

Unknown Heroes

Second Edition

Baxter slumped against the wall, panting and out of breath. He tried to think but the heavings of his chest were too much of a distraction. After a few pointed moments he glanced back, his vision still blurred. They weren't there. Maybe he had lost them. Or maybe they just decided to circle around from both sides. Baxter suddenly sensed a twinge in his leg and looked down at it. His pant leg was torn and coated thick with blood. He groaned and gingerly pulled away the cloth. Not too bad. A few stitches maybe. He looked to the ground again, finally beginning to recover from his twenty minute long flight. The two men had come out of nowhere. They asked him some stupid questions about his school and his activities a few nights ago. Mob maybe? They had worn grey suits with wide brimmed hats.

"Humph." They looked like they belonged back in Prohibition America. No tommy guns though - thank goodness - though they seemed to manage just fine with oversized pistols and chains. It was a good thing that Baxter was on the track team at school. He glanced back, ready to take off again and get the hell out of the area, before the two men got a chance to catch up. His heart stopped and his throat froze: one of the two men walked steadily towards him - not more than ten yards away. The man held a large silver handgun limply in one hand, the other he held oddly in an outstretched position. Baxter blinked and decided to run. He scrambled around and tore off away from the suited man. His heart began to thunder in his chest again - all he could hear was that thumping and his own breathing - or so he thought. A loud sizzling, crackling noise suddenly moved past his head. Baxter glanced up from the ground only in time to see shards of brick and mortar go flying off from a nearby building. Only a smoking pot-mark remained. He swung around the nearest corner into something of a back alley, only to find himself directly opposed by the second man. He pulled himself to a stop. The man's momentary look of shock passed, and he quickly reached down to draw his gun.

"Wait!" cried Baxter, flinging out a hand to wave in admonishment. The man suddenly took on an expression like that of a bullfrog, and with a pronounced "Ooof" he went sprawling back, landing on his back. He hit the ground with a solid "Thud," his limp hand dropping the gun. Baxter jumped back in surprise - hitting something soft but unyielding. He spun around and jumped back again. He faced the first man once more. The man's hand was held menacingly above his head, fingers outstretched, and a green fire glowing between them. Baxter threw up his hands reflexively, but his momentary hope was soon abandoned. The man only raised his hand up higher, making ready to unleash whatever power was held in that pasty white hand. Baxter swallowed hard.

INTRODUCTION

In the World of Unknown Heroes, the year is 2030. America remains the world's only superpower. The Krenidish Empire of Sweden has just been dissolved, and a new war in Northern Africa rages on with increasing intensity. The suburban lifestyle has been embraced more fully by the United States, and its citizens have settled into a pleasant lifestyle with the highest standard of living in the world. Everything was as it should be. Until today: you've woken up. Shunted into a powerful and amazing world of paranormal powers and terrible conspiracies by their own emerging talents, the characters in of Unknown Heroes world struggle for understanding, peace, and their very own survival. You didn't want this. You wanted to be a normal person. You were better off not knowing the dark secrets of the world. But now there's no turning back, whether anyone knows it or not. You never wanted to be a hero.

Characters in the world of Unknown Heroes are ordinary citizens. Or rather, they once were. Thrust into a life they don't understand and must continually fight against, they are heroes torn. They do not have world recognition with scores of teeming fans or their very own comic book. They do not wear spandex. They are average people reacting as best they can to a world they once never knew existed.

WORLD POLITICS

In the year 2030 the world is quite a different place. Under the lead of president Johnson, the U.S. has helped to found the Allied Confederation of Nations: a conglomeration of like-minded countries, evolved from the UN and NATO, that now includes Britain, Germany, Australia, Sweden, Canada, and the northern country of south America: Hibar. From a military standpoint, the US is unthreatened by but one neighbor: Mexico. After the near total collapse of Mexico's economy, a new dictator came to power and turned the country into an organized, and stiffly non-humanitarian, machine. The U.S. still does not officially recognize the authority of this new government: relations have grown increasingly tense and the new "republic" has officially apposed the formation of the ACN, now the largest group of allies in the world. The U.S. has tried to stay out of Mexican affairs for the most part, but occasional covert intervention plotted by the C.I.A. has incited fierce patriotism in Mexicans, and rioters broke over the U.S./Mexican border on several occasions. A new wall is being erected in the "mutual interest of our two nations."

In North Africa the war still rages on: the opposing leaders refusing to back down or consider Confederation peace terms. The beginning of war first reared its head eighteen months ago when the southern states attempted to annex the northern ones. Not only does religion separate the two sovereign states, but so too do political views. The North African Union, which was finally assembled just over three years ago, is a free democratic republic with limited capitalism. The Southern States, who had only finalized their union a few months before the war, are under something of a military theocracy. The U.S. officially recognizes both, but at the time had only established trade with the Northern States. Thus, when war broke out, the U.S.'s position was clear (although political activists cite a return to a Cold War attitudes). The more massive southern states have further dragged Cuba, and thereby the ACN and the U.S. into the affair by attempting a limited invasion of that island, which the U.S. considers to be under its care. A vote was passed recently in the Confederation to use military force to defend Cuba and, to a limited extent, the northern states in addition to supplying a limited number of arms. Cuba is in a particularly volatile state, as its new, democratic government has not yet fully cemented. Several thousand peace-keeping troops have been sent over, primarily from the U.S. and Britain.

With the recent fall of the once proud Swedish "empire," the call for American occupation comes again. The so-called "Krenidish Revolutionaries" who took control of the government in the late 2010's have been arrested and await trial by the ACN. Norway and the Netherlands, once annexed states of Sweden, have now been declared once again to be sovereign states, and their respective governments are reorganizing and planning general elections soon. The Swedish people, once in full support of their nationalistic government, have begrudgingly accepted their defeat and have now focused on reestablishing their economy, which fluctuated and finally gave way with Sweden's eventual defeat. The ACN, Japan, and Turkey are all sending aid to the three countries to speed the recovery process, although Turkey expects reparations from Sweden before the next decade: a thing which the ACN vehemently rejects, citing results of the treaty of Versailles.

TECHNOLOGY & REFORM

In all US schools all students are required to take one morals class every three years, and are taught strong patriotism for their country and the confederation throughout the school system. Although the dropout age has been dropped to thirteen, most remain in school for dropping out means a fifty percent loss of health benefits provided by the state. There has been a significant decrease in crime in rural communities, as well as a partial drop in the cities.

Although some believe that the abolition of the drinking age and the outlaw of nicotine has led to increased crime, the majority of the population stands behind president Johnson's decisions. Our fifty three year old president has also maintained firm justice when dealing with crime lords, which has led to the almost complete downfall of their power.

There have been many major breakthroughs in medicine which have lead to the cure for T.B. and HIV, although AIDS itself is still incurable. Most cancers can also be treated with a minimum of side effects from drugs or radiation using new procedures.

A steady rise in technology has given mankind the power of cold fusion, which though not in wide use has in turn led to the development of energy fields which have helped to secure dangerous diseases, chemicals, and radiation in numerous potentially fatal incidents.

All petroleum running cars have been converted to electric and solar cars with the help of the new super battery, patented and produced by a Japanese company.

The space programs of many countries have also made significant achievements, including several small outposts on the Earth's moon, and five orbital stations. The dream of public transportation into space has still not been accomplished, primarily for safety and insurance reasons. The allied confederation and Japan have also launched a fully operational system

known as the Laser Tracking Network, based on the earlier, Star Wars program which was never implemented.

Due to political unrest, Russians have reverted to a simpler way of life where all but the very simplest technology is shunned. They welcome tourists from around the world with open arms, and have remained the most peaceful country for over six years.

Japan has overhauled its former "automaton" system of schooling, adapting the US outlook of shaping individuals rather than manufacturing clones. Japan is rated the third most peaceful city in the world, with Russia number one, and Italy in second place. Violent crime is almost unheard of, and petty theft is all but nonexistent. Although Japan has still retained significant amounts of corporate crime. The US' fascination with Japanese culture has died down since the 2000's but still remains. Japan is also considering requesting admission into the confederation.

Around the world, television viewing has dropped significantly and computer sales have jumped. It is estimated that almost seventy three percent of the technological world is computer literate, although computer use itself has not risen with the literacy percentage, especially in the US. It is believed that more traditional values and interests are being taught to children, such as sports and the arts.

Projected designs for a formal space fleet has been drawn up by the confederation, and computer tests are currently being performed to analyze the structures. If the fleet is built as planned, it will immediately be commissioned to explore as much as is possible. Remote particle weapons have already been designed for the fleet and are being constructed all across the countries of the allied confederation.

Italy is the home to the brotherhood of Gispau. Italy is the only advanced country which openly accepts powered beings, the brotherhood was founded to overlook the use of these powers and to pass them safely from generation to generation so that if they were ever needed they would be available. In actuality the brotherhood tends not to deal with the outside world very much, and instead passes the powers to the next generation of monks only. They do however still offer guidance and training to anyone who has recently gained powers. Their great marble temples are a truly magnificent sight; although decorated very sparsely, all of the windows are covered with red stained glass, the architecture very skillful.

U.S. CULTURE

The US's infatuation with Japanese entertainment has diminished in recent years, but many still hail the so called "anime" cartoons. Television has become increasingly less popular, and has been replaced widely by home computer virtual reality and more traditional activities such as sports. Baseball and soccer have never been so popular, attendance in stadiums has reached an all time high every year. Which is not to say that the US is without modern entertainment, concerts are also very popular, with a group known as "The Impressions" being very popular among younger adults, their classical/rock has also been accepted by many older Americans.

The arts have also become more popular, with grants being issued to artists for almost any kind of work. Attendance in philosophy and drama classes has also sky rocketed.

Unfortunately many cities are still plagued by a more disruptive districts, where television and arcade games are the talk of the day. Although even in these parts most do not fear for their life, muggings and burglary are all too common.

The most popular car is currently the four door "Sunsake" from the Ford motor company. The most popular television series is "Codoy II", a science fiction program. The last writer to win a Nobel prize was Dick Thomson who wrote a series of hard hitting fantasy stories.

It is obvious that activities which involve other people are becoming more popular, one which is now just becoming widespread is role playing. State conventions are held regularly, and even president Johnson's own son has enjoyed several "gaming sessions" as they're called.

THE U.S. POLICE FORCE

Seventeen years ago, during Harold's presidency, the police force in the US saw major changes. Included in the package were refresher courses in morals at the academy, a pay increase for loyalty to the country, a large retirement bonus for all workers, and provision for advanced protective gear such as kevlar armour.

