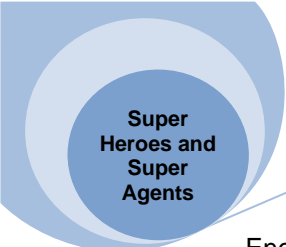




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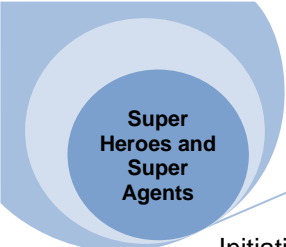
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Game Basics

The Concept

Superheroes and Super Agents is a superhero role playing game where each player controls one or more Player Characters (PCs) and at times a number of Non-Player Character allies (NPCs). A referee controls the NPC adversaries and rules on the effects of other tasks and the environment. Most things in the game are randomly generated. Combats are resolved tactically with figures. The idea of the game is that it is 'fair' in that the abilities of different characters are random, the opponents encountered are random and that outcomes are determined by the system rather than rigged by the referee. Players can equally win or lose.

Kinds of Character

Characters are divided into two kinds. They can be **names** or **mooks**. A name has an individual name and is unique. All PCs are names. Mooks are not unique and have a collective name. Mooks are always NPCs.

Values

Value (Val) is used to represent the power of any particular characteristic in the game. It is expressed as a dice e.g. D6, D8 etc. Where more than one dice is rolled it is written as 2D or 3D e.g. 2D6. These dice are rolled whenever the characteristic is used. When more than one dice is rolled the highest result is used. For a Value of 0 no dice is rolled – the result is always 0.

Dice Type Order

When dice types used for Value increase or decrease this is the order of the dice types.

- D4
- D6
- D8
- D10
- D12
- D14
- D16
- D18
- D20
- D22
- D24
- D26
- D28
- D30

An increase of 1 level on this table is expressed in the rules as +1. This add 1 to the dice type of **all** the dice in the value. E.g. D6 with +1 is D8, 2D8 with +1 is 2D10.

A reduction of 1 level is expressed in the rules as -1. If the value contains more than one dice this removes one dice. If the value has one dice it reduces that dice. E.g. 2D8 with – 1 is D8, 2D8 with -2 is D6.

An increase of the number of dice by 1 is expressed as +1D and this always adds one dice e.g. D8 with +1D would be 2D8,

The maximum dice value of any ability is D30. An increase of +1 over D30 is counted as +1D.

The minimum dice value is D4. If a reduction would take a D below D4 increase the opposing dice instead. E.g. if a character has D4 with a reduction of 2 then treat any opposing dice as 2 higher.

Victory Points

Victory Points (VP) are one form of 'game currency'. Characters gain VP for succeeding in episode steps. They can also gain VP for succeeding in relationship tasks. A VP can be used either to roll an extra D10, or re-roll one or more Dice in a roll for a value by the character after a roll has been made. They can also be spent to re-roll changes as a result of gaining experience, levels, coming back into play and going up levels and the effects of being wounded.

Development Points

Development Points (DP) are the second form of 'game currency'. Characters start with DP to build a character. They can gain DP for succeeding in episodes. DP are used to improve the abilities of characters.

Terms Used in the Game

Any term in *italics* refers to an ability which is described in the Abilities section. Anything in **bold** is another game concept with its own rules section.

Time and Activity Steps

The time used in the game is as follows:

Week: this is the length of time in the campaign for big actions. Episodes which are the scenarios where events happen occur on average about every other **Week** though there can be more than one in a **Week**. Where an episode occurs roll a D6 to see how many activity steps happen before the episode. In general a character will have a list of which activities they do each week and these will repeat until they want to change them.

Activity Steps: the **Week** above is divided into six **Activity Steps** where characters can choose a task to perform.

Turn. In combat a **Turn** is the time taken for all characters to have a chance to do something.

Phase: in combat each character takes an action in generally two phases each **Turn**.

Character Design

Things in the game are generated randomly using Design Sequences. Design Sequences are each made up of a number of Design Steps. Some Design Steps are common between different sequences.

Stages of Named Character Generation

This sequence is used for the following kinds of named character:

- Non-Combatant Character
- Unpowered Character
- Sidekick Character
- Powered Character

The following steps can be done in any order:



- [Statistics](#)
- [Sex](#)
- [Disadvantage/s](#)
- [Advantage/s](#)
- [Personality](#) and [Profession](#)
- [Spend Development Points](#)
- [Re-Rolls](#)

Finally determine if the character is a Hero, Neutral or Villain. In addition powered characters may be PCs or NPCs. The others are all NPCs.

Spending Development Points

Development Points (DP) can be spent to improve a character's abilities. Standard character types have the following DP though some relationship NPCs have different DP listed. A character who is higher than Level 1 when generated will have +5 extra DP per Level.

Powered Character: 16 DP
 Sidekick Character: 12 DP
 Unpowered Character: 8 DP
 Non-Combatant Character: 0 DP

The DP costs in the different areas described in detail later are:

- **Power Field:** 4 DP for the first and 2 DP for extra fields thereafter (Powered Characters and Sidekicks Only).
- **Power Roll:** 2 DP (Not Non-Combatants).
- Choosing to increase the level of an ability already owned: 3 DP (Not Non-Combatants).
- **Extra Advantage** 1 DP each for up to 2 extra, 2 DP each for extra 3-5, 3 DP for 6 and 4 each thereafter.
- Increase a **Skill** by 1 for 1 DP if it is currently +2 or lower otherwise 2 DP.
- Increase a **Relationship** by 2 for 1 DP if it is currently +4 or lower otherwise 1 DP for +1.

Extra DP can be gained as follows:

- **Extra Disadvantage** 2 DP (Characters start with one without gaining additional DP) and there is a maximum of 5 in total.

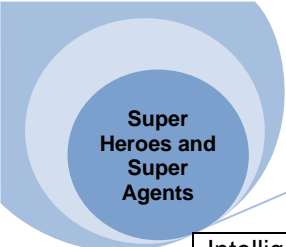
Re-rolls

A player can re-roll 3 rolls made during character generation to get a different result. This is only allowed immediately after the roll – you can't go back to it later. At the end of character generation you may use each remaining re-roll to increase the value of the STAT by 1 to a max of D10.

Base Statistics

The following Statistics (STATS) are used. For an explanation of the examples see [Skills](#) and [Abilities](#).

STAT	Code	Skills and Other
Strength	ST	Athletics
Dexterity	DX	Control, Gymnastic, Stealth
Toughness	TO	Endurance



Intelligence	IN	Computer, Investigation, Medical, Mystical, Research, Security, Scientific, Tactics, Technology, Training
Charisma	CH	Leadership, Persuasion
Willpower	WP	Perception
Ego	EG	Resists relationship tasks. Higher of Ego and Virtue resists <i>Sanity Blasting</i> .
Virtue	VI	Relationship tasks. Higher of Ego and Virtue resists <i>Sanity Blasting</i> .

Non-combatants have D4 in ST, DX and TO. In all other cases roll on the following table to determine each ability:

D6	Value
1	D4
2-4	D6
5-6	D8

Calculated Statistics

Calculated statistics (CSTATS) start as the same as Statistics but can be modified by later abilities. If the underlying STAT or Ability changes at any time so does the CSTAT.

CSTAT	Notes
HIT	For each STAT. Used when trying to hit. The STAT to use is listed for each ability.
DEFENCE	For each STAT. Used when trying to avoid being hit. The STAT to use is listed for each ability and is the same as the STAT used to Hit.
RESIST	For each STAT. Resist the value of an ability to stop it having its effect.
RECOVERY RATE	WP. Used when recovering from being out of action.

Modifications to STATs and CSTATs

During character generation **STATs** and **CSTATs** may get an increase or decrease applied directly to them. For example **WP (DEFENCE) +1** or **ST +1**. These aren't abilities, don't have Levels and are applied directly to the STAT or CSTAT. Once they have been gained once they can only be gained again either by rolling them again.

Some abilities also modify STATs and CSTATS when they are active. These usually add to the CSTAT in some situations. They can be noted under the CSTAT box to remind you to apply them.

Resources

Resources represent wealth and the equipment, support and information it can buy. Resources can be applied to any **Task** with the referee's agreement which usually means where there is sufficient time to prepare or where wealth could make a difference. For example **Persuasion** could be helped by a bribe. Resources are also used in **Purchase** and **Construction** activities. Whenever Resources are used they are **Spent** by 1 until they are **Replenished**. For each 1 spent they are reduced by 1. Resources start as 0 but can be gained both during generation and in play. Minimum resources is 0. In play it is possible to gain team resources which anyone in a team can use with the agreement of the referee and other team members for team activities.

Lifestyle

PCs have a Lifestyle Level when generated determined by their Profession and Advantages and Disadvantages. These are the levels:

0: **Destitute**: the character is homeless, has nothing to spend, terrible clothes, relies on handouts for food and has no transport.



D4: **Poor:** the character either lives in a low-quality apartment, in public housing or in a room in a friend or relative's house s/he has little disposable income, clothes are basic as is food. S/he can't go out much. S/he gets around on public transport or by bicycle. S/he can't afford plane tickets.

D6: **Average:** the character lives in a reasonable house or apartment or in a room in a relative's house (if young). S/he has a reasonable disposable income and has no trouble buying everyday things. S/he eats nice food. S/he can go out occasionally. S/he can either have a car or motorbike. She can afford plane tickets perhaps once per year.

D8: **Wealthy:** the character lives in a nice house or apartment, has a good disposable income and can buy everyday things and luxuries. S/he eats excellent food and can go out whenever s/he likes. S/he can have any two of sports car, van, sports motorbike, RV, 4x4 and a small boat. S/he can afford plane tickets as often as once a month. S/he has a maid, housekeeper, valet or other servant.

D10: **Luxurious:** the character lives in big house or penthouse and has another residence somewhere else such as a summerhouse or apartment. S/he has a large disposable income and can buy everyday things and luxuries without any concern. S/he eats luxurious food and can go out whenever s/he likes to any venue. S/he can have any four of sports car, van, sports motorbike, 4x4, yacht, small plane and helicopter. S/he can afford first class plane tickets whenever s/he wants. S/he needs to Work for a Living one period less than usual. S/he has multiple servants.

D12. **Plutocrat:** the character owns many mansions, penthouse, apartments, hotel and summer houses in different parts of the world. S/he has a vast disposable income and doesn't buy everyday items and can buy luxury items at will. S/he eats luxurious food and can go out whenever s/he likes to any venue. S/he can have any ten of sports car, van, sports motorbike, 4x4, yacht, super yacht, small plane, personal jet and helicopter. S/he can afford first class plane tickets at will. S/he doesn't need to Work for a Living.

Each +1: increased levels of **Plutocrat** which allow regaining resources without working.

Note that the **Young** disadvantage modifies the effects of Lifestyle.

Reputation

Reputation is an increase. Only PCs have Reputation as the relationships of NPCs are handled differently. Reputation start at 0. It can be modified in character generation. It can get better or worse in play as the PCs perform heroic acts or are less than heroic. It can be negative (so can be +2, +1, 0, -1, -2 etc). Reputation is used when relating to people the character does not know well (not relationships) such as members of the public, the government and law enforcers. In these situations it is added to skills like **Leadership** and **Persuasion** with these characters. In addition characters with a high or low reputation will cause a reaction and tend to be famous.

Sex

D10	Value
1-5	Female
6-10	Male

Skills

These are used to solve tasks of particular types. Each skill uses a STAT but a character can have a Val (which starts at 0) in a particular skill. Each Val will increase or decrease the SAT when using that skill. So a character with a DX of D8 and a Control Skill of +1 would use a D10. The skills are:

Charisma Skills	Examples
Leadership	Commanding others, oratory.
Persuasion	Fast talk, reasoning, bargaining, seduction.

Dexterity Skills	Examples
Control	Driving vehicles and piloting aircraft. Includes familiarity with simple vehicles. Familiarity with complex vehicles is gained from Advantages and Professions.

	The familiarities are Tracked Vehicles, Helicopters, Aeroplanes, Ships, Drills and Spacecraft
Gymnastics	Balancing, tumbling, climbing ropes.
Stealth	Sneaking, hiding and infiltrating.

Intelligence Skills	Examples
Computers	Any use of computer systems, programming and hacking.
Investigation	Questioning, interrogating, sifting evidence, examining crime scenes.
Medical	Healing, surgery, first aid.
Mystical	Magic, mythology, religion, philosophy.
Research	Finding information in books, libraries, internet and archives.
Science	All sciences.
Security	Securing and breaking into sites, picking locks, defeating systems.
Tactics	Outmanoeuvring enemies in combat, working out plans and tricks. Used in combat for Initiative .
Technology	Using and fixing machines.
Training	Used when learning new things.

