

Glorious Gladiators

Glorious Gladiators Version 6
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Designing a Character

There are two types of character: major characters and minor characters.

Major characters are super-heroes and other significant individuals within the game. They are individuals with names and backgrounds. They have no limit to their abilities. Player-characters are major characters.

Minor characters don't have to have names and can be generic agents, police, ninja, robots, bystanders etc. Minor characters have certain limitations described in the combat rules. They cannot have abilities over Level 3 unless produced by a Standard or technological item that is **Large** (like a vehicle mounted or support weapon).

A character has Glory Points (GP) to spend on creation. 40 is a suitable number for starting player-characters in a fairly low power game. The referee should rule what is allowed throughout disallowing anything which isn't thematically connected, is contrived or artificial or will create combinations which will make the game boring or one sided.

Rounding

All fractions round up.

Abilities

All abilities produce effects of a certain type as follows. Unless stated otherwise all Types are selected when the ability is designed (not when it is used). Some abilities have a fixed type whereas others (where no Types are listed) can be selected freely:

Type (Code)	Description (Code)
Energy (En)	Anything which produces energy without much mass e.g. a laser, a flamethrower, a lightning bolt. Has subtypes: Heat (EnH), Cold (EnC), Electricity (EnE), Radiation (EnR), Entropy (EnX).
Physical (Ph)	Non-solid forces produced by the movement of fluids like air or water, gravitational force or other mysterious attractive or repulsive forces e.g. sonic attacks, strong winds, waves, gravitational distortion, tractor beams, repulsion beams, force bolts, telekinesis.
Poison (Po)	Chemicals which are corrosive or poisonous. Usually delivered as a gas or liquid or carried by a solid dart.
Psychic (Ps)	Effects applying to the mind e.g. telepathy, mental illusions or hypnosis.
Solid (So)	Any solid object or effect produced by a solid object e.g. a hand, a bullet, hitting the ground, an object.

Every ability must have a source as follows:

Source (Code)	Description
Alien (Al)	Produced by evolution that has occurred off-world or in other dimensions.
Standard (St)	Produced by methods such as normal (though possibly well-trained) human abilities or normal human devices. These cannot have a Level over 5 unless produced by a large item.
Cosmic (Co)	Produced by mysterious unearthly forces which have altered an individual or object in ways not understood by Standard science.
Magical (Ma)	Produced by magic of any type.
Mutant (Mu)	Abilities produced where human evolution has produced changes beyond the normal range of what is possible.

Source (Code)	Description
Technological (Te)	Produced by unusual, bespoke or high-tech devices or technologies such as items, drugs, processes or serums.

Each ability has a Base Cost on GP which can vary depending on the options chosen with it and a Level Limit. Each ability must also have a power level which varies from 1 upwards. Each level up to and including the Level Limit costs 1 GP/Level, up to and including double the Level Limit costs 2 GP/Level, up to and including triple the Level Limit costs 3GP/Level and so on. Modifiers (see later section can be applied to abilities). A negative base cost is subtracted from the cost of Levels and Modifiers. No ability can ever cost less than 1 GP. The words in **bold** in the ability descriptions refer to modifiers. Words in *italics* refer to other abilities.

Any time an ability description refers to a fractional level it is rounded up.

Some abilities are listed as follows:

- **To Hit:** added to hit rolls.
- **Dodge:** subtracted from opponent's hit rolls.
- **Protects:** subtracted from opponent's result roll.

See the Combat Rules for further details on the effects of abilities.

If these Modifiers (see the next section) are not replaced then each ability is by default **Personal, Direct and Instant**. This means they have no range, target the user only and last from when they are activated in the character's turn to the start of the next turn.

An ability is an **Attack** when it is used on an unwilling target. Each ability lists notable other abilities that **Protect** against it when it is used as an **Attack** (if any). Note that *General Defence* is never listed as this works against all Attacks of the correct Type and also not every very specific ability is listed – for example certain *Life Supports* provide Protection against certain subtypes of **Energy**.

Ability	Notes	Cost	Level Limit
Absorption	When the target is hit by a <i>Damage Attack</i> of a chosen Type/s add ½ of the levels of the attack to a chosen ability or abilities of the user. The total levels added to each ability cannot exceed the level of the Absorption. <i>Drain Defence</i> provides Protection against it. Type Energy .	1 Type and Target Ability -1 2 Types 1 Each Extra Type +2 Each Extra Target Ability +3	5
Accuracy	The target can use the Level To Hit with any Direct or Area ability. For Area applies to hitting the target hex not to individuals within it. Can be Sniper: when using accuracy with an attack instead of the Dodge of a hex being 0 +1 for every full 10 hexes range to the target point in the area it increases to 30 hexes. Type Solid .	1 Sniper +1	3
Animal Form	The target is transformed into an animal. As standard one kind of animal is allowed. Options allow more than one form or can be flexible forms in which case the actual animals should depend on the theme of the character such as: All animals from an environment such as desert, arctic, forest or jungle. All animals of a certain kind such as birds, cats, canines. Whilst in animal form the target retains its character type as a minor or major character but its abilities are those of a normal animal except that it retains its intelligence. It won't be able to talk. Animals will often have a typical animal attack, appropriate senses and the ability to survive in certain environments. The referee can provide these. The referee will probably restrict some forms by size (e.g. no massive things like whales). Also the referee will probably restrict it when transforming	1 +1 per extra form or +3 for flexible forms +2 if not Personal	3

Ability	Notes	Cost	Level Limit
	<p>unwilling targets i.e. no turning a target into a fish on land or turning a flying creature into a massive one that falls on people.</p> <p><i>Hindrance Defence</i> or <i>Drain Defence</i> provide Protection against it. Type Physical.</p>		
Armour	<p>Protects the target against <i>Damage</i> which is Solid or Physical and <i>Sting</i>. Has half its levels to Protect against <i>Damage</i> or <i>Disintegrate (Energy)</i> and any <i>Direct Poison</i>. Type Solid.</p>	2	5
Body Moulding	<p>The user can drastically alter the body of the target. Counts as an Attack unless it is Personal. Against the user it is resisted with 0. A way of imagining what is possible is that the user can rearrange the target's fat, muscle and skin as though it was clay but not change the way their organs work or alter their skeletons. Effect allowed are adding or removing the following effects if the user gets a success:</p> <ul style="list-style-type: none"> • Trait: Unusual Appearance • Change skin or hair colour • Change appearance to look like someone else but not a particular person <p>If the ability succeeds by 2+:</p> <ul style="list-style-type: none"> • Trait: Strikingly Attractive but also looks like someone else but not a particular person. • Disadvantage: Appearance Monstrous <p>If the ability succeeds by 4+:</p> <ul style="list-style-type: none"> • Out of Action • Change appearance to look another specific person <p>The effects are permanent and always persist. The effects can be reversed out of combat by using a suitable Advantage such as a Skill or a Base.</p> <p><i>Hindrance Defence</i> or <i>Drain Defence</i> provide Protection against it. Type Physical. It doesn't work on a target with <i>Force Field</i> or <i>Insubstantial (Solid)</i>.</p>	3	3
Change Appearance	<p>The target's appearance is altered to a form specified by the user. Altered appearance can be fixed (one appearance), flexible (a range of appearances – e.g. any human) or versatile (any appearance). The change will fool one type of detection as standard. Counts as a <i>Drain Attack</i> for determining Protection. Its level resists the level of <i>Detection</i> used against it. One roll with <i>Detection</i> is allowed to try to see through the deception when first seen and thereafter only when the target performs an unusual or unexpected action. Anyone who has not seen through the deception must act as though the target is actually the appearance shown unless good evidence to the contrary is seen, for example not attacking unless attacked first.</p> <p><i>Drain Defence</i> provide Protection against it. Type Physical.</p>	Fixed -2 Flexible 1 Versatile 2 Per extra type of <i>Detection</i> fooled +1	5
Change Environment	<p>Has a special Target. At Level 1 covers an area of a Large or Massive Burst as selected by the user. At Levels above 1 the user can also choose an area of a cylinder of radius and height 10 x Level. A character can be able to choose between several environments. If the referee agrees they are appropriate extra environments can be combined. Within the area the Environment has Level 1 at the edge and increases by 1 per hex towards the middle up to the maximum Level of the ability (so a Level 1 ability is 1 throughout). If an Environment is placed to overlap another opposed environment then only the higher level environment remains (still at its full value) or if they are equal roll a D and whichever gets the higher result remains. These are the environments:</p>	2 With Personal Immunity or any other ability which negates the environment +4 Per extra Environment +1	5

Ability	Notes	Cost	Level Limit
	<ul style="list-style-type: none"> • Calm • Clear • Cold • Day • Dry • Fog/Smoke • Heat • Night • Poison Gas • Radiation • Rain • Wind <p>For details of the environments see the combat section. Type Physical or Energy.</p>	Each combined environment +2	
Charm	<p>The target believes the user is a good friend or ally. The target will want to protect the user. Doesn't make the target hostile to its former allies. The target is allowed to use an action to resist a Persistent Charm only if the user does something to make him/her doubt their friendship such as attacking an ally.</p> <p><i>Willpower</i> provide Protection against it. Type Psychic.</p>	1	3
Concealment	<p>Provides Concealment for the target against named kinds of detection. Also conceals Personal, Touch and Short abilities of the target. Adds to other sources of <i>Concealment</i>. Allows the character to Hide. A common Limitation is that it only works alongside another source of Concealment such as cover or environmental effects which would make it more like stealth (should be a -2 Limitation). See combat rules on Detection.</p> <p>Type: Solid, Physical, Energy, Psychic.</p>	One type 1 Two types 3 Three types 6	5
Confusion	<p>The target uses the Level as Dodge against Seeking attacks. Type: Solid, Physical, Energy, Psychic.</p>	-1	5
Copy Power	<p>Copies the target's abilities other than those which are Standard, Technological, Item or Focus. The level of the ability when copied will be equal to the level of the Copy Power or the target ability: whichever is lower. Copies one ability per target but this can be increased.</p> <p><i>Drain Defence</i> provide Protection against it. Type Energy, Physical, Psychic.</p>	3 Per extra ability +4	5
Counter	<p>Targets an ability of Type or Source (except Standard) as it is used and is aimed at any point in the target ability's path from its user to its target. Counter must have at least Touch range. It interrupts the target ability. As standard it can only be aimed at a Direct, Indirect or Seeking ability which is targeting the user. If Overwatch is bought it can be used against any ability within range whether it targets the user or not. It must be active on the user (so Always On, Personal Persistent, Quick or Instant that is currently active). Can itself be Direct (would require a LOS to the target ability), Seeking or Indirect. An ability has 0 Defence. If the ability is hit the Level of the Counter is used against the Level of the target ability with any success cancelling the target ability.</p> <p><i>Target Ability</i> provides Protection against it. Type Energy, Physical, Psychic.</p>	One Type 0 Two Types 5 Three Types 10 Source 1 Overwatch 5	7
Damage Defence	<p>Its level Protects the target against a <i>Damage</i> or <i>Disintegrate</i> Type or Source except Standard. If <i>Solid</i> or <i>Poison</i> Protects against Sting.</p>	One Type 1 Two Types 2	5

Ability	Notes	Cost	Level Limit
	Type Solid, Energy, Physical, Psychic.	Three Types 3 Source 1	
Damage	Deals damage of a named Type to the target. If Solid and Melee provides the user with Protection against <i>Grab</i> . Damage has a Special Duration (it lasts until healed or recovered). Inflicts 1 hit on the target and an extra hit for every 2 Boosts . <i>Armour, Damage Defence, Density Increase, Energy Defence</i> or <i>Force Field</i> provide Protection against it. Type: Solid, Energy, Physical, Poison, Psychic.	Solid 0 Physical 1 Poison 2 Energy 2 Psychic 3	4
Density Increase	Protects the target against <i>Damaging Attacks (Solid, Physical)</i> and <i>Hindrance Attacks (Solid), Forced Move Attacks</i> and <i>Knockback</i> . Adds to the user's <i>Solid Melee</i> attacks. Type: Solid, Energy, Physical.	3	4
Detection	Has the following kinds: Vision and Hearing (which are both part of standard a standard ability called Normal Senses -see below), Enhanced Vision, Clairvoyance, Mental, Magical, Blind Fighting, Radar, Sonar, Tracking Scent, Tremor Sense, Mutant Detection or Super Hearing. The target can use the method/s of detection which are described in the Combat Section. Vision or Enhanced Vision provide Protection against Light. Type: Solid, Energy, Physical, Psychic.	Per Type 1	4
Disarm	Targets a <i>Focus</i> or <i>Item</i> . Resisted with <i>Forced Move Defence</i> . <i>Items</i> get +3 to resist. If it gets a result the target is Disarmed. <i>Forced Move Defence</i> provide Protection against it. Type Solid, Energy, Physical, Psychic.	0	5
Disintegrate	Works on inanimate objects other than those which are the Foci or Items of named characters. Can have the modifier Individual which means that it works on an individual object even if other objects are within the area of effect – for example would work on a target's gun but not everything else they were wearing or carrying at the time. <i>Damage Defence</i> or <i>Armour</i> provide Protection against it. Type Energy or Physical.	2 Individual +1	3
Dismiss	Ends target Persistent ability Type or Source which is not Always On. If the ability is on an individual it uses the individual's defence. <i>Target Ability Value</i> provides Protection against it. Type Energy, Physical, Psychic.	One Type 0 Two Types 1 Three Types 2 Source 1	5
Door	The user creates an open doorway in the target Wall (natural or created). The door takes up to level hexes. So if the wall is more than 1 hex thick it must be at least that level to work. The door only exists whilst the ability persists. Type Energy.	0	3
Drain Defence	Works against a Type or Types or against a Source. Its level Protects the target against a <i>Drain, Animal Form, Body Moulding, Change Appearance, Copy Power, Duplication, Fragmentation, Insubstantial, Light, Madness, Mental Illusion, Possession, Transform</i> . Is added when taking an action to remove a <i>Drain</i> that it would apply to. Type Energy, Physical, Psychic.	One Type -1 Two Types 0 Three Types 1 Source -1	6
Drain	Targets either a named ability, an ability containing the word <i>Defence</i> , an ability that does not contain the word <i>Defence</i> or an ability with a particular Source or an ability with a particular Type or Subtype. The	Named -1 Energy Subtype -1	3