The Force is now one of most respected agencies in the world, and has taken the place of the FBI and CIA. The older blue uniforms were replaced with black and red ones to show force and courage. The older police cruisers were replaced with a sleeker design, informally known as the "Bat man" design.

U.S. Armed Forces

The US military is now overseen by the National Spending Offices, and has been polished into a well oiled machine. The National Aeronautics and Space Association was replaced with the National Space Initiative for several years which then merged with the Confederation's Spacial Forces.

The Spacial Forces now have six training facilities around the world, and over fifteen ground bases in addition to the orbital and lunar bases. Pilots are now being commissioned to test the newly designed spacial fighters in computer simulations and then out in the real thing.

CHARACTER GENERATION

As with all role playing games, the character is the central component of Unknown Heroes, and all other rules revolve around it. As is also the case with most role playing games, a character's capabilities are summed up in numerical "ability scores." Five primary ability scores describe each character in physical and mental terms, on a scale of zero to one hundred. All of the ability scores of Unknown Heroes are broadly encompassing and play decisive roles in gameplay. The world of UH is, of course, a non-static idea, and can be modified substantially for any given campaign or adventure. Most characters will begin as teen-agers in high-school or early college, but, given that flexible nature of the world, there can be no absolutes.

The first step in character design is a physical description of the character, along with a basic personality profile. Is the character a large, imposing tough-guy or a skinny, mild-mannered art student? Much more detailed descriptions will be in order later, but a rough image of the character is enough to complete his creation. Next is the matter of ability scores. Ability scores may be rolled for at the GM's discretion, but we suggest a joint conference to decide such things, with a total net score of two hundred points for an average beginning character. If rolling, we suggest using five ten sideds added to a base score of fifteen.

Brawn

(BRW) Brawn is the primary physical stat, and is fairly straightforward. It includes strength, toughness, endurance, and general physical health. Strong-men and soldiers will be concerned with strength, but so too will long distance runners and other athletes.

Agility

(AGI) Agility will be the primary attribute of any character interested in armed melee combat, athletics, or acrobatics. Coordination, flexibility, balance, and speed are all aspects of agility. It might be used to hurtle over a fence, recover from a fall, or strike someone in hand-to-hand combat.

Dexterity

(DEX) Dexterity encompasses one's perception, reactions, hand-eye coordination, and fine manual dexterity. It might be invoked when attempting everything from rolling dice to shooting a gun, and is a primary attribute for pick-pockets, sharpshooters, and computer mechanics alike.

Charisma

(CHR) Charisma is a broad attribute which encompasses not only natural charm and beauty, but also general social savvy and presence. Hagglng over the price of something with a foreign merchant, intimidating a hostage, or appearing completely nonchalant even while being shot at are all uses of charisma.

Intellect

(INT) Intellect is a very non-specific attribute that relates to a variety of mental abilities. Primarily it is of use when solving problems or recalling information. Defusing a bomb or reprogramming a computer would both be instances of the use of intellect.

Derived & Sub-Attributes

The derived attribute and the sub-attribute are both types of additional character statistics. They better describe the character, but are not full-blown ability scores in their own right. Derived attributes come from the combination of two or more primary ability scores - their purpose is purely that of convenience during gameplay. Sub-ability scores are mathematical derivations of just one primary ability score - their purpose is also a convenient mathematical one in terms of game mechanics.

Brawn has the derived attribute *Physical Damage*, which is determined by dividing BRW by twelve. Physical damage is the basic amount of damage a character causes to another in hand-to-hand combat, unarmed. It is modified to calculate the

total damage caused by any melee weapon. Brawn is also used to determine the maximum load a character can lift or carry without becoming encumbered, as well as travel speeds. Consult the following table. Lastly, Brawn also determines how much physical abuse a character can take. ***

Agility has two sub-abilities: *Reactions* and *Auto-dodge*. Auto-dodge is a measure of how well a character can reflexively dodge without consciously thinking about it; a character gets one point in Auto-dodge for every fifteen points of Agility. Reactions determines how quickly the character may enter combat and how many attacks he/she has per round; it is found by dividing DXT by twelve.

A Note on the Use of Charisma and Intellect

We must now point out that there are two ability scores that are, in fact, minor scores that will come into play fairly little. Both Intellect and Charisma are semi-amorphous, non-physical attributes that hinge very much on the particular character. Thus, we suggest using the actual score very little in favor of simply allowing them to be role-played. However, certain situations will arise when the numbers do come into play. Charisma should, in general, be left strictly to role playing, since interaction is what role-playing is all about. A charisma check is only warranted if, one, the players are finding it difficult to grasp the limits of their players (i.e. they're role playing badly), or, two, the characters are attempting something rather difficult, like seducing a foreign diplomat at gunpoint. In most cases no roll is necessary at all, and the GM can let the players explore their characters fully. Likewise, intellect should really only come into play when a character is attempting something either very difficult, very technical, or something vastly outside the realm of experience of the player. Plot-oriented decisions/insights should never hinge on a die roll, as the players themselves should be allowed to deduce the solution to, say, a murder mystery.

Now that ability scores and their sub-attributes have been determined, it's time for powers. Powers are, of course, the meat and potatoes of all UH characters (as the players will learn though, the power of a loaded firearm is not to be scoffed at). Before actually creating or assigning powers though, you should consider the source of the powers, for there are several. Power Source is mainly a plot tool, having no real bearing on mechanics, but it is important nonetheless. Remember to always discuss Power Source with your GM.

Experiment: The character was part of an experiment of some kind in which he/she gained powers (with consent, or not).

Genetic: The character was born with the powers due to a genetic mutation, but has only recently been able to use them (for some reason or another).

Given: The character is part of a religious group or other organization which generally has some powers and has gained the powers from another member when he/she died. Religion does not have to be involved but is often a factor.

Inherited: The character has inherited the powers from his/her parents who had similar powers.

Purpose: Due to some event the character has generated these powers to be used at that moment for anything from self defense to stopping a loved one from being killed, and the powers have remained.

Unknown: The character does not know where the powers came from they simply began to surface at one point in his/her life.

If the player decides that he/she will gradually gain new powers in addition to boosting already existing powers, he/she must pay 1/6 of their experience every session. 1/3 of this is lost permanently and the rest is kept track of separately from normal experience. This experience alone may be used for creating new powers. This use of experience must be decided in character generation, but may be given up permanently at any point, the character will then regain any special experience left.

If the GM decides that a character has a somewhat negative personality trait that will not disrupt adventures but enhance them, a bonus on ASEB from five to fifteen should be granted. The bonus may be taken away for one or many adventures if the trait becomes detrimental to the adventure.

Next, players must select skills for their characters. Each character starts with nine skill points which can be used immediately or saved for later. Experience can be traded in for skill points after adventures. Some skills may cost two or three skill points although most are only one.

Below is a listing of all the skills:

Acting: (3) This allows a character to perform on stage.

Animal Grooming: Characters with this skill may groom animals for shows, etc.

Animal Handling: This lets characters calm animals and direct them to do work.

Animal Taming: (2) Characters may tame wild animals over a period of several months.

Anthropology: (4) The character can specialize in one field of anthropology: cultural, government, etc.

Astronomy: (2) The character has a general knowledge of constellations and the use of a telescope.

Biology: (2) The knowledge of basic ecology, plants and animal classification, cells, and so on.

Business, Basic: A basic knowledge of how an entire business is managed. Real experience however, is lacked by the character.

Business, Advanced: (2) Requires basic business, and endows characters with a full working understanding of the operation of a business and allows them to manage one with a fair amount of success. Years of training and experience would be necessary for this skill.

Cartography: (2) Characters with cartography can make detailed maps of terrain in several hours.

Chemistry, Basic: Characters know the properties of basic common chemicals and the effects when they are combined.

Chemistry, Advanced: (2) This requires basic chemistry and gives characters high knowledge of all known chemicals and their effects, they also know what proportions to mix to produce certain effects.

Chemistry, Physics: This requires advanced chemistry and gives characters knowledge of the physical properties that govern the world and many theories pertaining to them. They also know about atoms and how they behave.

Climbing, Unaided: (2) With this skill characters may climb rough surfaces such as a rock face.

Computers, Literate: The character may operate computers and run programs.

Computers, Programming: (2) Requires computer literacy and grants players a high knowledge of computer workings and lets them program simple programs.

Computers, Advanced Prog.: (3) Characters may program complex programs and alter existing ones.

Cooking, Basic: The character may prepare basic foods such as sandwiches, soups, salads, etc.

Cooking, Advanced: The character may prepare complex dishes such as stir fries, pasta, etc., this requires basic cooking.

Cooking, Gourmet: (2) Requires advanced cooking, allows characters to prepare food worthy of a five star restaurant.

Contortionism: This allows a character to contort their body through various means including dislocating limbs.

Comedy: The character may tell jokes, etc. to entertain a crowd.

Consume Alcohol: Characters with this skill may consume large quantities of alcohol with few visible effects.

Country History: This must be taken for a specific country, and may be taken multiple times.

Cryptography: (2) Allows characters to decipher codes given enough time based on how complex the code is, and the available equipment.

Disguise: Characters with this may disguise themselves extremely well without completely new clothes, a mask or makeup.

Dancing: Being able to dance in one style of dance such as ballroom, can be taken multiple times.

Disarming: (2) With a successful roll versus DXT one may disarm an enemy in hand to hand combat, takes one attack.

Drafting: (2) The character can create designs for landscaping and architecture given the proper tools and some time. These plans could be used to create the real thing. This does not grant the character the knowledge actual architecture or landscaping, merely the ability to create the plans.

Driving: Being able to drive cars, vans, trucks, motorcycles, etc.

Driving Tricks: The ability to perform tricks, requires basic driving.

Ecology: (3): The character has detailed knowledge of this ecology and nature in general.

Electronics, Basic: Characters have a general knowledge of electronics and can determine how simple electronic system work.

Electronics, Advanced: (2) This allows characters to design and assemble simple electronics, requires basic electronics.

Electronics, Robotics: (2) Requires advanced electronics, characters can understand how robotic electronics work, and may design and assemble simple robots.

Escapology: (3) The ability to escape from almost anywhere with a successful roll versus DXT.

Excellent Etiquette: The character gains a plus five their etiquette score.

Fencing: (2) The ability to fence well, defenders receive a penalty of one to their auto dodge.

Fine Grooming: Characters may groom themselves, giving them a plus eight on PB.