Strength Skill	Examples
Athletics	Climbing cliffs, running, jumping, throwing.

Toughness Skill	Examples
Endurance	Resisting dangerous environments, keeping going, fitness, resisting pain.

Willpower Skills	Examples
Perception	Spotting, searching.
Survival	Living off the land, travelling in the wilderness, tracking, hunting and gathering.

Skills are modified by factors such as Advantages, Disadvantages and Profession. Also a character can increase a skill by 1 for 1 DP if it is currently D10 or lower otherwise for 2 DP.

Relationships

Player Characters have relationships to other characters which drive their stories. These characters can be PCs or NPCs except that a Mastermind or Black Queen must be an NPC. The following tables give possible names for the relationships in each type. The name in bold is used in the rules when distinguishing the relationships. Relationships start at 0 but can become positive e.g. (+1, +2) adding to Virtue when performing Relationship or negative e.g. (-1, -2) adding to Ego when performing relationship tasks.

Relationships are modified by the character's Personality, Personality Traits and other factors. It is possible to increase a relationship by 2 for 1 DP if it is currently +4 or lower or 1 DP for +1 if it is 5 or higher.

Light relationships refers to positive friendly relationships associated with love, help and guidance. Dark relationships are negative relationships associated with hatred, jealousy and manipulation.

These are the standard relationships for PCs:

	Light	Dark
Inferior	Follower	Minion
Equal	Companion	Rival
Equal	Anima (Female) or Animus (Male)	Temptress (Female) or Tempter (Male)
Superior Male	Mentor	Mastermind
Superior Female	Guide	Black Queen



There is no need to decide who fits into each slot until they appear in the story either as a random encounter in an **Episode** or as part of a **Relationship Task**. The first time they are required they can be selected and a short backstory of the relationship created. Sometimes **Advantages** or **Disadvantages** may decide characters for certain slots. Sometimes this can mean that the character has more than one character in certain slots.

Certain characters have some additional relationships produced by Advantages or Disadvantages which have the same modifiers and characteristics as one of the above as indicated in () but don't replace them. Sometimes they have fixed 'Kind of Character' instead of random as below.

	Light	Dark
Inferior	Light Child (Follower)	Dark Child (Minion)
Equal	Light Sibling (Companion)	Dark Sibling (Rival)
Equal		Shadow Anima/Animus (Tempress/Tempor)
Superior	Light Guardian (Mentor/Guide)	Dark Guardian (Mastermind/Black Queen)
Superior	Light Boss (Mentor/Guide)	Dark Boss (Mastermind/Black Queen)

Child on this list has a relationship to the PC like a child to a parent or guardian though they aren't necessarily blood relatives. Equally a sibling may actually be a close friend where the relationship is close enough to be like a brother or sister. A guardian is a parent, guardian or other close relative with responsibility for the PC. A boss is an employer.

The following personality types and kinds of character are suitable for character in these relationships. When rolling randomly for them use D100 on the tables (the terms used are described later in character generation). However if a suitable character already exists in the game (with the right kind of personality) the referee may decide that that s/he is a candidate for the relationship. If so roll D6 and on 4+ use the existing character. Several PCs can share a relationship if the referee thinks it would be interesting. E.g. a Mastermind could be the opponent of the whole group.

The Level (see Levels in Game Mechanics) of a relationship is the same as the character unless it is listed as being higher or lower. As the character goes up levels then the level difference of the relationship is maintained unless with a PC when it could change. E.g. a character with a Mastermind of Level + 1 goes up to Level 2 then the Mastermind becomes Level 3. If a relationship is listed as Level - 1 or Level - 2 but this would result in a relationship Level below 1 then the relationship is Level 1 but when the character goes up levels the relationship won't. If the personality type of the character is evolved (see [Personality](#)) then if the character is not already at least level 2 then make the character Level 2.

After each kind of character the DP (development points) and Level of the character are listed).

Relationship	Personalities	Kind of Character
Follower	01-08: Adventurer 09-18: Apprentice 19-22: Everyman 23-27: Explorer 28-35: Exuberance 36-45: Ingénue 46-49: Neurotic 50-53: Peace of Mind 54-64: Plucky Girl/Noble Hero 65-70: Reluctant Hero 71-76: Repentant 77-83: Scatterbrain 84-00: Uncontrolled Power (must be a Sidekick or Powered)	01-05: Non-Combatant (0 DP, Level -2) 06-50: Unpowered (8 DP, Level -1) 51-80: Sidekick (12 DP, Level -1) 81-00: Powered (16 DP, Level -1)
Companion	01-05: Adventurer	01-05: Non-Combatant (0 DP)

Relationship	Personalities	Kind of Character
	06-10: Angst 11-15: Animal Nature 16-20: Crusader 21-25: Cynic 26-30: Everyman 31-35: Explorer 36-40: Idealist 41-45: Investigator 46-50: Plucky Girl/Noble Hero 51-55: Protector 56-60: Responsibility of Power 61-65: Thrill Seeker 66-100: Same as Character	06-10: Unpowered (8 DP) 11-20: Sidekick (12 DP) 21-00: Powered (16 DP)
Anima/ Animus	01-10: Adventurer 11-15: Angst 16-25: Everyman 26-35: Exemplar 36-45: Idealist 46-55: Ingénue 56-60: Investigator 61-63: Neurotic 64-74: Plucky Girl/Noble Hero 75-80: Protector 81-90: Responsibility of Power 91-00: Thrill Seeker	01-40: Non-Combatant (0 DP) 41-60: Unpowered (8 DP) 61-80: Sidekick (12 DP) 81-00: Powered (16 DP)
Mentor/ Guide	01-12: Crusader 13-20: Curmudgeon 21-35: Exemplar 36-50: Guardian 51-60: Investigator 61-85: Mentor 86-90: Mystic 91-00: Soldier	01-40: Non-Combatant (0 DP) 41-50: Unpowered (8 DP) 51-80: Unpowered (8 DP, Level +1) 81-00: Powered (16 DP, Level +1)
Minion	01-08: Adventurer 09-20: Animal Nature 21-40: Minion 41-50: Outcast 51-60: Reluctant Villain 61-70: Shallow 71-80: Slacker 81-00: Sycophant	01-05: Non-Combatant (0 DP, Level -2) 06-50: Unpowered (8 DP, Level -1) 51-80: Sidekick (12 DP, Level -1) 81-00: Powered (16 DP, Level -1)
Rival	01-12: Adventurer 13-19: Animal Nature 20-28: Majesty 29-37: Bully 38-43: Demolisher 44-60: Glory Hound 61-70: Hunter 71-75: Minx/Rogue 76-80: Reluctant Villain 81-90: Retribution 91-00: Thrill Seeker	01-10: Unpowered (8 DP) 11-20: Sidekick (12 DP) 21-00: Powered (16 DP)
Tempter/ Temptress	01-08: Adventurer 09-12: Animal Nature 13-21: Exuberance 22-23: Cynic 24-35: Dominator	01-15: Non-Combatant (0 DP) 16-30: Unpowered (8 DP) 31-40: Unpowered (8 DP, Level +1) 41-50: Sidekick (12 DP) 51-90: Powered (16 DP)

Relationship	Personalities	Kind of Character
	36-45: Greed 46-50: Majesty 51-65: Manipulator 66- 80: Minx/Rogue 81-85: Reluctant Villain 86-90: Shallow 91-00: Thrill Seeker	91-00: Powered (16 DP, Level +1)
Mastermind/ Black Queen	01-20: Dominator 21-30: Greed 31-40: Inhuman 41-60: Majesty 61-80: Manipulator 81-00: Olympian	01-30: Unpowered (16 DP, Level +1) 31-60: Powered (16 DP, Level +1) 61-80: Unpowered (16 DP, Level +2) 81-00: Powered (16 DP, Level +2)

Abilities

Each thing has **Abilities** which define how it behaves in the game. Each **Ability** either has an **Increase** (which means it increases a **STAT**, **CSTAT** or another Ability) or has a **Val** (which means it rolls Dice to produce a result). Abilities have **Effects** associated with them which indicate when they can be used and what they do. Some abilities have a **Decrease** as a side effect which decreases a **STAT** or **CSTAT**. This section describes the meanings of the codes for abilities and what they do in the game. Abilities are gained through other areas of character generation such as **Ability Rolls** and **Professions**.

Words listed in italics in the descriptions are defined elsewhere in the table.

Effect	Class	Meaning
&	Modifier	Result can be used with any other Results . An ability can have any number of & Results but only one without an &. The ability makes one roll of its Val and applies it to both. The target must Resist each Result separately.
{ }	Modifier	Lists of Ability characteristics enclosed in { } must be used all together or not at all.
Absorption (Type to Ability)	Result	A <i>Block</i> against the listed <i>Type</i> . If successful the Ability of the user also has +1 until the end of the combat.
Accuracy	Increase	Increases DX (HIT) .
Always On	Duration	The ability is always Active unless the user chooses to make it Inactive . If the user wishes it starts combats as Active . Most abilities require 1 action to turn Active or Inactive . Items like armoured suits take longer – up to the referee. Must have the range <i>Personal</i> . If such an ability has more than one result then it takes 1 action to shift its result to another option.
Area (Template)	Modifier	The ability works targets a location not an individual. It then creates an area and works on anything in that area unless it Evades . The possible templates are: Cone, Large Cone, Blast, Large Blast, Massive Blast, Line (a line 10 squares long), Long Line (a line 20 squares long), Massive Line (a line 40 squares long and 3 wide), Bombardment, Cylinder (Blast Template), Large Cylinder (Blast Template), Massive Cylinder (Massive Blast Template). When upgrading areas Cone goes to Large Cone, Blast to Large Blast then Massive Blast or Bombardment, Line goes to Long Line then Massive Line and Cylinder to Large Cylinder then Massive Cylinder. When considering them in three dimensions unless an Ability says otherwise (e.g. a <i>Wall</i>) a Cone is actually a Cone with a section the same as the template. Blasts are spheres. Lines are 2 squares high, long lines are 3 squares high and massive lines are 5 squares high. A Bombardment is 5 overlapping spheres. A Cylinder has the same height as its diameter. An Area generally traces its attack from the user to the target in Line of Sight so can be stopped by intervening objects like

Effect	Class	Meaning
		Walls. This is entirely true of Cones and Lines but others go from the user to the target point and then expand from there so can actually hit things where the target point is in Line of Sight of the user and then things are in Line of Sight of the target point. An Area works on each target the first time it is within it during a turn.
Armour (<i>Type</i>)	Increase	Increases TO (RESIST) against the listed <i>Type</i> .
Attached	Modifier	An <i>Area</i> ability which is attached to the user. It moves with the user rather than staying on the target square. It has its effect at the end of each of the user's actions on any target that hasn't already been affected by it this turn.
Autofire	Modifier	Autofire abilities can also act as an <i>Area</i> (Cone or Blast) at -1 Value otherwise they can use their own Val to Hit.
Backfire	Modifier	If the Ability is <i>Always On</i> change it to <i>Until Cancelled</i> . If the Result Roll of the ability or something increased by the ability contains any D showing 1 and no D showing the maximum then roll the Result Number again as the same <i>Type of Damage</i> against the user. If the ability has no <i>Type</i> it is treated as <i>Psychic</i> . The <i>Backfire</i> always hits and can't be <i>Blocked</i> .
Block (<i>Type</i>)	Result	When the user is hit by an Effect of <i>Type</i> shown the Block generates a Result Number against it. A Minor Result cancels the ability. A <i>Block</i> can't be used against a <i>Persistent</i> ability that has already had a result on the target. The <i>Block</i> may have other restrictions (e.g. only against <i>DX (HIT)</i> attacks) listed. Doesn't do anything to Environments even if produced by abilities.
Bullet	Modifier	Damage with the Bullet modifier does not reduce Walls or Traps. If a Bullet gets a major result against the wall or trap it passes through it with its result intact. If it beats the wall or trap it passes through it but its result is reduced by 1. Otherwise it bounces off.
Burnout	Modifier	When the user chooses the ability can be up to +4 and up to +4D (e.g. max +4D4) for an action. There is then a risk of the ability burning out (not being useable). Roll D10 and if the result is less than or equal to the total increase the ability burns out. E.g. +2 would burn out on 1 or 2, +D2 would burn out of 1 or 2, +2D2 would burn out on 1-4 and +4D4 would burn out on 1-8. Once an ability burns out roll at the start of each Period to see if it recovers. To do this make another burn out roll as above using the same chance again.
Cancel	Result	If the result of the ability gets a result against the target ability it is cancelled. Unless this is Quick it can only work on abilities which are not <i>Instant</i> . Does not work on abilities which are <i>Always On</i> or <i>Permanent</i> .
Cascade	Modifier	If a target is hit then another target within a number of squares equal to the Result Number may immediately be attacked (roll to hit still required) with Result Number -1 per target hit until one is unaffected.
Change Appearance	Result	Whilst this is active others must treat the character as though the appearance was genuine unless they have <i>Mental</i> or <i>Magical Sense</i> . The first time someone sees the appearance the ability rolls against their IN (RESIST) and on a failure they can ignore that appearance. They get +1D if at least one ally has communicated telling them the appearance is fake. Each time the character with the Change Appearance does something out of character the Val of the appearance gets at least -1 (referee decides) and anyone who is still convinced can try again.
Change Environment to (Environment)	Result	No Roll to Hit . When active changes the Environment . Environment can be Fog, Heat, Cold, Radiation, Water, Poison or Storm. See rules on Environments . <i>Life Support</i> of the appropriate kind makes a character immune to that type of environment. Some Environments oppose one another as indicated in the Environment rules. When both are active together their Result Numbers cancel so only the effect of the higher remains with a result equal to the difference. Change Environment (Storm or Darkness) can frequently be used for Stealth Tasks. Any change in environment covers an area as follows:

