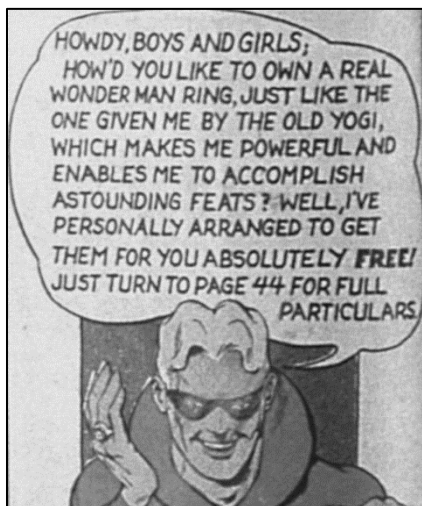
Ring of Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage every hour rather than every day. (This ability cannot be sped up by first aid kits.) If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it over the course of 1 month. In either case, only damage taken while wearing the ring is regenerated. XP Value: 5,000. \$ Value: 40,000.

Ring of Three Wishes: This ring is set with three rubies. Each ruby stores a magic wish, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1-3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a non-magical item. The Editor is encouraged to be fairly generous in his interpretation of a first wish, but to look harder for ways to corrupt the meaning of the wish for each additional wish. XP Value: 3,000. \$ Value: 30,000.

Ring of Water Walking: This ring, set with an opal, allows the wearer to continually walk on the water as if it was a hard, dry surface. XP Value: 1,000. \$ Value: 10,000. Examples: Wonderworld Comics #3.

Ring of Wonder: The wearer gains all the abilities of a great man. If already a superhero, the wearer is effectively two levels higher. This is in terms of powers and wrecking things, not hit points, attacks, or saves. XP Value: 9,000. \$ Value: 60,000. Examples: Wonder Comics #1, 2.

(*Offer no longer valid)



Sapphire

Eye of Sphkmet: See X-Ray Glasses, only the sapphire has to be held to the eye and cannot be worn. Examples: Comic Magazine #3.

Scroll of Protection from Werewolves: When this scroll is read out loud by anyone, the reader and all

within 10' of the reader cannot be approached by werewolves. Werewolves can still attack them with ranged weapons from more than 10' away. The protection lasts for 6 turns. XP Value: 1,000. \$ Value: 5,000.

Shawl of Time: Each time it is used to cover a living thing, that being is transported back in time 2-12 years. Treat each die as an exploding die, so that a "6" means you roll again for more years transported back. There is no roll to resist if the person holding the shawl puts it on himself, but if one tried to put it on someone else there would be a save vs. spells to resist. The shawl always disappears with the wearer, but if draped over another person, there is only a 2 in 6 chance of the shawl disappearing with that victim. XP Value: 3,000. \$ Value: 50,000. Examples: Famous Funnies #18.

Spell Scroll: This long sheet of vellum is scribed with the incantations for casting a spell. Only a magic-user can read a spell scroll out loud and activate the spell. The magic-user does not need his wand in order to cast this spell, but the spell disappears off the scroll after being cast. Alternately, a magic-user can try to learn how to prepare the spell himself and store it in his wand during his downtime, as per the rules for spells the magic-user already knows.

A scroll may hold 1-3 random spells on it, of any spell levels. XP Value: 100 per spell level. \$ Value: 600 per spell level.

Staff of Healing: A staff is a long shaft that holds spells. A typical staff is 4-7' and 2-3" inches thick, weighing about 5 lbs. A typical staff is like a walking stick, quarterstaff, or cudgel. This white ash staff, with inlaid silver runes, allows the magic-user wielding it to cast Cure Light Wounds up to 50 times. Each casting uses up a charge and, when the staff is out of charges, it becomes a non-magical staff. XP Value: 6,000. \$ Value: 25,000.

Staff of Smoke: This weapon is a Staff +1 (+1 to hit and damage). It can emit a Fog Cloud (as per the spell) out of the eyes of the cat face on the head of the staff. It holds 50 charges and then becomes an ordinary Staff +1 when it runs out of charges. XP Value: 1,000. \$ Value: 4,500. Examples: Action Comics #5.

Sword +1: This sword bestows a +1 bonus to attack rolls, can harm mobster types that are specifically immune to non-magical weapons, and may use a damage die better than normal (a two-handed sword might use an 8-sider, for example). XP Value: 400. \$ Value: 2,000. Examples: Adventure Comics #44.

Sword +1, +2 vs. Werewolves: Like a Sword +1, but it does +2 damage vs. werewolves. XP Value: 600. \$ Value: 3,000.

Sword +1 of Flame: Like a Sword +1, but it burns like a torch on command, and does +3 damage vs. the undead. It can set combustibles aflame. XP Value: 800. \$ Value: 4,000.

Sword +2: Like a Sword +1, but is +2 to attack rolls. XP Value: 700. \$ Value: 3,500.

Sword -1 Cursed: This cursed weapon confers no special bonuses, and comes with a penalty to hit. XP Value: 300. \$ Value: 0.

Sword of Nemesis Slaying: This sword is +1 to hit and damage normally, but +4 to hit and does 3-18 damage vs. a single, specific individual it was made to kill. XP Value: 900. \$ Value: 4,500.

Vase of Vanishing: These ceramic vases are large, 3-5' in height, and wide enough for a full-grown man to wiggle into through the open top. If one does so, there is a 2 in 6 chance that nothing will happen, a 2 in 6 chance that the person will be teleported 70-120' away in a random direction, and a 2 in 6 chance that the person will fall down a 10-60' pit. If the pit is encountered, there will be a 1 in 6 chance of finding a jewel worth \$1,000-6,000 at the bottom -- one time only! If the vase is broken while someone is in the pit, that person is immediately teleported back out of the pit and next to where the vase was, but takes 6-36 points of damage. XP Value: 2,500. \$ Value: 30,000. Examples: Famous Funnies #44.

Wand of Fear: Although a magic-user's true wand can take any form, this type of magic wand is most typically a thin baton. A typical wand is 6-12" long and about 1/4" inch thick, and often weighs no more than 1 oz.. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

When the wand is activated, it shoots a ray 60' long, 30' wide at its base. All within must save vs. spells or

drop everything and flee in panic for 1-3 minutes at full movement away from the wielder. The wand has 50 charges in it and each time the wand is activated it expends a charge, becoming a useless baton when the charges are all gone. XP Value: 3,000. \$ Value: 30,000.

Wand of Magic Detection: This type of wand holds up to 50 Detect Magic spells inside it. Each time the wand is activated, the spell is cast and a "charge" of the wand is used up. The spell is cast at the holder's level. XP Value: 2,500. \$ Value: 25,000.

Wand of Paralyzation: Like a Wand of Magic Detection, but this wand holds up to 50 Hold Person spells. Unlike a Wand of Magic Detection, only a magic-user can use this wand. XP Value: 3,500. \$ Value: 25,000.

Wand of Secret Door Detection: Like a Wand of Magic Detection, except that it reveals the presence of absence of secret doors within 60'. XP Value: 2,500. \$ Value: 20,000.

Whistle of Summoning: This seemingly simple whistle can be used once per day to summon a specific guardian. The guardian has to be within 12 miles, but immediately appears within sight of the blower. The Editor will assign the guardian attached to the whistle. It is usually something supernatural, from a hieroglyph guardian to a djinn, but it could be a magic-user as well, and very rarely is someone or something not tied to magic at all. XP Value: 3,500. \$ Value: 35,000. Examples: Popular Comics #1.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower him to fly with a speed of 60. XP Value: 750. \$ Value: 10,000. Examples: Famous Funnies #32.

III. Underworld & Metropolis Adventures

COMBAT

There are plenty of ways to resolve conflict in scenarios, but you don't always get a friendly result while parlaying, and not everyone wants to be your supporting cast. Inevitably the conflict between good and evil (or specifically your Editor's scenarios) will result in combat.

Because of the potential lethality of combat, this conflict resolution is most detailed and restrictive than

other mechanics of this game. **While time in the rest of the campaign is measured in 10-minute or 4-hour turns, combat is measured in 30-second combat turns.** During this length of time, a Hero may banter endlessly, feint with mock attacks, brush off attacks from his foes, pose dramatically, or any other flavor text the player and Editor can agree to, unless restricted by one of the following rules:

SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

The Editor should roll a die for each side -- there are typically only two, the heroes and the villains, but there could be third parties (like bystanders, a rival group of good guys, a competing group of bad guys, etc.) whose actions or reactions could be important, and then the Editor should roll for them as well. Generally, on a result of 1 or 2, that side is surprised. The Editor can always modify this, based on the situation, or the opponents encountered.

A mysteryman has a better chance of surprise, equal to his skill chance. Some mobsters also have better chances of surprise, or less of a chance of being surprised.

If some but not all of the combatants are aware of their opponents, a surprise turn happens before regular turns begin. Any combatants aware of the opponents can act in the surprise turn, rolling for initiative only if more than one side has surprise.

After the surprise turn, the side that had surprise also gets to go first in the first regular turn of combat.

INITIATIVE

At the start of a battle, each side makes their own initiative roll (the Editor may make multiple rolls, if controlling multiple sides) on 1 die. Combatants act in order, counting down from highest result to lowest.



An initiative roll determines who has the advantage of going first in that turn, and is re-rolled each turn (as fortune may shift throughout a combat). **If two or more sides have the same initiative number, the combatants all get to act simultaneously, not**

losing their actions even if they are knocked unconscious that same turn.

A mysteryman can circumvent initiative by using a stunt to outdraw his opponents and gets to go first for that turn only.

There are other exceptions, based on circumstances, that can delay an attack to the end of the turn.

- If someone was attacked from behind, and only has an opponent behind him, the victim can only attack at the end of the turn.
- If someone switches weapons during a combat turn, he goes at the end of the turn.
- Anyone can delay actions until the end of the turn, intentionally skipping their initiative roll (perhaps to assess the situation first).

All attacks delayed until the end of the turn are treated as simultaneous.

MOVEMENT

The winning side gets to move before any attacks take place. Base speed for most races is 12 – 12' is then how fast someone can move in a combat turn and still attack afterwards. If not attacking, you can move 5 times that (or 60' for a Move 12) during a combat turn.

A combatant can attempt a skill roll to move 5' faster (normal chance) or 10' faster (half chance). A mysteryman can cash in a stunt slot to move 15' faster. Powers and spells can buff speed too.

Melee combat does not need to be a stationary exchange of blows. All combatants can move around as much as they want, so long as they remain within at least 10' of at least one other combatant, and are still part of the same melee. Attempting to leave the melee unsafely invokes an attack of opportunity (see above). One can also attempt to move someone out of melee as a special action (see Other Combat Options).

It is also possible to have a running combat, where everyone is both moving in the same direction and staying in melee range of each other (like if they were trying to beat each other up while racing towards a common goal). But all combatants must agree to the running combat in order to avoid both attacks of opportunity and the requirement of withdrawing.

ATTACKS OF OPPORTUNITY

This refers to a free attack that does not fall in the normal order of events for a combat (no need to roll for initiative). Normally, if both sides are trying to attack each other, there are no additional attacks of opportunity. If one party in a melee were to stop fighting and run away, the other side would get an attack of opportunity. If someone is stunned or held fast in some way, all attacks against that person are attacks of opportunity.

If the defenders outnumber the attackers during a melee, the excess defenders may refuse combat and withdraw from a melee without invoking attacks of opportunity.

POWER ACTIVATION

Powers are activated by the willpower of the superhero, so they become active early in the turn, between movement and attacks. Defensive powers are active and applicable immediately; offensive powers are active but still have to wait for the superhero's turn to attack.

SPELL CASTING

Spellcasting requires some active components on the magic-user's part besides willpower. The magic-user's wand must be in at least physical contact with the magic-user. In addition, there will be a third component chosen at the time of Hero creation (and must remain consistent). It will be either visual, auditory, somatic, or other material component. If that component is unavailable (a visual magic-user is blindfolded, an auditory magic-user is gagged, a somatic magic-user has his hands tied up), the magic-user cannot cast spells.

Casting a spell begins at this part of the combat turn, before missile attacks, but the magic-user does not get his spell off until he would normally get his missile attack. That means that anyone beating the magic-user in initiative and hitting the magic-user with a missile attack before the spell goes off disrupts the spell; the spell is lost and has no effect.

Further, a magic-user already in melee cannot engage in spellcasting at all until disengaged from melee.

A contest of wills between magic-users also begins at this point in the turn.

STUNTS

The Editor may have to be flexible for when to determine stunts take place. Most movement-based stunts take place during the movement phase of the combat turn. More complicated stunts will not be done until the end of the combat turn, or take longer than a combat turn to complete.

MISSILE ATTACKS

This is when attacks begin in the combat turn, starting with the side that won initiative. Spells go off at this point in the sequence, though generally they do not correspond with the mechanics related to missile attacks -- the attack roll, Armor Class, cover, rate of fire, and range.

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a combat turn. When you make an attack roll, you roll a 20-sided die and add any bonuses you may have. Compare your result to the attack table below; if your result equals or beats the number needed to hit the target's Armor Class, you hit and deal damage.

ATTACK BONUS/MODIFIERS

Your attack bonus is determined by your class and level (for mobsters, it is based on Hit Dice). There may be other modifiers, like a Dexterity bonus, or a bonus tied to a trophy weapon.

Other attack modifiers:

- **Aim:** If a combatant spends a whole turn aiming, he gets a +1 bonus to attack on the following turn.
- **Height advantage:** a +1 bonus when attacking from above (normally only applicable to missile fire, but may apply if the attacker is 3 or more feet taller than his target, or mounted on horseback).
- **Rear attack:** a +1 bonus.
- **Shooting in a melee:** Missile weapons are easily blocked or knocked off-target at point blank range, giving a -2 penalty to attack rolls.

AREA OF EFFECT

Some attacks do not need attack rolls because they affect an area, defined as a cone, circle, or sphere of a set size. In this case, the Editor will have to determine which combatants fall into that area and

can be affected. Those who could be affected all get a saving throw vs. missiles (this is the main exception for when non-Heroes get to use this saving throw) to resist the effects or to halve the damage from the effect, depending on what it is.

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you.

Your AC is equal to the following:

9 - armor modifier - cover modifier

Note that there could be situational modifiers to AC, like being attacked while in the dark, and that mysterymen may gain Dexterity-based modifier to improve their AC.

Certain races have naturally better AC than 9. This improved AC is not cumulative with armor; the player simply works out AC with armor from a base of 9, compares that to race-based natural AC, and take whichever number is lower.

Cover works differently and is cumulative with race-based AC (see Cover).

It may seem counter-intuitive to have attack numbers go up and Armor Class numbers go down, but AC represents your window of opportunity for scoring damage. The lower the AC, the smaller the window of opportunity there is during any combat turn.

Armor Class Examples

AC	Examples
9	No armor or cover
8	Superhero costume or No armor, but soft cover
7	Bulletproof vest
6	Bulletproof vest with soft cover
5	Flak jacket
4	Flak jacket with soft cover
3	Flak jacket with hard cover or Mysteryman in bulletproof vest with 18 Dexterity

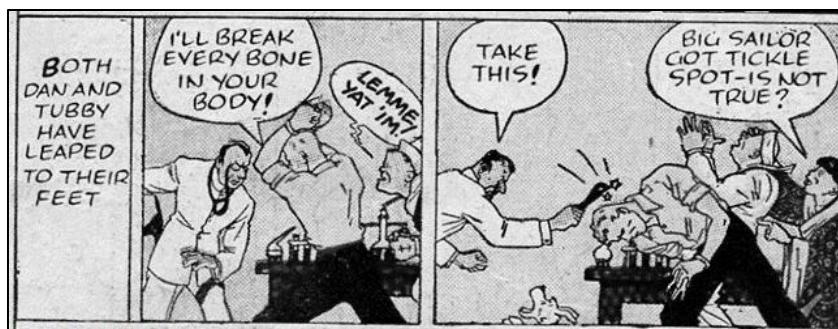
COVER

A Hero may have to use anything handy as a shield, distinguished only between soft cover and hard cover in terms of game mechanics. Soft cover could be anything 150 lbs. or less in weight and mobile -- an overturned table, a small desk, or even a garbage can lid. Hard cover is anything heavier and, generally, immobile -- a hill, a brick wall, or a tree.

Soft cover confers a +1 bonus to Armor Class (moves to the next lower class) and allows the combatant to move around freely. Hard cover confers a +2 bonus to AC, but the combatant cannot move that turn (and a mysteryman would lose any Dexterity bonus).

Limited visibility can also serve as cover. Attacking someone in dim light (most hideout interiors) confers a +2 bonus to AC.

There can be other degrees of cover, such as cover of darkness. Attacking someone in total darkness, or someone invisible, confers a +4 bonus to AC.



