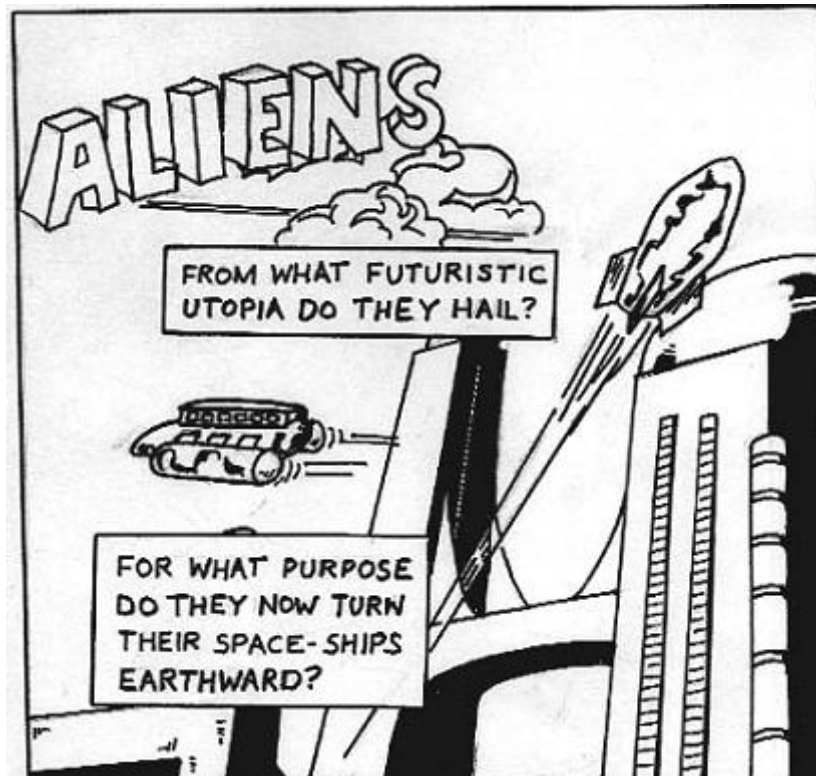# HIDEOUTS & HOODLUMS

By Scott Casper (after Gary Gygax & Dave Arneson)

Illustrations by Scott Casper (after Joe Shuster)

2008 (as if written in 1974)

With thanks to the people who made Superman and Dungeons & Dragons, from which so many have swiped.

Book One: Men and Supermen

Hideouts & Hoodlums is a modification of the SWORDS & WIZARDRY: White Box Edition rules, with swords and sorcery elements expunged and replaced with elements of the Golden Age of the superhero genre, circa 1939. Swords & Wizardry, S&W, and Mythmere Games are the trademarks of Matthew J. Finch and this author is not affiliated with Matthew J. Finch, Marv Breig, or Mythmere Games™. The following trademarks are referenced in the text: DUNGEONS & DRAGONS is the trademark of Wizards of the Coast. DOC SAVAGE is the trademark of Condé Nast. THE PHANTOM and MANDRAKE THE MAGICIAN are the trademarks of King Features Syndicate. TEX THOMPSON, SPEED SAUNDERS, SLAM BRADLEY, HOP HARRIGAN, DR. OCCULT, ZATARA, SUPERMAN, and BLUE BEETLE are the trademarks of DC Comics. HUMAN TORCH and SUB-MARINER are the trademarks of Marvel Comics.

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INTRODUCTION: HIDEOUTS & HOODLUMS is a fantasy roleplaying game, but not the type of fantasy where sword-wielding barbarians kill hordes of orcs while robed wizards shoot fireballs at dragons. This is the fantasy world of the superhero genre. The genre created by writers like Siegel, Robinson, and Kirby is surprisingly similar to the genre of Burroughs, Tolkein, and Howard. Both are escapist fantasies of, largely, male wish fulfillment. Both are morally simple worlds of good guys and bad guys.

As I grew up, reading comic books and then taking to DUNGEONS & DRAGONS, I often wished there was a way to combine my two passions. Many game systems have come and gone in the 26 years since I started gaming that attempted to do just that, but none of them greatly resembled D&D. In time, I realized that too many superhero games were obsessed with endless customization, while part of the charm of D&D was its very limitations – its limited archetypes with their preset paths from obscure novices to powerful uber-heroes. And, while I grew up with the comic books of the '70s, I also came to realize that an Old School superhero game should seek to capture the feel of Old School superhero comic books as well. In both cases, I have gone as close to the original sources as copyright laws allow.

Defining moments in the development of H&H rules were when I realized that undead turning could become a mechanism for wrecking things that would give superheroes a constant ability not tied to the "fire and forget" spell method of D&D and when I realized that other superhero games have made the "mistake" of becoming bulky and unwieldy by attempting to catalog every type of superpower imaginable. As I came to realize, whether a superhero wrecks things by melting them with fire, or freezing them until they become brittle and crack is all flavor text, or breaking it with his bare hands – the actual game mechanic need only be about whether the thing was wrecked or not. I have gone back to the earliest comic books to look at, not *how* the superheroes did their amazing feats, but what precisely those amazing feats were.

Stripped to their essentials, the rules for a superhero game are relatively short compared to, as the introduction to the SWORDS &WIZARDRY rules puts it, "the multi-paged rule-libraries required to play most modern roleplaying games". And yet this game allows one to play a two-fisted tough guy who grows into the world's best fighter, a tuxedo-clad stage magician who grows into master of the mystic arts, or a superhero who goes from being able to knock down doors to knocking down mountains. Also, to quote the S&W introduction again, "The customizability of a small system is very powerful (it is always easier to add rules than to untangle them away)". This will also be true of H&H, which will expand through supplements as the Golden Age of comics expanded to incorporate more ideas. New material will not come faster than a locomotive or a speeding bullet, but will hopefully be as exciting as reading about characters who are that fast.

Scott Casper

Scott Casper

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ABOUT GAME MECHANICS: Italicized text will be taken from the S&W Boxed Set rules with little modification, only replacing the names of mechanics that have been replaced. The retained game mechanics from S&W are equally applicable to any genre. All other material is new to this edition and specific to the comic book genre.

The Dice

SWORDS & WIZARDRY uses several different kinds of dice, and we abbreviate them according to how   many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There's one other die, the d100. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." A result of 0 and 0 means a result of "100." So, if you were to roll a 7 and then a 3, that would mean a 73.

STARTING THE GAME: One player will be the referee running the game, called the Editor. The other players will each make a character. Player-Characters are called Heroes. Heroes are generated using the following rules:

CHARACTER GENERATION

Ability Scores

The basic attributes are numbers which represent the strength, intelligence, wisdom, constitution, dexterity, and charisma of the character.
The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired.

Any character with at least one score of 12 or higher and no more than 2 scores below 9 should be viable. Some classes have a Prime Requisite, which is one ability score that increases the amount of Experience points earned.

Strength

A high strength can give your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"), and lets him carry more weight. Strength is the prime attribute for Fighters.

- *Fighters can use their Strength Bonus to gain a percent bonus on earned Experience Points (XP).*

Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for Magic-user characters.

- Magic-users can use their Intelligence Bonus to gain a percent bonus on Experience Points (XP) earned.

Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the prime attribute for Superhero characters, and any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards.

- You can use your Wisdom Bonus to gain a percent bonus on Experience Points (XP) earned.

- Superheroes can use their Wisdom Bonus to gain an additional percent bonus on Experience Points (XP) earned.

Constitution

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

- You can use your Constitution Bonus to gain additional hit points on each hit die.

Dexterity

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon.

- You can use your Dexterity Bonus to modify your "to-hit" number with ranged (also called "missile") weapons.

Charisma

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low charisma. Any character with a charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

- *You can use your Charisma Bonus to gain a percent bonus on Experience Points (XP) earned.*

You can use your Charisma to modify the number of supporting cast members *you can acquire. These* characters *include specialists and other* types of supporting cast members, *but do not usually include* paid mercenaries. *You can use your Charisma to modify the loyalty of those* cast members.

Table 1: Charisma Bonus

Charisma	Hirelings	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

The Referee may want to make a "loyalty check" for a supporting cast member *put into a dangerous situation or one who is offered a bribe to change sides in a conflict.*

Universal Attribute Bonus

Each attribute has the potential to modify what you can do. The Universal Attribute Bonus (or just "Bonus") table below gives some numbers to consider:

Table 2: Universal Attribute Bonus

Attribute Roll	Description	Bonus
3-6	Below Average	-1 (or 5%)
7-14	Average	-
15-18	Above Average	+1 (or 5%)

This rules set encourages the use of the above table for all of the attributes except for Charisma (which has its own table).

Strength Bonus: Fighters with a strength of 15 or higher enjoy a +1 bonus to attack with melee weapons. All characters with a strength of 6 or less suffer a -1 penalty to attack with melee weapons.