Effect	Class	Meaning
		<ul style="list-style-type: none"> Water – the user chooses a source for the water within line of sight. The source can be welling up like a fountain in a large blast or massive blast on the board or a line or long line on a board edge. If on a board edge this edge will be assumed to be at least slightly uphill. The water will begin flowing onto the board from the chosen source heading downhill. Anyone standing in the flow must resist Knockback (Physical) equal to the value of the ability. The water will also attack any walls in the line of the flow with half its result. The water in line of flow will be one square deep unless it can pile up against something like a wall in which case it will be two squares deep. If the water flows into an enclosed space it will fill it up immediately to a depth of two squares and then another square per turn. The referee will have to use some discretion about how the flow of water runs and fills up spaces. Imagine a rushing river or great fountain of water pouring onto the board. The environment on the surface will be Water but under the surface is Underwater. All others – a sphere centred on the user and moving with the user. The size of the sphere is chosen when the ability is activated and can be up to 500 squares in radius.
Close	Range	The ability works normally on targets which are from 2-10 squares from the user. If used at 1 square the Val to hit is reduced by 1. If used at 11-20 squares the Val to hit and Val for result are each reduced by 2.
Complex Activation	Modifier	When the user attempts to activate the ability roll D6. On a 3+ s/he is successful. With an ability which is <i>Always On</i> then on the roll is made each time the ability is used rather than activated and the roll required is 3+ on a D8.
Concealment (Senses)	Increase	Increases Concealment against the <i>Sense/s</i> . Increases DX (DEFENCE) against the senses.
Copy Power	Result	Targets an ability. Resisted by CH (RESIST) . A minor result Reduces the target ability by 1 and a major result reduces it by 2. The user gains the Ability at the same Val or Increase the target has lost in total (e.g. if the target loses 1 then the user has D4 or +1, if 2 then D6 or +2 and so on). The copy part of the ability has a duration separate to the reduction in the ability so the ability can <i>Recover</i> . The total number of copied abilities allowed at once is one per 1D in the ability.
Counter	Modifier	If the user is missed by an attack, <i>Blocks</i> or resists it then this ability may be used as a Reaction against the attacker.
D Mod	Modifier	When the immediately preceding effect is used the Val of the ability is modified by e.g. +1
Damage (Type)	Result	Type can be <i>Solid, Physical</i> or <i>Energy</i> (Sub-Type). Resisted by TO (RESIST) . A minor result Reduces the target's TO by 1 and a major result also puts the target Out of Action . Damage also causes <i>Recoil</i> .
Dodge	Increase	Increases DX (DEFENCE) and DX(RESIST) .
Disabling	Modifier	If the Ability is <i>Always On</i> change it to <i>Until Cancelled</i> . Count up the number of times the ability is used (rolls its Val or provides an Increase) in an episode step. At the end of the episode step there is a percentage chance equal to the number of uses that the character will count as Defeated as the use of the ability gradually makes the character sick or disabled. 'Used' means that a roll is made with the ability's Val or that it automatically stops another effect. If Defeated roll D6. On a 1 the character is Killed and on 2-3 Hurt.
Disarm (Type)	Result	Resisted by ST (RESIST) . A minor result removes one of the target's <i>Held Items</i> and a major result can remove any <i>Item</i> . An <i>Area Disarm</i> works on all of the targets' <i>Items</i> . If the Ability also has the <i>Forced Move</i> effect this indicates the movement of the <i>Items</i> rather than the target. Without a <i>Forced Move</i> each <i>Item</i> is dropped 1 square in a random direction from the target.
Distant	Range	The ability works normally if the target is 5+ squares away from the user. If an ability uses Distant against a target from 2-4 squares away reduce the Val to

Effect	Class	Meaning
		hit by 1. If Distant is used at 1 square the Val to hit is reduced by 2. If used at ranges 1-2 it can trigger Opportunity Attacks .
Drain (<i>Type/ STAT or Ability</i>)	Result	Drain is resisted by CH (RESIST) . A minor result Reduces the target STAT or ability by 1 and a major result reduces it by 2.
Drain Defence (<i>Type</i>)	Increase	Increases CH (RESIST) against abilities of <i>Type</i> .
Duplication (Kind)	Result	Creates duplicates of the user including all STATs and Abilities (at current value if reduced), and other characteristics including appearance except when the kind says differently. There are a number of kinds for this ability: <ul style="list-style-type: none"> • Identical: each use creates one duplicate. The total number of duplicates of a character in existence in any day cannot exceed Val (roll each day when power first activated). Duplicates can be recreated (i.e. defeat does not reduce the number of duplicates available on the day). Once duplicates are in play there is no distinction between an original and duplicates. The duplicates even have the Duplicate ability though they share the same total pool of duplicates. If any duplicate is defeated the max TO of the character (during this combat) and therefore all duplicates is reduced by 1. If the max TO of the character is reduced to 0 and at least one duplicate has been defeated then the character (all duplicates) is defeated. Duplicates can merge into a single individual at touch range averaging current Vals (round down). Whilst there are 2+ instances of the character in existence then no Comebacks are allowed- a duplicate which goes Out of Action is Defeated. • Clone: each use creates one duplicate. The total number of duplicates of a character created in on any day cannot exceed Val (roll each day when power first activated). Duplicates do not have the Duplicate ability and cannot attempt Comeback tasks. They do not have any abilities with the <i>Item</i> modifier. Only the status of the original character is significant for victory and defeat and if the original is defeated so are all clones. • Double: each use creates Val duplicates. Duplicates do not have the Duplicate ability, cannot attempt Comeback tasks and do not have any abilities except standard abilities. Each time the ability is used in a combat after the first then all duplicates created have -1 to all STATs. So the first set created will have full STATs, the second will be -1, the third -2 and so on. No set can be created that would have any 0 STATs. Only the status of the original character is significant for victory and defeat and if the original is defeated so are all clones.
Environmental Limitation (<i>Environment</i>)	Modifier	An ability that doesn't work in a particular <i>Environment</i> .
Environmental Modifier (<i>Environment, Modifier</i>)	Modifier	Bonus or penalty in an <i>Environment</i> . In general abilities are +1D in matching and -1 in opposite environments so only others are listed.
Escape	Increase	Increases Movement for Escape Rolls . Also increases skills used in Chase Tasks if being chased.
Extra Use	Modifier	Each Extra Use means the ability can be used as though it was another ability for Follow Up Attacks .
Fast Acting	Result	Resisted by a 4. On a Minor Result the character gains an extra action phase and on a Major Result two action. Both can be of either kind. Cannot be used more than once a turn and if active rolls at the start of the user's turn.
Fast Reactions	Result	Resisted by a 4. Whenever the user makes a Reaction if this ability gets a any result the user still has a Reaction available. This can only be used as a response to later actions – not against the same one again.
Fear	Result	Always <i>Psychic</i> . Resisted by WP (RESIST) . On a minor result the target can't Move any closer or target the cause of the Fear with an ability and on a

Effect	Class	Meaning		
		major result must, if possible, use one action to Move away from the cause as fast as possible. If not <i>Persistent</i> this in in the target's next turn only.		
Forced Move (Type/Direction)	Result	Resisted by ST (RESIST) . On a minor result the target moves 1+1 square per point of difference in the result on a major result 2+2 squares per point of difference in the result in the direction shown. This can be Away, Toward, Up or Chosen. If Up succeeds it will cause the target to fall unless the target has Movement (Flight, Limited Flight, Leaping (that rolls successfully to reach the floor) or Swinging (with a point of attachment within range to help) or if lifted by a Forced Move which isn't instant in which case the target will remain at the end point of the move. If held in the air by a non-instant Forced Move then the target's movement counts as 1 if it lacks a movement ability that works in the air. Chosen means the direction is chosen by the user. If a target is held against something by a non-instant Forced Move (e.g. a wall or the ground) then it can't move until it resists.		
Fragmentation	Increase	The target is transformed into a cloud of small particles such as sand or dust. The target is unaffected by <i>Solid</i> effects and can walk through normal walls unless they provide Life Support against Space, Gas or Water. The target treats all his/her own <i>Solid</i> abilities as <i>Physical</i> . Grapple abilities have a result as for <i>Trap (Physical)</i> instead of those of <i>Grapple</i> but otherwise has all the normal restrictions of <i>Grapple</i> . Fragmentation increases all <i>Movement</i> . The target must resist Environment (Storm) with ST (RESIST) at the start of each of his/her turn and having TO reduced for a minor result and being put Out of Action by a major result. Any <i>Forced Move</i> or <i>Knockback</i> minor result against the target also causes his/her TO to be reduced and a major result being put Out of Action .		
Gadgets	Result	Creates an ability when activated. Can be used either in combat or before attempting a task. When a task is out of combat (either before or after) the user gets 2 actions to use this ability before attempting the task. When a combat takes place in an environment (not created by an ability) the user is allowed an action to create a Life Support ability and another action (if necessary) to activate it before combat even if before combat actions would not normally be allowed. Resisted by the intended Val of the ability selected or for an Increase by D6 for +1 increasing with the required increase modified as on the table below. If the resistance gets a minor result Gadgets is reduced by 1 and on major result 2. If Gadgets gets a minor result the ability is created and on a major result the ability created can immediately be activated within the same action. Effects with a '+' increase the resistance and those with a '-' decrease resistance. Choose exactly one effect from each of the lists below except modifiers where up to two are allowed to make up the ability. Abilities which work on others are always <i>Held Items</i> and those which are Personal are always <i>Items</i> . Each ability created lasts until cancelled or until the end of a combat or task.		
		<table border="0"> <tr> <td style="vertical-align: top;"> <p>Result – if marked (P) must have the range Personal:</p> <ul style="list-style-type: none"> • Accuracy (P) • Armour (1 Type) (P): +1 per additional Type • Block (1 Type) (P) • Damage (Solid, Physical or Energy(Sub Type)) • Damage (Physical), Ignores (Armour): +2. • Disarm (Solid or Physical) • Drain (Energy (Sub Type)/DX, ST or named Ability) • Drain (Energy/TO): +2. • Drain Defence (P) • Forced Move (Physical/Away) • Forced Move (Physical/Toward) • Grapple • Heal </td> <td style="vertical-align: top;"> <p>Range:</p> <ul style="list-style-type: none"> • Hand to Hand (must be Damage (Solid). • Touch • Short • Close • Ranged (must be Damage, Drain, Forced Move, Knockback, Stops Sense, Knockdown or Stun). • Distant (must be Damage (Solid, Radiation or Heat or Stops (Sense) and not an Area). <p>Duration:</p> <ul style="list-style-type: none"> • Always On (must be Armour) • Until Cancelled (must be Personal) • Until Removed (Must be Slow Move) • Persistent, must be Damage (Heat), Trap or Stops Sense and not Area: -2. </td> </tr> </table>	<p>Result – if marked (P) must have the range Personal:</p> <ul style="list-style-type: none"> • Accuracy (P) • Armour (1 Type) (P): +1 per additional Type • Block (1 Type) (P) • Damage (Solid, Physical or Energy(Sub Type)) • Damage (Physical), Ignores (Armour): +2. • Disarm (Solid or Physical) • Drain (Energy (Sub Type)/DX, ST or named Ability) • Drain (Energy/TO): +2. • Drain Defence (P) • Forced Move (Physical/Away) • Forced Move (Physical/Toward) • Grapple • Heal 	<p>Range:</p> <ul style="list-style-type: none"> • Hand to Hand (must be Damage (Solid). • Touch • Short • Close • Ranged (must be Damage, Drain, Forced Move, Knockback, Stops Sense, Knockdown or Stun). • Distant (must be Damage (Solid, Radiation or Heat or Stops (Sense) and not an Area). <p>Duration:</p> <ul style="list-style-type: none"> • Always On (must be Armour) • Until Cancelled (must be Personal) • Until Removed (Must be Slow Move) • Persistent, must be Damage (Heat), Trap or Stops Sense and not Area: -2.
<p>Result – if marked (P) must have the range Personal:</p> <ul style="list-style-type: none"> • Accuracy (P) • Armour (1 Type) (P): +1 per additional Type • Block (1 Type) (P) • Damage (Solid, Physical or Energy(Sub Type)) • Damage (Physical), Ignores (Armour): +2. • Disarm (Solid or Physical) • Drain (Energy (Sub Type)/DX, ST or named Ability) • Drain (Energy/TO): +2. • Drain Defence (P) • Forced Move (Physical/Away) • Forced Move (Physical/Toward) • Grapple • Heal 	<p>Range:</p> <ul style="list-style-type: none"> • Hand to Hand (must be Damage (Solid). • Touch • Short • Close • Ranged (must be Damage, Drain, Forced Move, Knockback, Stops Sense, Knockdown or Stun). • Distant (must be Damage (Solid, Radiation or Heat or Stops (Sense) and not an Area). <p>Duration:</p> <ul style="list-style-type: none"> • Always On (must be Armour) • Until Cancelled (must be Personal) • Until Removed (Must be Slow Move) • Persistent, must be Damage (Heat), Trap or Stops Sense and not Area: -2. 			