Ability	Notes	Cost	Level Limit
	target ability has its level reduced by 1 and 1 per Boost . The user can automatically tell if a target has a suitable ability. Has a special duration (lasts until recovered). <i>Drain Defence or Energy Defence</i> provides Protection against it. Type Energy, Physical, Poison or Psychic .	Source 0 Type 0 Defence 1 Not Defence 1	
Duplication	Creates a duplicate or duplicates of the target with identical appearance in an adjacent hex to the target. The duplicate is under the control of the user. The duplicate can be: Identical Duplicate : each activation creates one identical duplicate of the target which has all the abilities of the target. The total pool of identical duplicates in play created by the user is equal to level. If the target is the user then any duplicates share the same duplicate level – so it does not increase the total possible number of duplicates in play. If any identical duplicate is put Out of Action then it vanishes and the user and all identical duplicates take 1 hit. Clone : each activation creates 1 clone which has all the abilities of the target except <i>Duplication</i> and any ability with <i>Item</i> or <i>Focus</i> . The total pool of duplicates in existence is equal to the Level. Note that Out of Action clones count towards the total pool but at the end of a combat dead don't count. Clones cannot make rolls to Reactivate. Double : each activation creates up to Level doubles. There cannot be more Doubles in play than Level. Doubles have L2 in all standard abilities and no other abilities. Doubles vanish if put Out of Action. An extra cost is required if the ability <i>Toughness</i> or <i>Heal</i> can be copied (with Identical or Clone). <i>Drain Defence</i> provides Protection against it. Type Energy or Physical .	Identical Duplicate 12 Clone 7 Double 3 Not Personal +5 Can copy <i>Toughness</i> +6 Can copy <i>Heal</i> +6	10
Energy Defence	Protects the target against <i>Damage</i> and <i>Drain</i> which are Energy . Has half its levels to Protect against <i>Damage</i> and <i>Drain</i> which are Solid, Physical and Direct Poison . Type Energy .	2	5
Escape	If the target takes an action to get out of a Trap or to resist a Hindrance then add the Escape level to the chance of success. NB doesn't resist the initial effect – only when using an action. Type Solid, Physical or Energy .	0	5
Evasion	Provides the target with Dodge against Direct attacks. Type Solid, Physical, Psychic or Energy .	1	4
Fear	The target must use at least one actions each turn to move as quickly as possible (without falling over an edge, or into a very dangerous substance for example) away from the origin of the Fear. If the origin is the user then the target cannot attack the user. If the ability is anything other than an Area that has a range over 1 then the origin is the user. If the ability is Area with a range over 1 it is the nearest point of the area or the centre of a burst or barrage if the target is within it. If the target triggered the effect by moving into the Area s/he must immediately continue the Move out of the Area by the same route. <i>Willpower</i> provides Protection against it. Type Psychic .	0	4
Fighting Skill	Gives the target Dodge against any Melee ability or Short Focus attack or against any attack from an opponent that began its turn at Range 0-1 from the user. Gives the target To Hit with any Melee ability.	2	3

Ability	Notes	Cost	Level Limit
	Type: Solid or Psychic .		
Force Field	Protects the target against <i>Damage, Hindrance, Sting</i> or <i>Trap</i> which are Solid or Poison and has half its levels to Protect against those which are Energy or Physical . Protects against an initial <i>Grab</i> . Makes the user immune to <i>Body Moulding</i> . Type: Energy or Physical .	5	5
Forced Move	Causes the target to move 4 hexes + 4 hexes per Boost in a direction either defined when the ability is created (up, down, away or towards something) or direction can be chosen when the ability is used. <i>Forced Move Defence</i> provides Protection against it. Type Physical .	Down, Away or Toward 0 Up 1 Chosen 2	3
Forced Move Defence	Protects the target against <i>Forced Move, Disarm, Fragmentation, Movement, Telekinesis, Knockback</i> and Knockdown . Type: Solid, Energy or Physical .	0	6
Fragmentation	Protects the target against <i>Solid</i> . The target can use this ability to move up to 3 x level hexes, can climb at normal rates by flowing up a surface up to vertical and can move through narrow gaps. The target cannot use any abilities which are <i>Solid</i> . If the target is the user it can use it as an attack which is either: <i>Damaging Attack (Physical), Direct, Close.</i> <i>Hindering Attack (Physical), Direct, Close.</i> <i>Drain Defence</i> or <i>Forced Move Defence</i> provides Protection against it. Type: Physical .	5	3
Gate	User creates a gateway in the air or against a surface in an adjacent square and a second gate linked to it which is either in a location s/he can detect or has already been and can remember. Anything passing into either gate immediately emerges from the other gate moving in the same direction. The gateway can have a surface taking up Level x 2 hexes. The gates can be 1 x 10 ^{Level} apart. Type: Energy .	1	5
General Defence	Protects the target against a named Type for any Attack . Type: Solid, Physical, Energy or Psychic .	1	5
Giant	The target increases in size. There must be enough space for the target to do so. Note that if this is <i>Personal</i> and <i>Always On</i> this is a character who is always big which would also be a Disadvantage . The target's marker takes up more hexes as follows: 3-7: 7 hex. 8+: 19 hex The target's height is 2 x level hexes. The maximum range of all its abilities which aren't Personal increase by ½ Level. Add level to <i>Forced Move Defence</i> and <i>Solid Melee</i> attacks. Target can't use <i>Evasion</i> .	3	4
Grab	Grab provides the target with Protection against Grab. A grab has a special duration. It persists whilst the user remains within range and takes no actions which target anything other than the grabbed target or themselves. The user can break the grab at any time. Whilst the grab is in effect the user and the target are at R0 from each other. A grabbed target cannot move or use an ability at greater than R0. The user is at a Penalty to the Level with Solid abilities used on the target unless s/he breaks the grab in the process of the attack. The target has Penalty To Hit and to the Level with Solid abilities. A grabbed target can be carried by the grabber (and this is the only way s/he can move	1	4

Ability	Notes	Cost	Level Limit
	without breaking the grab) by making a successful Grab vs <i>Forced Move Defence</i> . <i>Grab, Stretching, Hindrance Defence, Force Field or Damage (Solid), Melee</i> provides Protection against it. Type Solid .		
Heal	Heals 1 lost Hit on the target. Has a special duration: once healed the hit will stay healed until damaged again. Healing a target who is Out of Action does not stop the requirement to make a roll to reactivate. Heal cannot be used more than once in a character turn. Out of combat the level of Heal adds to the chance of recovering from Wounds for a target. Number of Hits possessed by the target (including <i>Toughness</i>) provides Protection against it. Type Solid .	4	3
Hinder	Causes 1 hindrance on the target plus 1 per Boost . Has a Special Duration : lasts until removed. Hindrance causes a penalty to most of the opponent's actions. <i>Hindrance Defence</i> provides Protection against it. Type: Any .	1	3
Hindrance Defence	Protects the target against <i>Animal Form, Body Moulding, Hindering Attacks, Grab, Mental Illusion, Transform and Traps</i> of a named Type or Source except Standard . Is added when taking an action to remove a <i>Hindrance</i> that it would apply to. Type: Any .	One Type 0 Two Types 1 Three Types 2 Source 0	6
Illusion	Creates an insubstantial illusion. The illusion can be used to make a character look like someone else, to make the terrain look different, to make mirror images of the character making him/her hard to hit or to generally confuse others depending on <i>Range</i> and any <i>Area</i> . Works against particular kinds of <i>Detect</i> . Anyone using one of those types must use <i>Detect</i> against <i>Illusion</i> at the start of each of their turns when it is in LOS to notice flaws in it and thus realise it is fake. Even if it is known to be fake it still appears as it is – so blocks LOS with these types of Detection according to what it looks like. In general, the larger and more complicated an illusion is the less convincing it is likely to be. The referee can rule a modifier to noticing it is a fake – simple stationary things are harder to see through (Penalty) and moving complicated things are easier such as living creatures (Bonus). It is also easier to see through an illusion that is masking the user and is about the same size such as when the user is looking like someone else (Bonus). NB: a user can't see through his/her own illusion without Personal Immunity or a different kind of <i>Detect</i> . Type: Energy .	2 per kind of Detect	3
Immortality	Must be Personal . The user adds Level to the chance of Recovery rolls and makes them after a day instead of a week. If dead (even disintegrated or dissolved) s/he makes a recovery roll on 8+ each day (still adding Level) to recover. S/he doesn't age and is immune to disease. Adds to <i>Willpower</i> when resisting Fear. Includes <i>Always On</i> . Type: Solid, Physical, Energy .	2	5
Insubstantial	When active if the target is hit by <i>Damage Attacks, Hinder, Forced Move</i> or <i>Trap</i> of the named Type/s the Insubstantial uses its Level vs 3. If the Insubstantial gets a success it cancels all effects of the attack including any Knockback or Knockdown . Otherwise the attack works normally. Whilst insubstantial the user can automatically pass through walls of the same type which don't have a higher Damage Defence. To pass through other walls requires a roll against the level of the wall with failure causing 1 hit to the user and a failure to cross. Whilst	One Type 2 Two Types 5 Three Types 9 Solid and Persistent or Always On combined	3

Ability	Notes	Cost	Level Limit
	<p>insubstantial the user can't use Attacks of the same Type as the Insubstantial. At touch range a successful Insubstantial (Solid) attack can make the target move one hex down or away from the user. If the target is imbedded in the ground or a solid object this counts as a <i>Trap</i> with a strength equal to the Insubstantial or the object (whichever is lower).</p> <p><i>Drain Defence</i> provide Protection against it. Type Any.</p>	with an Attack ability useable whilst insubstantial +8 and +4 per additional Type.	
Life Support	<p>Target gains the ability to survive in an unusual environment. Life Support has a number of special types which can be combined. It has a level which applies to all its types. It acts as Protection or Immunity for the target against the listed types. Types are:</p> <ul style="list-style-type: none"> • Air: provides air to breathe where not normally available. Provides Immunity to Poison Gas. • Cold: allows survival in cold temperatures down to -Level x 50C. Provides Protection against Cold. At L6 target has Immunity to Cold. • Heat: allows survival in hot environments up to Level² x 100C. Provides Protection against Heat. At L6 target has Immunity to Heat. • High Pressure: allows survival in high pressure environments such as deep underwater or in very dense atmospheres up to Level² x 100 bar. It counts as Protection against Physical Damage. • Poison Gas: provides Immunity to Poison Gas where air is available such as using a gas mask. Not bought with Air and has a low cost if not bought with anything else. • Radiation: allows survival in environments with high degrees of ionising radiation. Protects against environments generating 1 x 10^{Level} Gray per Minute. Provides Protection against Radiation. • Vacuum: allows survival in low pressure such as high altitude or vacuum. <p>It is worth noting where the life support chosen is rare in the game it is entitled to a reduction in cost (see the Limited modifier). Type Solid, Physical, Energy or Psychic.</p>	Choose base type as the most expensive of: Poison Gas - 2 Air 0 Others -1 Then for each type other than those above +1.	5
Light	<p>Must have an Area. Creates bright light. If Personal or Touch the light shines out from the user otherwise from the centre of the <i>Area</i>. User can create light of any Level up to its maximum. Against anyone attacking into the direction of the light source (even if not in the Area), if it is Persistent, using Vision or Enhanced Vision for a <i>Direct</i> attack acts as Defence. If it isn't Persistent it can be used as a sudden flash to blind a target or targets. On any success the target can't use <i>Enhanced Vision</i> or <i>Vision</i> until after its next turn.</p> <p><i>Drain Defence, Enhanced Vision or Vision</i> provide Protection against it. Type: Energy (Heat)</p>	1	4
Luck	<p>The target gains an extra pool of luck dice equal to level. If there is more than one target the user splits the luck dice between them as desired. The target can use up to half (rounded up) of the dice in the pool when it is using an ability or when an ability targets or acts on it. The extra dice can be added after the normal roll has taken place. The target chooses which dice to use e.g. the highest when active or the lowest when defending. NB – if not Persistent remaining dice will be lost at the start of the user's turn.</p> <p>Type: Psychic</p>	1	2
Madness	<p>All the target's actions are random, insane and uninhibited. The referee chooses what they do guided by rolling on the following table for each action. If the action isn't possible do nothing:</p>	1	3