Fishing: (2) A character may fish providing he/she has basic fishing equipment such as nets, fishing line & tackle, etc. He also has some basic knowledge of fishing areas and their ecology.

Folk Lore: (2) The character has knowledge of various folk stories and legends in one particular culture or a broad knowledge for several.

Glass Blowing: Given the proper tools, characters may blow glass bottles, etc. with sufficient time.

Government: The character has a good working knowledge of the basics of government. This may be taken alternately or additional times as a specialized knowledge of a particular government.

Gymnastics, lvl 1: Character receives a plus two on DXT.

Gymnastics, lvl 2: Character receives a plus three on DXT and a plus two on BRW.

Gymnastics, lvl 3: (2) Character receives a plus three on DXT, a plus two on BRW and a plus one on AIM.

Gymnastics, lvl 3: (2) Character receives a plus three on DXT, a plus three on BRW and plus two on AIM, plus knowledge of all gymnastic routines etc. This is true to a lesser degree at lower levels.

Haggle: Characters may haggle extremely well, gaining various bargains.

Herbal Lore: (2) The knowledge of plants and their various effects.

Herb Preparation: (2) Requires herb knowledge, grants characters the ability to mix herb to make potions and powders.

Horse Riding: Being able to ride a horse well.

Horse Tricks: May perform horse tricks, requires horse riding.

Intimidation: Allows a character to make others fear him given a proper situation.

Jet Flying, Rudimentary: (2) Characters have very limited flight training.

Jet Flying, Average: (2) Characters can handle flying a jet plane fairly well.

Jet Flying, Crack: (2) The ability to fly a jet plane with extreme skill.

Jet flying, Elite: (2) This allows a character to pull off various stunts while flying a jet plane.

Juggling: The ability to juggle numerous objects.

Law, Basic: A general knowledge of all laws.

Law, Advanced: (2) The character has studied to become a lawyer and has all attributes thereof.

Leatherworking: (2) Given the proper tools, characters may create various things out of leather such as armor, whips, etc.

Lip Reading: A character may read lips as long as it is in a language he/she understands.

Martial Arts, lvl 1: Characters gain a plus two on DXT.

Martial Arts, lvl 2: (2) Characters gain a plus three on DXT and a plus one to physical damage, requires level one. DXT bonuses are cumulative.

Martial Arts, lvl 3: (2) Characters gain a plus three on DXT and a plus one to physical damage - requires level one and two.

Martial Arts, lvl 4: (3) Characters gain a plus three on DXT and a plus two to physical damage - requires level one, two and three.

Math, Basic: Characters may perform simple arithmetic.

Math, Advanced: (2) Characters may perform complex math, requires basic math.

Medicine, Basic: (2) This allows the treatment of light to heavy wounds as long as no organs are involved.

Medicine, Advanced: (4) This gives characters extensive knowledge of the human body and allows them to perform surgery to correct various problems, requires basic medicine.

Metalworking: (2) Given the proper tools, characters may work with metal to form various objects such as knives, armor, tools, etc.

Mountaineering: (2) Characters may climb sheer mountains with the right tools.

Mushroom Lore:

Negotiating: (2) The ability to negotiate various matters peacefully.

Newscasting, Radio: Characters may make reports over the radio.

Newscasting, TV: (2) Characters may report on TV.

Painting: The ability to paint, draw, etc.

Palmistry: Characters may read people's palm.

Pick Pocket: This skill allows characters to steal possessions from another.

Pick Locks: The ability to unlock doors with lock picking tools.

Plane Flying, Rudimentary: The ability to fly a small aircraft with some skill.

Plane Flying, Advanced: (2) The ability to fly a small plane extremely well.

Plane Flying, Aerobatics: (2) This lets a character pull off various stunts while flying a small plane.

Price Goods: Characters may evaluate the worth of various goods.

Read/Write: (2) The ability to read and write in a language, can be taken multiple times for many languages.

River lore: A general knowledge of river currents and river behavior.

Running: The knowledge of how to run efficiently for long periods, plus ten on running endurance (time) and plus five on running and running speed.

Sailing: Characters know how to handle a small sailing vessel.

Set Trap: (2) The ability to set various types of traps.

Set Broken Limbs: Characters may set broken limbs.

Sharp Shooting: Gives characters a plus five on their AIM score.

Silent Move Rural: (3) Being able to move silently in rural locations with a roll versus DXT.

Silent Move Urban: (2) Being able to move silently in urban areas with a roll versus DXT.

Singing: Characters with singing may sing with excellent skill.

Social Disarming: Allows the character to shock and befuddle people using their quick wit. A successful intellect check is required. The "victim" is stunned for roughly a round but may resist with an intellect check. The GM may rule that it should be more or less affective of certain people, depending upon social standing, and so on.

Spelunking: (2) Characters with this are experts at moving around in caves.

Spot Trap: Characters may identify simple traps by looking over a room or object.

Stone Working: Masonry skill, and the ability to carve out of stone.

Strike To Stun: (2) With a successful roll versus DXT a character can stun an opponent.

Tailoring: Being able to mend clothing, and sew together clothing from cloth.

Torture: Knowing how to torture someone without killing them.

Typing: The ability to type on a standard keyboard.

Ventriloquism: Characters with this skill can talk without moving their lips noticeably.

Wrestling: Characters can pin opponents with a successful roll versus DXT, and gain a plus one on physical damage.

Writing, Fiction: The ability to write fiction novels, etc.

Writing, Nonfiction: The ability to record events into a book, etc.

Writing, News Reports: The ability to write news reports.

World History: (3) A general knowledge of major world events.

The last step in creating a character is choosing his/her powers and gadgets. Characters begin with sixteen power points which can be used to buy new powers or saved to enhance them later. See the powers supplement for a listing and description of each power type and the gadgets section for similar references.

Instead of choosing powers themselves, characters or the GM may decide to have the powers made by the GM to best suite his/her campaign.

EXPERIENCE

Characters should receive roughly between fifty and seventy experience points per adventure not including any ASEB bonus. Experience points are awarded for good ideas, dramatic scenes, and generally good role playing. Fifteen experience points will buy one power point, thirty experience points will buy one skill point or one ability score enhancement point.

When enhancing ability scores, the lower it is the easier it is to raise. The following chart gives the prices for raising a score depending on how high it already is.

Ability score currently	One enhancement point raises score by:
10-15	4
16-35	3
36-50	2
51-80	1
81-89	1/2
90-98	1/4

When powers are enhanced after an adventure, modifiers may be taken away or added. When bonuses are added or penalties removed, the player must pay for it on the current level and every previous level. When penalties are added or bonuses removed, the player receives a deduction only on future levels.

COMBAT

Combat is broken down into three phases: Initiative, Attack, and Damage. In the initiative phase it is decided when each character takes his/her turn and all players announce what they are going to attempt to do. In the attack phase actual attacks and blocks are made, along with other non-combat oriented actions. In the damage phase wounds are calculated and hit points reduced accordingly. The GM also summarizes the combat sequence with a brief description.

Initiative

Characters with a higher reactions will take action before others in combat. The character (player or NPC) with the highest AD will make one attack, then the character with the next highest, etc. Once everyone has made one attack, the cycle is repeated. When a character has no more attacks available that round, he/she is skipped over. (Note: It is advised that players sit in a formation which reflects their characters' reactions so that attacks can easily be kept track of.

Attack

During any character's action he/she may elect to attack one or more opponents. If a character is attacking with a ranged weapon he/she may need to aim. To do so they need only to roll two ten sided dice as percentile dice, next any modifications to their AIM score due to distance, etc. must be made by the GM. If they have rolled under their aim score, they succeeded. If a character is attacking with a close range weapon, no aim roll is typically required in normal circumstances, though a GM is free to require one at his discretion.

Auto-dodge

When a character is hit, he/she gets to roll against auto-dodge on a 30 sided die. If they roll under their AD, they've successfully dodged without thinking about it, no attack is lost by dodging.

Dodge

Otherwise they're hit and may use any remaining attacks for that round to try to dodge. If they roll below their DXT on two ten sided dice as percentile dice, they have succeeded in dodging but have lost one attack. If the defender has a weapon or shield, he/she may attempt to parry instead of dodging.

Parry

To parry successfully they must roll under their DXT score, if they succeed they have met weapons with the attacker. If the attack is unarmed, then he/she suffers damage from the defender's weapon. If the attacker was also wielding a weapon, the two must both roll percentile dice versus their BRW. Defenders receive a penalty of ten when attempting to parry projectiles. If they both failed, they are thrown off balance and fall to the ground, taking one attack to get back up again. While on the ground characters are prone (see rules). If both characters succeeded, whichever rolled closer to zero has one the parry. The one to fail the parry is forced to the ground where he/she is prone. It will take one attack to stand.

If the characters tied exactly in their rolls and both passed, they must use their next attack and roll versus their BRW again, if one does not have a remaining attack that round it will be removed from the next round. If the GM sees fit, one or both weapons may break.

Damage

If a blow is not dodged or parried the attacker must roll for damage, according to the weapon, power, powered object's power, or the physical damage of a certain attack (see weaponless combat).

After damage is rolled for as the weapon specs call for, armor class and toughness is subtracted from the damage. The damage is then in turn subtracted from the victim's HP. If their hit points reach two, they have twenty rounds before they lose one HP. If their HP reaches one, they have four rounds until death.

Weaponless Combat

Weaponless combat is a fine art which focuses on holds, punches, kicks, and slams. For each move a certain number of attacks are required, a certain physical damage bonus or penalty modifies the character's physical damage, and there may be some requirement for action beforehand.

ONE HANDED PUNCH

The one handed punch is the most basic of all attacks, it has no modifiers to physical damage, takes one attack, and

requires nothing special.

RAPID TWO HANDED PUNCH

The two handed punch requires punching with both hands in rapid succession. This requires more coordination; therefore the defender gains a bonus of ten to their dodge, and the attacker does only eighty percent of the physical damage with each punch. However, both punches take only one attack.

UPPER CUT

The upper cut consists of the attacker making a wide, swinging punch at the face of his opponent. It does one hundred and twenty percent physical damage, takes one attack but defenders however gain a bonus to dodge of ten.

AXE HANDLE

The axe handle consists of interlocking both hands and swing them from the side at an opponent, usually onto his backside when he is knelt over. An axe handle requires two actions but does one hundred and fifty percent physical damage and the defender has a dodge penalty of fifteen.