Effect	Class	Meaning
		<ul style="list-style-type: none"> • Knockback (Solid or Physical) • Knockdown (Solid or Physical) • Life Support (1 environment) (P): per extra environment +1 • Move (Leaping, Wallcrawl) (P) • Move (Flight) (P): +1 • Move (Tunnelling): +2 • Move (Teleport): + 3 • Radio (P) • Sense (P): Enhanced Vision • Sense (P): Exotic +2 • Slow Move (Solid/Running or Driving) must be Area and Until Removed • Stops Sense (Type) • Super Strength (P) • Stun (Solid, Physical or Electricity) • Trap (Solid) • & has another result +2 <p>Hit:</p> <ul style="list-style-type: none"> • DX • IN (must be Damage (Solid) or Area). <ul style="list-style-type: none"> • Instant • Time (3): must be Stops Sense and Area <p>Modifier:</p> <ul style="list-style-type: none"> • Backfire: -1 • Complex Activation: -1 • Illness: -1 • Shots (6): -1 • Uncontrollable: -1 • Unpredictable Targeting: -1 • Weakens: -1 • Bullet (must be Damage (Solid) and range Close, Ranged or Distant): -1 • Poison: +1 • Extra Instance: +1 • Area (Cone, Line or Blast) • Area (Long Line or Large Blast) +1. • Area (Massive Line, Large Cone, Massive Blast, Barrage): +3 • Autofire: +1 • Shield (must be Personal and Damage, Drain, Forced Move, Knockback, Knockdown, Stun or Trap).
Gas	Modifier	<p>The ability is caused by an inhaled gas. The ability <i>Ignores (Armour)</i>. Targets with <i>Life Support (Space)</i> or <i>Life Support (Gas)</i> are immune to the ability. The ability does not cause <i>Recoil</i>. It has <i>Environmental Limitation (Space, Underwater)</i>. <i>Life Support (Poison)</i> increases resistance to it. It does not damage <i>Traps</i> or <i>Walls</i> that were not created by the Plant power field. When on a Shield the Shield has its result after the result of the attack regardless of any outcome of the attacking ability.</p>
Grapple	Result	<p>Always <i>Solid</i>. Resisted by ST (RESIST). A minor result means the target is grappled. A major result means the target is grappled and has their TO reduced by 1. A character who's TO is 0 after the Grapple Out of Action.</p> <p>Whilst grappled the target:</p> <ul style="list-style-type: none"> • Cannot use <i>Move</i> • Cannot use any ability unless it is <i>Personal</i> or <i>WP (Hit)</i> or has a range <i>Touch</i> or <i>Hand to Hand</i>. • Cannot use a <i>Touch</i> or <i>Hand to Hand</i> ability on targets other than the user or the Grappler. • <i>Held Item</i> abilities are -2 to hit. • <i>Touch</i> or <i>Hand to Hand</i> abilities are -1 to hit. • <i>Hand to Hand</i> Abilities are reduced by 1. • Has -2 defence against abilities which are <i>Touch</i>, <i>Short</i> or <i>Hand to Hand</i>. • Is given Cover by the grappler against abilities which are <i>Close</i>, <i>Ranged</i> or <i>Distant</i>. <p>Whilst grappling the user:</p> <ul style="list-style-type: none"> • Cannot move out of the range of the Grapple or it is broken. • Cannot use DX (Hit) abilities except on the Grappled target. • Has <i>Hand to Hand</i> abilities reduced by 1. Except a <i>Slam</i> (standard ability). • Cannot use <i>Held Item</i> abilities except items which produce the Grapple. • Can carry a target requiring a hit roll with ST against a defence roll using ST (Resist). • Is given Cover by the target against abilities which are <i>Close</i>, <i>Ranged</i> or <i>Distant</i>.

Effect	Class	Meaning
Hand to Hand	Range	The ability works normally if the target is 0-1 squares from the user. Uses ST as its value along with any increases shown for the ability. Can be used to make an opportunity attack in the following circumstances: <ul style="list-style-type: none"> • Opponent at range 0-1 makes a <i>Ranged or Distant</i> attack. • Opponent moves to a range of 1 square from the user and then carries on moving in the same action (whether this is toward or away from the user) except with <i>Teleport</i>. • An opponent 0-1 square away uses an action to move more than 1 square except with <i>Teleport</i>. • Opponent makes a one square move to range 2 and the attacks a target other than the user with a <i>Ranged or Distant</i> attack. • Opponent picks up an object whilst the object or the opponent is 1 square from the user.
Hard to Evade	Modifier	Movement rolls to Evade this <i>Area</i> are -1D.
Heal	Result	A minor result against the target's TO (resistance is not optional and the minimum resistance result is 3) repairs it by 1 and a major result by 2. Can't be used more than once per turn.
Heavy	Modifier	Can only be part of a fixed installation (can't move), a vehicle or can be a field gun moved by its crew team (assume 8 members) and paying x4 movement cost or a towed weapon.
Ignores (Effect)	Modifier	The listed Effects don't apply against the Ability . E.g. Ignores <i>Armour</i> or Ignores <i>Drain Defence</i> .
Illness	Modifier	If the Ability is <i>Always On</i> change it to <i>Until Cancelled</i> . If the ability is activated then the character may fall ill. At the end of the combat or task roll D10: <ol style="list-style-type: none"> 1. Character counts as Hurt. 2. Character has -2 ST, DX, TO and IN. S/he recovers each Period on a roll of 7+ on D10. 3. Character has -2 ST, DX and TO. S/he recovers each Period on a roll of 7+ on D10. 4. Character has -1 ST, DX and TO. S/he recovers each Period on a roll of 7+ on D10. 5. Character has -1 ST, DX and TO. S/he recovers each Period on a roll of 6+ on D10. 6-10: Character is OK
Immunity (Effect or Type)	Result	The user is immune to the listed Effects <i>or Types</i> .
Instant	Duration	The ability is active only in the action it is created.
Insubstantial (<i>Types</i>)	Result	The target is unaffected by anything of the types listed. E.g. an Insubstantial (<i>Solid</i>) is unaffected by <i>Solid</i> effects and can walk through normal walls; an Insubstantial (<i>Psychic</i>) is unaffected by <i>Psychic</i> effects. Whilst insubstantial a character cannot use abilities of that <i>type</i> . Walking through a high-tech wall or a <i>Wall</i> created by an ability is resisted by its Val. A minor result allows the user to pass through in 1 action. A major result as part of a normal move. An exception is that an Insubstantial character is affected by something which is Insubstantial in the same way. E.g. an Insubstantial (<i>Solid</i>) target can take <i>Solid</i> damage from an attacker who is Insubstantial (<i>Solid</i>).
Invisible	Modifier	The Ability is undetectable to Vision and Enhanced Vision.
Item	Modifier	The Ability is produced by an item. If the character loses the item then the Ability cannot be used until it is regained. Items are lost if the character is captured. Items are assumed to contain metal unless listed as <i>Non-Metal</i> . Items can be listed as <i>Held</i> . Items can be <i>Disarmed</i> .

Effect	Class	Meaning
		<p>Items can be <i>Unique</i>. These are gained through gaining abilities and have a Level. A <i>Unique item</i> can't be used by anyone else and take time to regain if lost. A character can have and carry any number of <i>Unique Items</i> without penalty. They are assumed to be combined into one object or attached as part of a costume as necessary.</p> <p>Items can be <i>Standard</i>. <i>Standard Items</i> have no Level and can sometimes be gained through Professions, are owned by NPCs as a result of membership of a Group or as a result of possessing an appropriate Base Facility. <i>Standard Items</i> are mostly used by unnamed NPCs and are only used by PCs with a <i>Uses Item</i> ability.</p> <p>An NPC cannot carry more than two Held Items that are <i>Ranged</i> or <i>Distant</i>. In other words an NPC can't carry more than two rifles or carbines. Carrying 2 such items is -1 <i>Movement</i>. Two is a bit awkward but possible.</p> <p>To use a <i>Held Item</i> it must be hand. If <i>Ranged</i> or <i>Distant</i> it needs two hands.</p> <p>Items can be <i>Combined</i>. This takes two or more items of the same kind (<i>Unique</i>, <i>Constructed</i> or <i>Standard</i>) and treats them as a single <i>Item</i>. The Referee can decide what's reasonable with this but in general it is possible to combine a Held Item providing a Close, Distant or Ranged attack with one providing a Touch, Hand to Hand or Short attack (some kind of rifle/bayonet or gun/club type arrangement). It is also sometimes possible to <i>Combine</i> two <i>Ranged</i> or <i>Distant Held Items</i> for example in a rifle/grenade launcher type arrangement. This had the advantage of being in hand together but the disadvantage of being lost together with a <i>Disarm</i>.</p> <p>When a character has an <i>Item</i> s/he does not have to carry or wear it – it can be left behind e.g. just because you have access to a space suit or scuba gear doesn't mean you always use it!</p>
Knockback (Type)	Result	Resisted by ST (RESIST) . On a minor result the target moves 1+1 square per point of difference in the result on a major result 2+2 squares per point of difference in the result away from the attacker. The target is also knocked down with either result.
Knockdown (Type)	Result	Resisted by DX (RESIST) . A minor result knocks the target down. A major result knocks the target down and causes them to lose 1 action.
Large	Increase	Increases ST and TO . Decreases DX (DEFENCE) and Stealth to a minimum if D4. Must always be +1, +2, +3 etc. never extra dice.
Leaks	Modifier	If the Ability would normally be stopped by a <i>Block</i> instead its Result Number is reduced by 1.
Life Support (Environment or Modifier)	Increase	The user is immune to ill effects from the Environment . <i>Environment or Modifier</i> can be <i>Heat, Cold, Radiation, Space, Underwater, Poison, Gas or Storm</i> . Increases ST (RESIST) , TO (RESIST) and CH (RESIST) when resisting abilities of the same subtype (<i>Heat, Cold, Radiation</i>) or Modifier (<i>Poison</i>). <i>Life Support (Poison)</i> also resist <i>Gas</i> (<i>Gas</i> also counts as <i>Poison</i>). <i>Life Support (Storm)</i> resists <i>Electricity</i> and anything from the Air power field. <i>Life Support (Gas or Space)</i> gives immunity to <i>Gas</i> . If <i>Until Cancelled</i> it can still be activated before the start of combat if no preparation actions are allowed hence avoiding resisting the environment. In this case the user loses its first action of the combat.
Luck (Positive or Negative)	Increase	Luck increases (positive) or decreases (negative) either all the target's <i>Hits, Defences, Values/Increases</i> or <i>Resists</i> . The user selects which of these the ability will target each time it activates. For example for <i>Always On</i> or <i>Until Cancelled</i> that would be at the start of each of the user's turns.
Magnetic	Modifier	When the Result is <i>Forced Move, Disarm</i> or <i>Block</i> then when acting against a <i>Metal Item</i> or <i>Bullet</i> counts as +2. Can't be used against <i>Solid Non-Metal</i> .