Numbers to Hit Armor Class - Heroes

Class/Levels	Armor Class									
Fighter	9	8	7	6	5	4	3	2	1	0
Fighter/1-2	9	10	11	12	13	14	15	16	17	18
Fighter/3	8	9	10	11	12	13	14	15	16	17
Fighter/4	7	8	9	10	11	12	13	14	15	16
Fighter/5	5	6	7	8	9	10	11	12	13	14
Fighter/6	4	5	6	7	8	9	10	11	12	13
Magic-User	9	8	7	6	5	4	3	2	1	0
M-U/1-2	10	11	12	13	14	15	16	17	18	19
M-U/3-5	9	10	11	12	13	14	15	16	17	18
M-U/6	8	9	10	11	12	13	14	15	16	17
Mysteryman	9	8	7	6	5	4	3	2	1	0
Mm/1-2	10	11	12	13	14	15	16	17	18	19
Mm/3-5	9	10	11	12	13	14	15	16	17	18
Mm/6	8	9	10	11	12	13	14	15	16	17
Mysteryman with signature move	9	8	7	6	5	4	3	2	1	0
Mm's sig/1	9	10	11	12	13	14	15	16	17	18
Mm's sig/2	8	9	10	11	12	13	14	15	16	17
Mm's sig/3	7	8	9	10	11	12	13	14	15	16
Mm's sig/4	6	7	8	9	10	11	12	13	14	15
Mm's sig/5	5	6	7	8	9	10	11	12	13	14
Mm's sig/6	4	5	6	7	8	9	10	11	12	13
Superhero	9	8	7	6	5	4	3	2	1	0
Superhero/1	10	11	12	13	14	15	16	17	18	19
Superhero/2-3	9	10	11	12	13	14	15	16	17	18
Superhero/4	8	9	10	11	12	13	14	15	16	17
Superhero/5-6	7	8	9	10	11	12	13	14	15	16

RATE OF FIRE

With missile weapons, the number of attacks one gets per combat turn can depend on level/Hit Dice. The

shooter can attempt to hit multiple targets, so long as one is not more than 10' from another. Refer to the following formulae:

Weapon Type	Rate/Level/HD
Thrown weapons -	1 attack for levels/HD 1-3 2 attacks for levels/HD 4+
Bows -	1 attack for levels/HD 1-2 2 attacks for levels/HD 3+
Single-shot firearms -	1 attack for levels/HD 1-2 2 attacks for levels/HD 3-4 3 attacks for levels/HD 5+
Semi-automatic weapons -	1 attack for levels/HD 1 2 attacks for levels/HD 2-3 3 attacks for levels/HD 4-5 4 attacks for levels/HD 6+
Automatic weapons -	2 attacks for levels/HD 1-2 3 attacks for levels/HD 3 4 attacks for levels/HD 4 5 attacks for levels/HD 5 6 attacks for levels/HD 6+

Sub-machine guns - 3 attacks for levels/HD 1
 4 attacks for levels/HD 2
 5 attacks for levels/HD 3
 6 attacks for levels/HD 4
 7 attacks for levels/HD 5
 9 attacks for levels/HD 6+

RANGE

Exceeding these ranges incurs a -2 penalty to attack rolls, cumulative for each interval of the same number.

Weapon	Range
Blowgun	30'
Boomerang	20'
Bow	100'
Crossbow	120'
Dart	30'
Javelin	50'
Sling	50'
Other thrown weapon	10'
Automatic Pistol	150'
Carbine	650'
Derringer	120'
Hunting Rifle	700'
Military Rifle	750'
Revolver	250'
Semi-Automatic Pistol	200'
Shotgun	60'
Sub-Machine Gun	300'

DAMAGE

Most weapons do 1-6 points of damage per hit. Certain missile weapons do less than full damage; a blowgun, bolo, dart or whip, for example, all do 1-3 points of damage (1 die, halved). A lasso does 0-2 points of damage (1 die, halved, -1). Some weapons, like special weapons and artillery weapons (see the Trophies section), do more damage.

Unarmed combat attacks -- punching, kicking -- do 1-4 points of damage.

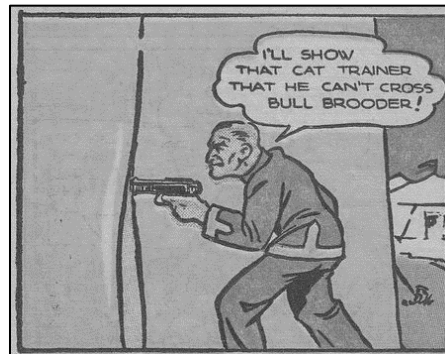
A reason for using unarmed combat, besides how quick it is in melee combat, is that unarmed combat is nonlethal; in comic books, you cannot kill anyone in unarmed combat.

Like with missile attacks, some powerful mobsters can do increased damage (see the Mobsters section). Superheroes can use powers to buff their melee damage.

A Word about Firearms

It may seem that firearms are exceedingly dangerous, which is true. There are a few drawbacks to firearms that keep them more balanced.

- **Morality:** Fighters are used to using guns, but other Heroes are not comfortable with the moral implications of taking someone else's life with a gun (whether this matches your own beliefs about guns, it does seem to reflect the editorial policies of the major comic book companies during the Golden Age) -- hence the save vs. plot required to shoot a gun (save once each turn).
- **Dodging:** For something traveling at over the speed of sound, bullets are surprisingly easy to dodge in comic books. So Heroes (only) get a special save vs. missiles to dodge bullets (save for no damage).
- **Jamming:** Every time a shooter rolls a 1 to attack with a gun, the gun jams and requires 1-4 combat turns to unjam.
- **Disarming:** In comic books, it is surprisingly easy to disarm a gunman. If a gunman takes any damage, there is a 2 in 6 chance of the gun being knocked out of the gunman's hand (and has to be retrieved at the end of the turn).
- **Ammunition:** Players can either keep track of their own bullets fired, or the Editor can make a secret die roll before each combat that will determine on which turn, out of 1-6 turns, each combatant will run out of ammo. Reloading ammo takes 1 whole combat turn.



MELEE

All combatants within 10' of each other are involved in a melee, whether they want to be or not. In a melee, missile weapons are at a disadvantage (-2 to hit).

Powers and stunts operate as normal, **but a magic-user has to save vs. plot to manage to cast a spell while engaged in a melee.**

NUMBER OF ATTACKS

Weapons do not have a rate of fire in melee, all weapons get just one chance to effectively hit and do damage. The exception is unarmed combat; **if no one is using weapons in the melee, then all combatants get two attacks per combat turn.**

NUMBERS TO HIT ARMOR CLASS - MOBSTERS

Hit Dice	Example	Armor Class									
		9	8	7	6	5	4	3	2	1	
>1	Giant Centipede	10	11	12	13	14	15	16	17	18	
1	Anarchist	9	10	11	12	13	14	15	16	17	
2	Amazon	8	9	10	11	12	13	14	15	16	
3	Doppelganger	7	8	9	10	11	12	13	14	15	
4	Crocodile	6	7	8	9	10	11	12	13	14	
5	Ghost	5	6	7	8	9	10	11	12	13	
6	Shark	4	5	6	7	8	9	10	11	12	
7	Green Martian	3	4	5	6	7	8	9	10	11	
8	Djinn	2	3	4	5	6	7	8	9	10	
9	Giant	2	2	3	4	5	6	7	8	9	
10+	Land Dragon	2	2	2	3	4	5	6	7	8	

ZERO HIT POINTS

When your hit point total reaches 0, roll a save vs. plot. If successful, the character is only stunned for 1-6 turns and then recovers 1-6 hit points. If the save fails, the character is unconscious and only heals back 1 hit point per rest turn.

Roll	Result
1	Amnesia - no class-based abilities can be used
2	Broken leg - save vs. plot to move at half-speed
3	Loses the use of an arm - save vs. plot to attack and no two-handed weapons
4	Ankle sprain - moves at half-speed
5	Stunned senseless - is stunned for extra time
6	Delirious from the pain - cannot act
7	Strained back -- cannot move

MELEE MODIFIERS

For melee, attack rolls are handled exactly the same as missile attacks and can be rolled for using the same table.

The attack bonus may be modified by a bonus for high Strength, a bonus tied to a trophy, or one of the following possible situations:

- **Attacks from Behind:** In melee, attacks from behind are at +2 to hit -- or +4 if from behind and with surprise.
- **Parrying:** -2 to hit if your opponent is parrying and not attacking. A parrying modifier could be cumulative with a soft cover bonus, but not a hard cover bonus.

MOBSTER ATTACKS

Mobsters without classes attack according to their Hit Dice, as follows:

If someone takes additional damage while stunned, that victim becomes unconscious. If someone takes additional damage while unconscious, that victim dies.

Non-Hero casualties are more likely to suffer some injury when reaching 0 hp. There is a 1 in 6 chance of a complicating injury. These symptoms linger for 1-6 turns after stun or unconsciousness wear off, unless specified otherwise.

- 8 Major, permanent scar
- 9 Blurry vision – 2 to attacks
- 10 Temporarily partial paralysis – moves at half-speed and can only act every other turn
- 11 Fatal complications - will die in 1-6 days without a doctor's care or magical healing
- 12 Simply dies

MORALE

Every class has a different way of intimidating opponents: fighters point weapons at people, magic-users cast spells (those with visual components), superheroes wreck things, and the mysteryman intimidates others just by showing up. Mobsters have to make a morale save in the first turn of combat if the mysteryman had surprise at the beginning of this combat.

In addition to the above qualifiers, a morale save might be necessary in any turn where that side has suffered casualties. In a one-on-one fight, a morale save should be made every time a non-Hero has lost at least one quarter of his remaining hit points. It is, ultimately, up to the Editor's discretion as to when a morale save should be made.

Morale is a special type of saving throw in that Heroes need never roll for it, but all Editor-controlled characters (supporting cast members, mobsters, etc.)

Morale Failure Results

Roll	Result
2-3	Side falls back ½ move
4	Side falls back full move
5	Side stops to deliver exposition for 1 turn (save vs. plot to interrupt)
6	Stays where they are, but goes into full defensive mode (parrying?)
7	Paralyzed with fear for 1 turn
8	Retreat for 1-2 turns (backs turned)
9	Rout – full retreat for 1-4 turns (backs turned, weapons dropped)
10	Conditional surrender
11	Unconditional surrender
12	Faints (for 1-4 minutes)

If circumstances change, like reinforcements showing up or the Heroes discussing killing the prisoners in front of them, the Editor can allow a new morale save even after a surrender. Conversely, if the Heroes are particularly good to their prisoners, the Editor can allow them a new encounter reaction roll and see if any of them could be converted into supporting cast.

OTHER COMBAT OPTIONS

Additional rules for governing less common situations in combat follow.

do. Morale is rolled, like other saves, on a 20-sided die, and you are trying to roll equal to or above the target number. The target number varies by mobster and is a combination of the factors of Hit Dice, Intelligence, Alignment, and role they play/position in the mobster hierarchy (see Mobsters section for examples).

The Editor can modify the morale saves based on circumstances, like

- +2/-2 for outnumbering/being outnumbered by the other side
- +2/-2 for clearly having powers or spells better/worse than the other side does
- +2/-2 for not being able to be hurt by/able to hurt the other side

If failed, this second chart can be checked for results with the roll of 2 dice.

BLINDING

A combatant with access to loose sand, pepper, or other irritants, can skip attacking to do damage for 1 turn and throw at an opponent's eyes instead. The would-be blinder still has to roll to hit the target's regular AC, and the would-be victim still gets a save vs. science to avoid being blinded. A combatant so blinded is -4 to attack for the next 1-4 turns.

A simpler, non-irritant blinding attack would be swinging a cape over someone's head, splashing water in someone's face, or the like. These attacks

only blind **during** the combat turn the blinding attack is successful in.

COMBATING THE SUPERNATURAL

There are supernatural enemies not hurt by ordinary weapons. Some of them can be hurt by silver weapons, but some will require the Hero finding a magic weapon before he can injure or kill them. However, a strongly presented holy symbol, like a cross or a Star of David, may cause supernatural things to flee in fear.

All Hero classes have a chance to “turn” supernatural beings in this fashion, though fighters get a -1 penalty to their rolls and magic-users get a +1 bonus to theirs. All rolls are done on a 3 dice. If the target number or higher is hit, then a number of beings are turned equal to the excess over the target number, +1. Turned supernatural beings avoid the turner (will not engage and actively flee from him) for 2-12 turns.

More powerful undead, such as mummies and vampires, and even supernatural creatures like werewolves, can be turned by Heroes higher than 6th level.

Type	Level		
	1-2	3-4	5-6
Fake Undead	10	8	6
Skeleton	12	10	8
Zombie	14	12	10
Hag	17	14	12
Spook	--	-	17

The undead, and all things supernatural, are immune to poison, paralysis, and mind-affecting spells. They are less effected by darkness or blinding attacks, and are only at a -2 penalty to hit (instead of -4) in those situations.

CONSTANT FIRE

Firearms can still be used even when there is no target in line of sight. By laying down constant fire, the shooter makes an area too threatening to move into – essentially a straight-line barrier. If anyone choose to move into the “barrier”, that person takes 1-6 points of damage (if a Hero, then he still gets a save vs. missiles to avoid the damage).

Constant fire drains bullets; a gun will only sustain a constant fire for 1-3 turns instead of 1-6 turns. Smaller than man-sized opponents (like a dog) are not affected by constant fire and need to be attacked normally if they enter the line of fire.

DISARMING

Every time you hit an armed opponent and do damage, there is a 1 in 6 chance of triggering a disarm check. The victim has to make a save vs. science and, if it fails, the victim is disarmed. If the weapon is a gun, there is a 2 in 6 chance and there is no saving throw to resist.

However, if the attacker hits, but chooses to do no damage, the disarm check is automatically triggered. Also, a mysteryman can automatically trigger a disarm check as a stunt.

ENTANGLING

The lariat/lasso, net, and whip can all be used as entangling weapons. Hitting with an entangling weapon triggers an entangling check. The attacker rolls to hit normally and the defender, if a saving throw vs. science is failed, is entangled and loses his actions for the rest of that turn, and all subsequent turns until a save is made (roll at the beginning of each turn). However, **if the defender's save roll was higher than the attack roll (regardless of what the target number of either was), then the defender is able to pull the entangling weapon free from the attacker's grasp.**

A mysteryman can automatically out-roll the attack roll as a stunt.

An entangling weapon can be used on an object and is treated as a skill check (whether a basic or an advanced skill should depend on the size of the object and whether it is moving).

A whip can be used to do damage or to entangle, but not both.

A net can be used to snare one man-sized target per 10' x 10' section of net. A larger net can be used, but requires multiple attackers, at least one for each 10' x 10' section. Two attackers can share a net and both get a chance to hit with it.

FIRE

Fire is dangerous whenever it is encountered, but it can be used effectively in battle. Just attacking with a lit torch does 1-4 points of damage to ordinary mobsters, and the Editor could increase this damage for mobsters that seem particularly flammable.

Fire can be used to create a barrier that is dangerous to cross, doing up to 1-8 points of damage to anyone attempting to cross.

Fire can be used in an explosive missile weapon, like a Molotov cocktail (Heroes may be able to improvise other variants). This weapon does 2-12 points of damage on a direct hit, plus 1-4 points of burning damage on the following combat turn. Even if burning missiles miss, but would hit AC 9, the opponent can take the 1-4 points of damage from flaming liquid splashing on the victim.

The downsides of using Molotov cocktails are a) certain damage, like falling damage, will automatically break any breakable bottles being carried by the Heroes, b) it takes 1-3 turns to prepare a Molotov

cocktail, and c) if a grenade-like weapon, like a Molotov cocktail misses, it will land and break in a random compass direction (roll on an 8-sided die), 2-12' from the target.

GRAPPLING

Grappling comes with the chance of ending a fight quickly, but immobilizing your foe, but also with the risk of reversal and your opponent being able to immobilize you! When initiating grappling, you make an attack roll like an ordinary melee attack. The opponent makes a saving throw vs. science. These rolls are compared to each other, with the higher roll having the advantage. It is possible to choose a lower result, but not a higher one.

Number

Difference	Result for Who Has the Advantage
1	Opponent grabbed, slowed to half-move for 1 turn
2	Pinned 1 arm, opponent cannot move, but can still attack at -2 penalty
3	Opponent tripped and knocked prone for 1 turn, took 1 point of damage, 3 in 6 chance of dropping any items in hand
4	Pinned both arms, opponent cannot move, takes 1-2 points of damage; opponent can still attack back at -4 penalty
5-6	Bear hug, opponent cannot move and takes 1-4 points of damage per turn for however long the hugger wishes to maintain the hold; opponent can only counter with grappling attack
7	Choke hold, opponent cannot move, takes 1-6 points of damage per turn, has a 5% chance in the first turn of passing out that doubles each turn; opponent can only counter with grappling attack
8-9	Judo throw, opponent lands 2' away per level of the attacker, takes 1-8 points of damage, and is both prone and stunned for 1-2 turns
10+	Overbear opponent, crushing him to the ground for 2-8 points of damage per turn; opponent is prone, can only counter with grappling attack, but at -4 penalty

If the defender gains the advantage, the results are achieved in his favor in the same turn, even if the defender has already taken all of his allowed actions for the same turn.

A superhero can automatically break any grappling hold, so long as the attacker is not a superhero of equal or greater level. However, if the superhero wants a chance to gain the advantage and reverse the attack as a free action, then he has to roll normally.