Ability	Notes	Cost	Level Limit
	<ol style="list-style-type: none"> 1. Aggressive – attack a random target using something that deals <i>Damage</i>. 2. Fearful and cautious – look for cover and hide. 3. Nothing – stand still. 4. Ridiculous – dance, sing, turn cartwheel. 5. Strange – discard property including Items and Foci. 6. Fall Prone or if already Prone crawl and roll in a random direction. 7. Move as fast as possible in a random direction. 8. Move towards the nearest suitable target and try to <i>Grab</i> them. 9. Move to the nearest suitable terrain and jump into it or onto it. 10. Make 2 half moves each in a different random direction. <p><i>Drain Defence, Hindrance Defence</i> or <i>Willpower</i> provide Protection against it. Type: Psychic or Poison.</p>		
Mental Illusion	<p>Target experiences a convincing mental illusion chosen by the user. The target finds it totally convincing. Each turn (can jube just this turn if it is not Persistent) the user decides one of the following effects and then attacks with Mental Illusion against <i>Willpower</i>. This attack requires no actions whilst the ability is active and a failure doesn't end the Mental Illusion – only allows the target to ignore it this turn:</p> <p>Fear: Choose a location which the target must move as fast as possible away from until it is out of sight.</p> <p>Desire: Choose a location which the target must move as quickly as possible towards and then stop there taking no useful actions.</p> <p>Expectation: out of combat the target sees what it expects to see e.g. security guards see nothing unusual happening or see the user as being someone else.</p> <p>Miss Something: the target misses something by not noticing a particular object or individual.</p> <p><i>Drain Defence</i> or <i>Hindrance Defence</i> provide Protection against it. Type: Psychic.</p>	2	3
Mesmerise	<p>Target has no actions except to resist this ability if it is Persistent.</p> <p><i>Willpower</i> provides Protection against it. Type: Psychic or Poison.</p>	2	3
Mind Control Attack	<p>Target's actions are chosen by the user. The target cannot be made to harm itself.</p> <p><i>Drain Defence, Hindrance Defence</i> or <i>Willpower</i> provide Protection against it. Type: Psychic.</p>	3	1
Movement	<p>Has a movement class or classes which can be Ground, Air, Leap, Teleport, Water, Wallcrawling, Underwater or Underground. Acts as a Dodge against Area attacks. When activated the target moves a number of hexes equal to the ability's level times its movement modifier. An action is always required to make a move even if the ability is Persistent or Always On (these just mean it is always available to Dodge Areas). See the Movement rules for details. If it can be used for long journeys the character can use it for quick travel between combats. Always moves the user i.e. can't be used to move another target without the user moving too. Air and Wallcrawl have an extra cost for Stand-Off. This allows them to be used with Ranged, Long Range or Distant abilities otherwise these abilities can't be used when the Movement ability is active. At the end of activating Movement a character who is Concealed can Hide. A move may be able to Split. In this case the user can take a Move action which uses less than a full move as its first action in a turn, then use a second action that concludes with the remaining movement.</p>	Leap, Teleport, Air, Underground 3 Underwater, Wallcrawl 2 Water 0 Ground 0 Stand-Off +2 Journeys +1 Split +3	5

Ability	Notes	Cost	Level Limit
	<p>If a character tries to use a move action whilst in an area of a Persistent Forced Move so as to go against its direction it must roll <i>Move plus Forced Move Defence vs Forced Move</i>. On a success move is the moves per level above plus the same again per Boost. On a failure no move occurs.</p> <p><i>Forced Move Defence</i> provides Protection against it. Type: Solid, Physical, Energy, Psychic.</p>		
Possession	<p>User takes control of the target. Range must be Touch. The character enters the same hex as another character. Any failure means the user is Stunned and recoils out of the square and the target is then immune to this Possession for the next 24 hours. On a success the target is possessed. The user disappears and now controls the target character. The possession ends if the target is put Out of Action at which point the user reappears next to the victim. The target can make a <i>Willpower vs Possession</i> to not take an action that would cause it injury or would injure a friend or ally.</p> <p><i>Drain Defence</i> or <i>Hindrance Defence</i> provide Protection against it. Type: Psychic</p>	3	1
Power Pool	<p>The user of the ability can grant other abilities to the target. Remember that unless the Power Pool is Persistent or Always On the abilities will only exist for one turn. When the user spends the time required to shift the pool then it creates one or more abilities. No ability can have more GP spent on it than the Level. The Power Pool starts with a Multiple of 1. The total GP split between all abilities created is Level x Multiple. The abilities chosen can be built with modifiers but retain the Source of the Power Pool. All the abilities produced by the Power Pool on a target should have a thematic connection and the player should design a range of suitable sets of abilities that go together rather than doing it on the fly (as this would be too slow in play). The ability begins with two sets but more can be purchased. The same kind of rules about boring or artificial combinations apply as when creating a whole character. Be wary of allowing combinations with <i>Concealment, Duplication, Healing, Regeneration</i> or <i>Summon</i> without a lot of scrutiny. For modifiers Exhausts, Burnout, Exhausts, Limited Ammo and Weakens shouldn't be allowed on created abilities with a 1 act shift. The default number of ability sets that can be added is 2 but more can be added. If Power Pool has multiple targets (e.g. <i>Area</i>) then the GP are split between them as the user wishes. This involves having a set of abilities specially for multiple targets which will fit within the pool and may mean some possible targets don't get a set.</p> <p>Type: Solid, Physical, Energy, Psychic</p>	<p>2 if requires a day to shift abilities. 4 if requires an hour to shift abilities. 9 if requires an action to shift abilities. Level cost is x Multiplier. Per Extra Set: +1</p>	12
Prediction	<p>Protects the target against Indirect attacks.</p> <p>Type: Solid, Physical, Energy, Psychic</p>	-1	5
Psychic Backlash	<p>If the target is hit with a Psychic ability then the attacker is automatically hit with a Damage (Psychic) attack of the Level.</p> <p>Type: Psychic.</p>	0	5
Radio	<p>Target gains a radio link. The target can communicate at a distance with another who also has a radio link within a range of $10 \times 10^{\text{Level}}$ hexes.</p> <p>Type: Energy</p>	-2	6

Ability	Notes	Cost	Level Limit
Reflection	<p>Protects the target against a named ability e.g. Damage, Hindrance, Drain which as has a particular Type or Source except Standard. If the attack fails to damage the target can then immediately use exactly the same ability on the attacker using no actions though otherwise as though using the ability themselves.</p> <p>Type: Solid, Physical, Energy, Psychic</p>	<p>2 Bullet Only -2 Not Melee -2</p>	5
Regeneration	<p>Adds level to chance of reactivation. Avoids the risk of being hurt at the end of combat as a result of going out of action. NB: remember must be active to work so if not Persistent only last a turn.</p> <p>Type: Solid</p>	2	6
Repair	<p>Repairs a target ability lost as a result of <i>Drain</i>. The Level of the ability is increased by the Repair up to its original level. Once repaired the ability will stay repaired until drained again. If a repair is persistent it will keep repairing the ability.</p> <p>Type: Physical, Energy</p>	<p>One Named Ability -2 Any ability from a named Source 0 Any Ability 1</p>	5
Speed	<p>Can be activated before combat. Effects initiative for the target. When active in combat allows one extra follow up attack per level and supports or counters Quick actions.</p> <p>Type : Solid</p>	1	3
Stretching	<p>The target can count any hex within Level hexes as the location to begin an action. For example can begin a <i>Move</i> action Level hexes away in any direction or can make an attack starting from a hex Level hexes away. The target counts as occupying the hexes, by any route of Level hexes, from his/her location to the location the action will begin but this does not count as Movement and therefore does not trigger the <i>Short</i> or <i>Melee</i> ability's <i>Quick</i> effect for moving more than 1 hex. The target does pass through and does not ignore (other than by using some other ability or modifier) any <i>Persistent</i> abilities or <i>Walls</i> in the path. This, in effect, adds the Level to the range of abilities in most cases – for example when judging if a target has made a move of more than 1 hex when in range of a <i>Melee</i> attack. Protects against all Solid attacks. Whilst it is active target can use it for <i>Grab, Direct, Touch, Melee</i>.</p> <p>Type : Solid</p>	5	5
Sting	<p>Target is stung. Whilst sting is in effect the target has no Actions and To Hit rolls against the target with Direct have a Bonus.</p> <p><i>Armour, Damage Defence (Solid or Poison), Force Field or Hindrance Defence (Poison)</i> provide Protection against it. Type: Poison</p>	2	2
Summon	<p>Summons a minion such as an automata swarm, robots, demons or undead. Each summoned minion is designed using a number of GP equal to the Level of the ability. Minions are unnamed characters with 1 hit and there is no requirement to defeat them for victory. A minion remains in use whilst this ability persists or until Defeated. Whenever the ability is activated (using an action) minions are summoned: as standard a single minion but more can be paid for. The total number of minions the user has available starts at 1 but more can be paid for. By default lost minions become available each day but this can be Limited. Personal Persistent is only compatible with this if it is an Area in which case the minions would persist if they remain within the Area. Persistent Barrier (with Area) would mean the minions persist as long as they remain within the Area where the ability was activated. Persistent Target would mean the minions exist independently of the</p>	<p>3 +2 for each extra summoned per action +2 per extra minion</p>	15

Ability	Notes	Cost	Level Limit
	location where they are created (they are the target). Persistent Sticky or Always On are not allowed. With Persistent then Extra Instances or Unlimited Persistent can be bought. Range refers to how far away the ability can be activated rather than how far away the minions can go from the user. Type: Solid, Physical, energy or Psychic		
Super Strength	Level is added to the target's <i>Forced Move Defence</i> and <i>Hindrance Defence</i> (Solid, Physical). It is added to Solid Melee and makes them Knockback unless <i>Accuracy</i> is used. When The chance of hitting with an attack using Super Strength is never worse than 8+ or 7+ with the Slugger modifier. Unstoppable. allows the user to Move Through walls of lower resistance, that take 3 hits or fewer, with no roll required, movement delay, damaged caused or additional actions. Super Strength can be used to throw things – see the Combat Rules for details. When following up an attack with <i>Super Strength</i> a character may, instead of the normal follow up, make any number of follow ups using <i>Super Strength</i> as long as no move is required to move any of the targets into range. In this case the same ability (e.g. Punch/Kick) can be used with each follow up. Type: Solid	4 +2 for Unstoppable +2 for Slugger	4
Suppress	Must be an Area and cannot be a Sticky Area . Within the Suppress the target abilities act as though their Levels were reduced by the Level of the Suppress. NB: use Limitations to restrict the abilities Suppressed such as by not Suppressing all Detection just Vision. Does not make result rolls. Type: Physical, Energy, Psychic, Poison	1 per named ability 3 for a Source	5
Telekinesis	The target cannot take Move Actions and Direct and Seeking attacks have a Bonus against it. The target has a Penalty to hit rolls. The user can use an action to move the target Level hexes in any direction. Once Telekinesis has picked something up it can throw it (see the Combat section for details). <i>Forced Move Defence</i> provides Protection against it. Type: Physical	5	3
Telepathy	The user can communicate mentally with the target. Whilst Telepathy is active on an ally then if both the user and the target attack the same target immediately after each other the second gets a Bonus to hit if. Whilst active on an enemy then the enemy has a Penalty to hit the user. <i>Hindrance Defence</i> or <i>Willpower</i> provides Protection against it. Type: Psychic .	1	3
Toughness	Toughness takes hits for the target before they do. Toughness can take no more hits than its Level. Once Toughness has taken hits they are usually regained at the end of a combat or scene in which damage occurred. Reactivation may cause some hits to be regained. Deactivating and activating Toughness does not make it regain hits. Type: Solid, Energy, Physical .	2	3
Transform	The target is transformed into another form. Whilst transformed the target can do nothing except to resist a persistent ability or an effect, or to deactivate the transformation (user only). The form must be immobile and tough like a rock, statue or tree. Whilst in the form the target is immune to attacks. This can be used to attack such as	3 +2 for variable form +2 Permanent	3

Ability	Notes	Cost	Level Limit
	<p>petrifying targets or to turn the user into some immutable form for protection or disguise for example. Agree with the referee what the form is. As standard it is one particular thing but if a variable form there is some latitude which is most useful when used for disguise. Whilst Transformed a target is Out of Action. A Transform can be Permanent. In this case if the ability persists at the start of the user's turn on a minor character the effect is permanent and it is also permanent if it is on a major character who is then part of a side which is Defeated. A named character can roll on 7+ each week to end a permanent transformation.</p> <p><i>Hindrance Defence</i> or <i>Drain Defence</i> provides Protection against it. Type: Physical.</p>		
Trap	<p>The target is trapped. Whilst trapped the target cannot use any Direct or Area ability with a range of 1+ unless the ability is Psychic. The target has <i>Evade</i> 0 and <i>Move</i> 0. They cannot use actions that require a Focus. Characters other than the target can attack the trap. The Trap is affected by abilities that causes Solid, Physical or Energy damage. A Trap has <i>Damage Defence</i> equal to its Level and on a success the trap breaks. If a trap is Partial then others can attack either the trap or the trapped character otherwise only the Trap. Attackers are at a Penalty to hit the Partial trap from more than 2 squares range. An attack that would have hit the trapped character does so if it misses a Partial trap.</p> <p><i>Hindrance Defence</i> provides Protection against it. Type: Solid.</p>	1 or 3 if partial.	4
Wall	<p>Creates a barrier. Must be an Area Line. A wall has a height equal to its Level. A wall fills the target hexes with something that blocks movement or attacks. This could be solid (e.g. earth, ice, stone, thorns) or physical (e.g. a force wall, standing windstorm or wall of water). If a Wall is created on a target that doesn't evade it the target ends up on top of the Wall. A Solid Wall can be Robust which means it can't be damaged by a Melee attack that doesn't have <i>Super Strength</i>. The Level of a wall is its <i>Damage Defence</i>. A Solid Wall can be Smooth making it 2 harder to climb. Physical Walls can't be climbed. A Wall can be Dangerous: it deals damage of its type equal to ½ its Level and automatically hits anyone trying to climb it or attack it with a touch melee attack which isn't a Focus (including a Move Through or being hit into it with Knockback). A wall can have a single Vulnerability meaning it has 1 <i>Damage Defence</i> to resist that kind of damage. There are two options for a Wall (at no cost) – either it is opaque and blocks LOS entirely or it provides 2 Concealment – this would be a wall of force that shimmers, is a thorn hedge or a semi-transparent ice or something similar. It still blocks abilities either way.</p> <p>Type: Solid or Physical.</p>	<p>Toughness: 1: 0, 2: 1, 3: 3, 4: 5 (x2 for a Physical Wall). Robust +2. Smooth +1 Dangerous +1 Vulnerability: Solid (-3), Energy (-2), Physical or Energy Sub-Type -1.</p>	5
Willpower	<p>Its level Protects the target against <i>Charm</i>, <i>Fear</i>, <i>Madness</i>, <i>Mesmerise</i>, <i>Mind Control</i> and <i>Telepathy</i>. It allows resistance to acting as a result of a <i>Mental Illusion</i> or <i>Possession</i>.</p> <p>Type: Psychic.</p>	-1	5

Modifiers

Modifiers can be chosen to alter the abilities in the previous section. All abilities must have:

- A **Range**. By default this is **Personal**.
- A **Target**. By default this is **Direct**.