Effect	Class	Meaning
Medium	Modifier	Can only be part of a fixed installation (can't move), a vehicle or can be a weapon moved by its crew (assume 2 for a Held Item otherwise 4) and paying x3 movement cost or a towed weapon.
Mimic	Result	Creates an ability when activated which must be identical in every respect except Val to an ability possessed by a target character that the user can detect. The target ability can't have the modifiers <i>Item</i> or <i>Held Item</i> and must come from a Powered Character Power Field except Magic . Can be used either in combat or before attempting a task. When a task is out of combat (either before or after) the user gets 2 actions to use this ability before attempting the task. When a combat takes place in an environment (not created by an ability) the user is allowed an action to create a Life Support ability and another action (if necessary) to activate it before combat even if before combat actions would not normally be allowed. Resisted by the intended Val of the ability selected by the user which can be no greater than the Val possessed by the target. If the resistance gets a minor result Mimic is reduced by 1 and on major result 2. If Mimic gets a minor result the ability is created and on a major result the ability created can immediately be activated within the same action. Each ability created lasts until cancelled or until the end of a combat or task.
Mind Control	Result	Always <i>Psychic</i> . Resisted using WP (RESIST) . On a minor result the target cannot take any actions. On a major result the user chooses the target's actions. If not <i>Persistent</i> active only in target's next turn.
Mind Screen	Increase	Increases WP (DEFENCE) .
Move (<i>Method</i>)	Result	Causes movement. Used to Evade. The methods are Flight; Wall-Crawl; Swinging; Leaping, Tunnelling, Teleport, Running, Climbing, Swimming, Driving and Limited Flight. The number of squares moved is up to the result is plus 4 or ½ this distance with a Hide action. The special effects of the moves are: Flight : move results plus 10 in straight level flight where both actions are used for movement. Can change altitude freely. A variation for vehicles is Plane in which the movement bonus for straight level flight is 20 but the vehicle can't hover and doesn't have VTOL. Wall Crawl : can move along any solid surface at any angle. Swinging : can be used to change altitude and move in areas where there is something above the character to attach lines to e.g. buildings or trees. If the character's last action was a Move then has +1 DX (DEFENCE) . Leaping : move through the air in a straight line starting and ending on a solid surface. Normal leaping up or down is limited but super abilities aren't. Evading is 1 easier. Tunnelling : move through the ground. If the character tries to move through a material other than soil, sand or other loose material (e.g. stone, concrete) then tunnelling must overcome the resistance of each block of the material to enter it. To do this roll Tunnelling vs each block and the first against the user fails to get a minor result stops the move. Note that most senses don't work underground so often the user will be moving without a sense. An evade of 1 to under the ground is usually enough to evade successfully. Teleport : the user moves without entering any of the intervening spaces. Teleport moves do not trigger opportunity attacks . When Evading if successful can make up to a full move on a SUCCESS (don't deduct the difficulty). The user must either be able to sense the target square or be very familiar with it. A teleport can't be made into an occupied square deliberately and if this happens accidentally the user takes D10 <i>Damage (Solid) Ignores (Armour)</i> . If the user takes two actions to teleport then the user can make a Long Distance Teleport with a range depending on the ability's best dice Val: D4: Val x 10 m D6: Val x 100 m D8: Val x 1 km

Effect	Class	Meaning
		<p>D10: Val x 10 km D12: Val x 100 km D14: Val x 1000 km And so on.</p> <p>Running: normal ground movement along a surface. Each space in Terrain costs 2.</p> <p>Climbing: can move along a surface where there is something to hold on to e.g. a rock face, a wall with hand holds. Worth a full move along something like a ladder but the most surfaces cost 2/square.</p> <p>Swimming: move though water either on the surface or beneath it. Below the surface requires <i>Life Support</i> after about 4 moves.</p> <p>Driving: moves along a ground surface. Options are Wheeled, All-Terrain, Tracked or ACV. Wheeled has a result plus 10 where both actions are used for movement and the move is all on a hard, flat surface such as a road and the only manoeuvres are to make gentle turns or drifts. Wheeled suffers 4 x terrain penalties and will either bog down or be unable to enter most difficult terrain. All Terrain is like wheeled above but with a 5 movement bonus, 2 x terrain penalties and is less likely to bog down and can cope with rougher terrain. Tracked doesn't get a movement bonus but is OK in most terrain. GEVs have no movement bonus but can drive across low terrain including water without penalty</p> <p>Limited Flight: can be used to change attitude freely but no more than 10 squares above a surface. Vehicles with limited flight are Sliders. They usually travel 1 or 2 squares up but can get to 10 briefly to dodge obstacles.</p>
Negates Penalty (Cause)	Modifier	Negates a penalty to hit with the listed cause.
Non-Metal	Modifier	Usually items are assumed to be made of or contain metal as are the projectiles items use (e.g. <i>Bullets</i>) when making an attack at a distance. If listed as Non-Metal an item does not have this standard property.
OR	Modifier	Either of the two effects can be chosen when the Ability is activated but not both.
Permanent	Duration	Creates something which lasts until it is destroyed or an ability which is always Active and can't be made Inactive .
Persistent	Duration	See <i>Traps</i> and <i>Walls</i> for the effect of Persistent on them otherwise if the Ability gets any Result against a target then it lasts on the target with the Val-1 of the ability that created it (that is the actual value of the ability not including a bonus as a result of a Major Result on an attack roll). For an ability which has multiple effects the whole ability is Persistent if any part of it has a Result . It has a new Result Number and the target makes new Resistance Roll/s each turn after the turn it was created (i.e. it doesn't take effect twice in the same turn) after all of the actions including Follow Ups of whatever created it. However if its creator delays (drops to a lower point in the turn order) then the persistent effect doesn't delay but remains on the same point in the turn order. A Resistance Roll against an ability having its <i>Persistent</i> effect uses the normal resistance. If the ability gets any Result it has its usual effects and continues to be Persistent. Otherwise it is no longer Persistent. If a target receives a Result from another instance of the same Ability it replaces the current Persistent ability. That means the target will resist the new instance when hit and the currently active Persistent ability is cancelled and replaced with the new (i.e. again the target doesn't resist both the initial ability and its Persistent part in the same turn). A Persistent Area becomes Persistent on all targets who are in, or enter, the Area whilst it is active.
Personal	Range	The Ability targets the user. It always hits.
Personal Immunity	Modifier	The Ability does not affect the user.

Effect	Class	Meaning
Poison	Modifier	The ability is caused by a contact, injected venom. The attack is resisted by <i>Life Support (Poison)</i> . It <i>Ignores (Armour)</i> . It does not affect non-living things such as most <i>Traps, Walls</i> and robots. An exception is any <i>Trap</i> or <i>Wall</i> created by the <i>Plant</i> power field. It does not cause <i>Recoil</i> . When on a <i>Shield</i> the <i>Shield</i> has its result after the result of the attack regardless of any outcome of the attacking ability.
Pursuit	Increase	Increases <i>Movement</i> for any Pursuit roll. Also increases skills used in Chase Tasks if pursuing.
Prediction	Increases	Increases IN (DEFENCE) .
Preparation	Modifier	Requires one more action than normal to activate. In an Ability that is <i>Always On</i> then the user has one less action in its turn immediately following the ability being used no matter how many times it was used in a single turn.
Psi Armour	Increase	Increases IN (RESIST) and WP (RESIST) .
Psi Blast	Result	Resisted by IN (RESIST) . A minor result Reduces the target's IN by 1 and a major result also puts the target Out of Action . Type is always <i>Psychic</i> .
Quick	Modifier	The ability can be used as a Reaction. Roll D6. If the score is 3+ the ability is used before the opponent's action and otherwise afterwards (if possible).
Radio	Result	Allows quiet communication with someone else with a Radio including in combat. This represents something like a radio net with mikes rather than standard civilian equipment like a phone. Range for transmission is: D4: 1 km D6: 10 km D8: 100 km And so on
Ranged	Range	The ability works normally if the target is 3-20 squares away from the user. If an ability uses Ranged against a target at range 1-2 then the Val to hit is reduced by 1. If used at range 1-2 can trigger Opportunity Attacks . If used at 21+ squares the Val to hit and Val for result are each reduced by 2.
Recoil	Result	Resisted by ST (RESIST) . On a minor or major result the target moves 1 square away from the attacker. On a major result the target is also knocked down. <i>Damage</i> causes <i>Recoil</i> .
Recovery	Increase	Increases WP (RECOVERY RATE) .
Rending	Modifier	If the attack has a result of 6+ it <i>Ignores (Armour)</i> .
Resist (Effect)	Increase	Increases RESIST against the named <i>Effect</i> . If negative it reduces the resistance e.g. Resist (Fear) -2 would mean counting as having WP (RESIST) reduced by 2 vs Fear.
Reflect (Type)	Result	When the user is hit by an Effect of <i>Type</i> the Reflect generates a Result Number against it. On a minor result it is redirected against another target taking its range from the original target. A hit roll is required against the new target using the abilities of the character who performed the reflection. The <i>Reflect</i> may have other restrictions (e.g. only against <i>DX (HIT)</i> attacks) listed.
Sanity Blasting	Result	Has no type. Resisted by EG OR VI (RESIST MADNESS) . Each character that senses the user for the first time in an episode step must resist once. If there are multiple Sanity Blasting things present the character saves only once and against the worst present. On a minor result the higher of the character's EG or VI is permanently reduced by 1. If they are equal then roll randomly for which is reduced. On a major result the character is also immediately put out of action , has WP reduced by 1 and instead of any normal comeback task gains one with a difficulty of 3D6. A character defeated after going out of action as a result of Sanity Blasting doesn't roll to be hurt or killed but instead has gone insane recovering on a roll of 8+ on a D10 every 7 Periods but on a roll of 1 start rolling every 30 Periods instead. Sanity Blasting characters are also Immune (Sanity Blasting) .
Seeking	Increases	Increases IN (HIT) .
Sense (Method)	Result	The following Senses are available to characters: Vision, Enhanced Vision (Light Intensifying (LI) or Infrared (IR)), WP (Hit), Magic or Exotic (Sonar, Radar, Tremor Sense, Electric Sense or Targeting Hearing). Where a Sense

Effect	Class	Meaning
		<p>gained just says Enhanced Vision or Exotic choose which kind. Unless listed otherwise senses detect anything and have no combat range limit, show details and colour and are affected by all kinds of normal Concealment. The Concealment ability list the Senses it applies to.</p> <ul style="list-style-type: none"> • Vision. • IR is not affected by Fog, Darkness or Terrain. Affected by hot things. Can't see things the same temperature as the environment. No detail apart from temperature. • LI is not affected by Darkness. No colour. • Mental is not affected by Environments, Terrain or Obstacles but only senses living minds so doesn't sense things like Terrain, Walls, Undead, Robots, Vehicles etc. It doesn't sense Abilities unless they are produced or directed by living minds. • Magic Sense is not affected by Environments or Terrain. It only works over a distance of up to 15 squares. • Sonar can sense solid objects. It isn't affected by Darkness, Fog or Terrain. It affected by noisy environments and storms. It is affected by Obstacles but can work a bit round corners where sound can bounce around off hard surfaces. It doesn't detect colour or a lot of detail. It doesn't usually work on Abilities. • Radar can sense solid objects. It isn't affected by Darkness, Fog or Terrain It doesn't detect colour or detail. • Electric Sense produces an active electric field and senses objects within it. It is not affected by Environments, Obstacles or Terrain. It only works over a distance of up to 15 squares. It doesn't sense detail except that it can sense things that produce electric fields and use that to determine what they are e.g. living things, machines etc. • Tremor Sense detects movement which is touching the same surface as the user. It works on targets underground. Its isn't affected by Darkness, Fog, Obstacles or Terrain. It doesn't details apart from the weight of things and the forces they apply and can't detect things which are still. It can be confused by a great deal of vibration. It doesn't usually detect Abilities. • Targeting Hearing can detect things which make noise. It has a range of 15 squares. It can detect even small noises like breathing but not things which are silent. • Gravity Sense: detects distortions in the gravity field. Detects anything with mass. It is not affected by Environments, Obstacles or Terrain. It only works over a distance of up to 20 squares. It doesn't sense detail except that mass.
Shield	Modifier	<p>A <i>Personal</i> ability which activates automatically against an enemy hitting with <i>Hand to Hand</i> or <i>Touch</i> interrupting the attack do so before the result unless the Shield is <i>Poison</i> in which case it acts after the result. If the enemy is knocked back or down, recoiled, stunned or put out of action as a result of the Shield then do not roll a Result for the enemy's ability. Shield activates at the start of a figure's turn if that figure chooses to maintain a <i>Grapple</i> on the shielded target and any of the results listed above breaks the <i>Grapple</i>. If the shielded character <i>Grapples</i> a target then the Shield works automatically as soon as the <i>Grapple</i> hits but before its result. This can mean that the Grapple can't roll a result because the target has been knocked back or has recoiled before the <i>Grapple</i> can take effect. If a figure with Shield maintains a <i>Grapple</i> then the Shield automatically takes effect on the <i>Grappled</i> target before any of the characters actions. The result of this never breaks the grapple unless the Shielded character wishes and so the shielded character can choose to ignore any result that would do so (e.g. <i>Recoil, Knockback, Forced Move</i>). If a Shielded character is <i>Trapped</i> the Shield automatically effects the <i>Trap</i> before any of the Shielded character's actions if it has a</p>