Intelligence Bonus: Magic-Users with an intelligence of 15 or higher have +1 spell in their book of spells. All Magic-Users with an intelligence of 6 or less have -1 spell in their book of spells (or spell-less, initially, at 1st level).

Wisdom Bonus: Superheroes with a wisdom of 15 or higher enjoy a +1 bonus to wrecking things. All Superheroes with a wisdom of 6 or less suffer a -1 penalty to wrecking things.

Constitution Bonus: All characters with a constitution of 15 or higher enjoy a +1 bonus to hit points per level/hit die. All characters with a constitution of 6 or less suffer a -1 penalty to hit points per level/hit die (to a minimum of 1).

Dexterity Bonus: All characters with a dexterity of 15 or higher enjoy a +1 bonus to attack with missile weapons. All characters with a dexterity of 6 or less suffer a -1 penalty to attack with missile weapons.

Experience Bonus

Each character gets a bonus percentage to "experience points," that will usually increase how much experience is gained in an adventure.

All characters get to add their percentage Wisdom Bonus to their percentage Charisma Bonus as XP Bonus.

All characters get to add their Prime Attribute Bonus based on their class.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable XP Bonus would be 15%.

CHARACTER CLASSES: The three main character classes are Fighters, Magic-Users, and Superheroes. Each class has a prime requisite, a fixed range of XP required to qualify for each level, a Hit Die (with possible modifiers) that is rolled at each level, a Base Hit Bonus for attacks, and a base Saving Throw. Each level has its own level title. Though each table ends at 10th level, all characters could conceivably advance beyond this level (to be detailed in future supplements). Each class may or may not have restrictions on the use of armor or weapons.

Fighters: Fighters are policemen, private investigators, adventurers, explorers, and/or aviators. Examples include Dick Tracy, Doc Savage, the Phantom, Tex Thompson, Speed Saunders, Slam Bradley, and Hop Harrigan. Prime requisite is Strength (may trade INT for STR at 2:1, WIS for STR at 3:1).

Weapon/Armor Restrictions: Fighters are trained in warfare and as such have no armor or weapon restrictions.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each turn.

Establish Stronghold (9th): At ninth level, a Fighter character who chooses to build a stronghold can become the local ruler of a remote wilderness area (such as a hidden South American kindgom), establish his own area to rule in an unclaimed remote wilderness area (such as in the African jungle), or become the Commissioner of a major metropolis. At this point, the Fighter *may choose to attract a body of loyal* mercenaries.

Saving Throws: They enjoy a +2 bonus to saves against poison and missiles, and a +1 bonus to saves against science and plot.

XP Bonus for Strength: This class bonus is due to a high strength attribute.

Table 3: Fighter Advancement

Level	XP	HD	BHB	ST	Level Title
1	*0*	*1+1*	*+0*	*16*	Beat cop
2	*2,000*	*2*	*+1*	*15*	Detective
3	*4,000*	*3*	*+2*	*14*	Sergeant
4	*8,000*	*4*	*+2*	*13*	Lieutenant
5	*16,000*	*5*	*+3*	*12*	Captain
6	*32,000*	*6*	*+4*	*11*	Major
7	*64,000*	*7*	*+4*	*10*	Commander
8	*128,000*	*8*	*+5*	*9*	Major General
9	*256,000*	*9*	*+6*	*8*	Lieutenant General
10	*512,000*	*10*	*+6*	*7*	Full General

Magic-Users: Magic-users are tuxedoed stage magicians who can work real magic, paranormal investigators, and ghostly magical beings. Examples include Mandrake, Dr. Occult, and Zatara. Prime requisite is Intelligence (may trade WIS for INT at 2:1).

*Weapon/Armor Restrictions: 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. Magic-users may only use daggers (kn*ives) *or staves and are not allowed the use of armor* (though cover is allowed).

Spell Casting: A Magic-User owns a wand (or stick, rod, or staff) which, at 1st level, is "programmed" with one spell (two spells for high Intelligence). Concentrating on the wand, *the Magic-User presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Magic-User's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the Magic-User's memory/capability. If the Magic-User finds scrolls of spells while adventuring, he can* learn the spells and "program" them into his wand.

Counterspells: A Magic-User may attempt to use his own magic to interfere with the casting of other spells. So long as the Magic-User has at least one spell still "prepared", he may attempt to counter another's spells. The Magic-User must announce this intention no later than the beginning of the melee turn. If the Magic-User countering is higher in level, then he negates his opponent's spell on a roll of 5 or 6 on 1d6. If the Magic-Users are of equal level, he negates his opponent's spell on a roll of 6 on 1d6. Spells from more powerful Magic-Users cannot be countered.

Saving Throws: They enjoy a +2 bonus to saves against spells and poison and a +1 bonus to saves against missiles and plot.

XP Bonus for Intelligence: This class bonus is due to a high intelligence attribute.

Table 4: Magic-user Advancement

Level	XP	HD	BHB	ST	Level Title
1	0	1	+0	15	Entertainer
2	2,500	1+1	+0	14	Trickster
3	5,000	2	+0	13	Magician
4	10,000	2+1	+0	12	Sage
5	20,000	3	+1	11	Warlock
6	40,000	3+1	+1	10	Spellbinder
7	80,000	4	+2	9	Sorcerer

8	160,000	4+1	+2	8	Wizard
9	320,000	5	+3	7	Senior Wizard
10	640,000	5+1	+3	6	Full Wizard

Table 5: Magic-user Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

Superheroes: Superheroes have mixed social vigilantism with moral piety, being more about restraining evil than attacking or dispelling it. Their strength comes from their ideals and wisdom, channeled into physical strength (when comparing Superhero strength, subjectively, against non-Superhero strength, add the Superhero's STR and WIS for his comparative Strength). Examples include Superman, Human Torch, Sub-Mariner, and Blue Beetle. Prime requisite is Wisdom (may trade STR for WIS at 3:1, INT for WIS at 2:1).

Weapon/Armor Restrictions: Superheroes may use any weapons and cover, but cannot wear armor.

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. See the separate section on wrecking things below for more information.

Powers: As Superheroes progress in experience, they develop additional powers. Unlike magic spells, Superheroes do not have a limited number of spells to choose from each day, but may choose each day from the entire power list. Powers have to be chosen in advance before they can be used. A Superhero may "prepare for" the same power more than once by taking it for more than one available "slot". Once the power has been used, that slot is empty until the next day.

The powers detailed later are examples of superpowers observed in actual Golden Age comic books and, for the most part, describe the effect of the power without explaining how they are done. This allows for a great deal of creativity and customization of powers for crafting unique Superheroes. For 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 superheated plasma. Even wrecking things may be customized, so long as the end result is the same and the game mechanics unchanged.

Saving Throws: They enjoy a +2 bonus to saves against poison and missiles and a +1 bonus to saves against science and magic.

XP Bonus for Wisdom: This class bonus is in addition to the XP Bonus all characters get by having a high wisdom attribute.

Table 6: Superhero *Advancement*

Level	XP	HD	BHB	ST	Level Title
1	0	2	+0	14	Good Man
2	1,500	2+1	+0	13	Great Man
3	3,000	3+1	+0	12	Extraordinary Man
4	6,000	4	+1	11	Remarkable Man
5	12,000	4+1	+1	10	Fantastic Man
6	24,000	5+1	+2	9	Incredible Man
7	48,000	6+1	+2	8	Mighty Man

8	96,000	7+1	+3	7	Astonishing Man
9	192,000	8	+4	6	Amazing Man
10	384,000	8+1	+5	5	Super Man

Table 7: Superhero Power *Advancement*

Level	Power *Level*				
	1	*2*	*3*	*4*	*5*
1	-	-	-	-	-
2	*1*	-	-	-	-
3	*2*	-	-	-	-
4	*2*	*1*	-	-	-
5	*2*	*2*	*1*	-	-
6	*2*	*2*	*1*	*1*	-
7	*2*	*2*	*2*	*1*	*1*
8	*2*	*2*	*2*	*2*	*2*
9	*3*	*3*	*3*	*2*	*2*
10	*3*	*3*	*3*	*3*	*3*

CHANGING CLASSES: A Hero may change to a new class (stopping progression in the current class and starting over at 1st-level in the new class) at any time, so long as the Hero has the Prime Requisite for the new class at an unmodified (that is, not temporarily enhanced by a spell or magic item) score of 16 or better. Classes without Prime Requisites cannot be changed to, nor can Superheroes change to Magic-Users and vice versa.

Also, Superheroes who act out of costume are choosing to adventure as Fighters, during which time they will earn Experience Points as Fighters and have no access to their abilities as a Superhero. At the start of each adventure, the Superhero will choose to act in or out of costume.

CHARACTER RACES: All Heroes may choose from being Androids, Aliens, Humans, and Mermen. Some races have class restrictions.