- A **Duration**. By default this is **Instant**.

Some modifiers are described as one of these. If a new **Range**, **Target** or **Duration** modifier is chosen it will replace the default unless another modifier called **Flexible Range**, **Flexible Target** or **Flexible Duration** is also chosen which allows an ability to have more than one of these.

An ability can have, with the agreement of the referee, any other modifiers as desired.

Some modifiers are negative. They reduce the GP cost of the ability. They should be bought after all positive modifiers so that the total cost of the ability is known. Negative modifiers cannot exceed half of the total cost of the ability including positive modifiers e.g. an ability costing 8 with positive modifiers totalling 5 for a total of 13 can have up to -6 negative modifiers but an ability costing 2 with positive modifiers of 1 for a total of 3 can only have up to -1 negative modifiers. Negative modifiers are per 10 points of base cost of the ability so on abilities that cost 11-20 points modifiers are worth twice as much and 21-30 three times as much. The Referee should consider if particular modifiers are acceptable in context. Don't allow 'creative' use of negative modifiers if they aren't really going to cause a problem.

Modifier	Notes	Cost
Activation Roll	Each time the ability would have an effect a dice roll must be made, or the ability does not activate. Can only be on an ability which is Persistent or Always On . Failure to activate does not end Persistent . An example would be <i>Armour</i> which only partially covers the user or a Persistent Area which flickers on and off.	Roll 3+ -1 Roll 5+ -2 Roll 7+ -3
Adapts	When the used with an ability to attack a target and it fails it adapts by 1 point. Next time it is used on the same target it acts at +1 to its level. For example <i>Accuracy</i> which missed a target would have +1 to hit that target next time, or <i>Damage</i> which failed to have a result would have +1 to its Result at the same target next time it was used. Adapts can also be used with an ability that provides Protection . In this case it counts as +1 Level against the same <i>Type</i> when it has failed to protect the target. Adaption is cumulative so can go up to +2, +3 etc. The adaption lasts for the rest of the combat.	4 or for a Personal Ability 2
Always On (Duration)	Always active even between scenes – also counts as a kind of Persistent . Can never change target. Cannot have any of the Flexible modifiers. If <i>Movement</i> is made Always On then the ability remains active all the time and is thus available to use to Dodge Area attacks. The user can still choose the direction and distance to move when taking a Move action.	3

Modifier	Notes	Cost
Area (Target)	<p>Works against a small area, a medium area or a large area. Areas can be bursts, cones (small or medium), lines, shapes or barrages (medium or large). A shape can be any defined shape. A large can be a Barrage. If the area selected is a shape it can be defined as a variable shape. In this case the user chooses the pattern of hexes each time the ability is activated. A character may have more than one kind of area to choose from on activation e.g. a Burst and a Cone. These are the sizes:</p> <p>Small Burst: diameter 3 hexes/4.5m (Roll20 aura radius 1.6m, dimensions 3.5 x 3.5). Medium Burst: diameter 5 hexes/7.5m 5m (Roll20 aura radius 3.3m, dimensions 5.5 x 5.5). Large Burst: diameter 10 hexes/15m (Roll20 aura radius 7.3m, dimensions 11 x 11). Small Cone: length 8.5 hexes/12.75m (Roll20 3.2 x 9.4) Medium Cone: length 17 hexes/25.5m (Roll20 6.4 x 18.7) Medium Barrage: 4 small bursts such that each is touching at least one other. Large Barrage: 4 medium bursts such that each is touching at least one other. Small Shape: 4 hex pattern Medium Shape: 7 hex pattern or a dome around a single hex Large Shape: 19 hex pattern or a dome around with a 7 hex centre Small Line: 10 hexes in a straight line (Roll20 1x11.3) Medium Line: 20 hexes in a straight line (Roll20 1x22.6) Large Line: 20 hexes in a straight line 3 hexes wide (Roll20 6x22.6)</p> <p>The centre of a burst or barrage must be within range. A line or shape must either be entirely within range or have Touch range and begin one hex from the user. A cone can only be used with Touch range and begins one hex from the user. An Area with Personal must be a burst, starts from the user's own hex and includes him/her within it and does not require a roll To Hit that hex. Fast Area has a 1 better chance of hitting targets in the Area.</p> <p>A defence such as <i>Force Field</i> or <i>Damage Defence</i> with Area is very thin occupies the edge of the area. They protect all targets within them against attacks from outside. Those that protect against Solid block movement. To move through them it is necessary to use an action causing damage to them which gets a result against them. It is then possible to make a move through them to make a follow up attack or in the next action of the same turn.</p>	Small Area 0 Medium Area 2 Large Area 5 +3 for a variable shape +2 per extra kind of Area Fast +2
Autofire	Some Direct attacks can attack more than once in a single action. All targets must be to the user's front and more than one attack can be made on a single target. Costs more for abilities with Level 4+.	2 attacks 3 or 6 if L4+ Three attacks 6 or 9 if L4+
Backfire	When the ability is activated on a roll of 1 for a non-persistent or 1-3 for a persistent ability it backfires dealing 1 hit to the user for Levels 1-5, 2 for 6-10, 3 for 11-15 and so on. Can't be Always On .	-2
Bullet	A Direct, Solid, Lethal attack which isn't Melee and is L1-3 can be a Bullet (a small projectile). It may pass through Walls but does not breach them.	-1
Burnout	The ability can be activated at 4 levels better than normal but each turn it is active in this way roll each turn – on 1-3 it stops working for the rest of the scene.	1
Cascade	Cascade abilities must be Direct or Seeking . After a target is hit with the ability then another target can be selected within the ability's range from the last target. This target is then attacked with the ability's level-1. This process can continue until a target is missed or the ability's level would be 0.	4
Close (Range)	Range band 1-5 hexes.	2
Complex	If the ability would not normally require a roll to hit (for example it targets the user) then it requires a roll of 5+ to activate. If it requires a roll to hit it automatically misses on a roll 1-6. Can't be applied to a Personal Persistent or Always On ability.	-2

Modifier	Notes	Cost
Concentration	A Persistent ability which ends if the user takes any hits, loses any actions (e.g. <i>Stun, Mesmerise, Sting</i>) or loses control of its actions (e.g., <i>Mind Control, Possession</i>)	½ the cost of the Persistent modifier (rounded down)
Direct (Target)	Works against a single target or hex in line of sight. The default target of an ability.	0
Disabling	Each time the ability is used (either activated or used to resist an ability) then on a roll of 1 the user takes enough damage to go Out of Action.	-4
Distant (Range)	Range band 3-∞.	5
Energy Defence	A defence is worth x2 level against one named sub-type of energy. Can be applied a maximum of twice.	1
Energy Weakness	A defence is worth half its level (round down) against one named sub-type of energy. Can be applied a maximum of twice.	-1
Exhausts	Each turn on which it is active exhausts on a roll of 1 and can't be used for the rest of the scene. This is its normal roll for result if one is made or an additional roll if normally none is required.	-2
Fades	Can only be applied to a Persistent ability. Each turn after activation the Level of that instance of the ability is reduced by 1. When it reaches Level 0 it ends.	-1
Flexible Ability	When activated the user can choose between more than one ability retaining the other modifiers and the Level. For example, it could be <i>Damage</i> and <i>Drain</i> or <i>Prediction</i> and <i>Evasion</i> . It still counts as a single ability in terms of follow up and only one of the options is active at a time. To work out the cost pay the base cost of all the abilities and the cost for the Level for the one with the lowest Level limit.	+4 per extra ability
Flexible Duration	When activated the user can choose between more than one Duration . For example Instant or Persistent or Always On . If the ability has Always On this means that Always On can be turned off with an action but when turned on remain on. An attack with Flexible Duration, could be either Instant or Persistent Target when activated.	1
Flexible Level	For any other Flexible modifier pay the smallest cost of the flexible modifiers. Instead of paying the cost when a more expensive Flexible modifier is used the Level of the ability is reduced by the GP cost of the modifier. E.g. with Flexible Range Touch and Distant pay the cost of Touch only (2 GP). When Distant is activated (5 GP) the Level of the ability will be reduced by 3 GP worth.	1
Flexible Range	The ability has more than one range: Touch, Short, Close, Ranged, Long Range or Distant . The user chooses which method to use when the ability is activated. The additional cost is on top of any cost for the other modifiers.	+1 per extra range
Flexible Target	The ability has more than one method of targeting: Direct, Area, Seeking or Indirect . The user chooses which method to use when the ability is activated. The additional cost is on top of any cost for the other modifiers.	+2 per extra method
Flexible Type	An ability which allows selection of a Type has more than one available that may be selected when the ability is activated. The cost (if any) for each type in the ability must also be paid for but not any cost for 1 type, 2 types etc.	+2 per extra Type or +1 for an extra Energy subtype.
Focus	Requires an object which can be disarmed and is lost on defeat. Each focus can be regained on a roll of 6+ per session once lost.	-2
Gas	Applied to a Poison ability. <i>Life Support (Gas, Air)</i> means it doesn't work.	-1
Hard Reactivation	If the ability puts a target Out of Action the chance of the target reactivating is -1.	1
Hardened	A hardened defence works against attacks which Ignore Defences or are Piercing .	2
Ignores Defence	Not effected by defences which aren't Hardened . Does not affect <i>Traps</i> or <i>Walls</i> .	4
Ignores Walls	The ability is not blocked by <i>Walls</i> which it treats as transparent. The user must still be able to target the location. A <i>Detect</i> which Ignores <i>Walls</i> detects through them.	2

Modifier	Notes	Cost
Indirect (Target)	Doesn't require a line of sight but target must be detected. The attack can travel from the attacker to the target in a parabola or a straight line. It must have a range. Can be combined with Area Burst as an Indirect Area Burst in which case the target hex of the Area is attacked using Indirect. In this case speculative attacks are allowed where the target can't be detected at a Penalty to hit the target hex. A Precise Indirect has +1 to hit.	3 Precise +1
Instant (Duration)	Activated in the user's character turn and ends at the beginning of the user's next character turn. Its effects may linger such as abilities with Special Duration but otherwise it stops existing. The default state of abilities without Persistent or Always On .	0
Item	Requires an item which is lost on defeat and can be disarmed (at a Penalty) by a <i>Disarm</i> . Each item can be regained on a roll of 6+ per session once lost.	-1
Knockback	The level of a Knockback attack is resisted by the target's <i>Forced Move Defence</i> . On a success knockback is 4 hexes plus 4 hexes per Boost . Anything hit by something being knocked back takes the same damage as caused the knockback as Solid -1 per 4 hexes (round up) travelled. The target takes the same damage as the object hit or the <i>Damage Defence</i> of the object struck, whichever is lower. If one character is knocked back into another then the knocked back individual can be avoided like an Area vs a 2 (see Combat Rules). If <i>Insubstantial</i> causes an attack to have no effect then there is no Knockback. Knockback is never Persistent . After being Knocked back a target is prone unless currently airborne or in the water in which case disorientated . When making a Melee attack with Knockback the attacker can try the following special options: Hook: Penalty to hit. Half the knockback distance is upward so if the knockback distance was 13 then the target flies 7 hexes up and 6 hexes away. The target then falls to the ground. Slam: Penalty to hit. All the knockback is straight down into the ground.	2
Knockdown	The level of a Knockdown attack is resisted by <i>Forced Move Defence</i> . If it succeeds the target is prone unless currently airborne or in the water in which case disorientated . If <i>Insubstantial</i> causes an attack to have no effect then there is no Knockdown. Knockdown is never Persistent .	2
Large	The ability is contained in a large device such as a fixed installation or a vehicle main weapon. It is a Penalty if targeting a single individual. This is used for the heavy equipment of minor characters such as tank guns designed to be used on other vehicles or buildings. It does allow an ability used by a minor character to be Level 4+.	-3
Lethal	A Lethal ability puts opponents who are taken out by it at a Penalty to reactivate. Also causes death or serious injury to opponents who is put out of action by the attack. Cost depends on the personality traits of the user (hence how often it will be used). There are four variations: <ul style="list-style-type: none"> • If user can use it on any target (Any). • If user can use it on any target who has first used a Lethal attack on the user, friend or innocent bystander (Lawful). • If user can't use it on human targets (Not Human). • If user can only use it on non-living targets (Non-Living) <p>In addition the Lawful and Not Human have a variant called Optional where the user can choose if the attack is Lethal or not when activated.</p>	Lethal Any 3 Optional Lethal Lawful 2 Lethal Lawful 1 Optional Lethal Not Human 1 Lethal Not Human -2 Lethal Non-Living -3
Limited	Limitations are circumstances where an ability doesn't work. The limitation can be 75% of the time or more, 50% of the time or 25% of the time. This is how you define movement powers like swinging or gliding. It should also be used for things like water movement if the game is mostly set on land and for life-supports for situations which are colourful but rarely encountered in the game.	75% (-3) 50% (-2) 25% (-1)
Limited Ammo	The ability can be used 3 or 6 times and then cannot be used for the rest of the scene.	-2 for 6 uses -3 for 3 uses