STANDARD KICK

The standard kick does one hundred and twenty percent PD but takes up two attacks. A successful kick results in the defender having to make a DXT check (with bonus of twenty) to avoid losing their balance from the force of the blow, standing up again takes one attack. Boots or heavy shoes may incur additional damage.

JUMP KICK

To perform a jump kick a character must jump up into the air and kick someone with one foot while preparing to land on the other. It requires three attacks (damage is suffered on the second), and causes two hundred percent physical damage (plus footwear bonuses). Kicked characters must make a dexterity check to avoid losing their balance, standing again takes two attacks.

HEAD BUTT

To perform a head butt the two characters must be directly next to one another and the attacking character must take two attacks. The defender may dodge but with a penalty of twenty, a hit results in one hundred and twenty percent damage. Unless he can make a successful brawn check; the defender is dazed for one full round unless the damage was over eight in which case he is knocked out cold.

POWERS

Powers are what really set apart a hero from a normal good willed human. Powers must be bought in levels, and paid for by level. The level of a power measures how much control the character has gained over it. Most powers also have modifiers which are optional rules which modify the effect of the power, making it cheaper or more expensive. Unless specified, powers must be used every round for continual effect, and any power that must be aimed can also be dodged. Please note that the GM is at complete liberty to create variations of powers for use in his/her world, and is actively encouraged to make more modifiers to suit the player characters and NPCs.

Name: Animate Liquid Base Cost per Level: 10

Characters may animate one third of a cubic meter of liquid per level to change shape to perform various tasks. The user must be able to see the liquid to control it. The liquid cannot simply move but it may arch up into the air and spill over to somewhere else. The liquid may move up to five meters per round. The liquid may constrict about someone doing two HP of damage per round. Note: The liquid may not be any internal fluids unless they are out of a body. Liquids cannot be harmed in any way other than evaporation or freezing. For purposes of lifting and punching liquids have a strength sixty. Two characters battling over control for an amount of liquid must each roll versus intellect each round, only when one fails and the other succeeds will the liquid be controlled.

Modifiers: Specialized (-2/lvl), Weapon Use (+4), Ground Support (-3/lvl)

Specialized: The liquid may only be a certain type of liquid, i.e. acids (not water).

Weapon Use: The liquid may pick up weapons and use them to their fullest.

Ground Support: The liquid must be touching ground for support. If part of it is disconnected from the lower section, the disconnected part will be released from the user's control.

Name: Attract/Cling Base Cost per Level: 5

A character will attract a certain type of object to themselves or if the object is heavier, be attracted to it. The type of object may be as general as all bronze, and as specific as all firearms. A variable may not be taken, such as all loaded firearms. The object must be within a one meter per level radius of the character, and will be pulled toward the character at a rate of two meters per level. The character has no control over the pull and it will happen without their knowledge or will.

Modifiers: Certain Area (see below), Turn On/Off (+4/lvl)

Certain Areas: Only certain areas of a character will be attracted to the object type. Take a base cost of four and add points according to what areas are affected, the total point cost is rounded up. Head: -1/3, Neck: -1/3, Torso: 1,

One Hand: 1/4, One Foot: 1/4, Groin: -1/3, Leg: 1/4, Arm: 1/4.

Turn On/Off: The character may turn the power on or off at will, taking one attack to do so.

Name: Basic Energy Base Cost per Level: 5

The character shoots some form of energy. It may be from the fingertips, the eyes; anywhere. The energy has no range but the attacker receives a penalty to aim of plus 1 for every three meters beyond a ten meter range. This energy must be aimed and does one point of energy damage per level plus 1d2. The energy travels at a rate of seventy five meters per round

Modifiers: Long Range (+2/lvl), Guided I (+2/lvl), Guided II (+3/lvl), Guided III (+5/lvl), Guided IV (+7/lvl), Dissipation (-1/lvl), Selective (-2/lvl), Chargeable (+2/lvl)

Long Range: Bonuses to the defender's dodge start at twenty meters rather than ten, and increase every additional six meters instead of every three.

Guided I: The projectile is directed towards its target, it has an additional forty percent chance to hit (aim check plus 40) on the first round. It will home for one round per level, after that time it will continue on a straight path. While homing it has a twenty percent chance to hit.

Guided II: The projectile has a base of sixty percent with 30% after movement. Same Homing rules.

Guided III: The projectile has a base of eighty percent with 40% secondary. Same homing rules.

Guided IV: The projectile automatically hits. Same homing rules.

Dissipation: The energy dissipates after one round per level.

Selective: The power only harms certain types of objects, such as electronics.

Chargeable: By taking additional rounds to charging the power, its damage is increased: multiply the number of rounds by damage (not including the 1D2). Maximum number of rounds is equal to level.

Name: Bestow Power in Object Base Cost per Level: 3

This power grants a character the ability to bestow a power which he/she already possesses into an object. The character must decide how the power will be activated by the user. The object cannot receive a power of greater level than that of the character's power, or greater than this power's level. The transfer takes five minutes per level of the power being given, and must be performed by three characters who are of equal or greater skill in this power level. The power must be bought by all three characters for the object and may not be changed later. If the power's level is one third that of this skill, a single person may perform the exchange, or with sixty percent, two people.

Name: Breath Weapon Base Cost per Level: 7

Characters can breath out energy of some kind upon command. This energy can be anything from plasma to gamma radiation. It cannot be heat or cold though, for that characters should use the cone of heat/cold power. This energy cone does one point of physical damage per level plus 1d2. The cone extends for one meter per level, and ends in a circle which is one third of a meter in diameter per level. The energy is blocked by targets and other physical objects even if it would naturally not be (i.e. radiation).

Modifiers: Harmless (-5/lvl)

Harmless: The energy is a mostly harmless substance such as water, or a thick fog.

Name: Charge Object Base Cost per Level: 5

A character may charge one object per round with an energy which causes the weapon to do energy based damage of one per level plus 1d3 in addition to the standard physical damage of the object. An object may not be charged more than once until the first charge wears off. The charge lasts for two rounds plus one per level.

Modifiers: Extra Damage (+3/lvl), Longer Effect (+2/lvl), Permanency (+6)

Extra Damage: The charged weapon does 1d3 energy based damage plus two per level.

Longer Effect: The charge lasts for two rounds plus three per level.

Permanency: This may not be taken with longer effect; it causes an object to stay charged for a much longer period of time. The character must use this power a number times equal over the course of a day equal to the power level in order to successfully charge an object permanently. It will last until it has done a number of points of damage equal to the maker's power level squared, times five.

Name: Climb Base Cost per Level: 7

Characters can climb sheer surfaces of any kind, as long as they are solid and not slippery, etc. A character can cling for two rounds per level before he/she must let go and re-acquire their grip. Characters can only grip onto something with their hands, feet, or any other flexible appendage such as a tail.

Modifiers: All of body (+3/lvl), Concentrate (-2/lvl)

All of Body: A character can cling to a surface with any part of their body.

Concentrate: Characters must concentrate for one attack every round that they are clinging.

Name: Control Animals Base Cost per Level: 9

This allows a character to directly control the intentions (not the actual actions) of a particular animal species (not human). The character may direct such intent as killing a specific target, destroying something, etc. An animal may not perform complex actions which it could not normally perform such as operating a computer. The character may influence one average to large sized animal per level, two small sized animals (rabbits, birds), or five very small animals (small snakes, insects) for one round at a time. Each round the character must use one attack to influence the animal's behavior.

Modifiers: Emotion Only (-4/lvl), One Animal (-5/lvl)

Emotion Only: The character may only influence an animal's general disposition, rather than their actual intent.

One Animal: Only one specific animal per level may be influenced by a character.

Name: Create Object Base Cost per Level: 4

The character may create a certain object such as baseball bats. The object may be one third of a cubic meter in size per level, and takes one round per level to create. The object must do minimal damage (1d2), and will crumble after one day per level. The character may have a maximum of two objects per level in existence.

Modifiers: Damage (GM's choice), Broad Type (+3/lvl)

Damage: The object does whatever damage is appropriate to it's type, the price is up to the GM's, based on how much damage it can inflict.

Broad Type: The character may create objects in a certain type. Such as writing implements. Note that the GM should review the type and can add extra cost depending on how broad the type is.

Name: Create & Launch Temporary Object Base Cost per Level: 5

Characters can quickly create a particular object and then launch it, causing physical damage. The object must be fairly simple, no complex gears or electronics may be involved. Normally a number of objects equal to level may be made in one attack and thrown in another, causing two points of damage each. The objects are aimed as a group but each must be dodged individually. The projectiles may be launched as far as 100 meters but the attacker receives a penalty of plus one to aim every three meters beyond ten. The projectiles dissipate one round after they hit something.

Modifiers: One Motion (+2/lvl), Charged (+4/lvl), Extra Damage (+2/lvl), Guided I (+2/lvl), Guided II (+3/lvl), Guided III (+5/lvl), Guided IV (+7/lvl), Fewer Objects (no cost), Modifiable (+1/lvl)

One Motion: The projectiles are created and thrown all in one round.

Charged: Each projectile does normal damage plus one in energy damage every level.

Extra Damage: Each projectile does three points physical damage per level rather than two.

Guided I: The projectile is directed towards its target, it has a forty percent base percentage to hit the target if the target moves. It will home for one round per level, after that time it will continue in a straight path.

Guided II: The projectile has a base of sixty percent. Same Homing rules.

Guided III: The projectile has a base of eighty percent. Same homing rules.

Guided IV: The projectile automatically hits. Same homing rules.

Dissipation: The energy dissipates after one round per level.

Fewer Objects: Instead of creating a number of objects each doing two points, a single object is made doing two points of damage per level. Any combination can also be made.

Modifiable: Can only be taken with Fewer Objects. The character decides how many objects to launch; the smaller the number of objects (proportionate to level), the greater the number of rounds the character must charge the power, to a maximum of two rounds.

Name: Dancing Lights Base Cost per Level: 1

The ability to create several dancing spheres of light which entertain crowd, etc. A character may create one light per level. These lights will either stay hovering around the user or will stay in a fixed location. They randomly dance around leaving slightly glowing trails. They will move around within a sphere that is one cubic meter large per three levels.

Modifiers: Visible Control (+1/lvl), Invisible Control (+2/lvl)

Visible Control: The user can control the spheres in a limited way through hand gestures.

Invisible Control: The user can control the spheres without making hand motions. This may not be taken with Visible Control.