Effect	Class	Meaning
		result which can affect the <i>Trap</i> . Some Shields can be <i>Extended</i> which means they also work against attack made from 2 squares range.
Short	Range	The ability works normally if the target is 1-2 squares from the user. Can be used to make an opportunity attack against any opponent in the following circumstances: <ul style="list-style-type: none"> • Opponent at range 1-2 makes a <i>Ranged or Distant</i> attack. • Opponent moves to a range of 1-2 squares from the user and then carries on moving in the same action (whether this is toward or away from the user) except with <i>Teleport</i>. • An opponent 1-2 squares away uses an action to move more than 1 square except with <i>Teleport</i>. • Opponent makes a one square move to range 3 and the attacks a target other than the user with a <i>Ranged or Distant</i> attack. • Opponent picks up an object whilst the object or the opponent is 1-2 squares from the user.
Shots (Number)	Modifier	The ability can be used (have its Val rolled or provide its STAT modifier) up to Number times each episode step.
Slow	Modifier	A <i>Move</i> which doesn't add 4 to the squares moved.
Slow Activation	Modifier	Requires 2 acts of preparation before it can be used in any combat. On an ability which is <i>Always On</i> change it to <i>Until Cancelled</i> .
Slow Move (Type/Method)	Result	<i>Movement Result Number</i> is slowed (reduced) by the Result Number . Indicates <i>Methods</i> of movement it works on.
Small	Increase	Increase DX (DEFENCE) , Stealth and Concealment . Decrease ST to a minimum of D4. Must always be +1, +2, +3 etc. never extra dice.
Speed	Increase	Increase Tactics for Initiative rolls. Increase <i>Movement</i> . Increase DX (DEFENCE) .
Stand Firm	Increase	Increases ST (RESIST) .
Stops Sense (Sense)	Result	Resisted by <i>Sense</i> . A major result means it provides +4 Concealment or minor result means it provides +3 Concealment against the <i>Sense</i> . Any major or minor result for the resisting Vals cancels the ability if it is <i>Persistent</i> . An <i>Area Stops Sense</i> rolls its result against a <i>Sense</i> being used in or through it on the first occasion.
Stretching	Increase	The maximum distance any limb of the user or the user's head can be from the square they are in (representing the location of the user's body) is the its total increase to both dice types and number of dice x3. This means a +1D1 has 6 and a +1D2 has 9. This is Stretching Range. When judging the range of any ability the user can start the range from up to this range. So for example a character can make a hand to hand attack at 1+ Stretching Range or start Movement from 1 +Stretching Range away. Stretching Increases DX (DEFENCE) and ST (RESIST) . Increases TO (RESIST) against <i>Solid and Physical</i> . When using a <i>Grapple</i> increases DX (HIT) and <i>Grapple Value</i> and has the following changes when grappling: <ul style="list-style-type: none"> • Can move up to stretching from the target without breaking it. • Can use DX (Hit) abilities as normal. • Doesn't have <i>Hand to Hand</i> abilities reduced by 1. • Can use <i>Held Items</i>.
Stun (Type)	Result	Resisted by WP (RESIST) . A minor result cause the target to lose 1 action. A major result causes the target to lose 2 actions. At any time a target can't be losing more than the next 2 actions.
Subtype	Modifier	The <i>Energy Type</i> has a Subtype which can be Heat, Cold, Radiation, Electricity or Entropy.
Summon(Group)	Result	Summon a Group which is commanded by the user. This could be anything: demons, undead, robots, automata swarms etc. The ability will name the type of Group . When activated they will remain until the end of the episode step or until they are defeated. The number of things summoned when the ability is activated is equal to the Result Number. All the creatures summoned must be

Effect	Class	Meaning
		at least partly in the area of effect. No more than one Group can be used per episode step (such as a combat) and no more individuals can be in each group than the maximum Result Number plus 2 per extra Dice. E.g. D8 is up to 8 and 2D8 is up to 8+2 = 10. If the ability is drained then anything summoned in excess of the new limits of the ability are immediately dismissed. Individuals which have been Defeated or are Out of Action still count as part of the Group for the episode step. When activating the ability creates a group smaller than the maximum size further uses can be used to bring the group up to maximum size. If the user is Defeated all summoned things are immediately dismissed. Where a group has random abilities roll up the kind of group the user can summon – one type per 1D of ability. The summoner is immune to any global effect produced by the things summoned e.g. Sanity Blasting, Ghoul's Howl.
Super Strength	Increase	Increases ST . Allows the character to damage <i>Walls</i> with <i>Hand to Hand</i> Attacks. Increases DX (RESIST) . All the character's <i>Hand to Hand</i> attacks also cause <i>Knockback (Solid)</i> . The character can perform superhuman feats of strength like lifting cars. When using the standard ability <i>Throw Object</i> can throw a large object which is treated as an <i>Area</i> (shape of object) rather than <i>DX (HIT)</i> .
Telepathy	Increase	Increases IN (RESIST) and increases WP (HIT) . Allows quiet communication at up to with a range depending on the ability's total increase: 1: 100 m 2: 1 km 3: 10 km 4: 100 km 5: 1000 km And so on.
Thorns	Modifier	Can only be applied to a <i>Wall</i> . Figures can try to push through the <i>Wall</i> by moving up to the <i>Wall</i> and resisting its Val with Strength . Doing so causes <i>Solid Damage</i> to the moving figure equal to the <i>Wall's Result</i> . If the <i>Wall</i> gets a Major Failure the figure moves through to the other side at a cost of 2 move per cube. If the <i>Wall</i> gets a Failure the figure moves into the wall square and stops or if already in a <i>Wall</i> square and the next square isn't in the <i>Wall</i> then moves through at a cost of 2 Move.
Time (Details)	Duration	The Ability lasts for a set period of time. E.g. an Ability with Time (1 Turn) last from the action it is created until the user acts again. Attacks which target an individual cannot have Time as their Duration.
Touch	Range	The ability works normally if the target is 0-1 squares from the user.
Transform (Kinds)	Result	Resisted by CH (RESIST) . Kinds indicates the possible results of the Transformation (e.g. Tree, Statue). A willing target can choose not to apply use a resistance of D6. A major result transforms the target. Whilst transformed the target will have been turned into a tree, a statue or an animal. When transformed: <ul style="list-style-type: none"> • Target retains IN, WP, CH, EG and VI. • Character retains skills based on these Stats, loses any skills based on other stats but gains any skills of the thing transformed into based on any stat. • Target retains any <i>Personal</i> abilities which are <i>Block (Psychic)</i>, <i>Drain Defence</i>, <i>Duplication</i>, <i>Luck</i>, <i>Mind Screen</i>, <i>Prediction</i>, <i>Psi Armour</i>, <i>Recovery</i> or <i>Telepathy</i>. • Target carries over any effects or losses to abilities or STATs and any <i>Persistent</i> abilities or <i>Traps</i>. • Otherwise has the STATs and abilities of the thing it has been transformed into. <p>A list of things that a target can be transformed into with their STATs and abilities is shown in the Animals, Plants and Statues sections. Once a target is transformed then it will stay transformed whilst any Val of a <i>Persistent</i></p>

Effect	Class	Meaning
		<p>Transform applies to it. A willing target doesn't have to resist a <i>Persistent</i> transformation. The user can add levels to the abilities of the resulting</p> <p>Transformation: +2 levels to the abilities per -1 to the Val of the Transformation ability when used. Where the transformed thing has random abilities roll it up and use those whenever the Transform is used.</p>
Trap (Type)	Result	<p>Roll for an immediate result. A minor or major result means the target is trapped. Resisted using:</p> <p><i>Psychic:</i> IN (RESIST) <i>Energy:</i> DX (RESIST) <i>Solid:</i> ST (RESIST) <i>Physical:</i> ST (RESIST)</p> <p>Whilst trapped the target:</p> <ul style="list-style-type: none"> • Generally cannot take any action except those which are <i>Touch</i> or <i>Hand to Hand</i> and aimed at the trap. Can use <i>Personal</i> or <i>Mental</i> normally unless the Trap is <i>Psychic</i>. • The target also cannot move except by using <i>Teleport</i> if not in a <i>Psychic</i> Trap. The target cannot avoid area effects except using <i>Teleport</i>. If a character moves using <i>Teleport</i> this doesn't break the trap. • The target cannot use any ability which is <i>Held Item</i>. • If in a partial <i>Solid</i> trap has -2 DX (DEFENCE) and IN (DEFENCE). Targets in other traps do not have their defence reduced. <p>A trap lasts on the target until it is broken. It has a Val equal to the Val of the ability that created it (not including any bonus for getting a major result on an attack roll). A trap is a stationary target and no hit roll is made against it either by the target in the trap or by another individual. Attacks used at more than 1 square can't target Partial Traps. A trapped individual can attack the Trap with the CSTAT that resists it. They or others can use another ability that works on the Trap as follows:</p> <ul style="list-style-type: none"> • <i>Solid:</i> <i>Damage (Solid, Physical, Energy)</i> as long as it isn't <i>Ignores (Armour)</i>. <i>Poison Damage</i> only works against a trap caused by the Plant field. • <i>Psychic:</i> <i>Damage (Psychic)</i> or <i>Psi Blast</i> • <i>Heat:</i> <i>Damage (Cold)</i>, Any Result of Type <i>Physical</i> from Matter Controller Air or Liquid, <i>Environment (Water)</i>. • <i>Cold:</i> <i>Damage (Heat)</i>, <i>Environment (Heat)</i> • <i>Physical:</i> <i>Damage (Physical)</i> except <i>Gas</i> or <i>Poison</i>. <p>The Result Number of the <i>Damage</i> is resisted by the Result Number generated by the Val of the trap. A minor result for the damage reduces the Val of the trap by 1. A major result means the target is no longer trapped (the trap is broken).</p> <p>A target inside a non-partial trap can't be attacked with any ability which could affect the trap. All such attacks hit the trap. A <i>Solid</i> Trap listed as <i>Partial</i> means that the target can be attacked without first breaking the trap.</p> <p>Traps which are <i>Persistent</i> attack anyone else trying to break the Trap from <i>Touch</i> range. Also a <i>Persistent</i> Trap repairs its full Val at the point in the turn it was created i.e. if its Val has been reduced by <i>Damage</i> during the turn but it hasn't been broken it repairs itself.</p>
Type	Modifier	<p>Many Abilities have a type which can be <i>Solid</i>, <i>Physical</i>, <i>Energy (SubType)</i>, or <i>Psychic</i>. This determines in which way defences work against them.</p>

Effect	Class	Meaning
Uncontrollable	Duration	If the ability is <i>Always On</i> change it to <i>Until Cancelled</i> . At the end of each turn roll D6. On a 1 the ability activates if inactive or deactivates if active. Only applies to <i>Personal</i> abilities. On a Movement ability the character must move equal to the result plus 4 away from the starting point in as straight a line as possible but can choose the direction.
Unpredictable Targeting	Modifier	Doesn't apply to abilities which are <i>Personal</i> . If the Hit Roll of the ability contains any D showing 1 and no D showing the maximum then roll To Hit again against a different target than that intended. Roll randomly between figures in range of the user to determine the target. If there are no other targets within range the ability just doesn't work.
Unreliable Result	Modifier	Roll a D6 when it is activated. If this dice comes up 1 then the Result or Increase is 0. For a STAT increase the increase is 0.
Unreliable Value	Modifier	The Val or Increase of the Ability is +D8-5 (can be positive or negative) at the start of each episode step and this counts as its actual characteristic throughout the step.
Until Cancelled	Duration	The Ability lasts until it is cancelled by the user. A user can have one instance of the ability active at a time for every dice the Ability has. No more than one instance of the Ability may be on a single target at a time. Allowed targets are <i>Area</i> and <i>Personal</i> . For <i>Personal</i> abilities these are usually turned on before combat unless the character is ambushed.
Until Removed	Duration	The Ability lasts until it is removed – picked up scraped up or washed away. Examples include oil slicks, mine and some barriers.
Uses (Item)	Modifier	The Ability uses the listed <i>Item</i> and can't be activated if the Item isn't in the possession of the user. This represents an Ability where the user can use an <i>Standard or Improvised Item</i> for other than its standard result or effects e.g. a character very skilled at using a pistol. This is the only way in which a PC used a <i>Standard Item</i> .
Wall	Result	Creates a Wall with dimension equal to its <i>Area</i> times half its value +1 per extra dice. E.g. a 2D8 wall would be 5. A Wall is a type of Terrain . A Wall can be created with lesser size if wished. A Wall provides Concealment to things partially behind it and blocks Line of Sight to things completely behind it. Walls can be created with alternative orientation to make pillars, ramps or bridges. Walls can be created with curves of up to 1 square per 4 squares in length. Anyone who fails to Evade or chooses not to Evade when a Wall is created is lifted to stand on top of the wall. When created the Wall has its Val (NB – in D not a Result Number). A wall can be damaged by <i>Solid, Physical</i> or <i>Energy Damage</i> that does not <i>Ignore (Armour)</i> and is not <i>Poison</i> . A Wall has +1 resistance to <i>Physical</i> . Its Val is reduced by a minor result and the wall is breached by a major result . NB: <i>Poison</i> does work on <i>Walls</i> created by the Plant power field. Walls are <i>Transparent</i> to <i>Psychic</i> . <i>Hand to Hand</i> Damage has no effect on Walls (except wooden doors in buildings – not those created by powers) unless it has <i>Super Strength</i> . Bullet attacks can pass through walls (see <i>Bullet</i>) but not cause a breach. A cube containing a Wall cannot be entered. To get to the top of a Wall square with <i>Leaping</i> requires a single move that reaches the top of the Wall. Leaping over a Wall requires enough move to get to the other side in a single move. <i>Climbing</i> requires a movement roll which scores at least a minor result against the Wall's Val to make any progress and each Wall square counts as Terrain . It is not usually possible to cross over a Wall in an <i>Enclosed Environment</i> as it goes up to the ceiling. <i>Teleport</i> is not blocked by Walls but the user must have a <i>Sense</i> that can operate through the Wall. Walls not created by abilities can contain Doors which but may require a Security Task to open the Door. Opening a Door is an action. Walls block attacks that pass through their locations unless they are Transparent to them. A <i>Persistent</i> Wall which is damaged repairs itself at the point it was created in a turn. If it is breached any cube adjacent to an unbreached cube repairs itself at the point it was created to a damaged (-1) state in the same way.