Modifier	Notes	Cost
Linked Ability	Per extra ability which can be activated together as part of a single action. Each ability must be set up so as to have the same target and range. Each ability can then be activated separately or together. Paid for the second ability and subsequent linked ability.	2 or 1 for abilities with no range.
Long Range (Range)	Range band 2-20 hexes.	4
Melee	Must be a Touch Damage or Grab or a Short Focus Attack . The ability is influenced by Fighting Skill . Counts as Quick against any opponent that moves more than 1 hex whilst in range of the user. When made the user counts as being in each target hex for the purpose of triggering <i>Persistent</i> abilities (this mostly matters if the Melee ability is also Area).	0
Mount	Ability is an item which the character rides on such as a riding animal, surfboard or jet-bike which can be use in combat. One ability of the Mount must be Movement. If the character is knocked back, knocked down or forced moved then the mount is left behind and the character cannot use the ability or abilities until s/he returns to the mount. When the character is dismounted the mount will move itself the minimum to allow remounting to be possible (e.g. descending to the ground). Alternatively can be Returns in which case the Mount uses its Movement ability to move back to the owner as best as it can in each of the actions of the user's turn as though it had its own actions. If it can be lost in other circumstances take Item or Focus as well.	Standard -2 Returns -1
Persistent (Duration)	<p>Once activated it stays on its current target, direction and effect until the end of the scene, or until it is aimed again at a different target, it is resisted or is cancelled. A Persistent ability activates and has its effect at the beginning of each of the user's turns and if a target enters the area, voluntarily or involuntarily from outside it. The following variations apply:</p> <ul style="list-style-type: none"> • Persisting on the user only (Personal Persistent). Including a Persistent Area with no range that is attached to the user and moves with him/her (called Attached). If <i>Movement</i> is made Personal Persistent once the character has moved once in a scene then then the ability remains active until cancelled and is thus available to use to Dodge Area attacks. The user can still choose the direction and distance to move when taking a Move action. A Shield can also be Personal Persistent. • Persisting within the Area it occupies when created. It then acts on any target subsequently entering that area as well as activating at the start of its user's turn. E.g. a barrier of cold (Persistent Barrier). • Persisting only on the individual target or targets that were affected when the ability was activated even if they subsequently leave the targeted location. Acts on the target/s at the beginning of each of the user's turn and ends on that target if it fails to get a result on it. E.g. a poison burst. (Persistent Target). • Persisting on the individual target or targets that were with in the Area when the ability was activated even if they subsequently leave the targeted location and on those subsequently entering the targeted area or finishing their turn in the target area. Acts like Persistent Barrier for those in the area and Persistent Target for those that have left. (Persistent Sticky). • Persistent can have additional Active Instances of the ability otherwise only a single instance can be active at once. • Unlimited Persistent means that there can be any number of uses of the ability active at once. This is only allowed when the ability is Persistent Target or where the ability is a Persistent Barrier which then has a Time which indicates that it lasts for a set period of time (choose this with the referee – for a Wall it could be a long time but for others should be lower but still more than a combat). • Abilities with Limited Ammo or Shots can be defined as persistent per use or shot. This means that each use or shot persists separately. 	Personal 2 Barrier 2 Target for <i>Trap</i> or <i>Telepathy</i> 2 Target Other 3 Sticky 4 Per Active Instance +1 Unlimited +4 Limited Ammo 3 uses +1 Limited Ammo 6 uses +3 Shots +4

Modifier	Notes	Cost
Personal (Range)	An ability with no range. If Direct it targets the user only. If Area the Area (which must be a Burst) is centred on the user. Cannot be Seeking or Indirect . The default state of abilities with no other range.	0
Personal Immunity	The user is immune to the ability i.e. his or her own ability, not the same ability used by someone else.	1
Piercing	The ability ignores 3 points of a Defence which applies to it unless it is Hardened .	2
Quick	Can be activated as an opponent is about to use an action after the opponent has declared what s/he intends to use the action for or after an opponent's action hits a target. The User can only use one Quick action per full turn i.e. once between its character turn and next character turn. The Quick ability interrupts the action that triggered it. The user makes a roll of Speed vs opponent's Speed and on 6+ the Quick action goes before the triggering action or in the case of responding to a hit before the ability takes effect. On a failure the Quick ability goes immediately after the trigger (if it can still be done). The opponent doesn't lose an interrupted action and may change the declared action to something else (and may have to change it if it is no longer possible). When responding to a hit the kind of abilities that would be relevant would be a <i>Move</i> which could be used to move out of an Area attack after it had hit a target hex or a Defence (such as <i>Damage Defence</i>) which activates in response to a hit. A Quick move couldn't be used, for example, to avoid a Direct attack after the hit as it would have already hit.	1 if no range, 2 if Touch otherwise 4.
Ranged (Range)	Range Band 2-10.	3
Recoil	If the ability hits a target then the target must move 1 hex further from the attacker or if the attack is an Area Burst then from its centre or if the attack is an Area Barrage from the centre of the nearest Barrage Burst circle if there is a clear hex (not containing a wall, a drop or another character for example) to recoil into. This is a result so a Follow Up is allowed if this ability hits.	1
Reliable	Can only be applied to an ability which rolls for a Result. When rolling for the Result roll 2D and take the higher of the two results.	3
Rending	<i>Damage</i> that causes 1 extra hit if it would normally cause at least 1 hit and the result roll was 6+.	2
Riposte	If the user is attacked with Direct with no result then this ability can be automatically activated against the attacker at no cost in actions.	2
Seeking (Target)	A seeking attack doesn't require a line of sight but the target must be detected. The attack must still travel from the attacker to the target but not necessarily in a straight line (it can take any available route). It must be Ranged, Long Range or Distant . Can buy Homing (+1 to hit per point). If hit roll is 1-4 misses even if would normally hit.	3 +1 per point of Homing.
Shield (Target)	An ability with touch range which triggers automatically (requiring no actions) targeting anyone attacking the character from R0-1 or with a Melee attack which isn't Short Focus . In these circumstances a shield automatically hits before the attack that triggers it.	4
Short (Range)	Ability can be used on a target or area 1-2 hexes from the user. Counts as Quick against any opponent that moves more than 1 hex whilst in range of the user unless the user is already engaged with an enemy (e.g. an opponent that moves from more than 2 hexes to one hex range or moves more than 1 hex when within 2 hexes).	2 or 1 for a <i>Damaging Attack</i> .
Shots	After 3 uses the ability must be reloaded taking 2 actions.	-2
Slow	The ability requires 2 actions to activate.	-1 for a Persistent ability which targets the user otherwise -2.
Stun	If the ability has an effect on a target then the target has only 1 action in its next Character Turn. This result does not stack (i.e. stun never requires a target to lose 2 actions next turn or be stunned for 2 turns because of multiple hits).	3

Modifier	Notes	Cost
Touch (Range)	Ability can be used on a target or area adjacent to the user or in the same hex (Range 0-1).	2
Uncontrollable	Can only apply to an ability with no range. At the start of the user's second action each turn roll 1D. On a 1 it activates if inactive or deactivates if active. This uses the character's action. If the ability is a <i>Move</i> then it is in a random direction and is 1D hexes up to its maximum.	-2
Undetectable Effect	The ability isn't detectable by certain types of Detect which would usually Detect it: Blind Fighting, Enhanced Vision, Magical, Mental, Mutant Detection, Radar, Sonar, Super Hearing (requires Normal Hearing too), Normal Hearing and/or Vision.	Vision 3 Others 1 each.
Unpredictable Targeting	Can only be applied to an ability with a range that requires a roll to hit. For a Direct, Indirect or Seeking then on a roll of 1 to hit roll randomly amongst other available targets and re-roll the roll to hit against that target. If there is no available alternative target the ability automatically hits the user. If the ability is Area it deviates twice as far as normal for a miss against the target hex and on a roll of 1 by an addition 1D hexes.	-1
Unreliable	Can only be applied to an ability which rolls for a Result. When rolling for the Result roll 2D and take the lower of the two results.	-2
Variable	The first time the ability is used in each combat roll to determine its Level. It will be Level -5 + 1D for the rest of the combat. If its level is 0 or worse it can't be used at all. If its Level would be negative then subtract the negative Levels from a random other ability or abilities until all the negative levels are used up.	-1
Versatile	The ability counts as an attack for purposes of Follow Up as though it were two more attacks each with a different level. This represents things like martial arts with multiple attack styles or blasts with lots of stunts. Costs more if the ability Level is 4+.	2 for one Follow Up +1 per extra. X2 cost for Level 4+.
Weakens	Each time the ability is used (activated for an ability which targets something other than the user) or does something like providing a Dodge, Defence or being used to Detect each day its Level goes down by 1. When it reaches 0 it can't be used. It recovers 1 Level every hour.	-2
Works on Insubstantial	The ability works normally against insubstantial targets.	2

Starting Abilities

All characters start with the following at no cost:

Name	Ability	L	Target	Range	Duration	Other	Source
Running	Movement (Solid) Ground	1	Direct	Personal	Instant		Standard
Normal Senses	Detect – Vision, Hearing	1	Direct	Personal	Always On		Standard
Punch/Kick	Damaging Attack (Solid)	1	Direct	Touch	Instant	Melee	Standard
Grapple	Grab Attack (Solid)	1	Direct	Touch	Instant	Melee	Standard

These standard abilities may be upgraded using modifiers and abilities.

Advantages and Disadvantages

A character must have 2-5 advantages and 1-4 disadvantages. Points from disadvantages can only be spent on advantages. Advantages do not often provide bonuses in combat – instead they are most often used out of combat. Advantages can be Voluntary (V) – used when the character chooses, advantages or disadvantages can be Circumstantial (C) – occur when circumstances are right and disadvantages may be random (R) – occur at random intervals. They are defined as follows:

Description	Notes	Cost
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Frequent (Fre)	Character can use an advantage many times per session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur more than once per session. Enemies or similar problems (R) appearing each session on 5+.	2
Common (Com)	Character can use an advantage once per session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur or are useful around once per session. Enemies or similar problems (R) appearing each session on 7+.	1
Rare (Rar)	Character can use an advantage once every other session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur or are useful less than once per session. Enemies or similar problems (R) appearing each session on 9+.	0
Major (Maj)	Makes a big difference. Advantages or disadvantages that work on 3+. Gives 3 Bonusses or Penalties to something a character can accomplish normally.	2
Significant (Sig)	Makes some difference. Advantages or disadvantages that work on 5+. Gives 2 Bonusses or Penalties to something a character can accomplish normally.	1
Minor (Min)	Makes little difference. Advantages or disadvantages that work on 7+. Gives a Bonus or Penalty to something a character can accomplish normally.	0

Where something has a chance of success the referee can apply a **penalty** if it the occurrence is a stretch (for example on a very general advantage) or a **bonus** if the advantage or disadvantage matches very well (for example an advantage which is very specific).