Name: Darkness Base Cost per Level: 2

The character has the ability to enshroud the area darkness of any desired degree up to near pitch black. The darkness has a maximum radius of one meter per level, ten is the maximum level. The darkness must be controlled by using one attack per round.

Modifiers: Spotlight (+1/lvl)

Spotlight: At will the character may cause the darkness to be in the form of a cone. The cone is two meters long per level and one third of a square meter at the end.

Name: De-charge Object Base Cost per Level: 6

A character may de-charge one normally charged object per round, permanently charged objects take three rounds of full concentration.

Name: Detection Base Cost per Level: 4

Characters are aware of a certain thing within three meters per level, this can range from kryptonite to fire arms, it is usually a substance or type of object although it could be a specific event or action. Nothing as broad as danger, or attack may be taken without a special plus to cost judged by the GM.

Modifiers: Broad Topic (GM's choice), One object (-2/lvl)

Broad Topic: For a topic which is very broad the GM must decide if it will be allowed and how much extra it will cost.

One Object: The character may only sense one particular object or person such as their arch nemesis.

Name: Disguise Base Cost per Level: 10

This allows a character to alter his/her outward appearance in order to resemble another.

The change is only an approximation and close friends/colleagues will not be tricked. In order to change, a character must have

seen the person for at least one minute (four rounds) to study his/her features. The transformation requires one attack both ways. A character may retain one face in memory per level.

Modifiers: Touch required (-3/lvl), Long Study (-2/lvl)

Touch Required: Instead of merely looking at a person, the user must also touch the person's face in addition to studying it.

Long Study: The careful study of a face takes four minutes instead of one.

Name: Electricity Base Cost per Level: 7

A character may generate electricity anywhere in his/her body and providing that part of the body is touching something grounded. The electricity does one damage per level plus 1d2. Any character being electrocuted must roll versus his/her AGI, if he fails, he cannot break away from the electrified object until the electricity stops. For every level of electricity used, the victim receives a penalty of two to their DXT check.

Modifiers: Localized (-GM/s choice/lvl)

Localized: Electricity may only be generated in a certain part of the body.

Name: Energy Shield Base Cost per level: 5

A character may establish a shield of energy which reduces all physical attack damage by two per level and all energy based attacks by one per level. The shield takes one attack to establish and may be kept up for one round per level.

Modifiers: Impervious (+4/lvl), Split Second (-2/lvl), Physical Block (+2/lvl)

Impervious: The character moves one third normal rate and may not attack, but up to one physical attacks per level is fully blocked each round and all energy based damage is reduced by one point per level.

Split Second: The field lasts only a moment, requiring a REAC check to establish.

Physical Block: The shield completely blocks any physical attacks doing damage equal to or less than the power's level. The shield behaves normally for energy based attacks.

Name: Enhanced Reflexes Base Cost per Level: 7

Characters with enhanced reflexes can move their muscles at an extremely high rate, this does not affect movement. The character gains a bonus of plus one to their auto dodge plus one per additional level, and a plus three to AGI per level. If they also have lightning fast perception they receive an additional plus two to AGI per level, and one extra attack per level.

Modifiers: Danger (-1/lvl)

Danger: The character's reflexes will only speed up in life threatening situations such as combat.

Name: Extra Size Base Cost per Level: 4

Extra size grants a character inordinately large size. A character is one meter taller per level and has an appropriate build. Extra size in itself does not grant strength although super strength is one point less expensive per level (to a minimum of four).

Modifiers: Localized (see below), Turn On/Off (-1/lvl)

Localized: Only a certain area of the body is affected such as the torso. Both hands and both feet are each taken together. This power's total cost is than at a base of one per level as well as additions by the GM depending upon the body part or parts.

Turn On/Off: The character may turn the increased size on or off, taking one attack per level do so.

Name: Extra Toughness Base Cost per Level: 6

This makes a character tougher than normal, giving him/her a natural AC of one per level. This counters one HP of damage from every attack for both energy or physical damage (a weapon which delivers both has each type of damage reduced).

Modifiers: Slow (-1/lvl), Specialized (-1/lvl), Turn On/Off (-1), Berzerker (-3/lvl)

Slow: Characters are slowed down by one meter per round for every level of extra toughness (20 meters per round normally).

Specialized: The extra toughness only applies to energy or physical attacks, one or the other.

Turn On/Off: The character may execute the toughness upon command, taking one attack to initiate and one attack to shift back to normal.

Berzerker: This cannot be taken with Slow or Turn On/Off. The character only gets his/her abnormal toughness when gotten angry only.

Name: Field Creation Base Cost per Level: 10

A character can create a barrier in a hallway, between trees, etc. The field may be no larger than two square meters per level. The field takes one round per level to establish and remains for two hours per level afterwards. The field stops all energy and matter from moving through it. The field may be re-energized before it collapses, which takes one round per two levels.

Modifiers: Incapacitation (+3/lvl), Drainable (-3/lvl), Damage (+3/lvl), Longer Duration (+3/lvl)

Incapacitation: The field incapacitates anyone who touches it for one round per level. Each point of natural AC the victim has reduces this by one round.

Drainable: If the field suffers more than thirty points of energy damage in one round it will temporarily collapse for two rounds.

Damage: The field will inflict one point of damage per level to anyone who touches it.

Longer Duration: The field remains in place for one day per level rather than one hour.

Name: Field Dissipation Base Cost per Level: 6

This gives a character the power to dissipate fields. The character can dissipate fields of equal or lower level than their own power - dissipation requires the character to touch the field with either hand and concentrate for one attack per level of the field. The character experiences no adverse effects from the field as long as only their hands are touching it.

Modifiers: Range (+3/lvl), Adverse affects (-4/lvl), No Wait (+5/lvl)

Range: Fields may be dispersed at a range of one meter per level. This may not be taken with adverse affects.

Adverse affects: The character experiences all adverse affects of the field while touching it, including incapacitation. If incapacitated while touching a field the character will fall to the ground and continue touching the field with his/her hand until it is dispersed. See the Power vs. Powers section for further descriptions.

No Wait: The field takes one attack to disperse regardless of its level (the character still cannot dissipate fields of a higher level though).

Name: Flying Base Cost per Level: 6

Characters may fly at five meters off the ground, plus an extra ten meters per round per additional level (starting level 2). Characters may perform other actions while flying and may maneuver freely.

Modifiers: Concentrate (-2/lvl), Altitude Limit (-2/lvl), Jumps (-3/lvl).

Concentrate: Characters must concentrate heavily while flying. They may perform only a small number of actions per round; getting one third the number of their attacks.

Altitude Limit: The character may hover a maximum of ten meters off the ground.

Jumps: The character may only fly into the air for brief spurts of time, simulating jumps of a sort.

Name: Glowing Light Base Cost per Level: 1

Glowing light produces a glowing ball of energy that hovers near the character. It is as bright as one 50 watt light bulb per level, level five is the maximum level. Anyone viewing the light directly at level five is blinded for five rounds. The light may be any color the user desires and it may be changed while in use.

Modifiers: Spotlight (+1/lvl), leave ball (+1/lvl), control ball (+1/lvl)

Spotlight: At will the character may cause the energy ball to emit a spotlight at twice the brightness level. At level three it blinds anyone directly viewing it for five rounds, for every level above level three, it blinds for an additional two rounds.

Leave ball: The character may leave the ball of energy behind. The character may have a number of balls equal to the level times two.

Control ball: The ball may be controlled to move around while it is visible.

Name: Good Luck Base Cost per Level: 4

This gives a character good luck, for everything from clumsiness to attacking. Characters gain a bonus of two on all ability score checks, and a bonus of one on auto dodge rolls, per level.

Name: Ground Movement Base Cost per Level: 4

A character may walk and run at an extra 10 meters per round per level. Thus, at level two a character could walk at 40 meters per round and run at 60 meters per round as opposed to 20 and 40 without having taken ground movement.

Name: Heal Light Wounds Base Cost per Level: 3

Characters may heal another or him/herself once per day, per level. The person being healed regains two hit points and all minor appearances of damage are eliminated. The healer must touch the other person and must continue to do so for one round. Multiple heals may be made in rapid succession with no penalty.

Modifiers: Heavy Healing (+1/lvl)

Heavy Healing: Characters heal three HP rather than two.

Name: Heat/Cold Base Cost per Level: 6

A sphere of cold or heat will form around the user for two thirds of a meter per level, causing 1d4 plus one damage per level as well as frostbite or heatstroke. Frostbite causes 1 additional damage for two rounds after per level - the effect of multiple exposures to cold does not bring on collective damage from frostbite. Heatstroke incapacitates someone for two rounds per level up to six, and causes 1 damage - the effects of multiple heatstrokes is cumulative up to three.

Modifiers: Cone (-1/lvl), Weak (-3/lvl)

Cone: Instead of a sphere of heat or cold, a cone is shot from the user which must be aimed. The range of the cone is one meter per level, and ends in a circle which is one third of a meter in diameter per level.

Weak: The cold or heat does only 1 point of damage and cold has no prolonged effects.

Name: Hedge Base Cost per Level: 3

A character may summon a hedge of various dense plant life to sprout from the ground three meters away from the him/herself per level by throwing some bit of plant at the ground (does not have to be aimed). The hedge may be three cubic meters per level, the height, length and depth of the hedge is by the user's choice. It must be used on soil of some kind (desert will do) and may not extend beyond the dirt for more than one meter. The hedge grows in one round regardless of size. One cubic meter of the hedge may be moved through in one round. The hedge may be destroyed by energy weapons or weapons such as knives, but any standard physical attack will be repelled.

Modifiers: Thorns (+2), Slower Growth (-2), Regrowth (+3/lvl), Shape (+2/lvl)

Thorns: The hedge does one damage per level every round to anyone who is moving through it.

Slower Growth: The hedge grows at a rate of six cubic meters per round.

Regrowth: The hedge regenerates from any damage at the rate of four cubic meters per round.

Shape: The hedge's shape may be something other than rectangular and must be decided upon at growth, any hollow space within the hedge is not paid for.

Name: Hover Base Cost per Level: 2

This allows characters to hover one third of a meter off the ground per level. The character may not use a travel at the same time, but may perform all other action normally. They may not hover over liquids.

Modifiers: Tricks (+1/lvl), Liquids (+1/lvl), Travel (+1/lvl), Fast Travel (+3/lvl), Any Surface (+2/lvl), Concentrate (-1/lvl)

Tricks: The character may swing upside down, seem to balance in air on one finger, etc. The GM must decide what a trick is.