If multiple opponents try to grapple the same opponent, roll to attack for all of them and give the Hero a -1 penalty to save vs. science for every hit after the first to avoid the results of the grapple. In most circumstances, there is a practical maximum to how many opponents can attack the same opponent at a time -- up to eight man-sized foes vs. one man-sized foe, provided they can all surround him.

Lastly, grappling damage heals twice as fast normal damage.

HEAD BLOW

When an opponent has surprise on you, is able to reach melee range with you during the surprise turn, can attack from behind, and the victim is not wearing a helmet, a special head blow can be attempted. The head blow is made at +2 to hit, doubles the damage dice done, and has a percentage chance equal to the damage rolled of stunning the victim (no save) for 1-6 turns.

Further, there is a 1% chance of the victim awakening with temporary amnesia. The amnesia lasts for 1-8 rest turns, during which the victim can use no class-based abilities.

POISON

Poison may come from a snake bite, a knife coated in venom, or a pill dropped in your drink. Regardless of how it is encountered, poison requires a save vs. poison to avoid, normally, deadly results. The average onset time for poison is 1-3 exploration turns, after which, the victim dies if the roll failed. The precise results will vary and examples can be found under the various mobster types that are envenomed. But not all is lost. The Editor should give increasingly obvious clues that the victim is poisoned -- weak, feverish, hard time breathing, unconscious -- in roughly that order. During that time, anti-venom can be administered by a doctor (or by a Hero carrying it as a trophy item) and that allows a second save to avoid death. If the poison is detected in the first minute after being infected by it, someone can try to suck the poison from the wound. That also gives the victim another saving throw, but then whoever did the sucking has to save vs. poison as well.

Heroes can, under no circumstances, use poison as a weapon. It's simply not what Heroes do.

PUSHING

There may be times when it is more important to move the combat than to damage the foe. The attacker rolls for attack and damage normally, but the attacker can trade in points of damage for pushing an opponent back at the exchange rate of 2' per point. If the victim is being pushed towards a specific goal within that distance, the victim can still save vs. science to avoid hitting the intended destination.

Grappling damage can be exchanged for distance moved as well.

CONTEST OF WILLS

Since time immemorial, magic-users have challenged each other to magical duels of will for a variety of reasons. Since it involves less random chance than ordinary combat, it has often been seen as a truer measure of a magic-user's ability. Since the combat is all cerebral, it runs no risk of property damage, nor does it reveal the magic-users to be using magic -- particularly useful back in the days when charges of witchcraft led to trials and execution.

Before the contest of wills begins, each side must determine their mental hit points. This number is the sum of the magic-user's level and total spell levels currently memorized. For example, if a spellbinder was down to his last four 1st-level spells, his mental hp would be 10. A warlock with three 1st-level spells,

1 2nd-level spell, and 1 3rd-level spell left uncast would have a mental hp of 13. For every exploration turn the magic-users spend concentrating on pouring all their mental energy at each other, each magic-user loses 1 mental hp.

From this point, the contest becomes essentially a game of chicken. The higher the percentage of mental hp lost, the higher the risk to the magic-user, so which one will drop out first? At each of the following thresholds, the magic-user starts racking up cumulative penalties.

At 10% of total mental hp lost, a magic-user will exit the battle shaky and at a -3 penalty to all attack rolls and saving throws for the next hour.

At 25% of total mental hp lost, a magic-user will exit the battle exhausted and unable to fight, cast spells, or do any physical activity more exerting than walking until he sleeps for at least 1 rest turn.

At 50% of total mental hp lost, a magic-user will exit the battle with all spells wiped from his memory and a 1 in 10 chance for each spell memorized of permanently losing the ability to memorize and cast that spell.

At 75% of total mental hp lost, a magic-user has a 1 in 6 chance per 10 minutes of "permanently" losing 1 real hit point and a 1 in 8 chance per 10 minutes of "permanently" losing 1 point of Intelligence (these penalties last until the magic-user gains his next level).

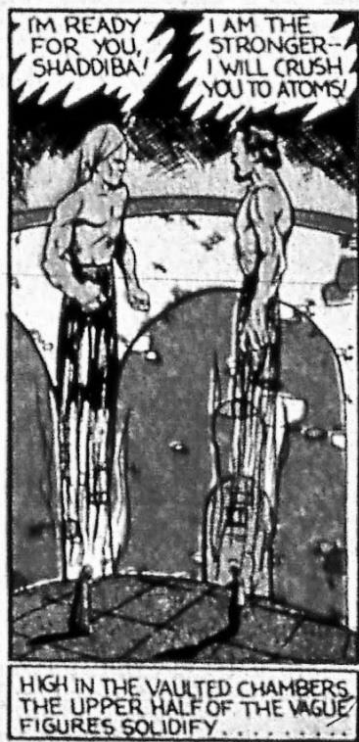
After the contest ends, the winning magic-user can take control over the losing magic-user's "wand" (whatever the losing M-U is using for his focus item), even if the winning magic-user is not in physical contact with the wand. The winning magic-user can "shut off" the losing M-U from his wand (making him unable to cast spells using it), mentally find out what spells the losing M-U's wand has still prepared in it, or have a 1 in 6 chance of successfully casting one of the spells from the losing M-U's wand -- all once per turn.

When determining how low a Magic-User controlled by the Editor is willing to go there are several methods the Editor can use. One would be to make a morale save for the Magic-User each turn of the contest. Another would be to roll 1d100 and use that number as the lowest percentage the Magic-User is willing to drop to. Of course, the Editor is always free to rely on his own sense of drama.

At 100% of total mental hp lost, a magic-user dies. There will be times, when calculating thresholds that the player will not know whether to round up or down. The player never chooses whether to round up or down -- this is determined randomly by the Editor at each occurrence. So the contest becomes trickier the closer one comes to each threshold.

A contest of wills is time-consuming. The two magic-users will need to be left alone and unmolested for the duration of the contest. Any attack upon either magic-user breaks the contest for both parties.

After it has begun, other magic-users can enter the contest and pit their wills against either side.



EXAMPLE OF PLAY

The following demonstrates how to play the game, based on the rules shown so far:

An Editor is playing with two players, one controlling a Hero called the Clock and the other controlling a Hero called the Flame. They go into combat with three cowardly hoodlums, 30' away, in a crowded warehouse. The Editor could be using a map and miniatures, pictures, or other visuals, but for these purposes will be asking his players to visualize in their minds, so that the questions the players ask can be observed.

Editor: Intentions?

Clock: Are they all exactly 30 ft. away? How close is the closest one to me?

Editor: The closest one is...25 ft. away, ahead and to the left of the others. He's crouching, half-hidden, behind a crate.

Clock: I charge at him, planning on punching the guy. Can the Flame lay some cover down for me?

Flame: Sure can! I pull out my flame gun and shoot at the crates in front of the hoodlums, but being careful not to hit the crates -- yet.

Editor: I need to know if you plan to move.

Flame: No, I'm standing my ground.

The Editor notes to himself that, since the Flame isn't talking about attacking, his intention could be considered "flavor text." If the Heroes do win the roll, the flavor text could explain why. Both sides roll, with the Editor getting a 3 and the Clock's player getting a 5, both on six-sided dice. The Heroes won, so at each step in the order of combat for that turn, the Heroes will go first.

Editor: Scared of the Flame's gout of fire, the hoodlums are distracted long enough for the Clock to reach the closest hoodlum. Then the hoodlums move -- the closest one stays in melee range with the Clock, but the next closest one is trying to hide behind crates, and the third one is running for a back door. Is anyone attempting a missile attack or power?

Clock: No.

Flame: No. Wait..yes. I can still act, right? Because I want to try to wreck things.

Editor: That would count as a power, so what is it?

Flame: I want to rush the tallest stack of crates and topple them over so that they block the back door.

Editor: You can do that, but you'll have to move first. Luckily, we're up to the second move phase. You're still not moving, Clock?

Clock: Only rotating around my opponent so that the hiding guy can't try to sneak up behind me.

Editor: Fair enough. Your opponent stays where he is, you don't see the second guy right now, and the third guy is opening the back door instead of moving. And the Flame charges the tallest stack of crates. You delayed the use of your power until now, so roll to wreck things for me.

Flame (rolls 3 dice): 13!

Editor: That should be good enough to wreck a stack of crates. They topple with a thunderous clatter, some breaking open as they hit the concrete floor. The crates on top reach the back door and make the fleeing bad guy jump back to avoid getting hit, away from the door.

The Editor determines that was a sufficient show of force that the hoodlums will have to make morale saves already. He rolls a 2, 5, and 11 on his 20-sider -- all failures. He could pick a result, but he's not sure

what they would do, so he rolls randomly for the mobsters and gets 4, 2, and 1.

Editor: Flame, you see both of the hoodlums towards the rear of the room now and they both look panicky, like they plan on trying to bolt for the door again. Clock, your opponent starts jabbering. "Please don't hit me, Mr. Clock! I got a mudder' who's sick! Don't leave her widdout' her little Danny Boy to take care of her!"

Clock: Oh please. Are we up to melee now?

Editor: Yes. Still wanting to clock him?

Clock: Now more than ever!

Editor: Okay, but he's chosen to monolog. You'll have to save vs. plot to interrupt him.

Clock (rolls a 15): Made it, right?

Editor: Yep! Now your attack roll? You only get one attack because he's armed.

Clock (rolls a 12): Does that hit?

Editor: Well...he doesn't seem to be wearing any body armor and you already circled around him, so that kills his cover bonus. So,

yes, it does. Damage?

Clock: (rolls a 4): Pow!

Editor: Right! That's enough to knock this hoodlum unconscious, and serve as an example to the other two. Now, for the next turn...

SINGLE SCENARIOS

The simplest way to play **HIDEOUTS & HOODLUMS** is the one-shot scenario. The players make Heroes, either at first level or whatever level the Editor feels is appropriate for the challenge level of the scenario. The Editor sets up the opponents, creates a sense of place, and defines the objectives of the scenario. It could be as simple as stopping a wife beater in their home, or it could be as long and complex as journeying to another country to stop a war there. Play ends when the goals are achieved -- and everyone wins -- or it no longer becomes possible to achieve the goals -- and everyone loses -- or maybe everyone just agrees to go home after they've had enough fun.

CAMPAIGN PLAY

What is known as a campaign is a series of game sessions where the players continue to play the same Heroes, advancing them in level, and setting their own goals. The Editor creates an environment for the Heroes to act in, and may prod the players to take actions in a planned order, but must not punish the players if they pursue a different plan and different

objectives. The simplest campaign setting would be a town for the Heroes to save, a wilderness area to explore, and a hideout where mobsters can be found.

In a hideout-oriented campaign, the Heroes will spend much of their time moving from hideout to hideout, or exploring a mega-hideout with many rooms on multiple levels, rooting out mobsters and other enemies, and collecting rewards and/or trophies with each victory. There are other ways to play a **H&H** campaign, such as focusing on character interaction and accumulating supporting cast, or focusing on exploration and seeing as much of the fictional world as you can, but this section will focus on the hideout-oriented campaign.



HIDEOUTS

One of the tasks of the Editor is to have material prepared ahead of time for game play (even though some Editors will enjoy winging it without notes, it would still be a good idea to at least have some clear ideas in your head first). For a campaign focused on exploring hideouts, an early step for any Editor should be to map out these hideouts. Mapping and stocking these hideouts will likely be your most time-consuming, and creatively challenging, part of being the Editor. The hideouts can be small and simple or huge and complex, but they should match the preferred style of playing of you and the other players.

Large hideouts can be sprawling, multilevel lairs with multiple ways -- ladders, stairs, shafts, slanting passages, chutes, teleporters -- for moving between levels. Because players can sometimes find these things faster than you intend them to, it is a good idea to have at least three levels of the hideout mapped out, at least crudely, before game play begins. There is no limit to how many levels a hideout can have or how large each level can be. Things like structural integrity, ventilation, and the likelihood of flooding -- like all science in comic books -- can be ignored if it does not fit the story. However, unless you are feeling ambitious, it would be a good idea to keep most hideouts in the range of two to six levels deep.

Beyond that, a hideout can take any form. It could be a series of interconnected caves underground. It could be an abandoned mine, a series of connected warehouses on the waterfront, a castle, a bordello,

the interior of a battleship, the inside of a junkyard, or even a rural neighborhood. The connection is that they all have to be areas the Heroes need to explore slowly because of the risk of danger and/or not to pass up something or someone they need to find in the hideout.

The following are some topics to consider when creating hideouts:

Electricity: An early decision the Editor should make is, is the hideout wired for modern electricity? Is the electricity on? Is the source on-site -- a generator somewhere in the hideout that can be found and destroyed -- or is the electricity coming from the local power grid -- and is hence traceable by the Heroes?

Illumination: There are two ways to handle illumination in a hideout. One is to treat the entire hideout as if it had dim lighting from unspecified sources. In dim light, you could treat everyone as if they were at least AC 7 (if not better) to simulate how the dim light makes it harder to target opponents.

Alternately, you can keep track of lighting conditions in the hideout, or insist the Heroes have their own light sources with them. In this case, the areas in the hideout will be either lit or not lit and dim light does not need to be a game mechanic consideration.

If the Editor requires sources of illumination be present, then it matters what the Heroes choose to carry and how much of an area they illuminate. Some guidelines are as follows:

Source	Radius	Burn Time
Candle	10'	2 hours
Flashlight	80' long x 10' wide	6 hours
Lantern	30'	4 hours
Torch	40'	1 hour

Keep It Fresh: As a hideout's mobster population is slowly whittled away by incarceration (if not crueler methods), the hideout is increasing danger of becoming empty and, hence, more boring. The player's will quickly learn to circumvent areas of the hideout they believe to be empty, which is not a problem if the hideout is large enough. However, the following advice may keep the emptier areas of the hideout "fresh" enough to keep the Heroes coming back to them.

- Walls keep low-level Heroes out. Use fresh walls to reroute Heroes through sections of the hideout they have not seen in a while (and, depending on how long downtime is, it may only take one well-stocked bricklayer to finish the job between hideout raids).
- Leave a secret door conveniently open near the played-out area, reminding the Heroes that there may be more secret things they missed there.

The secret door could lead to a whole series of new rooms behind the emptied-out rooms.

- The mob recruits! Or a rival mob moves in. Or some weird creatures from a subterranean realm nearby tunnel into the hideout. Restocking the hideout periodically means it may never be emptied out.

Mobsters: In general, there should be more uninhabited than inhabited rooms in the hideout, with a good ratio being 2:1. A mob needs lots of storage space for their ill-gotten goods, room for expansion, rooms set up for defense, and so on. When it comes to the leaders or most powerful mobsters present, it is a good idea to either plan their location in advance, or plan a set of rooms in which there is a chance of encountering them. It is up to the Editor if he wishes to plan the location of every mobster, or use random "wandering" encounters for the lesser encounters, or a combination of the two techniques.

When intelligent mobsters are present, it is a good idea to plan ahead for their defensive strategies. What rooms will they fall back to when hard pressed? Do they have escape routes? If the Heroes use hit-and-run tactics often, what defenses can the mobsters set up between visits?

Wandering mobsters may be literally wandering around the hideout, or may be in their lairs, but their lairs are not set in place until encountered (Schrödinger's mobsters, if you will). Further, the Heroes' actions may themselves draw mobsters to them, depending on how stealthy the Heroes choose to be, and how densely populated the hideout is. These are highly variable factors, so the chance of running into wandering mobsters should be left to the Editor's discretion -- however, a range of 1 in 8 to as high as 2 in 6 should be considered normal for a hideout.

Mobster Level does not equate with the level of the hideout encountered on, but are combined in a table located in the Wandering Mobster section below.

Avoiding Mobsters: As antithetical as it may seem, it is not always ideal to clean all the mobsters out of a hideout; it is a difficult challenge for low-level Heroes and a time-consumer for high-level Heroes. Sometimes, the scenario will only require retrieving someone or something from the hideout, or capturing a key leader from the hideout.

Mobsters will attack and pursue most Heroes when encountered, unless deceived somehow, or the mobsters fail their morale saves. Once melee has been engaged with mobsters, it may be difficult for Heroes to disengage. If the Heroes fall back, mobsters with the same or better movement rate can choose to follow and keep the melee going. If the Heroes have a faster movement rate they may

disengage, but not necessarily loose pursuit. There is, in general, a 3 in 6 chance that mobsters will continue to follow and attack fleeing Heroes, checked at each corner or door (or a 1 in 6 chance of following through a secret door).

There is the option of wrecking things behind them, creating debris that will slow or halt pursuers. The chance of halting pursuit is equal to the degree of wrecking done, so that wrecking doors would give a 1 in 6 chance of losing pursuit, wrecking machines a 2 in 6 chance, wrecking generators a 3 in 6 chance, and so on.

There are other methods for halting pursuit. Fire will deter most mobsters. There are spells specifically useful for halting pursuit. Dropping treasure has a 1 in 6 chance of halting intelligent pursuers for every \$30 of value dropped behind. Dropping food has an 8 in 10 chance of stopping most unintelligent animals, and a 1 in 8 chance of stopping intelligent pursuit.

For more, see the Chasing and Evasion rules below.