Aliens: Aliens may be any class, based on the culture of the planet they originally hailed from. Most aliens are refugees from a dying or dead planet. They have the following benefits:

Run Faster: Move at 90-ft. base movement rate (instead of 60-ft.) at 1st level and increases 30 feet at each subsequent level.

Bulletproof Skin: An Armor Class of 7 [12] at 1st level that improves by 2 places at each subsequent level, to AC 3 [16] at 3rd level (not improved by armor).

Leap Higher: The ability to make 18-ft. high jumps at 1st level, doubled at each subsequent level.

Androids: Androids may be Fighters or Superheroes. Most androids are built by scientists who meet untimely ends before they can produce more. They have the following benefits:

Melting Things: Android superheroes wreck things by melting them and can do so at a range of 1" per level. Anyone touching the melting things takes 1-6 points of damage. (NOTE: Android Superheroes are the only ones who can wreck things at range.

Fiery Jet: Able to generate lift by projecting fire behind them, androids can make an 18 feet high jump at 1st level, doubled at each level.

Too Hot to Hit: An Armor Class of 7 [12] (not improved by armor).

Technology Awareness: They note new technology, including recognizing other androids for what they are. *There is no established die roll or rule for using* these *abilities; exactly what the* Android *does or does not perceive is up to the* Editor.

Saving Throw: They have a +2 bonus to saving throws against poison, but against poison gas only.

Vulnerabilities: Androids are vulnerable to water (at least 2 gallons), nitrogen (in either gas or liquid form), and lack of oxygen. An android subjected to any of these three loses all benefits except for noting new technology for 1-6 turns.

Humans: Humans may be any class. Human superheroes are altered in some way, usually chemically, to give them powers instead of it being inherent in their race. Better at sneaking around than the other races, humans have the following benefits:

Keen Senses: Note secret and hidden doors on a 2 in 6 chance.

Hide in Shadows: All attack rolls against humans in dim or dark light is at a -2 penalty.

Mermen: Mermen may be any class. They have the following benefits:

Water Breathing: The ability to breathe underwater.

Faster Swimming: Move at 75-ft. base movement rate while swimming at 1st level, increased by 15 feet at each subsequent level.

Keen Underwater Wrecking Skills: Mermen Superheroes have a +1 bonus to wrecking things underwater.

Saving Throw: They have a higher level of magic resistance, making saving throws against magic at +2.

Vulnerabilities: Mermen suffer -1 to attack and damage rolls (and to wrecking things, if Superheroes), when they have been out of contact with at least 2 gallons of water for at least 1 hour.

ALIGNMENT: All Heroes are either Lawful, Neutral, or Chaotic.

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.

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 Superheroes are reactive instead of proactive and avoid upsetting the status quo.

Chaos (Anti-Heroes): Chaotic Fighters are corrupt cops, roguish mercenaries, or cold-blooded killers. Chaotic Magic-Users lust for power. Chaotic Superheroes feel they are so powerful they can do whatever they want (like the Sub-Mariner), or are pushing their own agenda on the rest of the world whether the world likes it or not (Superman circa 1938).

LANGUAGES: All characters are assumed to be speaking English, even aliens. Ethnic languages are only English with accents.

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 acquire supporting cast members based on positive encounter reactions. Any time a Hero is trying to parlay with a non-Hero controlled by the Editor in a non-hostile way, the Editor should roll three six-sided dice. A Hero's loyalty modifier also modifies

On a result of 13 or higher, 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.

On a result of 16 or higher, 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 18 or higher, 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 on another encounter for a better result (the Editor re-rolls). 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 CHA allotment is full). Heroes cannot be each others' supporting cast characters.

Usually, supporting cast will follow the Hero out of loyalty, but in some instances the Hero may wish to hire supporting cast characters. In this case, a good rule of thumb would be $100 per level of the supporting cast character. Paid retainers do not count against the Charisma restriction on numbers of support cast members.

If, during combat, an opponent fails a morale check and offers to surrender, a non-Lawful Hero could force that opponent to work for him as one of his supporting cast.

For supporting cast members, their previous morale score, modified by the Hero's Charisma, becomes their loyalty score. Loyalty works the same as morale except, on any roll of 3 or less, the supporting cast member permanently deserts the Hero.

Line of Succession: 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.

MONEY: Heroes are, assumedly, earning a living somehow between adventures. First-level Heroes will start out with 300-1,800 (3d6x100) dollars in savings and will add 600-3,600 (6d6x100) dollars per month in spending money (in addition to treasure obtained).

EQUIPMENT AND COSTS:

Table 8: Equipment

Items	Cost	Weight
Arms	$1	
Bow	$5	3 lbs.
Brass knuckles	$4	.5 lbs.
Browning 9 mm high-power auto pistol	$40	2 lbs.
Browning M1918 .30 automatic rifle	$45	12 lbs.
Colt M1917 .45 revolver	$32	4 lbs.
Hatchet	$1	2 lbs.
Knife	$1	.25 lbs.
Long Colt .38 revolver	$16	3 lbs.
Quiver of 20 arrows	$1	2 lbs.
Smith & Wesson .40 semi-auto pistol	$35	3 lbs.
Sword	$4	2 lbs.
Truncheon	$1	1lb.
Winchester .22 semi-auto rifle	$17	10 lbs.
Armor		
Bulletproof vest	$150	11 lbs.
Flak jacket	$80	12 lbs.
Helmet	$7	3 lbs.
Clothing		
3-Piece suit	$16	
Blue jeans	$2	
Cowboy boots	$7	
Dress shirt	$2	

Dress shoes, leather	$7	
Flannel shirt	$1	
Hat	$4	
Leather jacket	$9	
Leather vest with silver buttons	$4	
Raincoats	$8	
Slacks	$4	
Slippers	$1	
Trousers	$2	
Tuxedo	$25	
Shoes	$3	
Sweater	$3	
Sweatshirt	$1	
Wool cap and mittens	$1	
Work shoes, heavy duty	$4	
Transportation		
Car battery	$7	
Chevrolet 1939	$660	
Chrysler 1938 Imperial	$1,130	
Ford super deluxe sedan coupe	$1,400	

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Hudson 112 deluxe touring sedan	$840	
Mercedes 630 K Murphy town car, used	$10	
Nash Terrific pickup	$1,000	
New Cadillac 61	$1,350	
Plymouth Roadking 5-passenger sedan	$690	
Furnishings		
Automatic washing machine	$250	
Chandelier	$35	
Frigidaire Electric Cooker range	$180	
Gas range	$200	
Lamp	$5	
Luggage	$12	
New Emerson bedroom radio	$20	
Philco refrigerator	$240	
Portable electric heater	$43	
Record player (with radio)	$59	
Sealey mattress	$38	
Sofa, chair, and rug set	$220	
Studio couch	$60	
Tabletop radio	$6	

Upholstered chair	$9	
Upright vacuum cleaner	$40	
Wool blanket	$14	
Wool rug, room-sized	$43	
Gear		
Backpack	$2	3 lbs.
Basic carpentry toolbox	$4	50 lbs.
Bedroll	$1	26 lbs.
Compass	$4	.25 lbs.
Crowbar	$1	13 lbs.
Hearing aid	$60	.25 lbs.
Kerosene lantern	$2	4 lbs.
Telescope, folding	$25	6 lbs.
Tent, 2-man	$5	13 lbs.
Food (drinks included)		
Broiled 2-lb. lobster dinner at a fancy restaurant	$9	
Broiled scallops dinner at a fancy restaurant	$4	
Fried chicken dinner at a fancy restaurant	$5	
Fried shrimp dinner at a fancy restaurant	$4	
Hamburger dinner at an average restaurant	$1	
Lobster salad at a fancy restaurant	$7	
Oyster stew at a fancy restaurant	$4	
Pork chop dinner at a fancy restaurant	$4	

Prime rib dinner at a fancy restaurant	$7	
Roast leg of lamb dinner at a fancy restaurant	$4	
Sirloin steak dinner at an average restaurant	$2	
Thanksgiving dinner at a cheap diner	$1	
Housing		
3-bedroom bungalow	$3,000	
6-room house in the city	$4,250	
6-room house in the country (with 10 acres)	$2,500	
Renting a house	$30 per month	

Movement Rate

Base movement rate for all races is calculated, on the table below, in terms of feet per combat round. Each Referee is advised to alter the units of measurement to suit their own games and situations.

Table 9: Movement Rate

Weight Carried	Human (androids, and mermen on land	Aliens
0-75 lbs	60	90
76-100 lbs	45	70
101-150 lbs	30	45
151+ lbs	15	25

Table 10: Movement Adjustment

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

A Superhero can exceed encumbrance limitations only with the use of powers.