Effect	Class	Meaning
Ward	Result	Creates a ward. Any figure trying to enter or beginning their turn in a Ward square causes the Val of the Ward to attack their WP (RESIST) . On a minor result the target cannot enter the location or must attempt to move out of it and then his/her turn ends. On a major result the target also has WP reduced. Always Psychic.
Weakens	Modifier	Each time the ability is activated in an episode step roll D6. On a roll of 1 or 2 its Val or Increase is reduced by 1. It recovers automatically at the end of the episode step.

Most Abilities only do anything when **Active**. This means when the user has used an action to activate them (turn them on) or if they are *Always On*.

In general an Ability is made up of the following classes of effects:

Class	Notes
Range	Usually only one Range Effect at a time. Ranges marked & can be combined.
Hit	The STAT (Hit) used with the ability.
Duration	Usually only has one Duration Effect at a time except that an Area Ability may be Persistent in addition to another effect.
Result	Only one Result Effect at a time except that any number of Effects marked & may be combined with other Results.
Modifiers	Any number of Modifiers and all can be applied at once.

Where an Ability has Effects which cannot be applied at the same time then the user chooses which to use. For example if an Ability has both DX (HIT) and Area the user chooses which to use when the Ability is activated.

Standard Abilities

The following abilities are allowed to all characters. They start at Level 1 and more levels can be put into them using DP.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Running	Personal		Instant	Move (Running)		2D6
Jumping	Personal		Instant	Move (Leaping)	Slow. x2 cost change height	2D4
Swimming	Personal		Instant	Move (Swimming)		2D4
Climbing	Personal		Instant	Move (Climbing)		D4
Punch and Kick	Hand to Hand	DX	Instant	Damage (Solid)		0
Trip	Hand to Hand	DX	Instant	Knockdown (Solid)		0
Wrestle	Hand to Hand	DX	Persistent	Grapple		0
Slam	Hand to Hand	DX	Instant	Damage (Solid) & Knockdown (Solid)	Grappled target and ends Grapple	0
Disarm	Hand to Hand	DX	Instant	Disarm (Solid)		0
Throw Object	Close	DX	Instant	Damage (Solid)	Uses (Improvised Item)	ST
Normal Senses	Personal		Always On	Sense (Vision)		D6

Advantages

Each character starts with one advantage. Extra advantages cost 1 DP each for up to 3 extra, 2 DP each for extra 4-5, 3 DP for 6 and 4 each thereafter.

A character can have more than one instance of the same type – increasing each effect by 1. If a character rolls advantages contradicting previously gained disadvantages then reroll results e.g.

Old/Young, Attractive/Monstrous, Cunning/Dim Witted, Egotistical/Virtuous. Non-Combatant characters re-roll advantages marked Ø.

Some increases are included to **STATs**, **CSTATs** or Abilities. These are direct increases to them not separate abilities.

Some abilities reduce the cost of base features when built in Construction tasks. The reduction applies to both Build and Resource Points.

D100	Advantage	Explanation
01	Ally	Character's Companion (Relationship) counts as Allied . When the ally appears in this way don't roll a Relationship Task .
02-03	Artefact Ø	The character has an artefact with unusual powers. Roll D10: On 1-6 it is a <i>Held Item</i> , otherwise an <i>Item</i> . A <i>Held Item</i> has 8 DP and an <i>Item</i> 6 DP. Roll for which Power Field the abilities come from re-rolling Gadgeteer or Power Suit. A Held Item can only have abilities that target something other than the user and an Item only the user. An Artefact never adds to existing abilities – they are always separate. The Artefact will have one suitable Disadvantage . If the Artefact is disarmed from the character it may be picked up by an ally or enemy and used. An ally must return the item to the character as soon as reasonably possible. An enemy can keep an Artefact but it will attract its owner to retrieve it. It will have an additional Disadvantage (rolled randomly at the time) and a Power Limitation on each ability (rolled randomly at the time) when it is used by anyone other than its owner. If this advantage is rolled again then roll D10 and on 8+ it is another artefact otherwise add 2 DP to an existing artefact.
04-05	Athlete	Athletics +1D2, <i>Movement</i> +1.
06-09	Attractive	The character is very appealing. Persuasion and Relationship Tasks +1 or +1D2 with the opposite sex. In combat if opponent of the opposite sex has the Lustful trait then must save or be distracted and at -2 to hit and to result against character. Reputation +1.
10-11	Backing	A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character. The character can choose an agency to be Allied to represent them. Leadership +1D1. Resources +3. Resources are Replenished by 2 at the end of every 4 weeks. Reputation +1. Secret ID +1.
12-13	Coder	Computers +1D1, Security +1D1, Perception +1D1. Cost Cells , Detection Systems , Master Computer and Security -6. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks. Secret ID +2.
14-15	Computer Expert	Computers +1D2. Cost Master Computer -12. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks. Secret ID +1.
16-17	Contacts	The character has 3 unpowered (8 DP) NPC contacts. They are allies . They are generated as a particular relationship to the PC (D100): 01-50: Follower 51-70: Minion 71-00: Companion
18-19	Comeback Changes	Take an additional 10 DP of abilities (these could be increases to existing abilities) and an extra disadvantage. If the character makes a Comeback then roll a D6 and on 4+ these effects are gained for the rest of the combat.
20-21	Co-ordinated	Athletics +1D1, Gymnastics +1D1, Stealth +1D1. DX (RESIST) +1, ST (RESIST) +1
22-23	Cunning	Stealth +1D1, Security +1D1, Tactics +1D1. IN (DEFENCE) +1D1
24-25	Determination	When the character makes a Comeback s/he increases the value of all his/her abilities which cause an effect on target other than him/herself by 1 for the rest of the battle. This can happen more than once because of multiple Comebacks . WP (RECOVERY RATE) +1.
26-27	Educated	Medical +1D1, Research +1D1, Science +1D1, Training +1.
28-29	Elusive	Elusive. DX (DEFENCE) +1, IN (DEFENCE) +1, WP (DEFENCE) +1, Secret ID +1.
30-31	Environmental Advantage Ø	All powers +1D in a random environment or if there is already a positive environment for some of your abilities then that environment
32-34	Extra Effect Ø	One of the character's abilities has an extra effect. Roll randomly for which ability and for what the extra effect is.

D100	Advantage	Explanation
35-36	Extra Power Ø	Roll randomly for one power field that the character does not possess and then roll one power on that table.
37-38	Gymnast	Gymnastics +1D2, DX (RESIST) +1, ST (RESIST) +1
39-40	High Endurance	Endurance +1D2. WP (RECOVERY RATE) +1. Has an extra Activity Step each Week.
41-42	Intuition	Investigation +2, Mystical +2, Persuasion +2. IN (RESIST) +1D, Relationship tasks +2, Secret ID +1.
43-44	Investigator	Investigator +1D2. +1D1 at Recruiting Tasks, Secret ID +1.
45-46	Iron Will	Survival +1D1, Endurance +1D1, Athletics+1D1. WP (RECOVERY RATE) +1, WP (RESIST) +1D1. Re-enter play from Hurt on 7+. Has an extra activity step each week.
47	Lightning Fast Ø	Character treats all his/her abilities as <i>Quick</i> . If they are already <i>Quick</i> then s/he can re-roll failed <i>Quick</i> rolls with the ability.
48	Machine Empathy	Technology +1D1, Control +1D1, Security +1D1
49-50	Master Tactician	Tactics +1D2. Can use a Personal Action as a Tactics Action.
51-52	Mathematician	Science +1D1, Technology +1D1, Computers +1D1. IN (HIT) +1, IN (DEFENCE) +1
53-54	Medic	Medical + 1D2. Can use a Targeted Action when adjacent to a character who is Out of Action to roll Medical vs the Comeback task on the target. On a success reduce the Comeback Task by 1 and on a Major Result by 2. If the comeback task is reduced to 0 then the target will automatically succeed on the next Comeback attempt. Cost Medical Facilities -6. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks.
55-56	Mystic	Mystical +1D2. WP (DEFENCE) +1, EG OR VI (RESIST MADNESS) +1D1. Cost of Mystic Library -12. Allows construction of a Summoning Portal .
57-58	Natural Leader	Leadership +1D2. Can use a Personal Action as a Leadership action. Reputation +1.
59-60	Observant	Perception +1D2. DX (HIT) +1. Can use Perception to resist Tactics . Secret ID +1.
61-62	Persuasive	Persuasion +1D2. +1 to Relationship Tasks.
63	Pilot	Control +1D2. +1 DX (HIT) and IN (HIT) with vehicle mounted weapons. Has familiarity with Aeroplanes, Helicopters and Spaceships. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks.
64-65	Prepared	Character always gets an extra two Personal actions before combat beyond any normally available. These can be used to activate personal abilities including moving out of the normal deployment area. Has an extra activity step each week.
66-67	Quick	Gymnastic +1D1, Stealth +1D1, Security +1D1. Choose 1 ability to count as <i>Quick</i> .
68-69	Relentless Ø	All RESIST +1. Has an extra activity step each week.
70-71	Researcher	Research +1D2. If succeed in a research action in preparation for an episode get grant +1 bonus more than usual for resisting environments and performing tasks. Research Library cost -12.
72-73	Rich	Lifestyle Level Luxurious or if already Luxurious from other causes then +1. Addition rolls increase Resources by 1 and give +1 Lifestyle Level. Resources +1D3. Resources are Replenished by 3 at the end of every 4 weeks.
74-75	Security Expert	Security +1D2. Automated Weapons, Cells, Detection System, Security cost -6. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks. Secret ID +2.
76-77	Sidekick	The character has a loyal NPC sidekick. S/he has a Personality generated on the Follower relationship table or if the character is a Mastermind, Black Queen or has Ego greater than Virtue then on the Minion table. The sidekick is available every episode and gains Levels and DP like a player character but after the character is Level 1 the sidekick stays 1 level below the character. This kind of sidekick can't have advantages which would lead to more characters such as Backing, Sidekick or Ally. The sidekick should be placed in a suitable relationship: Follower, Minion, Companion, Anima or Animus.
78	Sixth Sense	The character gets a 'feeling' warning of danger. The character is immune to Ambushes and always gets at least the normal actions in the first turn of an ambush. Any <i>Personal</i>