Examples follow but many others are possible:

Advantage or Disadvantage	Notes	Cost
Absolute Time Sense	C	Rar, Min 0
Ageless	C. Doesn't age after reaching maturity.	Com, Maj 3
Aggressive	C. If others argue with the character or irritate him/her s/he tends to launch attacks on them.	Fre, Maj -4
Alternative Form	V. Character has another form or forms s/he can take which can be used to solve certain problems out of combat.	Varies.
Altruistic	C. Must help the poor, weak and innocent.	Com, Sig -2
Angst	C. Worries over decisions and agonises over past choices.	Com, Min -1
Arbitrary	C. Decisions are always unjust and unreasonable.	Com, Sig -2
Astral Vision	C. Can see onto the astral plane.	Rar, Min 0
Beggar	C. Spends a lot of time just begging and scrounging. No social status.	Fre, Maj -4
Bombastic	C. The character can't resist making long speeches describing his/her plans to enemies which tends to waste time and give away secrets.	Fre, Sig -3
Bully	C. Must pick on the weak and innocent.	Fre, Min -2
Callous	C. A heroic character who can still use lethal attacks or abandon friends if necessary.	Fre, Sig 3
Child	C. Under 12	Fre, Sig -3
Chivalry	C. No ambushes or attacking prone targets. Must protect weak and innocent.	Com, Min -1
Code of Honour	C. Must choose either the leader of a group or whoever is the most powerful member as an opponent. The character can't attack opponent when s/he is knocked down. If another character attacks the character's opponent then must attack them instead.	Fre, Maj -4
Compulsive Liar	C. Must lie whenever possible.	Fre, Sig -3
Contacts	CV. Useful contacts that can help the character to solve problems.	Varies
Convincing Liar	V	Com, Min 1
Coward	C. Flees if facing danger.	Fre, Maj -4
Cruel	C. Likes to hurt and inflict pain.	Fre, Min -2
Curious	C. Has to investigate things even when it would be wiser not to. Unable to avoid fiddling with things.	Fre, Min -2

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Advantage or Disadvantage	Notes	Cost
Cyberpathy	V. Can interact with computers mentally without normal unput/output devices. Also makes the user very good at understanding how they work and manipulating them.	Com, Sig 2
Cynic	C.	Com, Min -1
Dark Secret	R. Terrible if found out.	Varies depending on how serious the secret is and how likely it is to be used against the character.
Demolisher	C. Must destroy objects and institutions. Can't obey rules.	Fre, Min -2
Dependants	R. These must be protected.	Varies depending on how often they must be protected and how vulnerable they are.
Dim-Witted	CR. Takes effect anytime the character tries something requiring intellect. Major, Significant or Minor determines how likely it is to stop the character.	Fre, Varies
Disease immunity	C. Character does not suffer from any form of disease.	Rar, Sig 1
Ego Signature	C. Must leave a sign of your presence.	For someone who is wanted or hunted Com, Sig -2 or for other Com, Min -1
Emotional	C. Swayed by emotion rather than logic.	Com, Sig -2
Enemies	R. Major are more powerful than the player/group, significant as good as and minor worse than them.	Varies depending on how powerful they are and how often they appear.
Energetic	V. Doesn't give up easily and can deal with many problems at once.	Fre, Sig 2
Escape Effect	C. Used to escape from combat. Major, Significant or Minor determines chance of success. Can be used before defeat.	Rar, Varies
Extremely Reckless	C. Can't retreat or take care over outcomes.	Com, Sig -2
Fast Healer	C. If character is wounded s/he has +3 to attempt to heal.	Com, Sig 2
Feign Death	C. Used to avoid being captured. Instead of fleeing if defeated the character pretends to be dead. If it works s/he avoids capture and can sneak off later.	Com, Var
Followers	This is one or more useful normal humans or the equivalent. Use this for villains with agents, robots etc.	Varies depending on how useful and how often they help.
Flashbacks	C. Significance would determine how bad the consequences were. Minor = Penalty, Significant = 1 action per turn and Penalty, Major = Out of Action.	Varies
Glory Hound	C. Has to try to take credit for all successful actions.	Fre, Min -2
Grandeur	V. Allows the character to impress others.	Com, Min 1

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Advantage or Disadvantage	Notes	Cost
Great Intellect	V. Allows character to solve problems by working out the best action.	Fre, Sig 3
Great Wealth	V. Allows the character to solve problems by purchasing help, offering bribes or purchasing resources.	Fre, Sig 3
Greed	C. The character is focussed on gaining wealth by any means. S/he is easily tempted by the opportunity to acquire wealth.	Com, Sig -2
Guardian	C. Must protect a region.	Fre, Sig -3
Honest	C. Can't lie or evade the truth.	Com, Maj -3
Hunter	C. Character must seek out powerful opponents to test him/herself against. The greater the challenge the better.	Com, Min -1
Idealist	C. Must conform to an idealised code and expect others to follow suit.	Fre, Sig -3
Impressive Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Fre, Sig 3
Impressive Flying Ship	V. Acts like an impressive base and as a flying vehicle (+4) for moving between locations, escape or pursuit.	Fre, Maj 4
Indecisive	R. Always delay making a decision.	Fre, Min -2
Ingenious	V. Good at innovating to solve problems.	Com, Sig 2
Ingénue	C. Character is an innocent who approaches everything in a sincere and open way. S/he tends to miss the subtext in situations and is easily shocked by bad behaviour.	Com, Min -1
Innocent Smile	V. Used to make others believe or like the character.	Rar, Min 0
Intimidating Presence	V. Used to persuade others to talk or obey.	Com, Min 1
Iron Will	C. Can't be frightened, interrogated or intimidated. Doesn't give up. In combat has +1 recovery.	Com, Sig 2
Killer Instinct	C. A heroic character who sometimes can't stop him/herself killing combat opponents once 'the rage' descends. This isn't so much of a disadvantage for an evil villain.	Com, Maj -3
Lazy	C. Can't work for any length of time. Gives up quickly at difficult tasks.	Com, Min -1
Leaps and Bounds	V. +2 to escape if using ground movement, superleap or wallcrawling.	Rar, Sig 1
Looks Down on the Weak and Stupid	C. Tends to offend others and finds it hard to work with them.	Com, Min -1
Lustful	C. Always pursuing sex.	Fre, Min -2
Manipulator	V. The character is good at manipulating others to get his/her own way. S/he mixes bullying, charm, kindness and cruelty as works best.	Fre, Sig 2
Martial Arts Etiquette	C. Can't gang up on opponents and must wait for opponents to get up or pick up dropped weapons.	Fre, Sig -2
Mighty Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Fre, Maj 4
Minion	C. Cringingly servile follower of stronger personalities. No initiative.	Fre, Sig -3
Monstrous	C. Causes most others to react badly to the character.	Fre, Sig -3
Natural Leader	V. Used to take control in situations, provide leadership and dominate others.	Fre, Sig 3
Negotiator	V. Used to persuade others.	Rar, Sig 1
Never Grows Up	C. Bought alongside Young. The character never gets physically older.	Fre, Sig -2.
Night Vision	C. Ignores concealment produced by semi-darkness such as night. No use in total darkness where Vision is suppressed.	Com, Maj 3
Old	C. Age and infirmity stops the character completing tasks.	Com, Sig -2
Olympian	C. Consider yourself beyond the power of puny humans and ignore them or patronise them.	Fre, Min -2
Outcast	C. Rejected by normal society.	Fre, Sig -3
Overconfident	C. Overestimate the chances of success.	Com, Min -1
Paranoid	C. Believe everyone is plotting against you and take elaborate precautions.	Fre, Maj -4
Photographic Memory	C.	Rar, Sig 1

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Advantage or Disadvantage	Notes	Cost
Poor	C. Can't buy anything of significance.	Com, Sig -2
Power Hungry	C. Spend lots of time trying to gain power and influence.	Com, Min -1
Psychological Problems	C. Flashbacks, Fears, Hatreds	Varies on frequency and severity.
Quick-Witted	V. Used to quickly solve problems and react swiftly.	Fre, Min 1
Returns from the Dead	C. If character is killed s/he automatically returns to play.	Rar, Maj 2
Scatterbrain	C. The character forgets what s/he is supposed to be doing and find concentrating on important things difficult. S/he is more interested in frivolous matters.	Fre, Min -2
Secret ID	C. Secret ID takes up time and requires protection.	Com, Sig -2
Shallow	C. Character says what s/he thinks with little editing. Character has no hidden depths – the surface is all you get.	Fre, Min -2
Showboating	C. Character wastes 2 actions showboating when s/he first has 5 or more GP more than each other combat opponent currently active and whenever s/he puts an opponent out of action.	Com or Fre (depending on the type of character), Maj: -3 or -4.
Sixth Sense	C. Character knows when danger approaches and cannot be surprised.	Com, Maj 3
Skill	CV. Character uses a skill to solve problems e.g. Doctor, Scientist, Spy, Survival, Criminal, Soldier, Law Enforcer, Forensics Expert, Surveillance Expert, Streetwise.	Varies depending on how frequent and how useful.
Small Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Com, Sig 2
Small Hideout	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Com, Min 1
Socialite	C. Busy maintaining a social round of parties and engagements.	Fre, Min -2
Speed Reading	C.	Rar, Sig 1
Strikingly Attractive	V. Can be used to appeal to others.	Fre, Min 2
Substance Abuse Problem	R. When active the substance abuse problem puts the character at -2 (min), -4 (sig) or disabled (maj).	Varies with severity and frequency.
Super Form	C. Character is like a minor character most of the time and must transform into a super form to use most of his her abilities. Rar: 1 act transform, Com: 2 act transform, Fre: 4 act transform. Min: ½ of abilities lost, Sig: all abilities lost, Maj: as a minor character.	Varies with how long it takes to transform and the difficulty of the procedure and according to how many abilities are lost when not in super form.
Thrill Seeker	C. Must spend a lot of time seeking excitement. Easily bored with unexciting tasks.	Fre, Min -2
Trickster	C. Constant irritating practical jokes. Makes others dislike the character.	Fre, Min -2
Trusting	C. Must believe what is told by others and will be shocked and upset if it turns out to be a lie.	Fre, Sig -3
Uncontrolled Power	C. Your powers tend to go of control injuring friends, allies and innocent bystanders.	Maj but varies on frequency.

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Advantage or Disadvantage	Notes	Cost
Unfamiliar with the Current Environment	R. Character lacks knowledge of the area where the game is set because s/he is from another place or time. When the disadvantage activates it stops another successful out of combat action.	Varies.
Unreasonable	C. Doesn't like to be thwarted, can't be persuaded with logic.	Com, Min -1
Unreliable	R. Incapable of following a plan or turning up at the right place at the right time. If frequent must roll every time something new is attempted, if common once per session or if rare once per two sessions. Severity indicates the roll,	Varies
Unusual Appearance	C. May cause others to react badly to the character.	Com, Min -1
Useful Vehicle	V. A vehicle has a movement type like the movement ability. In escape or pursuit it allows the character to use this type of movement at +4. Also use to travel between missions.	Com, Sig 2
Vengeful	C. Must take revenge on those who wrong you.	Rar, Maj -2
Very Chivalrous	C. No ambushes, attacking prone targets, no disarming or ganging up on a single opponent. Must protect weak and innocent.	Com, Sig -2
Weird Appearance	C. Causes most others to react badly to the character.	Com, Sig -2
Winning Smile	V. Used to make others believe or like the character.	Rar, Min 0
Young	C. Between 12 and 16. As the character ages s/he will eventually lose this limitation and must either buy it off with GP or take another disadvantage.	Fre, Min -1

Hero Points

Each session each PC gets 1 Hero Point (HP). A HP can be spent to re-roll a dice made roll by the PC or to make an opponent re-roll a roll made against a PC. After the roll the PC can choose the better of the new roll and the original. The referee can give characters extra HP for actions which are entertaining or interesting and also for roleplaying their disadvantages.

Making Ability Rolls

All ability rolls are D10. In general all rolls apply the level of the active ability versus the level of the defending or passive ability. The chance of success is a roll of Level of Ability – Resisting Level + 5 or higher. This means that where the Level and Resisting Level are the same a roll of 5+ is required, if the Level is one worse than the Resisting Level then 6+, one better then 4+ and so on.

Where a roll is required to achieve success a roll of 10 always succeeds for major characters except in circumstances noted as otherwise. A minor character requiring more than 10 to succeed in a roll must roll a 10 and then roll again scoring the number required -9 or better to succeed. E.g. a minor character needing a 13 must roll a 10 and then 4+ to succeed. Where a target has no Resisting Level it counts as 0.

Every two a roll succeeds by provides a **Boost** which is important to some abilities. So a roll that succeeds exactly or by 1 or because of an automatic success on a 10 has no **Boosts**. A roll that succeeds by 2 or 3 has 1 **Boost**, 4 or 5 has 2 **Boosts** and so on.

Circumstances can provide a **Bonus** (+2) to the chance of success or a **Penalty** (-2) to the chance of success. When they apply to a passive ability such as a defence they effect its value e.g. *Evade* with a Penalty counts as 2 lower.

Making Other Rolls

Sometimes characters want to do things which are not covered by abilities. In this case the referee judges if they are either incredible (not able to be done at all without an ability or advantage) or can be accomplished normally. In the first case the character will need to have an advantage and the success chance is listed depending on if the advantage is Major (3+), Significant (5+) or Minor (7+). In the case of something that can be accomplished normally the referee should assign a difficulty depending on how difficult it is but remembering that major characters are generally talented and competent individuals: 5+ is standard. The referee can rule that some abilities, advantages or disadvantages provide bonuses or penalties to this.

Combat System

Minor Characters Hordes

Sometimes PCs could come up against a horde of minor characters. In this case represent this with no more than 5 minor characters per major character PC. All the additional minor characters are assumed to be included withing this in terms of effectiveness via diminishing returns and when these are defeated all or defeated. If the referee wants to show this as particularly taxing include them in waves – with one combat per wave rather than having more than this at once.

Initiative

The order of the turn sequence (initiative) is in order of Speed Level. Major characters go before minor characters. On a tie characters on the same side can either act at the same time or choose their order. Otherwise roll D to decide order. If ranking automatically of Roll20 use (Speed x 10) + 1D to get this effect.

Scale

The game scale is in hexes. One hex equals 1.5 metres.

Full Turn

A full turn is 10 seconds. Each character gets a Character Turn within a Full Turn in Initiative order. If a character wishes on his/her turn instead of acting immediately s/he can drop down to a lower point on the turn sequence. This is called delaying. A character can only delay once per Full Turn.

Character Turn

A character's turn begins with each of his/her Persistent or Always On abilities (that s/he created) that haven't been cancelled activating and having their effect. Any other abilities of the character end (though their effects may linger if they have a special duration). In each character turn a character has 2 actions (one can be lost because of Stun). An action can be used to:

- **Activate or Deactivate:** any of his/her abilities. Can only have a target other than the character once per Character Turn
- **Move:** this can include activating a Movement ability which is then used to Move or can use an already active Movement ability. The character moves 1 or more hexes according to the Movement ability use. If the character ends his/her movement with Concealment s/he can Hide.
- **Stand Up:** from prone.
- **Recover From Disorientated**
- **Resist a Persistent Ability:** which is active on him/her personally (not an Area s/he is in). Uses the listed defence ability vs the level of the persistent ability or 9+ whichever is better. Success cancels the ability.
- **Resist a Hindrance:** requires a roll of 3+ to remove 1 Hindrance Point and 9+ to remove 2 Hindrance Points. Add the Level of any *Hindrance Defence* which applies.
- **Recover a Drained ability:** requires a roll of 3+ to recover 1 level and 9+ to recover 2 levels. Add the Level of any *Drain Defence* which applies.
- **Stop Inactive Opponent:** one inactive opponent is at -1 to re-active next roll. Once per Character Turn.
- **Pick Something Up**
- **Interact With an Object:** such as activate a device, open a door etc. Getting out or putting away a second held object in a turn.