SAMPLE CHARACTER: A sample of the record of a character, with minimal requirements (the Editor may require additional information), appears as follows:

Name: <u>Superman (Clark Kent)</u>   Class: <u>Superhero</u> Race: <u>Alien</u>

Strength: <u>18</u>   Intelligence: <u>14</u>   Wisdom: <u>16</u>

Constitution: <u>18</u>   Dexterity: <u>15</u>   Charisma: <u>13</u>

Level: <u>1</u>   Experience Points: <u>0</u>

Hit Points: <u>8</u>   Armor Class: <u>7</u>

Money: <u>$700</u>

GAME PLAY

   Once you've got a Hero, *the* Editor *will describe where the* Hero *is, and what he sees. The game might start in a rural village, in a vast and teeming city spiked with* skyscrapers, *in a* mansion, *a* bar, *or at the gates of a* cemetery. *That's up to the* Editor. *From that point on, you describe what your character does. Going down stairs, attacking a* hoodlum, *talking to the people you meet (either the* Heroes *being run by the other players, or non-*Heroes *controlled by the* Editor) *-- all of these sorts of things are your decisions. The* Editor *then tells you what happens as a result -- the stairs lead down to a huge tomb, the* hoodlum *attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, healing, and other important parts of the game.*

   Basically, you and the Editor *work together, with the* Editor *handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the* Editor's *world.*

EXPERIENCE POINTS: XP are earned for defeating bad guys, obtaining treasure, using supporting cast members, and performing good deeds.

Defeating bad guys is defined by capturing, knocking out, or even just spoiling the plans of a villain. XP can be earned for the same bad guy every time he is encountered (the Hero leaving and coming back does not count, unless the bad guy has significantly changed his intended goals between encounters). Bad guys (also known as mobsters) are worth 40 xp per level.   Note: Chaotic Heroes gain XP for anyone they defeat, without their antagonist having to be a villain.

Obtaining treasure is accomplished either by accepting rewards or confiscating items from antagonists. Rewards are either monetary compensation offered to the Hero (such as bounties on bad guys), or valuable items donated to the Hero (such as a bank offering to let the Hero keep a giant penny after the Hero rescues it). Alternatively, a Hero can keep money or valuables taken from the antagonists (valuables include science items like rayguns, jet packs, *etc*.). Treasure is worth 1 xp per dollar value. This amount is divided between all Heroes taking a share (supporting cast members with a share receive half-XP for it). Note: Chaotic Heroes

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can confiscate valuables automatically, but Lawful and Neutral Heroes must save vs. plot in order to do so.

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 pre-existing cast members into a scenario. Cast members are worth 100 xp 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 xp 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 may 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.

Experience Points are given out equally to all Heroes actively participating (or receiving a share of rewards) and not otherwise divided between them. However, defeating bad guy and using supporting cast member awards are based on the assumption that the Hero is defeating or using characters of the same level as the Hero. These awards are adjusted down when the Hero is higher in level (*i.e.*, a 4th-level Hero defeating a 2nd-level Mobster earns 100 xp instead of 200 and, if he saved his 1st-level romantic love interest from the Mobster, earns 25 additional xp instead of 100).

Supporting cast members receive half-shares of xp for defeating villains, obtaining treasure, and performing good deeds, but only when they are actively assisting their Heroes. Supporting cast do not gain xp when not in use, or "behind the scenes."

LEVELS: Heroes will be able to advance beyond 10th level. Further levels will be detailed in future supplements.

Damage and Death

  *When a character (*Hero*, non-*Hero*, or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character* is unconscious. If an unconscious character is attacked with intent to kill, the character is killed. There are certain instances where death will occur instead of unconsciousness, such as if poisoned (and a saving throw is missed) or the character was placed in a deathtrap by a villain.

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Healing: Lost hit points can be regained by resting (no combat or movement) at the rate of 1 hp per 4 hours of rest. *Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.*

COMBAT: The melee turn (also known as a round, to distinguish it from other types of turns) lasts 1 minute. During that time, a Hero may banter endlessly, feint with mock attacks, brush off attacks from his foes, but generally only has one chance to make a true blow in melee intended to take down an opponent. Conversely, an opponent may take any number of actions, up to and including emptying an entire magazine from a machine pistol at the Heroes, but with only one or two true chances of actually hitting a Hero.

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

1. *Determine Initiative.*

2. *Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.*

3. *Party that lost Initiative acts, and their results take effect.*

4. *The round is complete; keep turn order for the next round if the battle has not been resolved.* At the Editor's discretion, Initiative may be re-rolled if he deems circumstances are significantly altered from the previous round(s).

The order of combat is as follows:

1. Initiative
2. Move
3. Missile fire (after half-move)
4. Powers
5. 2nd Missile fire (after full move)(morale check?)
6. Spells
7. Melee (morale check?)

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on a d6—high roll wins. The winning side acts first, moving, attacking, casting spells, etc. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Editor *may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to* knock each other unconscious *during a simultaneous initiative round*.

NOTE: Targets attacked from the rear automatically go last on the same turn of melee.

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Move: Under most circumstances, Heroes will be running into melee, so an un-encumbered Hero would run 120 feet in one turn of combat. Combat conditions (icy ground, balancing on a beam, etc.) may reduce the Hero to moving at walking spee or less (at Editor's discretion). NOTE: Superheroes move faster (180 feet 1st level).

For a Hero to partake of two missile attacks with an illegible weapon, he may not double his movement by running, nor can he move further after making the missile attack in the third segment.

Missile Attack

A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.

Second attacks can be made with the following weapons, based on level:

Table 11: Weapons with Second Attacks

Level	Weapons (cumulative)
1	Automatic weapons
2	Semi-automatic weapons and bows
3	Other guns
4+	Hurled weapons

Table 12: Missile Weapon Rate of Fire and Range

Weapon	Range*
Bow	*70 ft*
Crossbow	*80 ft*
Pistol/Revolver	220 ft
Rifle	530 ft
Sling	*30 ft*
Thrown weapon	10 ft

* -2 "to-hit" per increment

The chance for missile fire to hit is, except for range and the two considerations below, otherwise identical to how melee is resolved. NOTE: Heroes must save vs. plot every time they fire a gun.

Indirect Fire: This applies primarily to bows, slings, and other hurled weapons – weapons that can be fired or thrown in an arced trajectory. In this way an attacker can choose a target not in

direct line of fire. Missile range is reduced by one-half and the target is treated as if one class of armor better.

This +1 bonus also applies any time that the attacker is firing from higher ground than his target.

Aim: If an attacker is due more than one missile attack during a combat turn, but chooses to only take one shot, he may increase accuracy with a +1 bonus to hit.

Powers: Though Superheroes are limited in how often they can use their powers, the actual use of the power takes nothing but a moment of conscious thought to activate. It is the nature of the Superhero, though, to wait until guns have had a chance to be fired at him and smile as they bounce harmlessly off his chest. The Superhero may attempt to activate his power during an earlier segment of the combat turn, but must make a save vs. plot for each segment he would bypass.

Spells: Unlike powers, spells are presumed to be started earlier in the combat turn and require at least seconds of verbal, somatic, or material components to activate. During this time (segments 3 and 4 of the combat turn), if the spell-caster is hit by a missile, the spell is disrupted and lost.

Melee: *Two combatants within ten feet of each other are considered to be "in combat."*

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the character's Base Hit Bonus (BHB), the strength bonus for attacks with hand held weapons, any bonuses for magic weapons, and any other bonus identified as a "to-hit" bonus.

The attack roll is then compared to the target's armor class to see if the attack hits, according to whichever system the Referee has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the "to-hit" number to the number required on the standard "to-hit" table. If the attack roll is equal to or higher than the number on the table, the attack hits. In the "Ascending" AAC system, if the attack roll is equal to or higher than the defender's armor class, the attack hit.

Calculating Armor Class

In the standard/descending AC system (AC), an unarmored Hero *has an AC of 9. Any armor worn subtracts from this total—making him more difficult to hit.*

For example, a human (base AC 9) wearing a bulletproof vest *(-2) has an effective AC of 7 (9-2).*

Using the ascending AC system (AAC), an unarmored Hero *has an AAC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit.*

Thus, a Hero *(base AAC 10) wearing* a bulletproof vest *(+2) has an effective AAC of 12 (10+2).*

Your Editor will tell you which system he's using for the campaign, so this isn't as hard as it sounds. In one system (standard), a high AC is bad, and in the other system (ascending) a high AAC is good.

Once you start playing using one of the systems, it will make perfect sense, no matter which system you use.

Table 13: Armor Class

Armor	AC [AAC]	Weight	Cost
Bulletproof Vest	-2 [+2]	11	$150
Chainmail	*-4 [+4]*	*50*	*$120*
Flak Jacket	-4 [+4]	12	$80
Leather Cuirass	*-2 [+2]*	25	$60
Platemail	*-6 [+6]*	75	$200
Shield (soft cover)	*-1 [+1]*	10	$10

NOTE: Medieval forms of armor are included here for completeness' sake. They might be found during an adventure, or can be sought out and purchased from collectors or specialized craftsman, but they are not available for sale during the character creation process. Also note that a bulletproof vest is the only form of armor that can be worn and concealed.