TRAPS

Mobsters love traps -- they serve as a means of defending the hideout while putting none of their own numbers at risk (as long as they remember where they put the trap!). Heroes hate traps -- even if you overcome a trap, your reward is staying alive and not experience points.

In terms of trap preparation, we can distinguish between traps and tricks by saying that traps are intended to cause harm and tricks are intended to distract. As a rule of thumb, about 1 in 20 rooms in the hideout should have a trap in them or near them.

How a trap is activated varies by the conditions of the trap. If a trap is triggered by opening a door, and someone opens the door, the trap is automatically activated. In situations where a trap may or may not be activated, like when there is a pressure plate in the floor of a room that the Heroes may or may not step on while searching the room, there is a 3 in 6 chance of triggering the trap (per person).

Active traps, like falling portcullises, crossbow traps, and the like happen *to* the victims, and require an attack roll. Passive traps, like pits, poison gas, and the like happen to *be there* and the would-be victim has to make a saving throw to avoid it. Some traps simply lead to combat (like the clichéd alligator-/crocodile-filled pit), but change the conditions to make the ensuing combat even harder.

Some examples of traps follow:

- Simply leave the gas on. Any Heroes moving through poorly ventilated rooms must save vs.

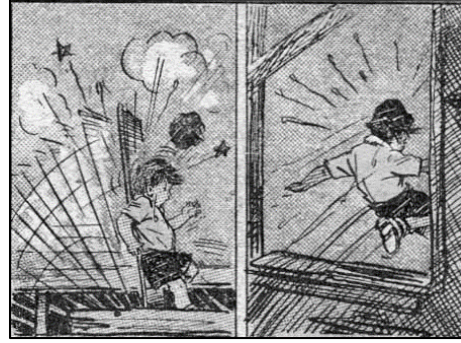
poison each turn or become too woozy to act for at least 1-4 turns (Famous Funnies #7).

- The upwards sloping passageway is shaped like a luge for a reason -- a huge sphere is rolling down the luge at great speed and will do 2-9 points of damage (or more, depending on the size and weight of the sphere) to the first person it hits, unless that target makes a save vs. missiles at -2 (Famous Funnies #10).



- A box mounted over the inside of a door holds a large brick in it. When the door is opened, the brick falls out of the box, hits as a 1 HD mobster, and does 1-3 points of damage (Famous Funnies #11).
- An electric chair -- it looks like a normal chair, but it is rigged to deliver enough electricity to anyone sitting in the chair to do 1-8 points of damage per turn, until the victim can make a save vs. science to get out of the chair (Famous Funnies #14).
- The flower bouquets here are all rigged with chloroform; anyone smelling the flowers has to save vs. poison at +2 or pass out for 1-3 turns (Famous Funnies #18).
- A portcullis falls from the ceiling as the intended victim passes through a doorway, the portcullis hits as a 2 Hit Die mobster and does 2-7 damage if it hits. It also blocks the exit afterwards (More Fun #8).
- The Heroes encounter a skunk; if a Hero fails a save vs. plot, he gets sprayed and suffers a -4 penalty to encounter reaction rolls until bathing (Popular Comics #2).
- The beds in a bedroom are rigged so they can be rotated and dump the occupants into a crocodile-filled pit unless they make their saves vs. plot. The lever controlling the beds is in a separate room (Popular Comics #4).
- A net drops over the whole room (or a 10' x 10' section of the room if a larger room) as soon as someone reaches the center of that area, covering a large enough area all underneath it have to save vs. missiles to avoid being entangled, and those at the center save at -1 (More Fun Comics #10).

- The ol' "bucket of pitch falls on the head, then you step into a rope snare that pulls you off your feet" trick. It is a complicated trap, involving an attack roll for the bucket (attacks as 1 HD mobster), then a saving throw to avoid stepping into the snare, which is easy to avoid without the distraction of the bucket on the head (+4 to save vs. plot if the bucket misses) (Popular Comics #6).
- The body of water looks calm on the surface, but has a fierce undertow. Divers must save vs. science each turn underwater to avoid being swept off in the undertow, or simply unable to surface (Popular Comics #6).
- A fake entrance has a greased chute inside it that drops into an alligator-filled room (impossible to avoid if the player announces he is rushing inside) (Famous Funnies #26).
- There's this one big, obvious button in the hideout. Anyone who pushes it out of curiosity sets off TNT packed behind all the walls, destroying the whole hideout (save vs. plot or die, takes 5-30 points of damage if saves) (The Funnies #2, The Comics #1).
- There is a camera set up on a tripod here. Anyone checking out the camera can shoot ink in his own eye (save vs. missiles or be blinded for 1-3 turns) (Popular Comics #12).
- The rope-and-wood bridge is rigged to break away and drop anyone crossing it into the water 30' below, but the water is a raging whirlpool (save vs. plot to avoid falling into the whirlpool, and then an additional save vs. science to avoid being sucked under and drown in the whirlpool) (The Funnies #4).
- The floor is weak and there is a 2 in 6 chance of an average man's weight causing it to collapse (and causing 2-12 points of damage) (Popular Comics #13).
- Opening a door causes a pit to open up right in front of it (save vs. science at +1 to avoid falling in -- +1 because the door handle is right there to grab onto) (New Adventure Comics #13).
- There is a false floorboard in the room that, when stepped on, floods the room with poison gas. There is a 1 in 6 chance per turn per occupant of someone stepping on the false floorboard, and then everyone has to save vs. poison or die (or maybe something milder) (The Funnies #6).
- There is a false floorboard in the room that, when stepped on, is actually a spring-loaded catapult. There is the same chance as above of someone stepping on it, and that person must save vs. science at +2 (+2 because it's fairly implausible) or be hurled out a window (Famous Funnies #32).



- There is a pressure plate in the floor that, when stepped on, causes rocks to drop out of the ceiling and fall over a 10' x 20' area. All within it must save vs. missiles or take 2-9 points of damage (or more, depending on the size of the rocks) (Detective Comics #1).

DEATHTRAPS

While some of the trap examples listed above can lead to death, a deathtrap is specifically a deadly situation the Hero is put into, rather than one set up in advance that the Hero simply stumbles into. A deathtrap should not have to violate the rules about zero hit points, as most do continuing damage that would kill a Hero after being reduced to zero hit points.

Sometimes a deathtrap can easily be avoided by escaping the bonds holding the Hero and simply leave the situation. Other times, the Editor may weaken the Hero (like with strength-draining gas that prevents wrecking things) so he has to use more creative problem solving to get out. And still other times there may be no way out of the deathtrap and the Hero will need to hope that someone finds him in time to save him (wandering encounter checks, but for supporting cast who might be in the area).

Since time is often a crucial factor in a deathtrap, turns should be treated as combat turns, even if there is no fighting involved in the deathtrap.

Some examples of deathtraps follow:

- Victim is tied to railroad tracks (Famous Funnies #18).
- The victim is placed on a balcony in the vertical shaft of a well. Levers at the top of the well can control the water level inside, so that it can be raised quickly over the level of the balcony, drowning anyone held down there. Once the victim is free to move, he or she can simply float up with the water (More Fun #8).
- The victim is in a soundproof, airtight room being pumped full of poisonous, flammable gas. A solution is to light a match next to the door -- if

the explosion doesn't kill you, you'll be blown out of the room (Famous Funnies #23).

- The victim is dangling by a weak rope over a pit of venomous reptiles. Struggling will break the rope and drop the victim in with the reptiles (More Fun #12).
- The victim is thrown into a well, but a well that has been poisoned first (save vs. poison or killed by taking in some of the poisoned water) (Famous Funnies #31).
- The victim is tied to a huge stone that is lowered into an active volcano (save vs. poison for the smoke and fumes, plus increasing heat damage each turn) (The Funnies #9).
- The victim is tied up and left in a room with a bunch of dynamite and a long lit fuse (save vs. plot to avoid instant death, but will still take a lot of damage even if save is made) (The Comics #4).
- The victim is tied to the ground right over an anthill, maybe with honey smeared on him as an added incentive (works best in an area with indigenous dangerous ants instead of normal ants, but I would still have this do maybe 0-1 points of damage per turn) (The Funnies #16).
- Toss the victim out a high window with a noose around his neck (save vs. science each turn or die from asphyxiation) (The Funnies #17).
- Lock the victim in a wooden cabin, douse it in gasoline, and set the building on fire (game mechanics-wise, the same as being slowly lowered into an active volcano) (The Funnies #18).

TRICKS

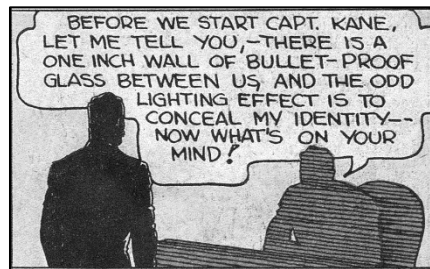
As stated above, a trick is a less harmful version of a trap. If handled right, the players will have no idea that their Heroes are not in danger until the trick plays out. Often, the trick is only intended to distract the players.

Some examples of tricks follow:

- In a dark room, a glowing skull seems to be talking to the Heroes, but a mobster is actually using ventriloquism from a dark place nearby (Popular Comics #1).
- The tube-shaped corridor is rigged to rotate quickly; no one can cross through the spinning corridor without saving vs. science to stay on their feet (Famous Funnies #14).
- The room is filled with a mirror maze. It takes 1-4 turns to navigate the room stealthily. Heroes can easily break the mirrors, but not quietly (Famous Funnies #14).
- Pressurized air jets in the floor blast up at the Heroes from underneath, with a 1 in 6 chance of

knocking anything held out of their hands, and a 3 in 6 chance of blowing any loose items off their persons (Famous Funnies #14).

- A huge Jack-in-the-box pops up in front of a slide concealed in darkness; anyone moving between the two when the Jack pops up has to save vs. plot or fall backwards onto the slide (Famous Funnies #14).
- What appear to be glowing eyes in the dark are actually reflective gemstones (Famous Funnies #19).
- A sphinx-like statue animates and recites a riddle to the Heroes, but there is no benefit to answering it (Famous Funnies #24).
- There is a sheet of bulletproof glass across the center of the room, it will stop missile attacks and abruptly stop anyone charging across the room (Feature Funnies #8).



- The Heroes hear familiar voices coming from somewhere else, but it is just a recording on a record (New Adventure Comics #31).
- It looks like there are people in all the beds, but they are just stuffed with pillows (Adventure Comics #32).
- This room is entered from the ceiling, but one does not fall normally from the opening. Instead, one floats down through the room as if immersed in water (Detective Comics #24).
- The passageway ends in a dead end; the only way to proceed is by pressing a certain object into an indentation in the far wall (Adventure Comics #39).
- The doors in this area of the hideout open on their own when tapped in a certain way (Mystery Men Comics #1).
- An Egyptian sarcophagus has a fake mummy in it, but it seems real thanks to a tape recorder hidden with it (Action Comics #16).
- A fake exit is actually a very realistic painting, but looks real from the Heroes' perspective (Mystery Men Comics #5).

BAD THINGS THAT CAN HAPPEN IN HIDEOUTS

These are the game mechanics that are often associated with traps and deathtraps.

Drowning: It is recommended that all Heroes be able to swim unless encumbered by more than 100 lbs. (and even this might be hand-waved or modified for superheroes). Unless aided by magic or powers, Heroes should be able to hold their breath for no more than 3 minutes, or 4-6 combat turns, before losing consciousness. In 10 combat turns (5 minutes) after losing consciousness, if still underwater, the character dies.

Smothering, like in quicksand, works the same as drowning.

Falling: Falling does 1-6 points of damage per 10' fallen. This is uncontrolled falling; a Hero can leap downwards half the distance he can normally leap and land safely. Heroes can fall 20' per level of the Hero (or 20' per level beyond half their leap distance if a controlled fall) and still take nonlethal damage. Any fall past that distance can be lethal damage (reducing to zero hit points kills instead of incapacitates).

Poison: There are several examples of what animal poisons can do to Heroes in the mobster section, and these would serve as good guidelines for both the effects of poisons and what their onset times should be. Instead of hit points of damage, a failed save vs. poison will often result in incapacitation or death eventually.

Because these three conditions are particularly deadly for Heroes, the Editor is encouraged to be generous with chances to save themselves -- an air pocket the Heroes could find with a lucky search, a tree branch that can prevent a fall if the Hero makes a successful attack roll to grab it, someone else can suck the poison out and spit it out safely if this second person makes a save vs. poison, *etc.*

Bad Things and Non-Human Heroes: It is worth noting that drowning-based traps and deathtraps are useless on mermen. Aliens, with their tough skin and leaping ability, may be difficult to challenge with traps. Androids may be particularly vulnerable to traps

Hideout Level	Mobster Level					
	<1	1	2	3	4	5
1	1-14	15-18	19	20	-	-
2	1-8	9-15	16-18	19	20	-
3	1-7	8-11	12-16	17-18	19	20
4	1-4	5-8	9-12	13-17	18-19	20
5	1-2	3-4	5-9	10-12	13-18	19-20
6	1	2-3	4-6	7-9	10-14	15-20

(particularly if their vulnerability is to water or lack of oxygen).

WANDERING MOBSTERS

As has been said previously, placement of important mobsters in the campaign should be carefully considered, or schedules of their movements even arranged. But sometimes, the Heroes will just be looking for trouble and you need an encounter quickly. Or the Heroes are making lots of noise to attract attention to themselves in a hideout and it would make sense for someone to come investigate. Or the main bad guy is losing too quickly and needs reinforcements to show up.

In an instance when the Editor thinks there might be a chance of wandering mobsters, a good rule of thumb is there being a 1 in 6 chance per turn. This could be increased to as much as 2 in 6 in a highly-populated area of the hideout, or as low as 1 in 8 in a nearly-deserted area of the hideout. Circumstances may dictate how far away the mobsters are, but a good rule of thumb is also 20'-120' (2-12 x10).



Most often, mobsters will be of a mobster level equal to the hideout level encountered on, but not always. Sometimes it might not be clear what "level" the encounter is on, particularly for a non-traditional adventure (like a series of street-

based encounters) and in this case the Editor should set an arbitrary level. To make sure there is a variety of encounters over a range of difficulty, try using the following table:



Wandering Mobster Table

Mobster Level <1	Die	Mobster Level 1	Die	Mobster Level 2	Die
Giants Bats	1	Amazons	1	Missing Links	1
Corrupt Politicians	2	Anarchists	2	Charade Men	2
Cowardly Hoodlums	3	Ape People	3	Detectives	3
Doctors	4	Bloodthirsty Hoodlums	4	Doppelgangers	4
Dogs	5	Cavemen	5	Fake Spooks	5
Gnomes	6	Cougars	6	Master Criminals	6
Half-Pints	7	Cultists	7	Mermen	7
Monkeys	8	Giant Lizards	8	Pumpkinheads	8
Natives	9	Mad Doctors/Scientists	9	Large Iron Robots	9
Ratmen	10	Poisonous Snakes	10	Mad Scientists	10
Skeletons	11	Vamps	11	Large Poisonous Snakes	11
Superstitious Hoodlums	12	Zombies	12	Watchers	12

Mobster Level 3	Die	Mobster Level 4	Die	Mobster Level 5	Die
Abstruse Men	1	Large Crocodiles	1	Captains	1
Crocodiles	2	Extra-Bad Men	2	Ghosts	2
Fake Ghosts/Mummies	3	Large Gorillas	3	Green Martians	3
Gorillas	4	Lieutenants	4	Puzzling Men	4
Hags	5	Mephisians	5	Rotten Men	5
Living Diamonds	6	Octopi	6	Unicorns	6
Magicians	7	Perplexing Men	7	Warlocks	7
Ogres	8	Sages	8	Werewolves	8
Large Transforming Robots	9	Sharks	9		
Sergeants	10	Constrictor Snakes	10		
Shameful Men	11	Giant Spiders	11		
Tigers	12	Spooks	12		

The above are just sample wandering mobster lists and the Editor can alter/add to them as he pleases.

TROPHY PLACEMENT

As with mobsters, it is a good idea to plan out the locations of the best trophies and leave just the lesser ones to random placement. In terms of placement, there are three types of trophies -- trophies in active use, trophies used in traps, and concealed trophies. The same trophy can be used for any of these three. For example, a mobster might try to use a gas gun against the Heroes, or he might try to hook up the gas

gun to a door so it sprays the Heroes when they enter a room, or he might feel the gas gun is so valuable he keeps it hidden in safe. The same trophy could be in any of these three types at any given time.

There is no end to the variety of places one could hide a trophy, from a false book to a secret room. In the case of exceptionally valuable trophies, it is a good idea to combine a trap with a trophy, in addition to concealment. For example, a Shawl of Time might be hidden on a mummy in a sarcophagus as if a shroud, but removing it causes the room to begin filling up with sand. Or a fighter-seaplane is rigged

so, if it is not unlocked with a certain key, it sets off TNT inside it.

Whether the trophies should be hi-tech or magical should depend on the theme of where they are found, or that section of the hideout in a larger hideout. As with modern items, modern currency should probably be replaced with more exotic treasure like Spanish Doubloons or Aztec jewelry. Even in a modern hideout, it may make sense to substitute money often, replacing loose dollars and coins with bank promissory notes, insurance policies, property deeds, savings bonds, and the like.