Dropping something is free. Getting out or putting away one held object is also free.

Duration

Abilities which don't persist are active until the user's next turn. Persistent abilities last as described in the section on persistent abilities. Damage, Hindrance, Grab and Drain have a Special Duration listed in the results table.

Environments

Each environment whether natural or produced by an ability has a Level indicating how severe it is.

Environment	Effects
Calm	No particular wind. No special effects. Opposes Wind.
Cold	Cold which exceeds the resistance of <i>Life Support (Cold)</i> gives anyone in it at a Penalty To Hit, <i>Move</i> (Min 1) and <i>Evade</i> . Cold which exceeds Life Support by 2+ can cause Damage. If it exceeds Life Support by 2 it attacks at the end of each hour, by 3 at the end of each minute (6 turns) or 4+ at the end of each Turn. It attacks as <i>Damage (Cold)</i> . Opposes Heat.
Clear	Normal visibility. Opposes Fog/Smoke.
Day	Normal light levels. Opposes Night.
Dry	No rain. Opposes Rain.
Fog/Smoke	Provides 1 level of <i>Concealment</i> vs Vision per (6 – Level) Hexes after the first. At Level 4+ is a Penalty to <i>Move</i> (Min 1). At Level 6 provides 2 Concealment per hex, at Level 7 3 Concealment per hex and so on. Opposes Clear.

Environment	Effects
Heat	Heat which exceeds the resistance of <i>Life Support (Heat)</i> gives anyone in it at Penalty To Hit , -1 <i>Move</i> (Min 1) and <i>Evade</i> . Heat which exceeds Life Support by 2+ can cause Damage. If it exceeds Life Support by 2 it attacks at the end of each hour, by 3 at the end of each minute (6 turns) or 4+ at the end of each Turn. It attacks as <i>Damage (Heat)</i> . Opposes Cold.
Night	Provides 1 level of <i>Concealment</i> per (6 – Level) Hexes after the first. At Level 4+ anyone in it is anyone in it at Penalty to Move (Min 1 Hex). At Level 6 provides 2 concealment per hex, at 7 3 concealment per hex and so on. Opposes Day.
Poison Gas	Anyone who is in the area who isn't Immune to Gas is attacked at their start of each of their turns by a <i>Damage (Poison)</i> of Level equal to the environment.
Radiation	Radiation which exceeds Life Support can cause Damage. If it exceeds Life Support by 1 it attacks at the end of each hour, by 2 at the end of each minute (6 turns) or 3+ at the end of each Turn. It attacks as <i>Damage (Radiation)</i> .
Rain	Provides 1 level of concealment per (14 – Level) Hexes after the second. Puts attacks other than Psychic at a Penalty to hit over 9 Hexes. Reduces Level of any Heat ability by 1/3 (round) up of Rain Level.
Wind	Wind has a direction it is blowing. At Level 3+ is a Penalty to Move (Min 1) above ground. Wind which has a Level which exceeds a target's <i>Forced Move Defence</i> makes the target move 1 Hex per Level that it exceeds it by 1 downwind at the start of their turn (at no action cost) but if this exceeds the character's movement rate (modified for the wind) they are Knocked Down.

Cover

If a character is behind an object such as a wall which covers about 75% of him/her or in light undergrowth s/he gets 2 levels of *Concealment*. If in 90% cover or in thick undergrowth 3 levels of *Concealment*. Hiding behind something only works if it gets in the way of opponent's LOS and they are using a sense that doesn't ignore cover.

Hiding

A character can hide at the end of a Movement Action if s/he has Concealment. The referee must rule that opponents could plausibly not know what hex a character is in. This is more likely if the character didn't move very far – it is easier to hide if creeping slowly. If there is some doubt about this the referee can require a roll to hide. The standard is 6+ with the following modifiers:

- Bonus if moved 3 or fewer hexes.
- Bonus if did nothing very obvious or noisy this turn.
- Penalty if moved more than 6 hexes.
- Penalty if did something very obvious or noisy this turn.

Hiding ends if the character does something to reveal his/her location such as making a detectable attack. A detectable attack would be one that a target has any targeting senses against. Making an attack that is Undetectable to targeting senses but can be sensed with a non-targeting sense like hearing doesn't automatically end hiding but makes detection easier.

Detection

Normally a character can detect all other characters and objects on the board unless they are Hidden. Concealment can occur as a result of an ability, cover, darkness, rain, fog or smoke. To spot a concealed target roll using Detection Level vs Concealment. Has a **bonus** if the opponent has made an action (such as an attack) which was detectable by a non-targeting sense like Hearing. Detection against a target can be done by a character as part of another action and as part of resisting an action. A character can only make one detection roll in his/her own character turn and one detection roll as part of resisting each enemy action by a hidden character. If successful the target is no longer hidden to the spotter. No attacks can be targeted against hidden opponents. However an Area attack could be targeted against a hex such that the area includes the hidden target if there is some reason to believe the target is in the area – the referee should rule on this. It is possible that a character can point out the location of a spotted target to allies – the referee should rule on how effective this is given what sort of communications they have – Telepathy is good. Communication like this should give a **Bonus** at spotting. The types of Detection are:

Detection Type	Effects
Blind Fighting	Uses a combination of sharpened senses such as hearing and touch combined with amazing awareness to range 10. Allows little detail but can be used to target abilities. At a Penalty to hit at 6-10 squares. Detects abilities.
Clairvoyance	Not blocked by <i>Walls</i> . The user can have a view point which moves separately from the user at a rate of 5 x Level hexes per action used to a maximum range of 10 ^{Level} . Allows user use Vision or Enhanced Vision (if s/he has it) from a selected point as though the user was standing the selected hex. Whilst the user is using the viewpoint s/he can't use any Detect from his/her own location. The user can target abilities from the viewpoint but usually they will originate from his/her own location so will often have to be Indirect.
Enhanced Vision	Vision which is not blocked by darkness, fog or smoke. Works out to Line of Sight. Detects abilities. Targets abilities.
Hearing	Normal hearing. Detects things that make a noise. Can identify things to some extent by sound. Can't be used for targeting or to detects abilities as such but does allow working out the hex they came from. Is confused by noisy environments.
Magical	Not blocked by walls. Detects anything with a magical ability, concealed by a magical ability, magical items, magical abilities and insubstantial things. Also detects creatures and objects from other dimensions. Can be used to target any ability against the thing detected. Works to Level x 50 hexes.
Mental	Not blocked by <i>Walls</i> . Detects living animals and people. Cannot see inanimate objects such as robots. Can only be used to direct Psychic abilities. Detects Psychic abilities. Works to Level x 50 hexes.
Mutant Detection	Detects any creature with an ability with Source Mutant . Isn't blocked by <i>Walls</i> and works up to Level x 50 hexes. Detects Mutant abilities. Can't be used for targeting.
Radar	Detects objects by bouncing radio waves off them. Works out to Line of Sight. Doesn't work underwater. Can't detect colour or much detail. Can be used for targeting abilities. Detects Solid abilities. Can be jammed by strong radio sources which provide Concealment against it.
Sonar	Detects objects by bouncing ultrasound off them. Works at range of Level x 4 hexes. Also works underwater to Level x 8 hexes. Can't detect colour or much detail. Detects Solid abilities. Can be used for targeting abilities. Confused by noisy environments which provide concealment against it.
Super Hearing	Detects things that make a noise. Can hear sounds x Level further away than normal. Can identify things by sound. Can be used for targeting. Detects abilities. Isn't confused by noisy environments as it picks out different sounds.
Tracking Scent	Detects anything with a scent. Can identify by scent. Works at 5 hexes or much further if down wind. When used to target must be within 2 hexes and the attacker is at a Penalty . Can follow a trail of scent.
Tremor Sense	Detects things that are touching the ground within 30 hexes of the user. Doesn't detect things in the air or abilities travelling through the air without hitting the ground. Can be used for targeting.
Vision	Normal vision. Works out to Line of Sight. Detects abilities. Targets abilities.

Movement

A 1 hex move which disengages an opponent is called a backstep. Each movement ability has a number of hexes movement it allows per level, a modifier to Move's Level when resisting area attacks. This modifier makes the user harder to hit with an Area without increasing the allowed movement. **Split** allows movement from a first action to be saved until the end of a second action. This allows, for example, a character to Leap or Teleport into the air, attack, then move back to the ground without falling.

Movement Ability	Hexes per Level	Move Modifier Resisting Areas	Special
Air	3		Airborne. Can't move whilst Disorientated.
Ground	3	+2 if character throws him/herself ending Prone.	Also allows a leap of 1 hex per level horizontally. At level 5+ allows a jump of 1 hex vertically ending prone and also allows small vertical jumps of less than a hex within reason. Starting adjacent to a wall can make a roll (usually 6+) to climb it at 1 hex per level (no progress on a failure). The referee can rule some walls easier or harder to climb and can apply a modifier for advantages

Movement Ability	Hexes per Level	Move Modifier Resisting Areas	Special
			or disadvantages. Can finish a move prone. Can crawl 1 hex per level up to a maximum of 3 hexes whilst prone.
Leap	3	+2	Leaps over intervening hexes and can change altitude but must land on a solid surface at the end of the move. Includes many types of gymnastic moves and short leaps as well as one single jump. As long as the move ends on a surface the user takes no falling damage. Can finish a move prone. Can't move when prone.
Teleport	3	If the attack misses by any number can move up to a full teleport move.	Doesn't cross intervening hexes. Can be used to resist traps. Passes solid objects as long as target hex can be detected. Can move more than 1 hex from a hex in range of a Melee or Short ability without triggering a possible Quick attack.
Underground	2	+2	Invulnerable to most attacks whilst underground. Can finish move prone.
Underwater	2	+2 in water and can only be used in water.	Only in water. Invulnerable to many attacks whilst underwater. Can't move when disorientated.
Wallcrawl	2	+2	Can stick on high surfaces to remain at airborne height. Can crawl at full speed whilst prone. Can finish move prone.
Water	3	Only in water.	Only in water. Can't move when disorientated.

If a character tries to use a move action whilst in an area of a Persistent Forced Move so as to go against its direction it must roll *Move* plus *Forced Move Defence* vs *Forced Move*. On a success move is the moves per level above plus the same again per **Boost**. On a failure no move occurs.

Range

Abilities which aren't personal have a range band provided by their modifiers. The ability works normally within this band but is at a **Penalty** to hit if closer than the range band or further way up to twice the normal range. No ability can be used at more than twice normal range.

Target or Targets

Direct, **Indirect** and **Seeking** abilities are aimed at a single target.

Areas are aimed at a group of hexes. The referee must rule if it is plausible to attack a hex so that the area contains a concealed target – there needs to be a reason for the attack: for example an attack was made from that location or it centres on another target. The user makes a To Hit roll and the target hex has a Dodge of 0 +1 for every full 10 hexes after the first range to the target point in the area.

So:

1-10 hexes = 0

11-20 hexes = 1

21-30 hexes = 2

31-40 hexes = 3

The target point of a **Burst** is its centre. The target point of other **Areas** is the furthest point from the user. *Accuracy* can be used. If the attack misses the target point deviates by 1 hex in a random direction per point it missed by. For a **Burst** this moves the centre of the burst. For a **Line** which wasn't **Touch** it moves both end points in the same direction and distance. Where a **Touch Line** deviates it moves the target point and the line is traced from the user to that point. Where a **Cone** deviates it moves the target point but still originates from the user. Ignore any hexes included that would cause the template to overlap the user. If the **Cone** moves away from the user the line of hexes connecting the user to the template are also covered. Where a template is used any hex even partly under the template is attacked. Each target in an effected hex is a target.

Minor Characters attacking Major Characters

Major characters are too fast moving, tricky, tough or elusive to be attacked by large numbers of minor characters at one. No more than three minor characters can target a major character each turn.

Attacks

Each target of an ability – the target of a Direct, Seeking or Indirect ability or a target within an Area has a To Hit made against them against the appropriate Defence:

- **Direct** attack is *Accuracy vs Evade*. Minimum **Dodge** is 0 +1 for every full 10 hexes after the first to the target point.
 - 1-10 hexes = 0
 - 11-20 hexes = 1
 - 21-30 hexes = 2
 - 31-40 hexes = 3
- **Area** attacks all targets within, or partially within, the area and depends on the shape as shown below vs *Move*.
 - Burst 2
 - Line 4
 - Cone 2
 - Shape 2
 - Any Area which is attached to a character: the character's *Move*.
 - **Fast Area** +1
- **Indirect** is 0 (1 with **Precise**) vs *Prediction*.
- **Seeking** is **Homing** vs *Confusion*. Also it always miss on a roll of 1-4.

Remember that an **ability being used to avoid an attack must be active and that abilities which don't persist last for one turn**. This means, for example, that if a character has used an action to move in his/her last turn then it can be used to resist an area attack until his/her next turn, however if a character did not take a movement action then she couldn't use it as a defence.

The following circumstances provide a **Bonus** when attacking with **Direct** or **Area**:

- Target is **prone**.
- Target is **disorientated**.
- Target is **trapped**.
- Target is **grabbed**.
- Target is unable to detect the attacker.