The following modify attack rolls:

Height bonus: 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.

Parrying: If the opponent is parrying instead of attacking, the Hero suffers a -2 penalty to hit

Drawn into Melee: Anyone within 10 feet of a melee can choose to be "drawn" into it, even if he has already moved his full movement for the turn.

Cover: A Hero may have to use anything as a shield, distinguished as either soft or hard cover. Soft cover can be an overturned table, a small desk, or a garbage can lid. Soft cover is defined as lift-able (150 lbs. or less) and mobile. Hard cover can be a hill, a brick wall, or a tree. Hard cover is defined as heavy (over 150 lbs.) and (generally – not always true with superheroes) immobile. A Hero cannot normally move in the same turn he is using hard cover. Hard cover confers a +2 bonus to Armor Class.

Number of Melee Attacks: If a Hero and his opponent are both fighting with fists, each side may attack twice per melee turn. If a weapon is involved in the fight, combat slows to one attack per melee turn on each side, regardless of which side has a weapon.

To-Hit Table: *Attack roll required to hit opponent's standard armor class (AC) and ascending armor class (AAC)[1]*

Table 14: Attack "to hit" Roll

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

[1] This includes the BHB and other bonuses

Damage: Damage is 1-6 points for any weapon. Damage from fists and clubs do subdual damage and can render unconscious, but cannot kill.

Withdrawing: If the defenders outnumber the attackers during a melee, the excess defenders may "refuse" combat and move back up to 10 feet from melee range (essentially, 20 feet from the attackers). Otherwise, anyone directly engaged by anyone in a melee must participate in the melee, even if only in self-defense (as per the Parrying rule above).

Morale: In combat, a morale check might be necessary after segments 4 and 7 in any turn where either side of the battle has suffered casualties, had important things wrecked, or had spells cast on them and taken effect. In a one-on-one fight, a morale check 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 check 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*.) do. The Editor can assign this morale saving throw in two ways. The first is, like normal saving throws, determined by hit dice/level, starting at 16 and descending 1 per HD. The second is to assign morale by role, according to the chart below. In either case, the morale check is made like a saving throw with a d20 roll, with a roll too low meaning morale has been broken and the second chart needs to be checked for results with a d8 roll.

Things encountered that have no intelligence, like most forms of undead or plant life, do not make morale checks.

Table 15: Morale Score by Role
Type   Morale Score

Cowardly, superstitious criminals	16
Ordinary people	15
Professionals	14
Elite/Specialists/Sub-leaders	12
Master villains	10
Fanatical followers	6

Table 16: Morale Failure Results

Roll	Result
1-2	Side falls back ½ move
3	Side falls back full move
4	Side stops to deliver exposition for 1 turn (save vs. plot to interrupt)
5	Retreat for 1-2 turns (backs turned)
6	Rout – full retreat for 1-4 turns (backs turned, weapons dropped)
7	Conditional surrender
8	Unconditional surrender

FATIGUE: Continued activity brings on weariness, as follows:

- Running (doubled movement rate) for 10 (+1 per level) consecutive turns.
- Fighting in battle for 6 (+1 per level) consecutive turns.

Having a constitution of 15 or higher and being a Superhero each adds +1 to the above limits. When a Hero or non-Hero fulfills one of the above requirements, he becomes fatigued. A fatigued character makes attack and morale checks at a penalty of 1 until the fatigued character has gone one turn with no movement or combat.

SAVING THROWS: 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 a Hero is being attacked with a gun. For Fighters and Magic-Users, a successful save means the bullet missed. For Superheroes, a successful save means the bullet bounced off. Only Heroes are allowed this save (in exchange for it being harder for them to use guns). Supporting cast members are not eligible.

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. Superhero powers are usually resisted with saves vs. science as well (as long as the Superhero's powers are science-based). Examples include

non-lethal actions like jumping through glass windows (save for no damage) and potentially lethal actions like jumping off a cliff (save for half damage). 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 that the saving throw hinders rather than helps the Hero. 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 equipment 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 agaist plot.

WRECKING THINGS: 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.

Where the wrecking things chart below shows a number, that number or higher must be rolled on 3d6. Where there is a W, the Superhero can automatically wreck that type of thing. Where there is a D, the Superhero not only wrecks it, but utterly destroys it and (if possible) catches it on fire.

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 small 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).

Dams is for large, hydroelectric dams, high-rise buildings, up to 8 stories tall, and bridges and smashing through stone walls (half-move through).

Table 17: Wrecking Things

Category (and Examples	Superhero Level								
	1	2	3	4	5	6	7	8	9+
Doors (Bars, Ropes)	10	7	4	W	W	W	D	D	D
Machines (Chains, Guns, Rowboats)	13	10	7	4	W	W	W	D	D

Generators (Autogryos, Motorcycles)	15	13	10	7	4	W	W	W	D
Robots (Biplanes, Sailboats)	17	15	13	10	7	4	W	W	W
Cars (Brick Walls, Large Robots, Motorboats)	-	17	15	13	10	7	4	W	W
Trucks (Huge Robots, Stone Walls)	-	-	17	15	13	10	7	4	W
Tanks (Giant Robots, Mansions, Steel Walls)	-	-	-	17	15	13	10	7	4
Battleships (Heavy Tanks, Tenement Buildings)	-	-	-	-	17	15	13	10	7
Dams (Bridges, High-Rises)	-	-	-	-	-	17	15	13	10

POWERS: The following are attainable by Superheroes:

Level 1
Change Self
Detect Evil
Different Physical Structure
Extend Missile Range I
Feather Landing
Get Tough
Leap I
Multi-Attack
Nigh-Invulnerable Skin
Outrun Train
Quick Change
Raise Car
Shatter Bonds
Sleeping Nerve Pinch
Spook Bad Guys
Telescopic Vision

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Level 2
Bulls-Eye
Extend Missile Range II
Find Evidence
Get Tougher
Hold Person
Hypnotism
Infra-Vision
Leap II
Microscopic Vision
No Encumbrance
Raise Elephant
Scare Bad Guys
Super-Hearing
Super-Tough Skin

Level 3
Extend Missile Range III
Flurry of Blows
Get Even Tougher
Gust of Wind
Hold Breath
Imperviousness
Leap III
Levitate
Race the Bullet
Raise Trolley Car
Raise Wall
X-Ray Vision

Level 4
Bounce Back Blows
Dig
Divert River
Hold Train
Invisibly Fast
Invulnerability
Leap IV
Raise Bridge
Raise Building
Turn Gun on Bad Guy
Vehicular Weapon

Level 5

Fly

Near-Instantaneous Travel

Push Ocean Liner

Explanation of Powers:

Bounce Back Blows

Power Level: 4
Range: 10 ft
Duration: 1 turn/level

For the duration, anyone attacking the Superhero in melee must roll two attack rolls – one for the Superhero and one against himself. If the second attack hits, the attack bounces back and hits the attacker for normal damage. It is possible for the attacker to take damage even if the Superhero took no damage.

Bulls-Eye

Power Level: 2
Range: Up to triple missile range
Duration: 1 turn/per 2 levels

For the duration, the Superhero has a +4 bonus to attack rolls, either in melee or at range.

Change Self

Power Level: 1
Range: Self
Duration: 1d6 hours or 3d4 hours

The means by which the Hero can alter his appearance to be unrecognizable using muscle control alone. The Hero still needs material components (make-up, grease paint, glasses, *etc*.) to mimic a specific person, which lasts for the second duration.

Detect Evil

Power Level: 1
Range: 60 ft.
Duration: 2d6 turns

The means by which the Hero can sense if someone within range of the Hero is a criminal (but not which, if more than one person is within range).

Different Physical Structure

Power Level: 1

Range: Self
Duration: 1d4+4 turns, plus 1 turn/2 levels

For the duration, the Hero's different physical structure is responsible for a +4 bonus to saving throws against gas and science.

Dig

Power Level: 1
Range: Contact
Duration: 1 turn/level

With his bare hands, the Superhero can dig through solid rock and excavate a 10-ft. cube per turn. Using a steam shovel scoop in his hands, he can dig twice as much.

Divert River

Power Level: 4
Range: 40 ft.
Duration: Permanent

The Superhero can create an avalanche of rocks or raise a wall of debris that will divert a river or floodwaters 10-60 degrees in the direction of the Hero's choosing.

Extend Missile Range I

Power Level: 1
Range: 30 ft.
Duration: 1 turn/level

For the duration, the Hero can throw missile weapons (up to the size and weight of a full grown man, roughly 180 lbs.) at the above range instead of the normal range for thrown weapons. 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 1d6 points of damage on impact, unless they land in water.

Extend Missile Range II

Power Level: 2
Range: 70 ft.
Duration: 1 turn/level

For the duration, the Hero can throw missile weapons of up to 360 lbs. 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 (or something else with hp, like a robot) take 2d6 points of damage on impact, unless they land in water (and robots still take full damage in water).