Liquids: The character may hover over liquids.

Travel: The character may travel over the ground at one half their normal walking speed. (10 Meters per round for most humans)

Fast Travel: Travel is possible and the character moves at an extra two meters per round beyond normal movement speed per level (may not be taken with basic travel).

Any Surface: The character can hover over any substantial surface, not just the ground.

Name: Illusionary Allies/Foes Base Cost per Level: 7

A character may create the illusion of one ally or foe per level. The illusion must be concentrated upon for two attacks per level to be created, after that the illusion will act out one action such as walking to the end of the room, or attacking the user. The user may change or give new orders to the illusion by concentrating for one round. The illusion remains as long as it is within ten meters per level from the user and is at a location where the user can see it, although the user does not have to be looking at it. These illusions have no substance, smell, taste, or anything except a visual existence.

Modifiers: Concentrate (-3/lvl)

Concentrate: The user must concentrate on his/her illusions, may perform limited actions and has only one third of their normal number of attacks. If they stop concentrating, the illusion fades.

Name: Illusionary Army Base Cost per Level: 12

A character may create an Illusionary army of five men per level, it takes one round per one hundred men to summon the army. The army is controlled on a board with small figurines each of which represents one man. Usually the character will carry a small collapsible tent and chair to erect in order to control the Army undisturbed, although if the user is disturbed the army will simply remain standing, doing whatever their last order was providing that the user is not interrupted for more than three rounds,

if he is the armies' men/women seem to collapse before fading. Each figure may be given moved, told to stand their ground, or told to attack. The figures and board are created with the army and are simple plastic men/women. The troops may not move in any way other than walking or running and may only use hand to hand combat. All army units behave like real humans in almost every respect, breathing, yelling, etc.

Modifiers: Vehicles (+3/lvl), Only vehicles (-4/lvl)

Vehicles: One vehicle per level may be added to the army in addition to the troops, vehicles behave in similar ways and have their own figures for the user.

Only Vehicles: Instead of troops, the army gains one vehicle per level. This may be taken in conjuncture with Vehicles for added vehicles.

Name: Illusionary Object Base Cost per Level: 5

A character may create the illusion of one object per level. The illusion must be concentrated upon for two attacks to be created and will then either sit still or move around. The object may be no larger than one third of a cubic meter per level. The user may change or give new orders to the illusion by concentrating for one attack. The illusion remains as long as it is within five meters per level from the user and is at a location where the user can see it, although the user does not have to be looking at it. These illusions have no substance, smell, taste, or anything except a visual existence.

Modifiers: Concentrate (-2/lvl)

Concentrate: The user must concentrate on his/her illusions, may perform limited actions and has only one third of their normal number of attacks. If they stop concentrating, the illusion fades.

Name: Immunity to Elements Base Cost per Level: 5

Provides immunity to a particular element such as fire, or acid. The immunity lasts for one round per level upon entering the element. For many elements, a character is protected from 300 degrees per level or an equivalent. Immunity does not include the ability of breath when submerged in a substance, or resist its crushing force (i.e. no immunity to the ocean).

Name: Immunity to Poison Base Cost per Level: 6

A character experiences one half the effects of any poison that affects a bodily system (flesh-eating substances are excluded for example). Poisons with a delayed effect also, generally speaking, have double the delay. Additional levels half all poisons' effects additional times (level four results in 1/16 poison power).

Name: Incapacitate Base Cost per Level: 7

This attack renders one enemy unconscious for two rounds per level, no aim is required but the target must be within one meter per level. If the person is aware it, they can make an INT check to block the power, though a successful INT check by the user with a greater success margin overrides the block.

Modifiers: Must be Aimed (-2/lvl), Touch (-3/lvl)

Must be Aimed: The user must aim his attack and the defender may dodge.

Touch: The user must touch his/her target to incapacitate them. This may not be taken with Must be aimed.

Name: Invisibility Base Cost per Level: 9

Characters may become invisible and cause nearby objects per no greater than one third of a cubic meter per level to become invisible. The character must be touching any invisible object for it to remain invisible. The character may attack, although defenders will always be able to see weapons which they are hit with including fists, etc. and will thus gain some knowledge as to where the invisible character is. Once a character or his/her weapon stops touching a visible opponent it the object will become invisible again. Object must be made invisible at the same time the character is. Objects will become visible if dropped and will remain visible even if picked up again. Invisibility lasts for five minutes per level.

Modifiers: Slow Initialization (-2/lvl), Theatrical Effect (+1/lvl), Shadow (-3/lvl), Unobtrusive (-5/lvl)

Slow initialization: The character must concentrate on becoming invisible for a number of attacks equal to level to become invisible. The character may revert to visible instantaneously.

Theatrical Effect: A small visual effect accompanies become visible and invisible such as a swirl of smoke and a clap of thunder.

Shadow: The character merely becomes a dark shadow rather than entirely invisible.

Unobtrusive: Rather than being invisible the character simply tends to blend in, and not be noticed.

Name: Lightning Fast Perception Base Cost per Level: 5

A character will perceive the world moving at two thirds its normal rate because their nervous system is sped up. They cannot move any faster but can think at a sped up rate. Characters gain a plus two to DXT and INT per level.

Modifiers: Danger (-1/lvl)

Danger: The character's system will only speed up in life threatening situations such as combat.

Name: Make Noise Base Cost per Level: 2

Characters using this may cause a simple sound to occur. It may be as loud as a fire alarm, and may vary from heavy breathing to a fist fight. Any sound may be created except for speech. The sound lasts for one round and may be projected from one meter from the character per level.

Name: Natural Weapon Base Cost per Level: 6

A character has some sort of physical weapon which is part of them, it could be anything from claws to a tail. It does the character's physical damage plus one per level, plus 1d2.

Modifiers: Hidden Normal (-1/lvl), Hidden Fast (+1/lvl)

Hidden Normal: The weapon is hidden somehow and takes one attack to ready.

Hidden Fast: The weapon is hidden somehow and takes a fraction of an attack to ready.

Name: Open Door Base Cost per Level: 3

Characters may open all doors by pointing at one and shooting a small ball of energy at it. At level one, normal locked doors may be opened, at level two mechanically locked doors may be opened, and at level three electronic doors may be opened.

Modifiers: Touch (-1/lvl)

Touch: Characters must touch the door to open it.

Name: Pass Through Substance Base Cost per Level: 10

This allows characters to pass through a certain substance such as glass. The substance seems to melt away as the character passes through and build up around the edges of the hole. The substance re-forms itself as the character exits it. The substance may be fairly general such as glass or wood. A character may pass through objects as thick as one meter per level. Note that humans skin must be taken separately from human organs, etc.

Modifiers: Localized (see below), Specific Substance (-3/lvl), Certain Object (-6/lvl)

Localized: Only a certain part of a character may pass through the particular substance. This power's total cost then starts at a base cost of four plus any additions for certain parts as judged by the GM.

Specific Substance: The substance is fairly specific such as all pine wood.

Certain Object: The character may only pass through one chosen object, if the object is destroyed a new object may be selected if the GM allows it.

Name: Precipitation Protection Base Cost per Level: 2

Provides protection from rain, snow, hail, etc. for anyone in a one meter radius from the user per level, minus one. Objects are not protected, only people within the sphere.

Name: Physical Pocket Base Cost per Level: 2

This power grants a character one large (6 cubic inches), three medium (2 cubic inch), or six small (1 cubic inch) physical pockets per level. These pockets are always open.

Modifiers: Open/Close (+2/lvl)

Open/Close: The user may open and close the pockets upon command, taking one attack for any number to open or close.

Name: Physical Prowess Base Cost per Level: 4

This gives a character high physical prowess, boosting their DXT by two per level, and giving a plus one on auto dodge.

Name: Plant growth Base Cost per Level: 5

Characters may summon various plants to sprout from the ground three meters away from the him/herself per level by throwing some bit of plant at the ground (does not have to be aimed). The character may create twenty small flowers per level, three low shrubs or saplings per level, one medium sized bush or small tree (six-ten meters) per level, one medium sized tree (eleven-twenty meters) per two levels, one large tree (twenty-forty meters high) every five levels, or one gigantic tree (forty-sixty meters high) every seven levels.

It must be used on soil of some kind (desert will do). The plants grow in one round per level. The plants may not normally possess any substantially harming part.

Modifiers: Control (+2/lvl), Sentience (+4), One Type (-2/lvl), Thorns (+2/lvl)

Control: By touching the plant for one attack a character may cause the plant to sprout, flower, etc. They may control plants which they have not created, although the plant must be of a size which they could create.

Sentience: The plants possess rudimentary intelligence and can fend for themselves and their creator. They will also protect characters of similar alignment to their creator to some extent. Sentient plants may grab, holding a person or creature at varying strengths: 20/Flowers, 30/shrubs or saplings, 40/medium sized bush or small tree, 55/medium sized tree, 70/large tree, 90/gigantic tree. See combat section for more details on holds. The plants may also grapple at a person doing one damage per level plus thorn damage.

One Type: The character may only summon one type of plants.

Thorns: Thorns do one damage per round to anyone walking through them.

Name: Produce Cord Base Cost per Level: 5

A character can produce various types of cord, chain, webbing, etc. It can originate from anywhere on their body. The cord is produced at a rate of fifteen meters per round, up to ten meters per level. The cord can resist ten BRW per level, otherwise a BRW check is made.

Note that eighty nine is the maximum for resist. The cord will break down and disintegrate after one hour per level. See the combat section for rules pertaining to whipping cords, etc.

Modifiers: Durable (+2/lvl), Create Object (+1/lvl)

Durable: The cord can withstand twenty BRW per level rather than ten. Eighty nine is still the maximum for resistance.

Create Object: The character may link the cord and a created object immediately after the object is created.

Name: Pyrotechnics Base Cost per Level: 9

The ability to create pyrotechnics of various sorts. The show may be projected up to one meter from the character per level or around the character him/herself. It lasts for one round per level and must be prepared for one attack before. During the show two small rockets per level fly around, five fizzlers per level randomly go off, one fireworks per level goes off, smoke and spark fly everywhere and small explosions accompany the entire show. Firework ashes do 1d3 damage, small rockets do 1d2+2 damage, and fizzlers do one damage, smoke inhalation does various things (GM's choice). The rockets, etc. are all relatively contained and will not go beyond one meter from the center of the show along the ground, and will go no further than three meters higher.

Modifiers: Self Based Only (-5)

Self Based Only: The show must be centered around the character. He/she cannot be hurt, blinded, or inhale smoke.