In general, there should be a 4 in 10 chance of finding a trophy in an inhabited area and a 1 in 6 chance of finding one in an uninhabited area.

SAMPLE HIDEOUT

The following partial hideout includes a lot of blank elements for the Editor to fill in, either randomly or by selecting what feels appropriate.

Background: Fifty years ago, the mad scientist Zephaniah Erckens -- or Dr. Ze -- built a robot-making factory near Portsmouth, Virginia as part of his scheme of world domination. When his plans inevitably fell apart, Dr. Ze disappeared and the property was quietly bought up by the Oceanfront Shoreline Manufacturing (or OSM) Company. OSM has a history of lucrative contracts with the nearby Naval shipyard. Lately, the local Heroes have learned that something suspicious, and likely nefarious, is going on in the Oceanfront Shoreline factory that needs investigating.

In truth, Dr. Ze is long since gone, but the new management secretly hold Dr. Ze's old prisoners -- amazons from another world -- still being forced to share their advanced science.

Geographical Overview: The factory buildings are two long connected buildings on the top of a hill overlooking the city. The road from the city winds up around the hill and empties out into a parking lot on the north end of the flat hilltop. The main entrance is on the north end of the building. A side road takes vehicles to the loading dock on the west side of the building. The west building is 55' x 175', while the larger east building is 80' x 240'. Some areas of the building have windows, but most of the buildings, even on the interior have solid concrete walls that cannot be wrecked by all but the most powerful superheroes (Dr. Ze had planned on making radioactive robots).

Note: the west building, more mundane, will not be included in this sample.

From the road, or even from town, it is clearly visible that the easternmost of the two buildings is built right on the edge of a steep slope of the hill, and is connected by ramps to a lower level of wooden buildings on docks built over the Elizabeth River. For the most part, this level would serve as barracks for the guards.

Note: this lower level, or level 2, is not included in this sample. The Editor is encouraged to create this section.

The map shows stairs leading down from rooms 10 and 26. These stairs would lead to an underground level, where more of the amazons and their hi-tech inventions are kept.

Note: this underground level, or level 3, is not included in this sample. The Editor is encouraged to create this section.

Personnel: The main force behind Oceanfront Shoreline Manufacturing is Joe "Big" Vinson, a master criminal. His semi-legitimate lieutenants are Edward McMahon and Gordon G. Sampson, two corrupt businessmen. Making sure the amazons are doing what they should is supervising mad scientist, and one-time assistant to Dr. Ze, Henry Dorsey. The lead amazon is Furozia.

There is a noncombatant workforce of legitimate employees, mainly in the west building, engaged in the company's cover business of making boat engines. Most of them work 9 to 5 jobs, though there is a smaller late shift that works from 5 pm to 1 am. The building is guarded 24 hours a day in 3 shifts.

The challenge level of the guards will depend on what hideout level the Editor chooses for the ground floor of the factory. If, for example, the ground floor is level 1, then most of the guards are going to be cowardly hoodlums. If the ground floor is level 6, then most of the guards are going to be alien Mephisians. The guards have to be some mobster type that can pass for normal humans, even if disguised. All security is armed (unless a mobster type with natural weaponry). They have no walkie-talkies (unless this takes place in 1941 or later), but most rooms are equipped with an intercom and an emergency button under a small flip-cage that turns on a loud alarm throughout the building.

If the alarm is sounded, the chance of running into special guards goes from 1 in 4 to 3 in 4 per turn.

"Big" Vinson is on the grounds between 6 pm and 1 pm. He likes to watch the amazons work, and can usually be found in rooms 10, 11, 13, 14, 15, or 26. Edward McMahon is on the grounds between 9 am and 5 pm. Edward feels (rightly) that the others view him as expendable and is most willing to strike a deal with the Heroes. Edward can usually be found in rooms 17, 19, 20, or 21. Gordon Sampson is on the grounds between 10 am and 6 pm. He has convinced Furozia that he is somewhat trustworthy and is trying to figure out how to leverage that against Vinson. Gordon can usually be found in rooms 8, 10, 19, or 26. Henry Dorsey is 76 years old and feeble, but still sharp mentally. As the only man on staff who understands all of the amazons' inventions, Vinson, McMahon, and Sampson all find him invaluable. Dorsey works from 9 am to noon, leaves for a long afternoon nap, and comes back to work from 4 pm to 9 pm. Dorsey can usually be found in rooms 10, 15, 20, or 26.

If one of these main villains is known to be captured, the others move towards room 26. If two or more main villains are known to be captured, the others head down to level 3.

Encounter Areas

A. Main Entrance

This paved space between the two buildings is accessible from the north parking lot. It is tastefully decorated with plants in all seasons but winter. There are two pairs of double doors in this area; the west door is labeled "employees" and the east door is labeled "visitors atrium." The west door is always locked. The east door is open from 9 am to 6 pm.

B. Space between Buildings

There are three spaces in the 10' gap between buildings, broken up by the four passageways that connect the buildings from inside. There is nothing but weeds and dirt in each of these areas; their purpose is to provide natural light to some of the interior rooms while maintaining privacy, and to give run-off from the roofs somewhere to go. Heroes might access these spaces by climbing over the buildings or leaping over the buildings and landing here.

C. Loading Dock

The doors here by the west parking lot are raised 5' off the ground to accommodate delivery trucks. Rather than a separate door at ground level, there is just a ramp leading up to the doors from the side and a 3' wide ledge in front of the doors. There is a 2 in 6 chance of the doors being unlocked any time between 8 am and midnight, if they are expecting a pickup or delivery soon.

D. Balcony

This reinforced wooden balcony hangs out 30' over the river. The south ramp to the dock level exits from the balcony.

E. Guard Entrance

This ramp leads down to the dock level and is how the guards are expected to come and go to the factory for shifts. The door is always left locked, except for 8 am, 4 pm, and midnight, when shifts change. The steep slope to the river is 30' high.

1. Visitors Atrium

The security in the northern hallway, east of the door to the atrium, is as simple as a velvet rope barrier and a single guard. Visitors are not supposed to go as far as room 2.

As the centerpiece, as it were, for the building, no expense was spared on the atrium. The floor is marble, the ceiling is domed and the walls are filigreed around four painted murals depicting Portsmouth from different angles. There is a counter where a receptionist sits and a guard stands. With permission gained ahead of time, visitors will be taken on a tour of rooms 2, 6, 7, and 8 and get to meet either Edward or Gordon.

2. Display Room

There is a 30' yacht on display here, with boat engines of various models and sizes in glass cases around it. There is a 1 in 4 chance per turn of an encounter here, a 2 in 6 chance of some treasure or a trophy item hidden in the yacht, and a 1 in 6 chance that the yacht is trapped.

3. Commissary

There is a narrow food preparation area behind a long counter along the west wall and rows of tables in this room, as well as a cigarette vending machine and a vending machine that dispenses soda into cups. Besides normal employees at meal times, there is a 1 in 4 chance per turn of an encounter here.

4. Closet

Contains cleaning supplies, a sink, and a locker for the janitor's use.

5. Robot Closet

There are 2 large iron robots under tarps in this room, and a 3 in 6 chance per turn of one of them activating and attacking everyone after being touched.

6. Assembly Room

There are twelve heavy metal work tables here with partially constructed motors on them, and cardboard boxes of parts under each table. All of these are inboard engines that a patrol boat might use. Workers are always in this room during work hours, and there

is a 1 in 4 chance of a special encounter here per turn.

6a. Restroom

7. Engineers' Room

There are five desks in this room with drawing boards and carts with model motors on them. The employees here supposedly come up with the company's advanced designs, but anyone with an INT of 15 or better examining the notes on the desks reveal that the engineers here only have average skill at their jobs. There is a 1 in 4 chance of a special encounter here.

8. Gordon G. Sampson's Office

This room has windows that overlook the river, and a window that allows Gordon to watch the engineers' room (when he is here). The office has a desk, filing cabinets, extra chairs, and barbells. Gordon has an 18 Strength and his overconfidence in his strength is his weakness (he's barely combat-worthy). In addition to a 1 in 4 chance of finding Gordon here, there is a 1 in 6 chance of a special encounter here, and a 3 in 6 chance of treasure or a trophy item being here.

Gordon Sampson, corrupt businessman: HD 1-1; hp 5; AC 7 (vest); At 1 barbell or other large improvised club +1.

9. Guard Room

The door to this room has a plaque saying "No Admittance" on it.

There should always be six guards on duty here of some random mobster type. There is a 2 in 6 chance of the doors to rooms 10 and 12 being trapped.

10. Secret Workroom

This large chamber is full of machines with lots of switches and lights and diodes on them. A completed mad science machine is in this room and a second one is partially constructed.

There are always 1-8 amazon prisoners in this room, and 1-4 guards of a random type watching them. There is a 3 in 6 chance that Furozia is one of the prisoners. There is a 1 in 6 chance of "Big" Vinson, a 1 in 4 chance of Gordon Sampson, and a 1 in 4 chance of Henry Dorsey being here. If the mad science machine is a weapon, one of the main villains will try to turn it on the Heroes.

The amazons cannot leave, despite seeing chances to escape over the last 50 years, because it is part of their creed that they cannot leave their elder behind, and an elder amazon was hidden away on level 3 by Dr. Ze all those years ago and no one knows where she is.

All of the named characters know of the secret door to room 11.

Joe "Big" Vinson, master criminal: HD 3+1; hp 14; AC 7 (vest); At 1 Tommy gun.

Henry Dorsey, mad scientist: HD 2+1; hp 4 AC 9; At 1 minor trophy weapon.

Furozia, Amazon sergeant: F 3; hp 15; AC 9; At 1 improvised club.

11. Secret Trophy Room

There is a 3 in 6 chance that the secret room or the door to the room is trapped. Choose 1-3 treasures or trophy items to hide inside.

12. Receptionist's Desk

There is a desk and typewriter here. There is a 5 in 6 chance of a receptionist/secretary for "Big" Vinson working here, and a 2 in 6 chance that the receptionist is also a vamp.

13. Joe "Big" Vinson's Office

This room has a desk, a love seat, a radio, a record player, a decorative bin for vinyl records, and a shelf of old newspapers.

Vinson is actually 5'4", but insists he is "Big" as in important. There is only a 1 in 6 chance of him being in his office, and when there he is usually just listening to music and entertaining his receptionist.

14. Closet

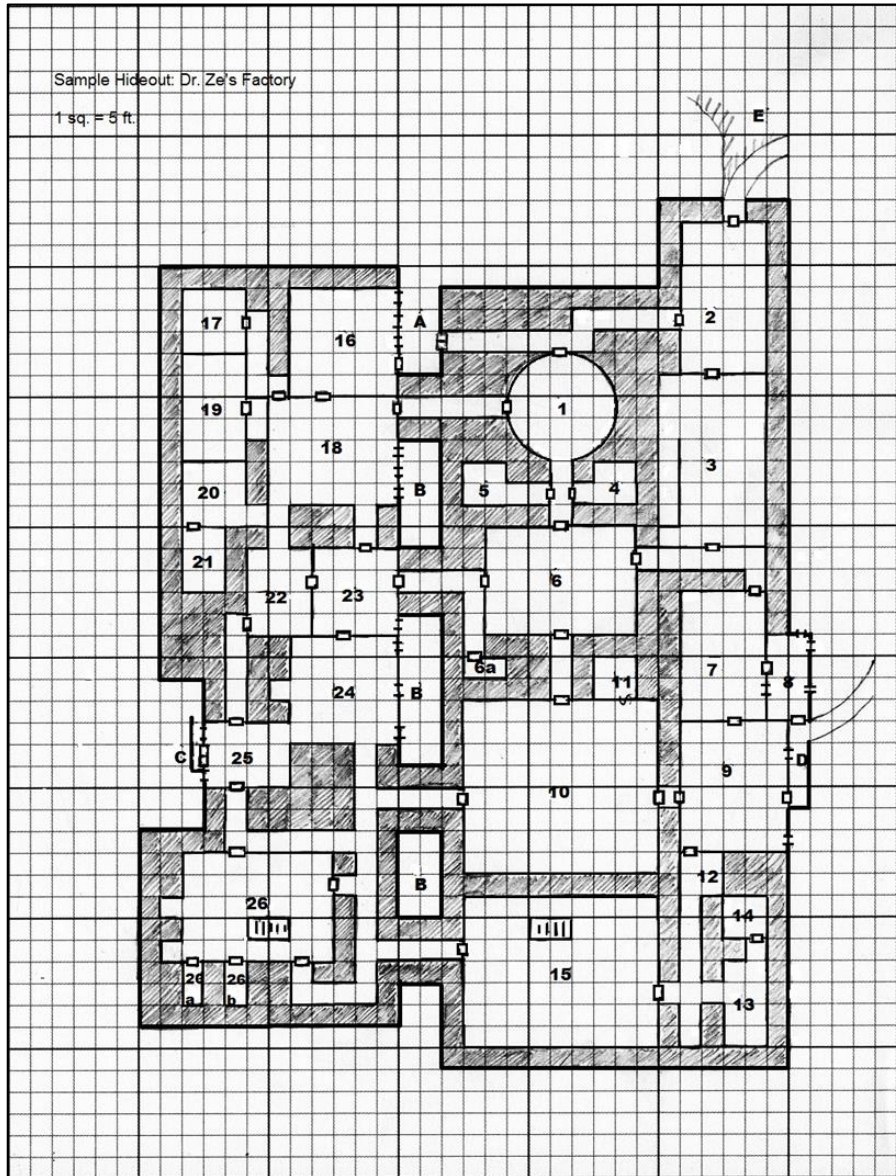
The door to this room is locked and Joe has the key. There is a rack for hanging coats and spare clothes on in this room, and a safe in the corner. There is a 2 in 6 chance of the safe being trapped. It contains 1-3 quantities of treasure.

15. Foundry

Since the amazons' inventions call for some custom parts that no one on Earth manufactures, the amazons have to create the molds and pour the metal themselves. There are iron molds of various sizes, a large furnace for melting metal, and a mechanical apparatus for moving and pouring the metal into the molds (if the arm is swung over the Heroes and the bowl is tipped over, spilling molten metal, it does 4-16 points of damage on a direct hit or 1-4 points of damage to all in a 5' radius). The equipment here could be used to set up a deathtrap for the Heroes (Dorsey learned all about death traps from Dr. Ze).

There are always 1-8 amazon prisoners in this room, and 1-4 guards of a random type guarding. There is a 3 in 6 chance that Furozia is one of the prisoners. There is a 1 in 6 chance of "Big" Vinson being here and a 1 in 4 chance of Henry Dorsey being here.

The stairs lead down to level 3, where the amazon barracks are, as well as Dr. Ze's laboratories.



THE HIDEOUT-ORIENTED CAMPAIGN: TAKE ONE

Two players, playing *The Clock* and *The Flame*, like combat so they choose the direct approach as often as possible. They wait until night and raid the factory, beating up every guard that gets in their way. Because most of the main villains are only there during the day, they miss most of those encounters initially. The Heroes meet a lot of initial success because they catch the guards unawares, but soon the guards begin to organize and come quickly to reinforce each other.

The Heroes change tactics to hit and run so they can get more rest between big battles. They have a good

enough sense of the factory's layout to attack it from different directions each time, throwing off the defenses. The main bad guys shake up their routines in response to this crisis, making it more likely the Heroes will encounter them on their random raids.

The *Clock* and *The Flame* free the Amazons eventually, but only to get the Amazons to fight alongside them.

They use strong-arm tactics to gather information, up to and including torture (*The Clock* was not above using torture in the comic books), but the goal of their information gathering is to find out where the most dangerous encounters and the best loot troves are.

The arrest and conviction of the bad guys is not

essential to the Heroes' plans. When they're done looting the hideout of all the good trophies, they call in the police and leave it up to them to gather evidence of wrongdoing at the factory. Regardless of what happens in court, The Clock and The Flame have essentially saved the day by crippling the bad guys' operations enough that they cannot continue.

Game mechanics-wise, these Heroes are probably of Chaotic Alignment. Their main goals are to rack up experience by collecting trophy items from the hideout. Most dice rolling will be combat-related.

THE HIDEOUT-ORIENTED CAMPAIGN: TAKE TWO

Two players, playing The Clock and The Flame, like investigation and problem solving. They know something is up at the factory, but make contact first with local law enforcement. They learn of a bounty on the master criminal and that the FBI is willing to pay for the old mad scientist's long-lost inventions. With these incentives in mind, they create a diversion at the main entrance at night and slip in through the shipping entrance. They quietly subdue two guards, tie them up and hide them, and then disguise themselves as guards.

Now able to move about the factory freely, they gather evidence that the factory's engineers do not have the know-how to have designed the company's innovative engine systems themselves. Exploring further, they find and make first contact with the Amazons. They promise to free the Amazon prisoners, but with as little bloodshed as possible.

The Clock and The Flame have the home addresses of all the main villains thanks to searching their offices. They leave what evidence they have so far with the police, then they capture the corrupt businessmen in their homes with minimal risk. The Heroes force their prisoners to return to the factory and order the guards to release the Amazons. The guards begin to comply, but they also alert the master criminal and mad scientist to what is going on and they both show up to rally the guards against the Heroes.