Extend Missile Range III

Power Level: 3
Range: 150 ft.
Duration: 1 turn/level

As per the above power, except for range, weight limit (720 lbs.) and damage (3d6). The Superhero also no longer needs to roll to hit a living target, but automatically grapples.

Feather Landing

Power Level: 1
Range: Self
Duration: 1 turn

The means by which the Hero can fall from any height and not take damage, or damage the ground. Or, Hero can catch any one falling person and negate any falling damage that person would have taken.

Find Evidence

Power Level: 2
Range: 10 ft./level
Duration: 6 turns plus 2 turns/level

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.

Flurry of Blows

Power Level: 3
Range: 10 ft.
Duration: 1 turn/2 levels

For the duration, the Superhero can attack 1d12 times per melee turn with his fists. The power does not improve attack rolls or damage unless combined with other powers. The Hero does not gain any benefit from this power if using any other weapon.

Fly

Power Level: 5
Range: Self
Duration: 6 turns plus 1 turn/level

This power grants the power of flight, with a movement rate of 240 ft per round. It is like leaping, but the Superhero can move in any direction once airborne.

Get Tough

Power Level: 1
Range: Self
Duration: 1 turn plus 1 turn/level

For the duration, the Hero gains 3 bonus hit points (that are lost before any real hp), attacks with a +2 bonus to hit, and does 2d4 points of damage per hit in melee or with thrown missiles.

Get Tougher

Power Level: 2
Range: Self
Duration: 2 turns plus 1 turn/level

As above, but the Superhero gains 1d4+2 bonus hit points, attacks with a +3 bonus to hit, and does 2d6 points of damage per hit.

Get Even Tougher

Power Level: 3
Range: Self
Duration: 2 turns plus 2 turns/level

As above, but the Superhero gains 1d4+4 bonus hit points, attacks with a +4 bonus to hit, and does 2d8 points of damage per hit.

Gust of Wind

Power Level: 3
Range: 20 ft. plus 10 ft./level
Duration: 1 turn/2 levels

The Superhero can extinguish flames with his breath, clearing up to 5 sq. feet of fire per turn. This attack does 1d6 damage against magma monsters per turn.

Hold Breath

Power Level: 3
Range: Self
Duration: 1d6+12 turns plus 2 turns per level

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).

Hold Person

Power Level: 2
Range: 10 ft.

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Duration: See below

The Hero can place 1d4 targets in positions that they could not normally extract themselves – steel pipes wrapped around their midsections, perched on top of telephone poles, *etc.* 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 1d4 points of damage in freeing themselves. (NOTE: This is nothing like the Magic-User Hold Person spell).

Hold Train

Power Level: 4
Range: Contact
Duration: See below

The Superhero can step in front of a speeding train, another vehicle, or even a charging living thing, and slow it to a stop by bracing himself against it. If a train, the train will still roll forward 10-60 ft. (1d6) before fully stopping, or half that if the Hero saves against science. If a living thing, the charger will lose his (or its) attack(s) for that turn. A non-living thing held will remain motionless until the Superhero frees it from his hold. A living thing held back may attack normally on the following turn.

Hypnotism

Power Level: 2
Range: 40 ft.
Duration: 1 day

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.

Imperviousness

Power Level: 3
Range: Self
Duration: 1 turn/3 levels

For the duration, 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.

Infra-Vision

Power Level: 2
Range: 120 ft.
Duration: 6 turns plus 1 turn/level

For the duration, the Hero can see by infra-red light, without the aid of the visible spectrum, within range. The Hero cannot read by infra-red light.

Invisibly Fast

Power Level: 4
Range: Self
Duration: 1 turn/3 levels

In a burst of speed, the Superhero can move so fast that anyone in line of sight of the Superhero wishing to see him must save against science to do so. There is none of the obvious, secondary evidence his passing, such as huge gusts of wind. Also inexplicably, the Superhero only seems to cover 240 ft. per turn for the duration.

Invulnerability

Power Level: 4
Range: Self
Duration: 1 turn/3 levels

For the duration, the Superhero cannot be harmed by anything that does damage (loss of hit points).

Leap I

Power Level: 1
Range: See below
Duration: 1 turn/level

The Hero can, over the course of the duration, take one super-leap per turn. The Hero's running high jump can reach an apex of 1/8 of a mile (770'). The Hero's running long jump can extend over ½ of a mile (2,880'). Standing jumps can cover half the above distances. Leaps are in straight lines.

Leap II

Power Level: 2
Range: See below
Duration: 1 turn/level

As above, but the distances are 1 mile and 4 miles respectively. The Superhero can turn up to 20 degrees in mid-leap.

Leap III

Power Level: 3
Range: See below

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Duration: 1 turn/level

As above, but the distances are 8 miles and 32 miles respectively. The Superhero can turn up to 45 degrees in mid-leap.

Leap IV

Power Level: 4
Range: See below
Duration: 1 turn/level

As above, but the distances are 64 miles and 256 miles respectively. The Superhero can turn up to 90 degrees in mid-leap.

Levitate

Power Level: 3
Range: 40 ft./level
Duration: 12 turns plus 2 turns/level

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 ft. upwards or downwards to the maximum distance.

Microscopic Vision

Power Level: 2
Range: 20 ft./2 levels
Duration: 6 turns plus 2 turns/level

Though there may be other uses for this power, the most obvious one is in searching for secret doors and traps, which the Superhero has a 4 in 6 chance of discovering for the duration.

Multi-Attack

Power Level: 1
Range: See below
Duration: 1 turn/level

For the duration, the Hero can make an additional 2 attacks, in missile or melee or one of each, beyond the number of attacks the Hero would normally get. The Hero can split his attacks between multiple targets.

Near-Instantaneous Travel

Power Level: 5

Range: Virtually anywhere on Earth
Duration: Less than 1 turn

The Superhero can speed to and reach any known, accessible location on Earth before the turn is over when the Hero leaves.

Nigh-Invulnerable Skin

Power Level: 1
Range: Self
Duration: 1 turn plus 1 turn/level

For the duration, the Hero has a natural AC of 2 [17]. Armor worn, like a bulletproof vest, does not confer a cumulative bonus, but other modifiers, like cover or being in darkness, can still modify chances to hit.

No Encumbrance

Power Level: 2
Range: Self
Duration: 10 turns plus 2 turns/level

For the duration, the Hero can move while carrying over a ton (up to 2,400 lbs.) at full movement rate.

Outrun Train

Power Level: 2
Range: Self
Duration: 1 turn plus 1 turn/level

For the duration, the Hero can sprint at a movement rate of 120 ft. Or, the Hero can swim at 90 ft. for the same time (Mermen Heroes can choose to reverse these numbers at the time the power is chosen).

Push Ocean Liner

Power Level: 5
Range: Contact
Duration: 1 turn plus 1 turn/level

The Superhero can propel by his own power a vehicle weighing up to 40,000 tons at a speed of 15 ft. per turn, as long as it is done through water. If used on land, this power diminishes to 400 tons, or the ability to push a train at the same speed. The object pushed has to be some kind of vehicle or other object meant to be moved.

Quick Change

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Power Level: 1
Range: Contact
Duration: See below

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 someone else's clothes entirely. The Superhero must make a successful attack roll as if in melee combat and save against plot to use this for anything other than tastefully comedic effect. Further, the victim may save to avoid against science or plot, whichever saving throw would be better.

Race the Bullet

Power Level: 3
Range: See below
Duration: 1 turn/3 levels

For the duration, the Superhero can move at an incredible movement rate – but only to the distance of the nearest 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.

Raise Bridge

Power Level: 4
Range: Contact
Duration: See below

The Superhero can, for as long as he desires to remain motionless doing so, hold the pieces of something that has been wrecked together so that it can be used, up to and including a bridge. If it is a bridge used by trains, a train will appear in 1d4-1 turns, with a result of 0 meaning the bridge was raised just in the nick of time.

Raise Building

Power Level: 4
Range: Contact
Duration: Permanent

The Superhero can rebuild any one structure that has been wrecked, up to and including a high-rise building, as long as the tools to do so are at hand. The Hero can do the entire job himself, though time is halved for every additional Superhero working in conjunction. Times are as follows:

Table 18: Raising Things

Structures	Time Required

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Doors, Tents	1 turn
Huts	1d2 turns
Shacks	1d4 turns
Wooden Bridges	1d2 hours
Ranch Houses	1d4 hours
Medium-Sized Houses	1d6 hours
Mansions	1d12 hours
Small Tenement Buildings	1d6+6 hours
High-Rise Buildings	1d12+12 hours

Raise Car

Power Level: 1
Range: 50 ft.
Duration: 1d6 turns

The Hero can, for 1 turn, lift an automobile (or object of similar size and mass) from the ground to a position raised over the head with arms extended. If held menacingly, the Hero can cause 2d8 1st level types (hit dice of up to 1+1), 2d6 2nd level types (hit dice of up to 2+1), 1d6 3rd level types, **or** 1 4th level type (up to 4+1) within range to save against science or flee in fear from the hero for the duration at their normal movement rate.