Name: Regeneration Base Cost per Level: By GM's Wish Only

Characters with regeneration can heal any wound which does not kill them, they regain one hit point every X number of hours, where X is the GM's choice. Limbs, parts of brain, etc. can be re-grown.

Modifiers: Heal After Death (GM's Wish Only), Vulnerability (-GM's choice), Localized (-GM's Choice)

Heal After Death: A character may heal wounds which did kill them, they continue to regenerate after death. Mortal wounds regenerate ten times slower than normal wounds.

Vulnerability: A character cannot regenerate wounds caused by a certain weapon such as acid or fire. Many wounds caused by these substances may be healed normally, but lost limbs may not be recovered. By the same token, a character could only regenerate damage from a particular substance.

Localized: The regeneration only affects certain parts of the character such as the torso.

Name: Repel Base Cost per Level: 8

A character will repel a certain type of object or if the object heavier, they from it. The type of object may be as general as all acid, and as specific as all sharks, a variable may not be taken such as all burning coal. The object must be within a one meter per level radius of the character, and will be repelled outside of the radius at a rate of two meters per round per level level. The character has no control over the repel and it will happen without their knowledge.

Modifiers: Turn On/Off (+3/lvl)

Turn On/Off: The characters may turn the power on and off as they wish.

Name: Shadow Melt & Move Base Cost per Level: 7

A character can melt into a shadow while they are touching it. They may then move along the shadow and adjoining shadows at their normal running speed and may melt all or some of themselves. The melting takes one attack exactly as does the reformation. They may not normally attack while in shadow form. The character may remain in shadow form for two rounds per level. A character trapped within a shadow if it dissipates must make a DXT check with a bonus of ten to avoid being

destroyed with it. A character within a moving shadow will move with it.

Modifiers: Attack While Melted (+3), No Movement (-3)

Attack While Melted: The character may shoot physical objects (charged or not) out of the shadow. Energy may not be used.

No Movement: The user may not move while within the shadow.

Name: Shock Wave Base Cost per Level: 6

The ability to generate a wave of force which spreads away from your body. The shock wave does one damage per level starting at level three. Hit characters must make a roll versus dexterity to avoid losing their balance, stumbling to the ground and then taking one attack to get back on their feet. At level one defenders gain a bonus of minus five to their save. Defenders receive a penalty of plus five to their save every three levels. The shock wave extends away from the user for one meter per level.

Modifiers: Cone of Force (-2/lvl)

Cone of Force: Instead of a shock wave, the force is in the form of a cone which must be aimed. The cone extends for two meters per level and is one cubic meter wide at its largest.

Name: Smoke Cloud Base Cost per Level: 3

A character can produce a large cloud of dark gray smoke. The smoke can originate up to two meters per level away from the user, and is one cubic meter in size per level. The user must make some sort of hand gesture, thus taking one attack. The smoke billows out of a fixed point and quickly dissipates into the air.

Modifiers: Colours (+1/lvl), Wisp (+0/lvl), No Motion (+1/lvl), Long Lasting (+2/lvl)

Colours: The user may choose any colour of smoke he/she wishes, the smoke may also be made up of many different colours.

Wisp: Instead of a billow, the smoke appears in the form of a long wisp which is three meters long per level and appears in the same shape as the character's hand motion.

No Motion: The character does not have to make a hand motion, although it still takes one attack to create.

Long Lasting: The smoke dissipates in five rounds rather than one.

Name: Store/Retrieve Object Base Cost per Level: 5

Characters may store one object per level. The object may be no greater than one twenty seventh of a cubic meter per level. The object must be touched in order to be stored, at which point the object glows for a moment and then fades. The object may be stored for as long as the character wishes. No living materials, non enclosed liquids or gases, acids, radioactive materials, or volatile chemicals may be stored. It requires one attack to summon the object.

Modifiers: Volatile Materials (+3/lvl), Living Materials (+2/lvl), One Type (-2/lvl), One Object (-3/lvl), One Object With Create (+1/lvl), Slowed Process (-1/lvl)

Volatile Materials: Volatile materials may be stored.

Living Materials: Living matter may be stored.

One Type: Only one type of object may be stored such as wooden objects.

One Object: The character may only store one particular object, if the object is destroyed a new, equal object may be chosen if the GM allows it.

One Object With Create: Similar to One Object but when the object is destroyed, the character can take one hour to create the object again.

Slowed Process: The process instead requires three attacks to invoke.

Name: Stretch Base Cost per Level: 11

This allows characters to stretch at will, making themselves thinner in the process. They can stretch two thirds of a meter per level, the stretch takes them one attack per round although returning to normal size takes no time at all. They can hold the stretch for one round per level, they cannot stretch again for one round. Physical attacks made with stretched limbs due less damage, how much less is up to the GM.

Modifiers: Localized (-GM's choice/lvl), Transform (-2/lvl)

Localized: Only certain parts of the character may stretch.

Transform: The character must use a transform self power on the part of them which stretches, when they stretch it. They may still change themselves without stretching.

Name: Summon Animals Base Cost per Level: 5

A character can summon one large or average sized, two small, or five very small animals per round per level assuming

they are within fifty meters per level. The animals will come as soon as they physically can and will then stay with the user for as long as one hour per level. They will behave normally but will not attack the summoned unless he/she so desires. The summoner must choose a particular type of animal such as snakes to control when the power is used.

Modifiers: One Species (-1/lvl), One Family (-2/lvl), One Animal (-3/lvl)

One Species: The character must choose one species rather than one group, such as viper snakes. This may not be taken with One Family or One Animal.

One Family: The character may summon one particular immediate family of animals only. This may not be taken with one species or one animal.

One Animal: The user may only summon one specific animal. This may not be taken with either other modifier.

Name: Super Strength Base Cost per Level: 6

This makes a character stronger than normal, giving him/her a strength bonus of plus five per level.

Modifiers: Slow (-1/lvl), Turn On/Off (-1), Berzerker (-2/lvl), Side Effect (-1/lvl)

Slow: Characters are slowed down by one meter per round for every level of extra toughness (20 meters per round normally).

Turn On/Off: The character may turn on the strength upon command, taking one attack to initiate and one attack to shift back to normal.

Berzerker: This cannot be taken with Slow or Turn On/Off. The character only gets his/her abnormal strength when made angry.

Side Effect: The strength increase causes the character to look out of the ordinary in some way, such as stone-like skin.

Name: Telekinesis Base Cost per Level: 13

This lets a character move an object in a limited manner without touching it. The object can be no larger than one cubic meter per level, can be no heavier than five pounds per level, and can be no farther from the character than one meter per level. A character may also throw or deflect an object at two meters per round per level away from them as long as the object is not moving towards them faster than two meters per round (per level). Deflection takes up two attacks.

Modifiers: Deflection Only (-7/lvl), Control Only (-5/lvl)

Deflection Only: The power is limited to deflecting objects.

Control Only: The character may not deflect objects.

Name: Telepathy Base Cost per Level: 8

A character can telepathically communicate to someone else within one half of a kilometer per level. The message can only be one way unless the other person also has telepathy. It takes one attack to send a short message.

Modifiers: Two Way (+4/lvl), No Range (+10/lvl), Empathy (+2/lvl)

Two Way: The character may also listen to messages specifically sent to him/her in a another character who does not have telepathy.

No Range: The telepathy has no range but become increasingly difficult the farther away the other person is. Every ten kilometers after five means that the user must spend an additional attack to communicate.

Empathy: The character may sense emotions from others, although the emotions sensed may be fairly specific, such as vengeance. The range is limited to ten meters per level.

Name: Teleportation Base Cost per Level: 11

Characters can teleport to any location within six meters per level providing that they can see the location. The Teleportation is near instantaneous, when used the character will arrive at the beginning of the next round. The event is without visuals; the person merely fades or disappears.

Modifiers: No Visible Requirement (+6/lvl), Concentrate (-2/lvl)

No Visible Requirement: Characters do not need to see the location that they are teleporting to.

Concentrate: The character must concentrate for one action for every five meters of distance.

Name: Transform Self Base Cost per Level: 8

A character has the ability to transom themselves into a particular object. The object cannot move and is prone during combat. The object's mass may not vary by more than one fourth of the character's mass per level minus one fourth of the character's mass. The object may also not exceed the character's volume times two per level, or be below the character's volume divided by two per level. The character may not use any other powers while transformed and may not have any powers used on him/her that would normally be reserved for humans. The character does not need to breathe, eat, etc. while

transformed. The transformation takes one whole round every two levels, up to four rounds.

Modifiers: Invincible (+5/lvl), Other Powers (+3/lvl), Gravity Change (+4/lvl)

Invincible: The character is invincible while transformed. If Other Powers is also taken, the character may still not move in any way.

Other Powers: The character may use other powers while transformed, including non-appendage based travel unless Invincible is also taken.

Gravity Change: The character may change into a material which differs from their mass divided by level in either direction.

Name: Trigger Phobia Base Cost per Level: 10

The ability to trigger someone else's phobias through telepathy. It takes one round of complete concentration to trigger and the user must be able to see the other, if the user is attacked, his/her concentration is broken, other things such as noise can be blocked out. Once the phobia is triggered the victim suffers from extreme paranoia and is completely unable to focus on anything else, this state continues for one round per level plus one. Phobia triggering is not cumulative in strength, although it may be used again to increase the length of time. If the victim is aware of the user attempting to use his/her powers, the victim may roll against intellect with a penalty of 10 avoid the trigger, if they succeed the user must also roll versus intellect with a penalty of plus 20. If the user fails then he/she has failed in their attempt and cannot try again on that character for two rounds. Note that the victim must be aware of the specific attack in order to resist, simply knowing of the attacker's powers is not enough.

Modifiers: Range (-3/lvl), Touch (-6/lvl)

Range: Instead of merely having to be visible, the defender must also be within a ten meter radius from the user.

Touch: The user must touch the victim. This may not be taken with Range.

Name: Ventriloquism Base Cost per Level: 7

Characters may force another to say something. The victim must not be talking when the speech begins. The victim moves his/her mouth and talks in unison with the user who must move his/her lips but is not required to speak. The speech may be maintained for one of the user's attacks per level, between speech the user must rest from ventriloquism for four rounds. The user must see the other person and must be looking at them.

Modifiers: No Vision (+2/lvl)

No Vision: The user must be able to see the person but does not actually have to be looking at him/her.