Meanwhile, the Heroes are summoning the police to the scene, which keeps the guards distracted and unable to fully marshal against the Heroes. Because The Clock and The Flame have not explored deeply into the hideout up to this point, they still cannot free the Amazons because they have not been on the third level to find their hidden leader yet. So they leave the master criminal and his henchman on the first two levels for the police to mop up and delve to the bottom level for a showdown with the mad scientist, to save the Amazons.

Game mechanics-wise, these Heroes are probably of

Lawful Alignment. Their main goals are to rack up experience points by earning the rewards outlined at the beginning of the scenario, but not necessarily through combat. Most dice rolling will be for skills checks and for surprise conditions.

THE HIDEOUT-ORIENTED CAMPAIGN: TAKE THREE

Two players, playing The Clock and The Flame, like humor and role-playing. When they learn that something is up at the factory, they go there in their civilian identities and get jobs there. They spend a great deal of time getting to know the layout of the factory from the inside and encounter all of the main villains as their employees. Right away, the Heroes start making friends with their fellow employees. They get distracted on tangents, doing good deeds for their new friends both on and off work hours.

When opportunities allow, the Clock and the Flame switch into their costumed identities and prank the main villains. They tell each other they are doing this so the bad guys will get angry enough to make crucial mistakes, but really they are just having fun with this. As luck would have it, the Heroes are soon transferred to the guard department because of their ability to be on the scene faster than the other guards. They now spend more time on level 2, living with the guards and hearing more rumors about what really goes on in the factory.

The Clock and The Flame learn about the captured Amazons and sneak in to meet them. Sparks fly when The Flame and Furozia meet and they fall in love with each other. The Heroes want to free the Amazons, but need to find their hidden leader on level 3 first. To make sure it is safe to explore the third level, they need to keep a lot of bad guys distracted upstairs. So they concoct an elaborate scheme to trick the mad scientist into thinking that the other main villains are plotting against him. The mad scientist falls for it and the factory is soon divided into separate armed camps, each villain with his own set of guards fighting each other.

Once The Clock and The Flame find and save the Amazon elder, all of the Amazons rise up in revolt with them and mop up what is left of the bad guys upstairs after their civil war has waged for a few days. They force the main bad guys to all write confessions of their fraud and kidnappings and summon the police to take them away.

The Clock is best man at The Flame and Furozia's wedding later.

Game mechanics-wise, these Heroes are probably of Neutral Alignment. Their main goals are to accumulate experience points by doing good deeds and making use of their supporting cast in their

stories. Most dice rolling will be for encounter reaction checks and supporting cast recruitment rolls.

There is nothing invalid about any of these three ways to play **HIDEOUTS & HOODLUMS**. Most campaigns will include some combination of all three.

METROPOLISES

Just as hideouts come in a wide variety of forms, the metropolis the Heroes call home can come in a variety of sizes in a variety of locations. Any city with a population over 50,000 would qualify as a metropolis and, circa 1940, there were well over 100 such cities all over the United States. It is up to the Editor, though, to decide if he will use a real metropolis, a fictional city based on real cities, or something fantastic and altogether unique. There are advantages to both the real and the fictional. There is a wealth of material out there -- Census rolls, Plat maps, books from historical societies -- one can research on any real metropolis. But there is also a freedom to being able to design everything yourself, or even to divorce yourself entirely from historical accuracy.

While it can be wonderfully handy to have a detailed map of the city, it is not necessary for game play. A rough map only needs to show major roads and important businesses, which should be included on a list of 10-100 encounter areas. There should be a copy of this map for the players to see, plus a secret version showing any hideouts the Editor decides to place in or near the city.

The hideout is an ideal location for the Heroes to face peril and earn experience points and trophy items, but it is not the only way to play. Heroes can patrol the metropolis and look for random mobsters, just like they can encounter in the hideout. But the metropolis offers other opportunities -- good deeds, plot hook characters, and supporting cast members.

GOOD DEEDS

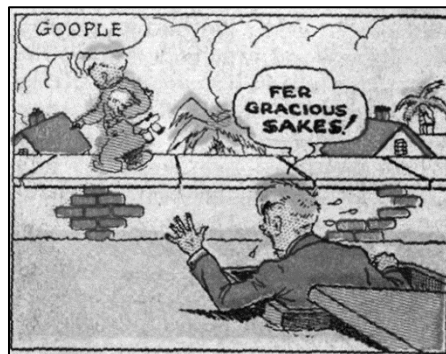
An easy way to farm experience points in a metropolis-based campaign is to go around doing random good deeds. There should be a 1 in 6 chance of finding a good deed to accomplish per return turn (4 hours), though this could be as high as 2 in 6 in a particularly large city and as low as 1 in 8 in too small a town.

Good deeds are not only useful for their own sake (successfully completing one nets 100 XP), but may turn into plot hook or supporting cast encounters afterwards. The XP award should be for good role-playing associated with the good deed, not just saying

"My hero does it."

Some examples of good deeds include the following:

- The Heroes encounter a band of horsemen who are lost and inquire the way (where are they going, and why are they on horses?) (Examples: New Fun #1).
- The Hero hears someone calling for help who's caught in quicksand (or caught in *something*) (Examples: New Fun #1).
- The Hero has a chance to help a lonely-looking man talk to girls (either new ones, or one he's dating but can't seem to say the right things to) (Examples: Famous Funnies #7, 9).
- An old friend comes to the Hero's door and asks for help with sneaking into his own house so he does not get in trouble with his wife (Examples: Famous Funnies #7, 12).
- A friend asks the Hero to help him move boxes (maybe there's something valuable in those boxes?) (Examples: Famous Funnies #7).
- The Hero sees that a toddler has got away from his mother and is crawling along a high ledge (Examples: Famous Funnies #7).



- A fisherman is feeling discouraged because of his bad luck and needs some help catching fish (Examples: Famous Funnies #7).
- Young fans of the Hero ask him to play a baseball game with them (Examples: Famous Funnies #10).
- The Hero comes across a car crash, too late to prevent it, but the driver is lying there injured and needs help (Examples: Famous Funnies #10).
- A sailor is overboard, in danger from sea creatures, and needs saving (Examples: Famous Funnies #10).
- A man out in a rainstorm losing his umbrella, is getting soaked, and could use some help to dry off (Examples: Famous Funnies #10).

- A family member asks the Hero to keep an eye on her two bratty children (Examples: Famous Funnies #10).
- A secretary is screaming because there is a mouse in the office (Examples: Famous Funnies #10).
- The Hero hears a woman call for help from that nearby large body of water. She's drowning (or is she? There is a 3 in 6 chance she is pretending to meet the Hero) (Examples: Famous Funnies #11).
- A man is in public with a big hole in the back of his pants. The Hero can help him before he embarrasses himself further (Examples: Famous Funnies #11).
- Fresh fruit has fallen off the back of a delivery truck. The Hero can return it to the truck, or give it to hungry people in the area (Examples: Famous Funnies #11).
- An old, absent-minded codger cannot remember who he is or where he was going. The Hero can help him find his way home (Examples: Famous Funnies #11).
- A lady asks the Hero to run to the drug store and buy her some cold cream (Examples: Famous Funnies #11).
- The Hero finds a suicide note and has to rush off to stop the would-be victim in time (there is a 1 in 6 chance that the note is a sham and it's a trap to frame the Hero) (Examples: Famous Funnies #11).
- The Hero finds a lost dog who needs to be returned home (or needs a home) (Examples: Famous Funnies #12).

PLOT HOOK CHARACTERS

Plot Hook Characters (PHC) serve the purpose of connecting Heroes to the next event that needs their help. These characters may be tied to earlier good deeds, or rescued from combat encounters, and can become Supporting Cast Members (though that does not make them inexhaustible sources for plot hooks).

If the Editor wishes to run an open-ended campaign, wherein the Heroes always have a range of story options to choose from, then the Editor can always roll randomly for PHCs, or preset locations for 12-20 PHCs in the metropolis and let the Heroes stumble across them. If the Editor wishes to have more control over the direction of the campaign, he can simply limit the number of PHCs that are in the metropolis at the same time.

If the Editor is rolling randomly for PHCs, there should be a 1 in 6 chance per rest turn of encountering one. Of course, if the game is stalled because the Heroes have not found anything to do, it is always the right time to introduce a plot hook character. Some examples of PHCs follow:

- A French Foreign Legion outpost is signaling that they are besieged and need help (Examples: New Fun #1).
- A friend bets the Hero they can find a pot of gold at the end of a rainbow (Examples: New Fun #2).
- A man suspected of murder professes his innocence to the Hero and wants help clearing his name (Examples: Famous Funnies #12).
- A man is visiting with the Hero when he receives a phone call that his office was just robbed (Examples: Famous Funnies #12).
- A wounded mate is found on a dismayed vessel and claims that his crew disappeared mysteriously on the Island of Missing Men. The only evidence there was a large gray bird with sharp claws, and a dead man found with no marks on him (Examples: New Fun #5).
- A lawyer tells the Hero that his aunt has died and left her (haunted) house to him (Examples: New Fun #5).
- A millionaire has learned of an invention the Hero is working on (or has found) and wants to finance production of more (perhaps in return for a favor) (Examples: New Fun #5).
- A friend calls and says her house was burgled, but the only thing taken was her father's tuxedo (Examples: Famous Funnies #13).



- A woman is out walking through the valley, looking for a hot spa said to prolong the life of anyone who regularly bathes in it (Examples: Famous Funnies #13).
- A half-pint who knows the Hero spotted his nemesis leaving west, leading a donkey loaded with saddle bags. The boy managed to feel one

of the bags and it did not feel like it was full of rations; it felt like it had a body in it (Examples: Famous Funnies #14).

- A jeweler wants to hire the Hero to deliver a valuable ruby to a famous dealer (of course, people will be after the ruby) (Examples: Famous Funnies #15).
- An inventor's assistant seeks out the Hero, asking for help. His boss has tried to patent three inventions in the past year, but a rival somehow has beaten him to the patent each time by days (Examples: Famous Funnies #16).
- An expedition is about to leave for to search Aztec ruins for a missing explorer, but the map they needed to find a secret entrance was stolen. The Heroes are asked to go talk to someone about getting a second copy of the map (and may be invited onto the expedition if they succeed) (Examples: Famous Funnies #16).
- A wealthy businessman entrusts the Hero with a large sum of money to deliver to the owner of a mine in exchange for the deed (there is a 4 in 6 chance that bad guys want the money and/or the deed, and a 2 in 6 chance that the mine itself is not on the up-and-up) (Examples: Famous Funnies #16).
- An insurance agent asks the Hero's help in investigating a series of fires in this district; the company needs to know if arson was responsible (there is a 3 in 6 chance that they were) (Examples: Famous Funnies #16).
- The Hero gets a call about an old enemy, spotted swindling the natives of a tiny mountain town (Examples: Famous Funnies #16).
- A woman the Hero knows runs to him in the street, saying she just escaped from the most awful place...but she can remember nothing about it (3 in 6 chance she is hypnotized) (Examples: More Fun #8).
- The king of the cavemen commands the Hero to capture a dinosaur for him (Examples: Famous Funnies #19).
- The owner of a rubber company believes his plantation manager is embezzling and pays the Hero to go investigate (Examples: Famous Funnies #19).

- A wealthy relative wants the Hero to go on a pole-to-pole round-the-world expedition, for the glory of the family name (Examples: Popular Comics #2).



SUPPORTING CAST MEMBERS

So far, there have been Mobsters that the Editor places to antagonize the Heroes, and Plot Hook Characters that the Editor places to lead the Heroes to scenarios. Both of these categories are under the full control of the Editor. Supporting Cast Members (SCMs) are somewhat different. First of all, any non-Hero character -- even animals with at least dog-like intelligence -- can become a SCM, even a Mobster or a PHC. The number of SCM that a Hero can attract as loyal followers is determined by his Charisma score. The rules for recruitment and loyalty of SCMs were given earlier. The Hero can "trade out" SCMs, letting old ones go and replacing them with new ones, but the ones let go have no special relationship anymore with the Hero. Lastly, SCMs are different in that the player has more say in what the SCM does. The SCM is under the player's control until failing a loyalty check, and then acts as the Editor decides is best.

The benefit of a SCM is that they will use their abilities, skills, or even fight for the Hero. As such, it pays to choose SCMs with special skills, abilities, or are good in combat. How good one is in combat is determined by factors like Hit Dice, Armor Class, etc.

In addition to random placement, most SCM-type characters can be encountered predictably at places of employment. One list of such SCM-types was given earlier under Recruiting Supporting Cast Members. For further, special SCMs, use the following guide:

Supporting Cast	Abilities/Skills	Examples
Actor	Can impersonate the Hero or a Mobster	The Funnies #12
Animal Trainer	4 in 10 chance of calming a wild animal; train an animal sidekick	Popular Comics #4, Crackajack Funnies #9
Assayer	Can appraise valuables	Comics Magazine #2
Beat cop	Can take prisoners into official custody, 2 in 6 chance of summoning another beat cop	New Comics #2, Detective Picture Stories #1
Boat Captain	Comes with his own boat!	The Funnies #3, New Adventure Comics #15
Circus Acrobat	3 in 6 chance of climbing, takes half-damage from falling	Popular Comics #4, 8
Coach	Can tell when a game was rigged	Action Comics #4
Dog	1 in 6 chance of being surprised, 3 in 6 chance at tracking	Famous Funnies #7
Driver	Knows the fastest ways around town; has a 2 in 6 chance of avoiding complications during chases	Crackajack Funnies #4, The Funnies #28
Engineer	3 in 6 chance of identifying defective trophy items	Detective Comics #17
Engraver	Can recognize counterfeit money	Comics Magazine #2
Journalist/Newspaper Worker	Can find out old information about any public figure	Comics Magazine #2
Landlord	With a positive (7+) encounter reaction check per month, lets the Hero stay there for free for that month	Famous Funnies #11
Police Chief	With a positive (7+) encounter reaction check the chief will be willing to loan the Hero a patrol boat	New Fun #2
Police Detective	4 in 10 chance of finding clues	Famous Funnies #9-11...
Professor	1 in 6 chance of identifying a trophy item; can talk to mad scientists for the Hero	New Fun #5, Comics Magazine #1
Reporter	2 in 6 chance of knowing a fresh plot hook for something that needs Hero-work	Action Comics #1, 2
Romantic Interest	1 in 6 chance of being in danger and need saving	Action Comics #1, 4
Salesman	Gets the Hero goods and items for 10% off	The Comics #8

SAMPLE METROPOLIS

Portsmouth, Virginia is a fictional metropolis based on the real Portsmouth. It has a population of 51,000, making it the second largest city in the Hampton Roads Metropolitan Area after the city of Norfolk. The Westsmith Naval Shipyard is a historic and active U.S. Navy facility that is just outside of Portsmouth to the north. The shipyard upgrades, remodels, and repairs ships of the U.S. Navy and is one of the few facilities in the world with the capability to dry dock an aircraft carrier.

Portsmouth is two miles downriver from the City of Norfolk, on the west bank of the Elizabeth River

(Norfolk and the Elizabeth River both being unchanged from the real world).

History: In 1619, a Dutch slave ship crashed in a storm and two dozen slaves found shelter on the future site of Portsmouth. Their hidden settlement was just a year old when a shipbuilder named William Smith stumbled across them. Smith was impressed with them and the location and petitioned King James I of England for a land grant.

Although founded by Smith to include both slaves and free African-Americans, by 1720 a more conservative administration tried to restrict those freedoms. A mysterious figure known as The Silversmith began a campaign of vigilante action, ultimately bringing corrupt members of the town assembly to justice,

before The Silversmith disappeared. Though his identity remained a secret for 100 years, documents surfaced in 1821 proving that The Silversmith was actually Tom Liele, the descendant of one of the original black settlers.

After 1767, the Smith Naval Shipyard was built and sold to the new United States federal government.

In 1855, the Portsmouth and Norfolk area suffered an epidemic of yellow fever which killed one in every four citizens. Urban legends from the time suggest that the epidemic was spread by a single man, known only as The Yellow Man.

Portsmouth became an independent city from Norfolk County in 1857.

During the American Civil War, in 1861, Virginia joined the Confederate States of America. Fearing that the Confederacy would take control of the shipyard at Portsmouth, the shipyard commander ordered the burning of the shipyard. The Confederate forces rushing to the scene were too late. The South held Portsmouth for a short time, being chased out the following year. The shipyard once stood on both sides of the river, but only the east bank side was ever rebuilt -- hence the new name, Eastsmith.

In 1930, the Old Dominican College was founded in Portsmouth. It was a religious institution with an attached nunnery. This particular order of nuns are the Sisters of the Venerated Cross, an order that uses magic, particularly healing magic, but only in secret.

Since 1937, there has been a new Silversmith active in the city. There are rumors that The Yellow Man has returned too.

Geography: The Portsmouth area is the only hilly area in the Hampton Roads Metropolitan Area. The city has a total area of 47 square miles, of which 34 sq. miles is land and 13 sq. miles is water.