The following circumstances provide a Bonus when attacking with **Direct**, **Area** or **Seeking**.

- Target **hindered**.
- Target is unable to detect the attack.

The following circumstances impose a **Penalty** when attacking:

- Whilst taking a **backstep**
- Target is outside the **range band** of the ability.
- **Target is engaged with a friend or ally** and is 3+ hexes away.
- When **prone** if using a **Melee at R1** or a **Short** attack or **any attack at R1-2**.
- When **disorientated**.
- When **hindered**.
- When **grabbed**.
- Using a **Large** weapon on an individual target.
- Using a **Large** weapon on a major character target (in addition to above).
- A **minor character** attacking a **major character**.

Concealment:

- **If a target is Concealed vs a Direct attack** there is a penalty to hit equal to the *Concealment – Sense Used*. A miss caused by cover will hit the cover and may pass through it to hit targets beyond.

The following special rule occurs when attacking a target adjacent to an ally:

- If making an attack at **more than 2 range against a target adjacent to a friend or ally** then a **Direct or Seeking** attack hits the friend or ally on a roll of 1 or 2 (this represents the uncertainty of the exact location of targets locked in melee).

Against an **Area** then if the To Hit roll fails to get a result the target can move 1 hex per point it missed by (or up to full move with Teleport) towards the edge of the Area up to their maximum move. If they can do so and reach a hex which is even partially outside the **Area** the attack misses them. Note that an Area can also hit a target partially in the **Area** if the hit roll succeeds. If an **Area** is attached to a character and moves with them then the **Area** attacks using the character's movement against each target that it overlaps once in the turn. If the attack misses the target can continue to move up to its maximum movement in order to stay out of the **Area** if the user continues to move towards him/her throughout the action.

A **Direct** Attack at which would miss against the Minimum Dodge misses the target hex in a random direction by 1 hex. If the hex hit is closer than the target the attack fell short hitting the ground in that hex. If the hex hit is behind the target in LOS then the attack went high over the target. Otherwise it deviated left or right. If the attack missed due to Evade only it passed through the target hex. Unless it hit the ground the attack continues to its maximum range. Any other target it passes through is attacked but without adding *Accuracy*.

An **Indirect** (except **Psychic**) or **Seeking** attack which misses deviates by 1 hex in a random direction. Any target in that hex is attacked without adding **Homing** or **Precise**. **Indirect (Psychic)** attacks just miss and never hit the wrong target.

Attacking a Focus

If a character has a focus it can be targeted with any physical, energy or solid attack. To hit a focus with an attack from 10+ range is 3 **Penalties**, from 2-9 hexes 2 **Penalties** and from 1 or 0 hexes 1 **Penalty**. If the focus is hit then the Level of the attacking ability is resisted by the Target's *Forced Move Defence*. On any result number the target is disarmed and cannot use the ability which uses the focus. If the character wishes s/he can use 1 action per turn to try to regain the focus. This requires a roll of 8+.

Results of Abilities

If the target has an ability which Protects against the ability then roll the ability's level vs level of the protection. If the target has no suitable defence it is counted as 0. If the target has more than one ability which could **Protect** then use the best – don't add them together. When no resistance applies treat the resisting ability as 0.

The following impose a **Penalty** to level when attacking with an ability:

- Being **Hindered**.
- Using a Solid attack when **Grabbed** or **Grabbing**.
- More than normal range (up to double).

Move Through

If a character or vehicle tries to move through an opponent or opponents or a it must start at least 3 hexes away, use a Ground or Air move, and declare what Level of *Move* it intends to use. If making a Move Through as a result of a *Forced Move* then it doesn't have to start 3 hexes away. Use the Attacker's Declared Move vs Target's *Move* to hit or automatically hit a stationary thing like a wall. If the roll to hit fails the target moves out of the way of the attack into an adjacent hex and the attacker carries on moving past until the end of the declared move.

If the move through succeeds it does the attacker's normal Punch/Kick *Damage* plus Declared Move Level. If the attacker has Super Strength this has **Knockback** otherwise it has **Knockdown**. If after this the target is standing up or the target is a *Wall* or similar large object then the attacker is hit by a *Damage (Solid)* of the same Level with **Knockdown**. If an individual target is still standing or a wall or object isn't breached then the

attacker must stop otherwise the attacker must attempt to move on in a straight line for his/her full declared move with its Level reduced by ½ the target's Forced Move Defence or resistance of a Wall. If the character making the move through goes over the target with a ground move (e.g. because they were knocked down or knocked back less than the declared move or through a breach in a wall) then s/he may use *Forced Move Defence* vs 3 to stay on his/her feet and otherwise falls down in the hex.

Falling

Falling counts as a **Lethal Damage (Solid)** with a level of ½ the number of hexes fallen.

Picking up and Throwing Things with Super Strength or Telekinesis

It takes 1 act to pick up something. The size of the object cannot be larger than 1 hex per level². To deal full damage when thrown it must be at least 1 hex in size. The damage it causes is Solid, has Knockback and has maximum level equal to the levels of Super Strength or Telekinesis. Damage is reduced by 1 per 10 hexes or part thereof the object is thrown. The attack is an **Area** and hits the target hexes like a **Shape**. It has an Area Attack of 2.

Walls and other Terrain

The *Wall* ability, brush, vegetation, buildings and structures act in the same way. The sides of vehicles also count as walls. No line of sight can be traced through an opaque wall and it blocks most detection though some barriers are semi-transparent providing **Concealment** (like a hedge or ice wall) or fully transparent (glass for example). (unless it is glass or otherwise transparent). A wall or terrain item has a *Damage Defence (Solid, Physical, Energy)* of its level which applies against solid, physical and energy damaging attacks. Walls and terrain take 1 hit like a minor character unless they have *Toughness* which adds to this. The damage a wall or bit of terrain takes is per hex. When a hex of *Wall* or terrain loses all its hits it is breached. *Walls* are immune to **Psychic, Poison** and attacks which **Ignore Defence. Bullet** attacks cannot breach walls but if they get a result against a wall they pass through it (even it has multiple hits). Their Level reduced by 1 unless they got 1+ **Boosts**. They can hit targets behind it. Many walls are treated as 'Robust' (such as brick or stone walls or barriers made of packed earth). They are immune to Melee attacks that don't have *Super Strength* backing them up. A Move Through or Knockback with *Super Strength* that defeats the defence of the wall breaches it in one go no matter how many hits it has.

Example Wall/Door/Terrain	Damage Defence	Toughness
Brush, Light Vegetation	0	0
Glass Window	1	0
Plate Glass, Light Wood, Door	2	0
Heavy Wood, Reinforced Door	3	0
Interior Brick, Vehicle Body	3 Robust	0
Exterior Brick	3 Robust	1
Reinforced Concrete	4 Robust	1
Ground/Packed Earth	4 Robust	3
Thick Reinforced Concrete	5 Robust	2
Light Vehicle Armour	5 Robust	0
Armoured Door	6 Robust	1
Bunker	7 Robust	2
Heavy Vehicle Armour	7 Robust	0
Vault Door	8 Robust	2

Follow Up Attacks

If a major character has a result in an attack action with an **Area** ability or a Hit with an **Direct, Indirect** or **Seeking** attack s/he can make one follow up attack using a **different ability** (one with another Level) against the same target or if that target is out of play or out of action against another target. **Versatile** abilities count as more than one ability for this purpose. In addition the *Speed* ability allows more than one follow up if each in the chain meets the criteria above.

If there is no legal target of a follow up in range of any ability that could be used for a follow up then the character can make the shortest move necessary (up to a full move) that would bring a target into range.

Also when following up an attack with *Super Strength* a character may, instead of the normal follow up, make any number of follow ups using *Super Strength* as long as no move is required to move any of the targets into range. In this case the same ability (e.g. Punch/Kick) can be used with each follow up.

Hits and Out of Action

If a character takes 3 hits in a combat then s/he is out of action. A minor character takes 1 hit and then goes out of action. A character who becomes out of action is prone. At the start of a major character's Character Turn s/he can roll to reactivate:

Times Out of Action	Roll to Reactivate
1	4+
2	7+
3	10+
Each +1	+3

On reactivation a character has ½ of his/her total hits (3 + Levels in Toughness) and has his/her actions as normal.

Minor characters always reactivate on 6+. If they fail one reactivation roll they are removed from play altogether. Note that reactivation for minor characters also represents the arrival of re-enforcements.

A character who is out of action cannot use his/her actions to Move other than by crawling, stand up or do anything which has an effect on a target except him/herself. Further damage to an out of action character doesn't do anything as s/he can't go to negative hits.

The End Game

The End Game period begins on turn 16 minus the number of PCs originally present (e.g. Turn 12 for 4 PCs). The roll required to reactivate goes up by 1 on each end game turn. Any character requiring a roll of 11+ to reactivate is out of play and can take no further part in the combat.

Defeat

Defeat is always judged at the end of a turn. A side in combat is defeated if all the following are true:

- It is Turn 6+.
- If the side had any minor characters fewer than half of their starting number are in play.
- No major characters in a side have been in play this turn or in the End Game no major characters are in play.
- Before the End Game each major character who is out of action has made at least one attempt to reactivate.

Any character that is out of action at the end of a fight might be hurt if they don't have the **Regeneration** ability active. Roll a D to see how badly the character is hurt on the following table subtracting 5 if the attack wasn't **Lethal**. Each week if possible the character can make a recovery roll to move up the table a level:

Roll	Wound	Recovery Roll per week
2 or less	OK	None
3-4	Light Wound: -1 <i>Move, Evade</i> and <i>Forced Move Defence</i> .	6+
5-6	Medium Wound: disabled.	6+
7-8	Serious Wound: disabled.	6+
9-10	Dead.	None. Special plot development to come back.

Each defeated character who isn't disabled or dead can then try to escape by using a Movement ability. Each character in the winning side who is in action at the end of the fight can try to catch one fleeing

opponent as long as s/he has an appropriate movement ability to block them. The following table shows the penalties for movement type on pursuit.

		Escape							
		Ground	Superleap	Wallcrawl	Flight	Water	Underwater	Underground	Teleport
Pursue	Ground	0	-3	-3	-5	-5	-7	-9	-5
	Superleap	0	0	-1	-3	-4	-7	-9	-5
	Wallcrawl	0	-2	0	-3	-5	-7	-9	-5
	Flight	0	0	0	0	0	-7	-9	-5
	Water	-5	-5	-7	-9	0	-4	-9	-5
	Underwater	-5	-5	-7	-9	0	0	-9	-5
	Underground	0	-2	-5	-9	-9	-6	0	-5
	Teleport	0	0	0	-5	-3	-5	-3	0

To catch them roll pursuers movement vs target's movement. Any character who fails to flee is captured and can lose all items. A character can pursue multiple opponents taking a **Penalty** for each pursued after the first. This is not all or nothing i.e. the penalty doesn't apply to the first, does apply to the second and so on but as soon as a character fails to catch one then no further pursuit is allowed.

Stalemate

A stalemate can occur if neither side can defeat the other in a reasonable period of time. The referee can decide this.

Regaining Lost Hits

Characters who have lost hits will usually regain them before the next combat. If another combat occurs within an hour they may not all be recovered. Assume the character gets back 1/6 of its hits every 10 minutes (rounded down) so a standard 3 hit major character gets back one hit every 20 minutes.

Typical Minor Characters

Name	City Police	Character Type	Minor
Abilities			
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.			
Accuracy L1, Conv.			
Pistol: Damaging Attack L2, Lethal, Solid, Ranged, Focus, Shots, Bullet, Conv.			
Nightstick: Damaging Attack L2, Solid, Touch, Focus, Conv.			
Armour L1 vs Solid, Physical, ½ Energy or Direct Poison, Always On, Item, Conv.			
Advantages and Disadvantages			
Skills – Police (Com, Sig)			

Name	SWAT, Federal Agent	Character Type	Minor
Abilities			
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.			
Accuracy L1, Conv.			
SMG: Damaging Attack L2, Lethal, Solid, Ranged, Autofire 2 attacks, Focus, Shots, Bullet, Standard.			
Pistol: Damaging Attack L2, Lethal, Solid, Ranged, Focus, Shots, Bullet, Conv.			
Gas Grenades: Drain Attack Vision L2, Limited Ammo 3, Area Sphere, Persistent – Targets in Area and leaving, Focus, Conv.			
Armour L2 vs Solid, Physical, ½ Energy or Direct Poison, Always On, Item, Conv.			
Detection L1, Enhanced Vision, Persistent, Focus, Conv.			

Gas Mask: L1 Life Support Gas, Persistent, Focus, Conv.
Advantages and Disadvantages
Skills – Police (Com, Sig)

Name	Professional Criminal or Gangster	Character Type	Minor
Abilities			
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.			
Shotgun: Damaging Attack L3, Area Long Line, Lethal, Focus, Shots, Conv.			
Pistol: Damaging Attack L2, Lethal, Solid, Ranged, Focus, Shots, Conv.			
Advantages and Disadvantages			
Skills – Criminal (Com, Sig)			

Name	Minor Criminal or Gang Member	Character Type	Minor
Abilities			
Walk L2 (6 squares), Vision L1, Punch L1, Grapple L1.			
Pistol: Damaging Attack L1, Lethal, Solid, Ranged, Focus, Shots, Conv.			
Blunt Instrument: Damaging Attack L2, Solid, Touch, Focus, Conv.			
Knife: Damaging Attack L1, Lethal, Solid, Touch, Focus, Conv.			
Advantages and Disadvantages			
Skills – Low Grade Criminal (Com, Min)			