Raise Elephant

Power Level: 2
Range: 60 ft.
Duration: 1d4 turns

The Hero can lift a full-grown elephant (or something else huge and weighing up to 8 tons) over his head. Unlike Raise Car, this stunt amuses and entertains 3d6 1st level types (hit dice of up to 1+1), 2d8 2nd level types (hit dice of up to 2+1), 2d6 3rd level types, 1d6 4th level types (up to 4+1), **and** 1 5th level type within range. Any targeted individuals who miss saves against spells are amused and entertained so much that they cannot attack for the duration, unless attacked first. Further, all drunks within that radius will automatically swear off booze.

Raise Trolley Car

Power Level: 3
Range: Contact
Duration: 1d2 turns

The Superhero can lift a trolley car, or any other vehicle up to 20 tons in weight, over his head and shake out the occupants, who all land on the ground stunned and prone for 1d2 turns.

Raise Wall

Power Level: 3
Range: Contact
Duration: See below

The Superhero can erect a wall out of materials at hand – wood, brick, stone, or steel – in 1d2 turns (or half-full size in only 1 turn). The Superhero may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft 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. A Superhero of sufficient power can wreck the wall unharmed. All others with 3 or fewer hit dice cannot affect the wall, but anyone of 4+ hit dice is able to knock it down, taking 1d6 points of damage in the process.

Scare Bad Guys

Power Level: 2
Range: 40 ft.
Duration: 1d4 turns

The means by which the Hero can make 2d8 1st level types (hit dice of up to 1+1), from 2d6 2nd level types (hit dice of up to 2+1), from 1d6 3rd level types, **or** 1 4th level type (up to 4+1) within range to save against science or flee in fear from the hero for the duration at their normal movement rate, with just an intimidating stare.

Shatter Bonds

Power Level: 1
Range: Contact
Duration: Permanent

For when the Hero absolutely, positively needs to shatter bonds or knock down doors now and rolling for wrecking things would take too long. The Hero can break any physical restraints on his person, up to and including chains, just by flexing his muscles, or smash down any one door or gate with just a swung arm.

Sleeping Nerve Pinch

Power Level: 1
Range: Contact
Duration: 1 turn/level

The Hero must make an attack roll, but instead of causing damage, the victim must save against science or fall asleep. The Hero can make one sleeping nerve pinch per turn for the duration. The sleep will generally last 1d4 hours, or until someone else wakes the victim. If used on supporting cast members, the sleep will generally last however long the Hero needs his supporting cast member to remain asleep.

Spook Bad Guys

Power Level: 1
Range: 20 ft.
Duration: 1d4 turns

A weaker version of Raise Car, but requiring no material components. With a frightening gesture like a raised fist, the Hero can cause from 1d6 1st and 2nd level types, **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.

Super-Hearing

Power Level: 2
Range: 160 ft.
Duration: 1d4+2 turns plus 1 turn/level

The Superhero can focus his hearing so as to have a 4 in 6 chance of hearing any noise within range for the duration. Being an Alien Superhero increases this chance to 5 in 6, or 6 in 6 at 4th level and up. Doors and similar barriers between the Hero and the noise reduce range by half.

Super-Tough Skin

Power Level: 2
Range: Self
Duration: 1 turn/level

For the duration, the Hero's skin is so tough that all physical attacks do half damage, rounded down, against him.

Telescopic Vision

Power Level: 2
Range: 3,000 ft. plus 200 ft./level
Duration: 6 turns plus 3 turns/level

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.

Turn Gun on Bad Guy

Power Level: 4
Range: 80 ft. plus 10 ft./level
Duration: 1 turn/3 levels

An enhanced version of Race the Bullet, the Superhero can move quickly enough to grab someone attacking with a missile weapon within range and move the attacker into the path of his own missile – even if the weapon is a raygun. The attacker may attempt to save against missile or science to avoid his own attack, but only using whichever save is worse. The Superhero may grab one attacker per turn for the duration.

Vehicular Weapon

Power Level: 4
Range: 20 ft.
Duration: 1 turn/level

The Superhero may pick up any object from 1,000 lbs to 4 tons in weight (like a car) and swing it like a club for the duration. All successful attacks do 1d6 damage per 2 levels of the Superhero (so a 9th-level Superhero would do 4d6 damage).

X-Ray Vision

Power Level: 3
Range: 10 ft./level
Duration: 1d6 turns plus 2 turns/level

The Superhero can see through walls or other barriers within range as if they were not there. The Superhero can sweep a 10 ft. square area with X-ray vision per turn, discovering concealed or secret things within that area. Magically invisible things are not revealed. Lead blocks X-ray vision.

SPELLS: The following are attainable by Magic-Users. NOTE: Reversed spells (the "evil" version, with harmful effects) can be cast by Lawful Magic-Users only after making a saving throw against plot. Chaotic Magic-Users must also save against plot to cast the beneficial versions (the "good" versions).

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Level 1
Charm Person
Cure (Cause) Wounds I
Detect Evil (Good)
Detect Magic
Hold Portal
Light (Dark) I
Protection from Evil (Good) I
Purify (Putrefy) Food and Drink
Read Languages
Read Magic
Sleep

Level 2
Bless (Curse)
Detect Invisibility
Detect Thoughts
Find Traps
Hold Person
Invisibility I
Knock
Levitate
Locate Object
Phantasmal Force
Speak with Animals
Web
Wizard Lock

Level 3
Alter Time
Crystal Ball
Cure (Cause) Disease
Dark Vision
Dispel Magic
Fireball
Fly
Hold Person
Invisibility II
Locate Object
Light (Dark) II
Lightning Bolt
Protection from Evil II
Protection from Normal Missiles
Water Breathing

Level 4
Charm Monster
Confusion

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Cure (Cause) Wounds II
Dimension Portal
Giant Growth
Hallucinatory Terrain
Massmorph
Neutralize Poison
Polymorph
Remove Curse
Speak with Plants
Sticks to Snakes
Wall of Defense I
Wizard Eye

Level 5
Animal Growth
Animate Dead
Cloudkill
Commune
Conjure Elemental
Contact Other Plane
Create Food and Drink
Dispel Evil (Good)
Feeblemind
Hold Monster
Insect Plague
Magic Jar
Passwall
Raise (Cause) Dead
Telekinesis
Teleport
Transform I
Wall of Defense II

Alter Time

Spell Level: 3

Range: 240 ft

Duration: 30 minutes

The caster must announce which of the two options are being cast.

As a Haste spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

As a Slow spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Animal Growth

Spell Level: 5

Range: 120 ft

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. Creatures failing a saving throw can only move and attack at half speed.

Animate Dead

Spell Level: 5

Range: Editor*'s discretion*

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per level of the caster, above the 8th. The corpses remain animated until slain.

Non-Chaotic Magic-Users must save against plot before casting Animate Dead.

Bless (Curse)

Spell Level: 2

Range: 1 person out of combat

Duration: 1 hour (6 turns)

This spell of Good grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

The Evil spell is Curse and is similar to Bless except imparts a -1. As with Bless, the recipient cannot already be in combat when the spell is cast.

Charm Monster

Spell Level: 4

Range: 60 ft

Duration: 3d4 days

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.

Charm Person

Spell Level: 1

Range: 120 ft

Duration: Editor's discretion

This spell affects living bipeds of human size or smaller, such as aliens *or* mermen, but excluding androids and robots. *If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.* Though vulnerable to most any suggestion, the charmed person cannot be made to intentionally injure himself. It is recommended the spell not be allowed to last more than 1d4 days, though the Editor may allow for more or less time as the scenario requires.

Cloudkill

Spell Level: 5

Range: Moves 6 ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer. All within the cloud who miss one saving throw against spells is comatose for 1d6 days. All those who miss a second saving throw against spells is killed.

Commune

Spell Level: 5

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Editor.

Once per year, the Editor *may rule that a caster may cast a "double strength" Commune spell composed of six questions.*

Confusion

Spell Level: 4

Range: 120 ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Table 19: Confusion Reaction

Roll	Reaction
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's 2 hour duration has run its course.

Conjure Elemental

Spell Level: 5

Range: 240 ft

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.

The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane

Spell Level: 5

Range: None

Duration: See Table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster delves into the planes of existence.

The caster must decide how "far" into the planes of existence he wishes to make contact.

Table 20: Contact Other Plane

Plane	Insane [1]	Wrong [2]	Right [3]
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-15	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

[1] *Planes are the "depth" that he chooses to seek truth, also the number of Yes/No questions asked.*

[2] *Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed.*

[3] *This is the chance of receiving a mis-interpreted or "wrong" answer.*

Create Food and Drink

Spell Level: 4

Range: Close

Duration: Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Crystal Ball

Spell Level: 3

Range: 60 ft

Duration: 2 hours

The caster must announce which of the two options are being cast.