Transportation: From the earliest development, Portsmouth has been oriented to the water. In the 1830s, it was the first community in Hampton Roads to receive railroad service, The Portsmouth and Roanoke Railroad. Portsmouth has no airport of its own, but it has easy access to the Norfolk Municipal Airport. The airport is located near Chesapeake Bay, along the city limits of neighboring Norfolk and Virginia Beach.

No major highways run through Portsmouth, but it is connected by roads to U.S. Highways 17 and 58. There is only a single two-lane drawbridge crossing the Elizabeth River on the south end of the city, but there is also an older ferry system on the north end of the city, crossing to Norfolk.

Important Sites:

1. Admiral Theater

An Art Deco playhouse with 1,100 seats, painted murals, and fluorescent chandeliers. It has hosted famous Vaudeville performers -- including Harry Houdini -- is used by a local acting troupe for plays, but now also plays films. It is rumored that Harry devised an undefeatable death trap while he was here, but horrified by his own ingenuity stashed the plans in a secret room somewhere in the theater. Heroes can try to recruit actors or stage magicians as SCMs here.

2. Alapaha Stadium

This outdoor stadium seats 3,500. The Portsmouth Bears is said to have a good shot at going all the way in the Piedmont League this season.

3. City Hall

A four-story glass and steel building, city hall is where the mayor, the city council, the clerk, and the treasurer all have their offices and hold their public meetings. There is a 1 in 8 chance per turn of encountering 1-2 corrupt politicians there.

4. Westsmith Shipyard

Just north of the city, and built on 203 acres of land, the shipyard contains 7 miles of paved streets and roads, 100 buildings with a total area of more than 1.8 million square feet, 11 miles of railroad track with 3 locomotives and 62 cars, two dry docks, and 87 cranes and derricks, the largest being a 340-ton tower crane. Built on the site of an old fort, the shipyard still retains some of the old fort's curtain wall along its north and east ends. The shipyard is a Naval site, not a commercial business, and one of the main buildings is a barracks for the soldiers guarding it. Heroes can recruit repairmen and Navy officers here as SCMs.

5. Edgewick's Antiquities and Occult Emporium

A small shop downtown, Edgewick's has a Victorian facade to the storefront and occupies two above-ground floors and the basement. Peggy Edgewick is the kindly old lady who runs the shop, peddling Tarot cards, books on witchcraft and paganism, and herbs and gems with alleged mystical properties on the ground floor. The upper and lower levels serve as a sort of museum of things like ancient trapped puzzle boxes, a talking raven, wax statues, a well-preserved mummy, and likely a magic item or two.

6. First National Bank of Portsmouth

This is a two-story brick building with a wide, four-window front, with the middle two and front entrance recessed from the Classical Revival facade (the front steps are white marble, though the rest of the facade is plaster). The bank is conservative with loans and has a reputation for defaulting quickly. The bank president is a known amateur chemist and it is rumored that the bank vault combination each week

might be found in the atomic numbers of whatever is present in his home lab. Heroes can try to recruit bankers here, may be called upon to prevent a robbery or two, or may seek to secure a loan early in their careers to finance their vigilantism.

7. Immanuel African Methodist Episcopal Church

Built in 1700, this is the third oldest building in Portsmouth and the largest church. It was the original Silversmith's secret base of operations, working out of the large cellar complex under the church.

8. Jeanquart Estate

The Jeanquart family home is a two-and-a-half story Victorian manor on a four-acre estate. The Jeanquarts have a long tradition of serving as lawyers and politicians in Portsmouth and their wealth shows in every room, from the library with its walk-in bar closet, to the weapons and trophies room, to the French antiques den. There is a 3 in 6 chance per day of something especially valuable being on the estate in a secret place like a wall safe or the secret room in the basement. There is a 1 in 8 chance per day of there being some sort of party at the estate, which is typically guarded by 1-4 hired beat cops.

9. Navy Medical Center Portsmouth

This three-story granite building is built on a raised basement and fronted by a portico with nine columns. The building is on a campus with housing for 250 Navy staff members. Although military veterans always have first priority for care here, the Navy Medical Center also serves the community, making it Portsmouth's largest public hospital (there is a separate wing for black patients).

Injuries heal 2-3 times normal rate under hospital care here, though it costs \$30 per day. For every \$50 of treatment, one gets an extra saving throw against disease or poison. The attached pharmacy is run by John Scott, a scientist who concocts super-science formulas in liquid or pill form on the side -- but ones with only a 4 in 10 chance of working properly, and a 2 in 10 chance of some wildly unpredictable result. Heroes can try to recruit physicians as SCMs here.

10. Old Dominican College

The college is a two-year school with ties to William and Mary in Williamsburg and Virginia Polytechnic Institute in Blacksburg. It has a relatively small campus of three 3-story brick buildings -- an administrative building that also houses the chapel and library, a classroom building, and a nunnery for the Sisters of the Venerated Cross. The sisters refer to their building as The Tower, and indeed it does have at least the appearance of medieval fortification to it. Despite the religious nature of the college, the curriculum focuses on boat-building, drafting, and engineering. There is a 1 in 6 chance per turn of finding a scientist-like professor here who can identify hi-tech trophy items. Heroes can try to recruit

professors, librarians, engineering students, or magical healers as SCMs here.

11. Portsmouth Courthouse

This Greek Revival style brick building is a raised one-story building with a basement half above ground. Though squat in shape, the courthouse has a large rotunda with a tall dome on top. The bust of Portsmouth's first mayor, Willoughby Singleton, has been mysteriously missing for eight years, though its pedestal and plaque remain in place. The Civic Attorney's Office is located across the street. Heroes can try to recruit lawyers and judges as SCMs here.

12. Portsmouth Lodge No. 99

Located downtown in a brick-and-stone-foundation building that was once a residence, this building now serves as a National Manor lodge. The secret society promotes a middle class lifestyle, but also borrows rituals and symbols from Freemasonry, including secret meetings, oaths and special passwords. The membership is largely old men sitting around, playing cards, and making up tall tales for each other. The only member who really understands the mysticism is the Grand Lodge Mage, Ralph Karr. He is concerned about some of the newer members, who may be using the lodge as a cover for illicit activities, possibly drug smuggling.

13. Portsmouth Police Station

The building is brick, one and a half stories high, with a green slanted roof. There are a lot of overlapping law enforcement agencies at work in Portsmouth, including the fire marshal's office, Virginia State Police, Virginia Marine Police, Virginia Department of Game and Inland Fisheries, U.S. Customs and Border Protection, and the United States Navy Police. The municipal police is itself a small force of only 26 sworn officers. While small, it is an effective and well-disciplined police force, and Police Chief John W. Boice insists his force be capable fighters. Boice himself has a nearly irrational hatred for mysterymen and treats the arrest of the new Silversmith as his highest priority. His crack detective is William R. Nobrega, who is suspicious of all newcomers to town. Heroes might need to recruit the police as SCMs here just to keep from needing to deal with the police as adversaries.

14. Portsmouth Public Library

The library is a small, two-story, brick building with a sandstone foundation and two matching pillars out front. The library has been here since 1913, its original collection donated by the railroad, the local YMCA, and some local citizens. It has an excellent science collection, mostly donated books, though a few books are deemed of suspicious usefulness by the library staff because of their surely erroneous publication dates of 1954. There is a segregated black library next to the Episcopal Church in town, which funds the black library. Heroes might need to

use the library for research, or to recruit librarians as SCMs.

15. St. Peter's Catholic Church Cemetery

The church, built in 1752, boasts the largest cemetery in the city. With its unique collection of crypts, mausoleums, and statuary, the cemetery is becoming a tourist destination by day. By night, there is a 1 in 8 chance of encountering a ghost here. Such a ghost is not necessarily hostile; roll for encounter reaction to help determine what the ghost wants.

16. Virginia Army National Guard Armory

This is a long, two-story, warehouse-like brick building with a high-steeped roof and tall windows. The walls are reinforced and the windows are bullet-proof. An entire company of National Guardsman protect the building at all times, commanded by Captain Marshall Dale. The armory is well guarded because it has thousands of guns inside and, in the basement levels, heavier armament, a light tank, and enough gunpowder to blow up the entire city.

17. Virginia-Pilot, Portsmouth Office

The office is in a small storefront downtown. Though the newspaper *The Virginia-Pilot* is based out of Norfolk, there is a small office here in Portsmouth for gathering news stories for the local edition. Heroes can try to recruit journalists, photographers, or editors here, or try to see the archives for research/clues. In the "morgue" there is a 2 in 6 chance of identifying anyone by their photograph. There is a 2 in 6 chance per turn spent in the office of overhearing a plot hook. There is a 1 in 6 chance of meeting an editor who will hire anyone who brings him an exclusive about a superhero. There is a 1 in 6 chance of meeting a pretty "sob story" writer who tends to crush on strong, rugged men and hates weak, spineless cowards.

18. Waterfront

This one particular stretch along the riverside is rundown and seedy and full of rough-and-tumble bars. Old sailors who talk like pirates and young Navy seamen looking for a cheap, but fun time on shore leave frequent these same bars, and sometimes clash; there is a 2 in 6 chance per turn of a barroom

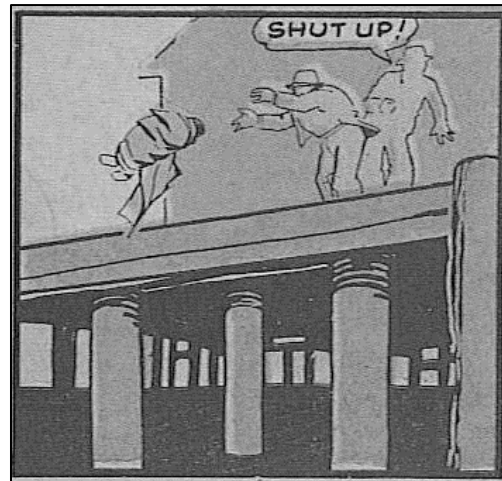
brawl breaking out. There are also warehouses on the waterfront, and you know at least one of them is holding contraband for the mob.

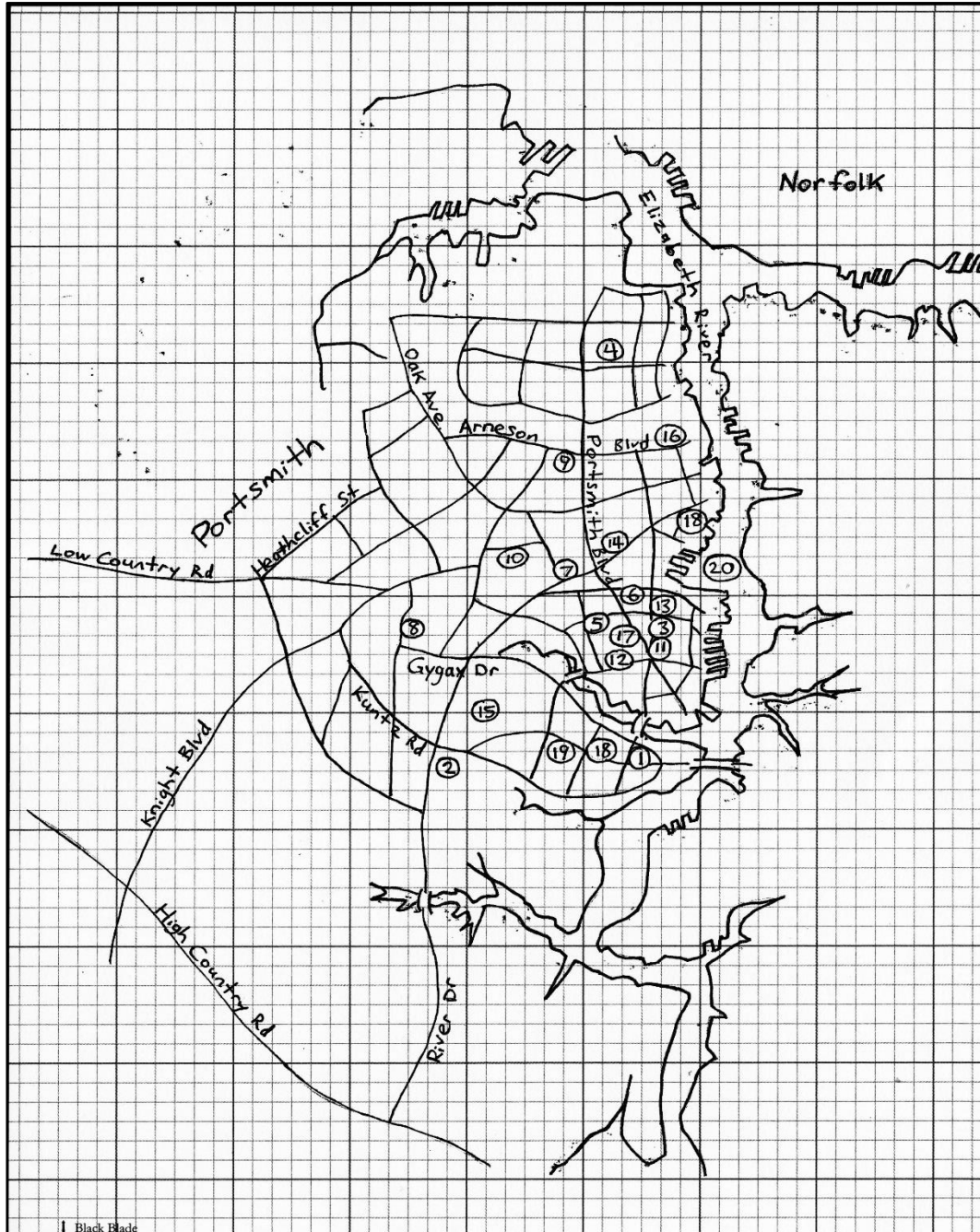
19. White Truffle Night Club

The club is a one story raised basement building with an Art Deco facade with a classical French restaurant interior and lots of crystal chandeliers. There is nightly entertainment here and a house band, but what really brings in the crowds is the illegal gambling den in the back. There is a 2 in 6 chance per turn of encountering 1-4 cowardly hoodlums and 1-3 vamps here, circulating in the crowd, though gangsters and thugs may show up in response to trouble. The mob runs the club and are very protective of the den, keeping it watched from secret guard rooms with machine guns behind concealed slots.

20. Wreck of the Haverhill

The U.S.S. Haverhill went down in the Elizabeth River in 1856. It was carrying a precious cargo of property deeds for much of Portsmouth (in a waterproof valise). Every contract was renegotiated after the deeds were lost and the deeds, if they turned up, would likely not hold up in court, but would cause chaos until they are all resolved.





EXPLORING THE METROPOLIS

The following are some additional rules that could come in handy while running a metropolis-based campaign:

Alignment and the Metropolis: The role of the Hero in the metropolis is less clear-cut than in the hideout, with the Hero's Alignment more important in determining that role. Lawful Heroes are generally more progressive, proactively looking to alleviate

social ills while weeding crime and vice from the metropolis. Neutral Heroes are more interested in maintaining the *status quo* of the metropolis, preventing crimes, vice, and social ills only when they become intolerable to the majority. Chaotic Heroes are motivated by personal factors, being generally uninterested in a greater good.

At the same time, Alignment has an inversely freeing effect in terms of how the authorities will feel about the Heroes. Chaotic Heroes have the most personal freedom to act, but suffer a -2 penalty to encounter

reactions from authority figures (the police, for instance, can never be friendly with the Chaotic Hero) and have a 4 in 6 chance of being pursued if the Heroes try evasion. Neutral Heroes suffer a -1 penalty to encounter reactions from figures of authority and have a 2 in 6 chance of being pursued if the Heroes try evasion. Lawful Heroes, despite the fact that they are committing illegal vigilantism and likely concealing their true identities, tend to be okay with the people in charge and suffer no such penalty. Should they still chose to evade law enforcement officials, there is only a 1 in 6 chance of pursuit.

These reaction modifiers exist regardless of personal knowledge of the Hero or how long the Hero has been active and publicly known, but are manifestations of how the Alignment of the Heroes affects the mood of the campaign. The Law is naturally antagonistic to Chaotic Heroes, just as it respects Lawful Heroes.

Chases: Whether you're running on foot, driving a car, or flying a plane, if someone is after you trying to catch up -- it's a race. Given that there is such a wide variety of circumstances possible in a chase, the mechanic for handling one needs to be at least as abstract as the combat rules.

Step 1 is that the Editor determines starting distance. Since movement rates are so highly variable, it is important to use subjective distance categories -- melee, close, medium, and far. Typically, each distance category can still be broken down into feet of measurement, based on one-quarter of movement rate x 10. For example, a man with a Move of 12 would be 30' away at close range, while a car with a top speed of 80 would be 200' away at close range. These details would only be useful for flavor text, though, and do not impact the chase mechanic.