GADGETS SUPPLEMENT

Any object which a hero carries with him/her, no matter how ordinary, qualifies as a gadget. Heroes gain a bonus of three on aim when using projectile weapons and when parrying, with ordinary, powered and seasoned gadgets. This is because the hero has grown accustomed to using the object and knows it's nuances.

Any normal object can will become a gadget after several months of use by a hero, until then it is classified as a standard object. An standard object must become a Gadget for each user, a powered object does not. A powered object is always considered a gadget but must be used for the same several months to become a seasoned gadget at which point all use bonuses will be gained. Seasoning must be done for each hero.

Objects of any kind come in four basic varieties: Shields, projectiles, projectile launchers, melee weapons, and contraptions. All powered gadgets have powers listed in the powers supplement, any special powers will be listed in the section below.

Shields

A shield is a basic deflection tool, with a successful roll versus DXT it will deflect all physical ranged attacks, and will absorb all damage from other physical weapons.

Deflect: The shield deflects all long range energy based attacks, hitting the attacker.

Projectiles

A projectile is any object which is thrown or launched from a projectile launcher.

Guided I: The projectile is directed towards it's target, it has a sixty percent base percentage to hit the target if the target moves. Note: All guided projectiles will home for a certain fixed amount of time.

Guided II: The projectile has a base of eighty percent.

Guided III: The projectile has a base of ninety eight percent.

Guided IV: The projectile automatically hits.

INSANITY

During the course of a campaign, particularly the early stages; a character is exposed to a great deal of amazing and strange sights which will affect them mentally. When exposed to a particularly horrific event, or group of smaller ones the GM should make such a note. At the end of each adventure the GM should tally the insanity points for each character; resulting in the raw, basic insanity point number. Any particularly normal events in the midst of oddity should warrant a small reduction in insanity points as would a lull in the excitement.

Each character begins with ten sanity points. Each also has a sanity ratio; a fraction which represents how much strange events will effect a character: beginning insanity ratio for most characters should be anywhere from one third to two thirds. Once the raw number of insanity points has been modified; it should be multiplied by the character's sanity fraction; the result is the reduction in sanity points that the character suffers after that adventure. Loosing a sanity point does not mean that the character is really becoming insane: is simply means that his life has temporarily been disrupted to the point where his thinking has been altered (for better or worse: it's simply changed). Time will eventually allow characters to regenerate most if not all of their sanity: one solid week of normal life (in a normal routine) will return five raw sanity points to the character, they should then be multiplied by the character's sanity ratio. Therapy or talking with other heroes can accelerate this process. Character insanity is likely to fluctuate through the course of an adventure. A character who is reduced to zero sanity points completely loses it. Insanity points should be given for any strange thing seen by the character or performed by him, despite the fact that sanity loss might often drive them to it.

EQUIPMENT GUIDE

Weapon Name	Size	Type	PS Dam	EN Dam	Weight
Alarm Clock	S	Proj/Melee	1d2	0	2
Baseball Bat	M	Melee	1d3+1	0	6
Book, large	M	Melee	1d2	0	6
Car Battery	S	Melee	1d2+1	0,1d4+1*	7
China	V	Proj/Melee	1d2	0	V
Hammer, small	S	Melee	1d2+3	0	4
Hammer, giant	L	Melee	1d3+4	0	20
Handgun	S	Launcher	1d2	0	3
Bullet	S	Projectile	1d8+2	0	N
Helmet, motorcycle	M	Armor	0	0	2
Kevlar Suit	L	Armor	0	0	7
Knife	S	Proj/Melee	1d4+1	0	1
Light Bulb, Florescent	M	Melee	1d2	1,1d3*	2
Machine Gun	M	Launcher	1d2+2	0	5
Bullet Spray	S	Projectile	2d10+2	0	1
Metal Pipe	M	Melee	1d2+2	0	11
Monitor, average	M	Melee	1d3+4	0,1d3*	35
Picture Frame w/glass	L	Melee	1d2+1	0	V
Scissors	S	Melee	1d4	0	1
Shield, small	S	Shield	1d2+1	0	4
Shield, medium	M	Shield	1d2+2	0	9
Shield, large	L	Shield	1d2+4	0	15
Sword	M	Melee	1d6+2	0	10

Throwing Star S Projectile 1d4 0 N

* Secondary damage if operational.

Item Name	Price	Item Name	Price
Alarm Clock	8\$		
Baseball Bat	25\$		
Book, large	20\$		
Car Battery	12\$		
Hammer, small	5\$		
Hammer, giant	20\$		
Handgun	80\$ + 50\$/Permit		
Bullet	3\$/6		
Helmet, motorcycle	200\$		
Kevlar Suit	2000\$ (Illegal)		
Knife	7\$		
Light Bulb, Florescent	15\$		
Machine Gun	230\$ (Illegal)		
Bullets	24% for 36		
Metal Pipe	4\$		
Monitor, average	70\$		
Scissors	3\$		
Shield, Riot	270\$ (Illegal)		
Sword	200\$ + 30\$/Permit		
Throwing Star	15\$ + 30\$/Permit		

Note: All prices except for weapons are without sales tax, which is 5% or 10% on luxury goods.

Brawn	Carry (lbs)	Lift (lbs)	Walk **	Jog **	Run**	Sprint **
1-10	13	26	12*	4	1	1 sec.
11-22	26	52	24	12	4	5 sec.
23-34	39	78	38	19	6	8 sec.
35-46	52	104	50	25	8	10 sec.
47-58	65	130	60	30	10	12 sec.
59-70	78	156	72	35	12	1 round
71-82	91	182	90	45	15	19 sec.
83-94	104	208	180	60	20	20 sec.
95-100	117	234	240	80	27	34 sec.

Quick Reference Card

Brawn	Weight Carry	Bench Press	Walk (20)	Jog (30)	Run (40)	Sprint (60)
10-19	48	30	12	4	1	1 sec.
20-29	66	40	24	12	4	5 sec.
30-39	81	50	38	19	6	8 sec.
40-49	98	66	50	25	8	10 sec.
50-59	114	80	60	30	10	12 sec.

60-69	138	100	72	35	12	1 round
70-79	159	133	90	45	15	19 sec.
80-89	211	160	180	60	25	20 sec.
90-94	237	205	240	80	27	34 sec.
95-98	329	240	315	105	35	44 sec.

Brawn Table

Physical Damage = BRW / 12

Max Hit points are figured by dividing BRW by five and adding ten. *

Auto Dodge = AGI / 16

Reactions = AGI / 12

Characters begin with nine skill points and should receive roughly between fifty and seventy experience points per adventure not including any ASEB bonus. Fifteen experience points will buy one power point, and thirty experience points will buy one skill point or one ability scores enhancement point.

Ability score currently	One enhancement point raises it by
10-15	4
16-35	3
36-50	2
51-80	1
81-89	1/2
90-98	1/4

When powers are enhanced after an adventure, modifiers may be taken away or added. When bonuses are added or penalties removed, the player must pay for it on the current level and every previous level. When penalties are added or bonuses removed, the player receives a deduction only on future levels.

ATTACK If a character is attacking with a ranged weapon he/she may need to aim. To do so they need only to roll two ten sided dice as percentile dice, next any modifications to their AIM score due to distance, etc. must be made by the GM, If they have rolled under their aim score, they succeeded.

DODGE To attempt a dodge roll below their DXT on two ten sided dice as percentile dice, one attack is lost. Each turn one free auto-dodge is made: roll with a D30, trying to get under the AD score.

ADVANCED COMBAT

The standard combat rules in Unknown heroes are, admittedly, simplistic and rather nonspecific. Many times would a more complex engine add to the game during a combat sequence... so here one is. Within this section we will add to the basic to-hit concept, greatly enhance the damage system, add rules for specific situations, and add a slew of vehicle rules. Enjoy.

When targetting an opponent; its range and size matter a great deal. Formerly the GM was left to come up with some sort of number on his own. Now one may use the following chart to come up with a rough estimate of the modifier that should be applied to an aim roll. Note that the weapon being used does not come into play here, it merely dictates the maximum range. Certain weapons may of course have aim modifiers based on range.

Previously when a target was hit; its AC would be subtracted from the amount of damage before being applied to its hit points, and that was it. Realistically armor should play a much more prominent role and damage should vary more.

If a target is wearing armor the damage being recieved is reduced by the armor rating. If the ammunition being used was armor piercing or has peircing like qualities; the armor rating is temporarily reduced by the pierce number.

If armor does not block the shot a critical hit may have occured, depending upon how good the shot was. if the margin of success (difficulty minus roll result) was over the thirty percentage a critical hit has occurred; consult the following table for damage modifiers. Conversely, if an aim roll is failed by a substantial amount (thirty or greater) a critical failure occurs: consult the corresponding table.

As is visible on the critical hit table; a substantially low success means half damage for that attack. A "no attack next action" on the critical failure table means that one can perform anything but an attack during your next action. A weapon jamming could mean any number of things; consult the individual weapon description for details. Common weapon jams for bludgeoning

objects could be by a minor injury to the head, dropping the weapon, or having it caught in a nearby object (perhaps clothing). The results of a weapon break are up to the GM but it should generally render the gun basically inoperative or difficult to use at best. If the next attack is decided to do half damage due to a critical failure and that attack margin is by such a low margin that half damage is denoted, the GM has the option of allowing no attack at all (no damage at all) or having the attack do one quarter normal damage.

Note that a character's critical hit scores injury score acts in the same way; also increasing the MOS. Critical hit is typically zero and can only be raised through martial arts training (see skills section). Injury scores are determined by subtracting the character's max hit points from twenty.

Size / Range	0-25 meters	25-50 m	50-100 m	100-500 m	500-1000 m	1000-5000m	5000+
-1 cubic foot	+10	-5	-10	-15	-25	-65	-95
Chest	+20	+5	0	-5	-15	-55	-85
Human	+25	+10	+5	0	-10	-50	-80
Motor-cycle	+30	+15	+10	+5	-5	-45	-75
Automobile	+45	+30	+25	+20	+10	-30	-60
Truck/Plane	+65	+50	+45	+40	+30	-10	-40
Pass. Liner+	+85	+70	+65	+60	+50	+10	-20

Critical Success

Margin of Success	Modifier
0-5	x0.5
30-34	x1.5
35-39	x2
40-49	x2.5
50-59	x3
60+	x4

Critical Failure

Margin of Failure	Result
30-34	next attack at 1/2 dam
35-39	no attack next action
40-49	lose next action
50-59	weapon jams
60+	weapon breaks