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Cast as Clairaudience, the caster can hear through solid obstacles.

Cast as Clairvoyance the caster can see through solid obstacles. A 2 ft thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Cure (Cause) Disease

Spell Level: 3

Range: Touch

Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones.

The Evil spell, Cause Disease, infects a person with a disease to be determined by the Referee.

Cure (Cause) Wounds I

Spell Level: 1

Range: Touch

Duration: Immediate

This spell cures 1d6+1 hit points of damage.

The spell of Evil, Cause Wounds 1, inflicts 1d6+1 hit points of damage.

Cure (Cause) Wounds II

Spell Level: 4

Range: Touch

Duration: Immediate

This spell cures 3d6+3 hit points of damage.

The spell of Evil, Cause Wounds II, inflicts 3d6+1 hit points of damage.

Darkvision

Spell Level: 3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The recipient should roll 1d6 to determine the range of his vision.

Table 21: Darkvision Range

Roll	Range of Vision
1-2	40 ft
3-4	50 ft
5-6	60 ft

Detect Evil (Good)

Spell Level: 1

Range: 90 *ft*

Duration: 40 *min*

The caster detects any creatures of Chaos, *or those with evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.*

The reverse spell, Detect Good, works the same way except that it detects beings of Law.

NOTE: Unlike the power Detect Evil, this spell can detect a specific evil-doer instead of just the presence of one.

Detect Invisibility

Spell Level: 2

Range: 10 ft per caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: 1

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Thoughts

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Spell Level: 2

Range: 60 ft

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: 4

Range: 10 ft casting (360 ft teleport)

Duration: Immediate

Dimensional Portal is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Dispel Evil (Good)

Spell Level: 5

Range: 30 ft

Duration: 10 minutes

This spell of Law *is similar to the arcane spell Dispel Magic, but affects* Chaotic *magic. This spell works against items, spells, or agents of evil. Unlike Dispel Magic, this spell functions against evil "sendings," possibly including spells, dreams or supernatural hunting-beasts. See* Dispel Magic *below for an example.*

The reverse spell, Dispel Good, works the same way except it affects creatures of Law *instead.*

Dispel Magic

Spell Level: 3

Range: 120 ft

Duration: 10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments.

Dispel Magic Example

The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level Magic-User attempting to dispel a charm cast by a 12th level Magic-User has a 50% chance of success (6/12=1/2). If the 12th level Magic-User were dispelling the 6th level Magic-User's charm, the dispelling caster's chance of success would be 200% (12/6=2).

Feeblemind

Spell Level: 5

Range: 240 ft

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-User becomes feebleminded until the magic is dispelled.

Find Traps

Spell Level: 2

Range: 30 ft around caster

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Fireball

Spell Level: 3

Range: 240 ft

Duration: Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level: 3

Range: Touch

Duration: 1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 120 ft per round. The Editor *secretly rolls for duration; the player does not know exactly how long the power of flight will last.*

Hallucinatory Terrain

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Spell Level: *4*

Range: *240 ft*

Duration: *Until touched (other than by an ally) or dispelled*

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: *5*

Range: *120 ft*

Duration: *1 hour plus 10 min/level*

The caster targets 1d4 creatures (saving throw applies). The caster may instead target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person

Spell Level: *2*

Range: 150 *ft*

Duration: 7 turns plus 1 turn/level

The caster targets 1d4 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Portal

Spell Level: *1*

Range: 20 ft.

Duration: *2d6 turns*

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Insect Plague

Spell Level: *5*

Range: *480 ft*

Duration: *1 day*

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq ft (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility I

Spell Level: 2

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision and to vision-related powers*). If the* Editor *is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.*

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to-hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the Editor *should determine the chance of this according to the creature concerned and the situation.*

Invisibility II

Spell Level: 3

Range: 240 ft

Duration: Until dispelled or an attack is made

Like the Invisibility I spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. If the Editor *uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to-hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.*

Knock

Spell Level: 2

Range: 60 ft

Duration: Immediate

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This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: *2*

Range: *20 ft/level*

Duration: *1 turn/level*

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level: *1*

Range: *60 ft*

Duration: 90 minutes plus 1 turn/level

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch or a 40-Watt light bulb*, to a radius of 20 ft.* The light can be flickering or steady, and of any color.

Light II

Spell Level: *3*

Range: *120 ft*

Duration: *Permanent until dispelled*

The targeted person or object produces light about as bright as a bigger *torch* or a 60-Watt light bulb*, to a radius of 120 ft.*

Lightning Bolt

Spell Level: *3*

Range: *240 ft*

Duration: *Instantaneous*

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

Locate Object

Spell Level: 2

Range: 75 ft plus 5 ft./level

Duration: 1 turn*/level*

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

Spell Level: 5

Range: See Below

Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-User's soul is within, the soul is lost. The Magic-User can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

Spell Level: 4

Range: 240 ft

Duration: Until negated or dispelled

One hundred or fewer man-sized beings *are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.*

Neutralize Poison

Spell Level: 4

Range: Editor*'s discretion*

Duration: *10 minutes*

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: *5*

Range: *30 ft*

Duration: *30 minutes (3 turns)*

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

Phantasmal Force

Spell Level: *2*

Range: *240 ft*

Duration: *Until negated or dispelled*

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Plant Growth

Spell Level: *4*

Range: *120 ft*

Duration: *Permanent until dispelled*

*Up to 300 sq ft of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (*Editor*'s decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 sq ft.*

Polymorph

Spell Level: *4*

Range: *See Below*

Duration: *See Below*

The caster must announce which of the two options are being cast.

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Editor *might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the* Editor *to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.*

Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Protection from Evil (Good) I

Spell Level: 1

Range: Caster only

Duration: 9 turns

Creates a magical field of protection around the caster to block out all Chaotic *monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.*

The opposite spell, Protection from Good, does the same thing except that Lawful *creatures suffer the -1 penalty.*

Protection from Evil (Good) II

Spell Level: 3

Range: 10 ft radius around caster

Duration: 2 hours

The spell has the same effect as Protection from Evil I, except that its effect covers an area rather than an individual.

The opposite spell, Protection from Good II, does the same thing, except that Lawful *creatures suffer the -1 penalty.*

Protection from Normal Missiles

Spell Level: 3

Range: 30 ft

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify Food and Drink

Spell Level: *1*

Range: *Close/Touch*

Duration: *Immediate*

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Raise Dead

Spell Level: *5*

Range: *Line of sight*

Duration: *See Below*

Raise Dead allows the Magic-User to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

NOTE: All Heroes must save against plot before casting this spell.

Read Languages

Spell Level: *1*

Range: *Reading distance*

Duration: *1 or two readings*

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: *1*

Range: *Caster only*

Duration: *2 scrolls or other writings*

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Remove Curse

Spell Level: *4*

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Range: *Close/Touch*

Duration: *Immediate*

This spell removes one curse from a person or object.

Sleep

Spell Level: *1*

Range: *240 ft*

Duration: Editor*'s discretion*

This spell puts enemies into an enchanted slumber (a saving throw is permitted). It affects creatures based on their hit dice.

Table 22: Affected by Sleep

Victim's HD	Number Affected
Less than 1 to 1+	*2d6+3*
1+ to 2	*2d6*
2+1 to 3	1d4
3+ to 4	1

Speak with Animals

Spell Level: *2*

Range: *30 ft*

Duration: *6 turns*

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: *4*

Range: *30 ft*

Duration: *6 turns*

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: *4*

Range: *120 ft*

Duration: *1 hour*

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis

Spell Level: *5*

Range: *120 ft*

Duration: *6 turns*

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: *5*

Range: *Touch*

Duration: *Instantaneous*

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death.

If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 ft below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.

If the caster is familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low—or else high. In either case, the arrival is 1d4 x10 ft high or low.

Transform I

Spell Level: 5

Range: 120 ft

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Defense I

Spell Level: 4

Range: 60 ft

Duration: Concentration

The caster must announce which of the two options are being cast:

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: 5

Range: 60 ft

Duration: 2 hours (iron) or Permanent (stone)

The caster must announce which of the two options are being cast:

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.

2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft.

In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

Water Breathing

Spell Level: 3

Range: 30 ft

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: 2

Range: 30 ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used. Creatures larger than a horse can break through in 2 turns and Superheroes can wreck a web in 1 turn as if it were a machine. *Humans take longer to break through—perhaps 3–4 turns or longer at the Referee's discretion.*

Wizard Eye

Spell Level: 4

Range: 240 ft

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).

Wizard Lock

Spell Level: 2

Range: Close

Duration: Permanent until dispelled

As with a hold portal spell, but it is permanent until dispelled. Mobsters *with magic resistance can shatter the spell without effort. Any Magic-User three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).*

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