Step 2 is to determine if there is a complication in that turn of the chase. There is a 2 in 6 chance of a complication per turn. Complications need to be kept abstract here because so much depends on the environment and the nature of the chase, but in general terms a complication is a halting obstacle, a slowing obstacle, or a third party. Which it is can be determined with this table:



Roll	Type
1-2	Halting obstacle
3-4	Slowing obstacle
5-6	Third party

A **halting obstacle** could be a tall fence surrounding the yard, the wall at the end of a blind alley, or the sudden appearance of mountains ahead as the plane rolls out of a cloud bank. If the chasee makes a save vs. plot, the obstacle will only make the chasee lose one category of distance closer to melee. If the chasee fails the save, the chase is stopped -- and stopped abruptly. The chasee crashes and, for every fraction of Movement equal to 15, the chasee takes 1-6 points of damage (so, if crashing into a wall at 45, the chasee takes 3-18 points of damage). In addition, the chaser reaches melee range.

A **slowing obstacle** could be jacks left on the sidewalk, traffic cones left in the street, or a light fog. If the chasee makes a save vs. plot or science (whichever is better), the obstacle is cleared and has no effect on the chase. If the chasee fails the save, the chasee loses one category of distance closer to melee.

A **third party** could be a beat cop, a patrol car, or a pilot from a neutral country. The third party enters the chase at a random distance category, but may chose to pursue either the chaser or the chasee, with equal chances of either. The third party is only trying to stop the chase, unless a hostile encounter reaction is rolled and then the third party wants to attack. Step 3 is when both sides try to gain. This is a skill check for both sides. A successful basic skill check means the party moves one category in the desired direction, while a successful expert skill check means the party moves two categories. **In this instance, a mysteryman cannot burn a stunt to advance two categories automatically.**

Step 4 is evasion. In any turn in which the chasee is at far distance, he can attempt to evade the chaser and end the chase. See the evasion rules below.

Step 5 is missile combat, if any, between chasers. Depending on speed, there could be penalties (see Vehicular Combat).

Step 6 is melee. Melee distance means, in a foot race, that the chaser can try to grab or tackle the chasee, or in a vehicle race, that the chaser can attempt to ram the chasee and do ramming damage (see Transportation).

Downtime: Provided the Editor has players who do not thirst continually for the thrill of battle, there should be ample game time left between adventures for Heroes to do other things. Healing may be a high

priority, with stays in a hospital likely (given the faster healing rate there). Magic-Users will likely desire to do magical research. Heroes of any class may be likely to have new money to spend. The Editor must take care to coordinate this downtime so that no one is stuck waiting too long while waiting for busier Heroes to finish their downtime activities. It might be preferable to schedule separate play time for the busier Heroes.

Healing: For players, one of the most important things they can do during their downtime in town is to heal from old wounds. Recovering hit points can be a slow process without magic or medicine; **Heroes recover 1 hit point per rest turn (4 hours) spent resting, 2 hit points per rest turn if they have had first aid (either a successful application of the skill or the use and depletion of a first aid kit), or 3 hit points per rest turn in the care of a physician (in a hospital, or the closest such facility in town).**

Mood (optional): Unless the Editor and the players wish to pursue other options, the default mood for an H&H campaign is always average. If the mood of the story has not already been established and the Editor and players cannot reach a consensus, roll a die and the result indicates the prevailing conditions – the Editor may check again at the start of each scenario. If a published scenario is being enacted, the Editor may use visual clues to determine mood, with panels free of heavy inking and lit with bright colors signifying a light mood, and heavy use of shadows and dark colors representing a dark mood.

Die	Light (1-2)	Average (3-4)	Dark (5-6)
1-4	Light	Average	Dark
5-6	Very light	Average	Very dark

Very light mood means good guys always add 1 to each die roll, villains always subtract 1 to each die roll, and no character ever dies under any circumstance.

Light mood means any character reaching 0 hp is rendered unconscious for 4 hours, or recovers 1 hp after 2 hours with a successful saving throw against plot. Any death that can be explained away, will be.

Average mood is described by the rest of the rules in this book.

Dark mood means that both Neutral and Chaotic characters of any class are allowed to kill sentient beings without hindrance, but any character reaching 0 hp must save against plot or die.

Very dark mood means that anyone can kill anyone without penalty, but everyone dies at 0 hp.



Shadowing and Evasion: There will be times when the Heroes will want to shadow someone to see where they are going, or someone else will be trying to shadow the Heroes. The chance of shadowing someone is determined just like surprise before combat -- unless one's skill chance is even better than 2 in 6, and then that can be used instead. A mysteryman can also trade in a stunt to automatically shadow someone, and certain powers and spells might make shadowing substantially easier (such as invisibility).

Even if spotted, the shadower can still attempt to follow the target, but the target can now attempt evasion. Evasion is measured in exploration turns, with the evader making subtle efforts to lose himself in the crowd, hide in shadows, or otherwise escape line of sight, and can be checked for each turn. For chance of success, refer to the following table:

Number of Evaders	Number of Pursuers	Chance of Success
1-2	Same or less	8 in 10
1-2	More	6 in 10
3-5	Same or less	6 in 10
3-5	More	4 in 10
6-9	Same or less	4 in 10
6-9	More	1 in 4
10+	Same or less	1 in 4
10+	More	1 in 6

Again, magic-users, mysterymen, and superheroes might have the ability to undo the need for this role, depending on what they have available to them in terms of stunts, powers, or spells.

Non-Heroes will most likely try for evasion when they fail a morale save, but choose not to flee. Non-Heroes who choose to pursue an evading Hero will continue to try so long as they still have motivation to do so. If the Editor is unsure if the pursuer would still be motivated, assign a 3 in 6 chance.

Speed is not a factor in evasion; when one side chooses to make a run for it, this changes into a chase.

Time in the Metropolis: Typically, time spent in the metropolis is measured in rest turns of 4 hours. This time measurement is important because it marks when healing occurs, when to check to see if research has yielded some important clue, or a chance of another major encounter (though some types of encounters should only be checked for daily). When Heroes are in downtime and time is not important -- no one is healing, no one is patrolling, no one is researching -- it is not important then to mark time in turns. The Editor and the players, if they agree to it, can fast forward through time then as fast as they wish. They should not receive XP for anything during a fast forward, though, like including their supporting cast in their activities, unless they slow down and act it out.

Conversely, the Editor may decide to designate one section of the metropolis as the "bad part of town." Any time spent there would be measured in exploration turns, because the area is so potentially dangerous.

Vehicular Combat: All attacks made at or from a transport are penalized by speed as follows:

Move	Penalty
40+	-1 to hit
80+	-2 to hit
160+	-3 to hit
320+	-4 to hit

Each hit on a transport in motion has a 1 in 6 chance of causing a wreck. Passengers will usually have a cover bonus to Armor Class, in addition to speed-related penalties to be attacked.

Further, each transport can be used as a ramming weapon. Damage takes speed and mass into account; review the assigned ramming damage in the two transportation sections earlier to assign damage to a similar vehicle.

For each die of damage, there is that chance in 6 of the vehicle being wrecked. Further, each occupant will take half-damage (halved again with a save against plot). A successful save can mean the occupant jumped clear and took the half-damage from tumbling, if the player so chooses. If the occupant has the option of jumping into water, then a successful save means no damage was taken.

Waterborne Adventure: In a port metropolis there is always the chance of an adventure going on or under the water.

For most land-dwellers, movement rate is one-fourth land-based movement when swimming, rounded up. So, a Hero with a 12 Move can swim at a 3, but an alien with a 15 Move can swim at a 4. Some mobsters have better movement rates because they are better adapted for swimming.

Superheroes can capsize vessels in water as if wrecking things at one level higher. Mermen superheroes can capsize vessels as if two levels higher or, if not superheroes, can still capsize vessels as if a superhero wrecking things at half the merman's level (rounded down).

Heroes can move, pushing or pulling, up to twice their full encumbrance in water, but at the one-fourth Move penalty described earlier. A Hero can tow or push a combatant by making an attack and (if successful) a damage roll, with each pip of damage equaling 10' of space moved against the target's will.

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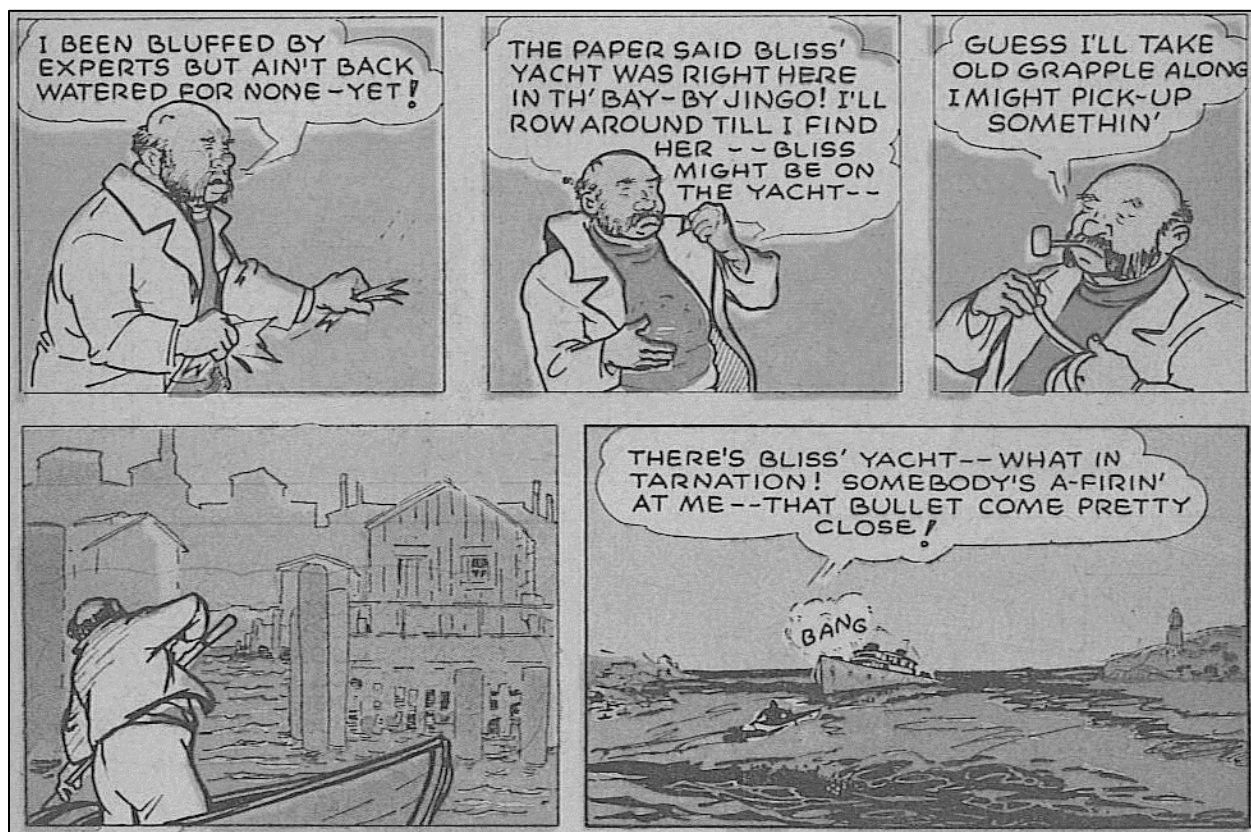
ABOUT THE AUTHOR

The writer and editor of this booklet, Scott Casper, is a Government Documents Librarian at Poplar Creek Public Library. In addition, he is a freelance RPG

writer previously published by TSR, Kenzer & Company, Frog God Games, and Nuelow Games. He has worked tirelessly on HIDEOUTS & HOODLUMS for the past eight years.

CONVENTIONS

HIDEOUTS & HOODLUMS has been demonstrated at GaryCon, RockCon, and CodCon. Watch for it at a convention near you (though, really, your odds are much better if you come to northern Illinois)!



APPENDIX A: HERO RECORD SHEET

HIDEOUTS AND HOODLUMS HERO RECORD

Hero Name _____	Alignment _____
Real Name _____	Armor Class _____
Class _____	Level/Title _____
Race _____	Move _____
Strength _____	Saves _____
Intelligence _____	Missiles _____
Wisdom _____	Poison _____
Constitution _____	Plot _____
Dexterity _____	Science _____
Charisma _____	Spells _____
	Experience Points: _____
	Hit Points: _____
	Money, on hand: _____
	Money, available: _____

AC	9	8	7	6	5	4	3	2	1
To Hit	_____	_____	_____	_____	_____	_____	_____	_____	_____

Equipment (& location)	Trophies (& location)	Special Abilities (racial, class-based)

APPENDIX B: SAMPLE HEROES

<u>HIDEOUTS AND HOODLUMS HERO RECORD</u>											
Hero Name	Target					Alignment	Lawful				
Real Name	Niles Reed					Armor Class	5				
Class	Fighter					Level/Title	4/Lieutenant				
Race	Human					Move	12				
Strength	17	Saves				Experience Points:	13,300				
Intelligence	12	Missiles				12					
Wisdom	14	Poison				12	Hit Points: 27				
Constitution	13	Plot				14					
Dexterity	15	Science				14	Money, on hand: variable				
Charisma	17	Spells				15	Money, available: \$13,300				
AC	9	8	7	6	5	4	3	2	1		
To Hit	7	8	9	10	11	12	13	14	15		
Equipment (& location)			Trophies (& location)			Special Abilities (racial, class-based)					
Clothes Costume Powerful roadster NYC 3-BDR apartment			Bulletproof Vest +2			Extra SCM Extra Attacks (4 vs. <1)					

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<u>HIDEOUTS AND HOODLUMS HERO RECORD</u>											
Hero Name	Nelvana of the Northern					Alignment	Neutral				
Real Name	Nelvana					Armor Class	3				
Class	Magic-User					Level/Title	4/Sage				
Race	Alien					Move	21				
Strength	13	Saves				Experience Points:	5,600				
Intelligence	18	Missiles				14					
Wisdom	17	Poison				12	Hit Points: 12				
Constitution	18	Plot				14					
Dexterity	14	Science				15	Money, on hand: \$0				
Charisma	14	Spells				12	Money, available: \$0				
AC	9	8	7	6	5	4	3	2	1		
To Hit	9	10	11	12	13	14	15	16	17		
Equipment (& location)			Trophies (& location)			Special Abilities (racial, class-based)					
Costume			Cloak of Polymorphing (works on brother only)			+9 to Move 144' leaps AC 3 Spells (4 1 st , 2 2 nd , typically Cure Light Wounds, Light x3; Invisibility, Levitate) Vulnerability: answers to father					

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HIDEOUTS AND HOODLUMS HERO RECORD

Hero Name	Black Hood				Alignment	Neutral								
Real Name	"Kip" Burland				Armor Class	8								
Class	Mystervman				Level/Title	5/Puzzling Man								
Race	Human				Move	12								
Strength	15	Saves			Experience Points:	25,350								
Intelligence	13	Missiles	11		Hit Points:	21								
Wisdom	13	Poison	11		Money, on hand:	variable								
Constitution	18	Plot	13		Money, available:	\$2,350								
Dexterity	15	Science	13		AC	9	8	7	6	5	4	3	2	1
Charisma	15	Spells	14		To Hit	9	10	11	12	13	14	15	16	17

Equipment (& location)	Trophies (& location)	Special Abilities (racial, class-based)
Street Clothes Superhero costume Spare suits Saw-toothed file (in belt) 1 BDR apartment	Nose filters (+2 to save) Anti-venom (in vial in belt)	Extra SCM Signature Move (+5 to hit after making a pun) Stunts (6) Skills (3 in 6/1 in 4)

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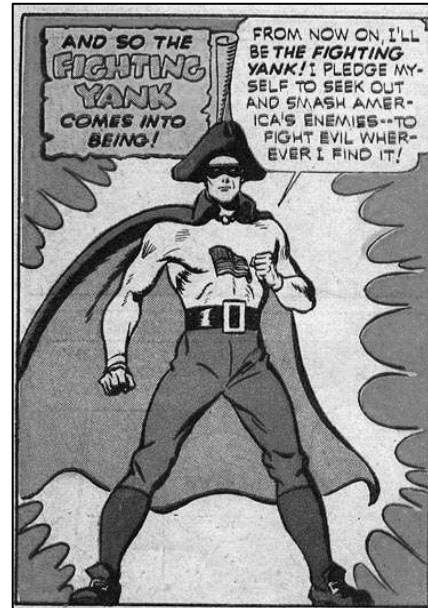


HIDEOUTS AND HOODLUMS HERO RECORD

Hero Name	Fighting Yank				Alignment	Lawful								
Real Name	Bruce Carter III				Armor Class	8								
Class	Superhero				Level/Title	2/Great Man								
Race	Human				Move	12								
Strength	14	Saves			Experience Points:	2,700								
Intelligence	11	Missiles	13		Hit Points:	12								
Wisdom	12	Poison	13		Money, on hand:	variable								
Constitution	12	Plot	16		Money, available:	\$2,700								
Dexterity	15	Science	15		AC	9	8	7	6	5	4	3	2	1
Charisma	12	Spells	15		To Hit	9	10	11	12	13	14	15	16	17

Equipment (& location)	Trophies (& location)	Special Abilities (racial, class-based)
Suit Superhero costume	Cloak of Ghost Summoning (1/day)	Extra SCM Wrecking things (vs. doors - 7, machines - 10, generators - 13, robots - 15, cars - 17) Powers (2 1 st , typically Nigh-Invulnerable Skin, Race the Train)

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