D100	Advantage	Explanation																
		<i>Until Cancelled</i> abilities are always turned on at the start of combat. IN (DEFENCE) +1. Secret ID +1.																
79	Sleepless	Character doesn't sleep. Has an extra three activity steps each week. Can't be gained twice.																
80-81	Social Status	Character has a respected position in society which encourages people to believe and trust him/her. Leadership +1D1. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks. Reputation +1.																
82-83	Special Profession	Choose an additional Profession from those not normally available. In generation wait to see what standard profession the character has if this hasn't be rolled yet. Usually the choice should be related to this first profession. The referee should decide if the choice is reasonable and a step up from normal profession e.g. it isn't impossible that a Pilot should have then become an Astronaut or an Academic a Professor. If the advantage is gained in play then Crime Fighter is always an option. The choices are Professor, Captain of Industry, Internet Entrepreneur, Star Entertainer, Surgeon, Gang Boss, Kung Fu Master, General, Captain or Admiral, Senior Police, Government Member, Great Scientist, Crime Fighter or Astronaut.																
84	Speed Reading and Photographic Memory	The character reads quickly and can quickly scan and assimilate information. Research +1D1, Investigation +1, Science +1 If succeed in a research action in preparation for an episode get grant +1 bonus more than usual for resisting environments and performing tasks.																
85-86	Stealthy	Stealth +1D2. Secret ID +1. Gain the following ability <table border="1" data-bbox="443 913 1508 1037"> <thead> <tr> <th>Ability</th> <th>Level</th> <th>Range</th> <th>Target</th> <th>Duration</th> <th>Result</th> <th>Modifier</th> <th>Val</th> </tr> </thead> <tbody> <tr> <td>Stealthy</td> <td>1</td> <td>Touch</td> <td>Personal</td> <td>Until Cancelled</td> <td>Increase (Concealment)</td> <td>If concealment at least D4</td> <td>+1</td> </tr> </tbody> </table>	Ability	Level	Range	Target	Duration	Result	Modifier	Val	Stealthy	1	Touch	Personal	Until Cancelled	Increase (Concealment)	If concealment at least D4	+1
Ability	Level	Range	Target	Duration	Result	Modifier	Val											
Stealthy	1	Touch	Personal	Until Cancelled	Increase (Concealment)	If concealment at least D4	+1											
87-88	Super Scientist	Science +1D2. Any Lab base feature cost -6. Allows construction of Gene Lab . Choose one vehicle familiarity. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks.																
89-90	Survivor	Survival +1D2, Endurance +1.																
91-92	Technologist	Technology +1D2. Allows anything constructed to be High-Tech. An NPC has a base even if not part of a group that normally get one (e.g. independent). Resources +1. Resources are Replenished by 1 at the end of every 4 weeks.																
93	Urban Knowledge	All Skills +1D in Urban Environment.																
94-96	Vehicle Expert	Technology +1. Control +1D1. Allows vehicles constructed to be High-Tech. When spending Resource Points and Build Points for a vehicle requires 20% fewer. Cost Vehicle Bay -6. In a Vehicle Bay can construct vehicles with any feature such as armour, life support, detection systems and weapons without having the necessary labs. An NPC has a Vehicle Bay in his/her base. Has all vehicle familiarities. Resources +1. Resources are Replenished by 1 at the end of every 4 weeks.																
97-98	Virtuous	VI +2. Reputation +1.																
99-00	Wilderness Knowledge	All Skills +1D in <i>Wilderness Environment</i> .																

Disadvantages

Each character has 1 Disadvantage automatically. Extra disadvantages gain the character 2 DP. A character can have a maximum of 5. In addition a character can voluntarily add up to one Limited Ability disadvantage to each non-standard ability in order to increase its level by 1. When doing this the character rolls **twice** on the limitation table and chooses which limitation to take.

Those marked * are allowed a save on 4+ on a D6. If marked IS then the save is made at the start of each episode otherwise when the cause is encountered. The save will be listed on a D6. A character can have more than one instance of the same type – the effects are cumulative. If a save is listed then each extra instance also makes the save 1 harder. If a character rolls to contradictory results e.g.



Old/Young, Attractive/Monstrous, Cunning/Dim Witted, Egotistical/Virtuous then choose one of them to reroll.

Some decreases are included to STATS, CSTATs or Abilities. These are direct increases to them not separate abilities.

D100	Disadvantage	Explanation
01	Antisocial	CH -1 Reputation -1.
02	Bad at Maths	Science -1, Technology -1, Computers -1. IN (DEFENCE) -1.
03-04	Bad Driver	Control -2. -2 DX (HIT) and IN (HIT) with vehicle mounted weapons.
05-06	Badly Educated	Medical -1, Research -1, Science -1, Training -2.
07	Clumsy	DX -1
08	Computerphobic	Computers -2. Can't benefit from a Master Computer.
09-10	Dependants*	<p>Character has D3 Non-combatant NPCs s/he must look after. A Young x2 PC can't have this Disadvantage. In any hostage situation if the character has a Public Identity then save or one of them will be present. Also, especially with Public Identity they are vulnerable to specific attack by enemies. When generating them roll D6: on 1 the NPC has the extra Disadvantage Young x 2, on 2-3 Young and on a 6 the Disadvantage Old. Each has a relationship to the PC and a Personality to match.</p> <p>If the PC is Young then for a Young NPC (D100): 01-45: Light Sibling 46-90: Dark Sibling 91-95: Anima/Animus 96-00: Shadow Anima/Animus Or the NPC is not Old: 01-25: Light Sibling 26-50: Dark Sibling 51-75: Light Guardian 76-00: Dark Guardian Or the NPC is Old: 01-50: Light Guardian 51-00: Dark Guardian</p> <p>If the PC is not Young then for a Young NPC: 01-35: Light Child 36-70: Dark Child 71-85: Light Sibling 86-00: Dark Sibling</p> <p>Or neither the PC or the NPC is Old or both are Old: 01-25: Light Sibling 26-50: Dark Sibling 51-90: Anima/Animus (can only have one of these) 91-00: Shadow Anima/Animus (can only have one of these)</p> <p>Or the PC is Old and the NPC is not: 01-25: Dark Child 26-50: Light Child 51-70: Dark Sibling 71-90: Light Sibling 91-95: Anima/Animus (can only have one of these) 96-00: Shadow Anima/Animus (can only have one of these)</p> <p>The dependants live at the character's home.</p>
11	Dim Witted	IN -1. Training -2. Secret ID -2.
12-13	Dislikes Technology	Technology -2

D100	Disadvantage	Explanation
14	Doesn't Understand Patterns	Computers -1, Security -1, Perception -1. Secret ID -1
15-17	Egotistical	EG +2. Reputation -1. Secret ID -2.
18-20	Enemies	An organisation or individual is hunting the character. Secret ID -1. The enemies count as allies of the other side. Roll to see who the enemies are on D8: <ol style="list-style-type: none"> 1. Mastermind or Black Queen. 2. Agency (D6+2 Agents per attack, 1 Leader on a 1-2 on a D6). 3. Organisation (2D6+2 Members per attack, 1 Leader on a 1-2 on a D6). 4. Monster (Number attacking depends on size: 1 Large, 2 Medium, D6 Small). 5. Lost Civilisation or Aliens (D4+1 members per attack. 1 Leader on a 1-2 on a D6). 6. Costumed Criminals (D4+2 members per attack). 7-8. Powered Character.
21-22	Environmental Weakness	All abilities -1 in a random environment or if there is already a negative environment for some of your abilities then that environment
23-24	Hates Machines*	Technology -1, Control -1, Security -1. Save if trying to operate a machine other than one gained from the character's abilities or doesn't know how to use it.
25-26	Illogical	Investigator -2. Training -2. Secret ID -1.
27-29	Inhuman Appearance*	The character does not look like a normal human. People may distrust him/her and s/he is highly noticeable and distinctive. Save or fail to get the benefit of a successful relationship, recruiting, Persuasion or Leadership task unless it is with other individuals with Inhuman Appearance or Monstrous. Reputation -1. Secret ID -1.
30-31	Irritating	Persuasion -2. Relationship tasks -2. Reputation -1.
32-33	Lacks Concentration	Research -2. Can't perform Research before an episode. Secret ID -1.
34-35	Lacks Co-ordination	Athletics-1, Gymnastics -1, Stealth -1. DX (RESIST) -1
36	Lacks Cunning	Stealth -1, Security -1, Tactics -1. IN (DEFENCE) -1. Secret ID -2.
37-38	Large	<i>Personal, Permanent, Large</i> , Increase +1. This ability cannot be increased.
39-43	Limited Ability	One of the character's abilities has a modifier which limits it. Roll randomly for the ability at the end of character generation. Only on standard ability if the character has no other abilities. Then roll on the Limited Power Table for the modifier.
44-45	Limited Intuition	Investigation -1, Mystical -1, Persuasion -1, Relationship tasks -1. Secret ID -1.
46-47	Literal Minded	Mystical -2. IN (RESIST) -1
48-49	Low Endurance	Endurance -2. WP (RECOVERY RATE) -1.
50-51	Low Social Status*	Character comes from the lower classes of society which blocks off high status activities and locations. Character will be refused entry to events, harassed by law enforcers and so on. Save or fail to get the benefit of a successful Relationship, Recruiting, Persuasion or Leadership Tasks unless they are with other low social status individuals. Leadership -1. Resources -1. Reputation -1.
52	Monstrous*	The character looks like a monster. People will often fear and mistrust the character. Save or fail to get the benefit of a successful Relationship, Recruiting, Persuasion or Leadership tasks unless they are with other Monstrous individuals. Reputation -2. Secret ID -2.
53-54	Natural Follower	Leadership -2. Requires both actions to make a Leadership task.
55-56	No Security	Security -2. Can't use Detection Systems or Security Systems. Secret ID -2.
57-58	No Willpower	Survival -1, Endurance -1, Athletics -1. WP (RECOVERY RATE) -1.

D100	Disadvantage	Explanation
59-60	Non-Scientist	Science -2, Medicine -2. Can't use any Lab base feature.
61-62	Notorious	Something in the character's background has made him/her notorious. Many people have heard of him/her and are familiar with his/her appearance. S/he is widely distrusted. Reputation -3. Secret ID -2.
63-64	Obvious	Stealth -2. Reduce total Concealment by 1. Secret ID -2.
65-66	Old	The character is older than normal. TO -1. Old x 1 gives an age of D10+55, Old x2 gives an age of D10+65.
67-68	Poor	Lifestyle Level -1, RESOURCES -2.
69-70	Poor Gymnast	Gymnastics -2. DX (RESIST) -1, ST (RESIST) -1
71-72	Poor Reader	Research -1, Investigation -1, Science -1, Training -1.
73-74	Poor Tactician	Tactics -2. Requires both actions to make a Tactics task.
75	Puny	ST -1.
76	Slow	Gymnastic -1, Stealth -1, Security -1. -1 chance of success on any roll to activate a Quick ability.
77-78	Small	<i>Personal, Permanent, Small,</i> +1. This ability cannot be increased.
79	Soft	Survival -2, Endurance -1
80	Susceptibility*	The character is susceptible to a normally innocuous substance. This fact is not widely known but the characters enemies may perform research to discover this fact. The substance is not easily available however. If the save is failed then one opponent may attempt a Research test vs D12. On a success they have: Susceptibility Attack: D10, Personal, Always On, Area (Burst), Drain (ST/Entropy), Ignores (Drain Defence, Block), Attached, Only against the susceptible character.
81-82	Unfit	Athletics -2. -1 to any Movement which doesn't use an Item.
83-85	Unobservant	Perception -2, Tactics -1. Secret ID -1.
86-87	Unsuitable Relationship	Character has one of the following relationships (chose one that she hasn't already got): Dark Sibling, Shadow Anima or Dark Guardian at -1.
87-89	Vulnerability	Roll for one Type (or Energy SubType) that the character is vulnerable to. Resistance (Type or SubType) -2.
90-91	Weak Willed	WP -1
92-94	Wilderness Based	The character has -1 to Skills when outside a wilderness environment. In Wilderness Athletics, Endurance, Gymnastics, Mystical, Perception, Stealth, Survival and Tactics +1.
95-00	Young	The character is not an adult. ST -1. Leadership -1. When rolling for profession then roll D6. On a roll of 1-5 use Student instead of profession listed. Young indicates an age of 12+D5, Young x2 an age of 7+D5. A character with Young x 2 also has the ability: <i>Touch, Personal, Permanent, Small,</i> -1 and is a Student on 1-19 on a D20. For a Young character the referee should rule that some Personalities and Traits are not allowed and should be re-rolled for a young character or if the Personality or Trait was gained first then re-roll Young. Resources -1. The character's disposable income will be a step lower than normal for their lifestyle. They may be too young to drive and hence have a vehicle in many jurisdictions. A Young character's residence will usually be the home of a guardian and this is what their lifestyle represents. A Young character has D6-1 extra relationships: <ol style="list-style-type: none"> 1. Dark Guardian 2. Light Guardian 3. Dark Sibling 4. Light Sibling

D100	Limited Ability
01-05	Backfire
06-12	Complex Activation
13-14	Disabling

D100	Limited Ability
15-25	Environmental Limitation (Random <i>Environment</i>)
26-35	Environmental Modifier (Random <i>Environment</i> , -2)
35-45	Held Item
46-47	Illness
48-65	Item: If the ability came from a power field roll D10 for each other ability from that field. On 4+ it is also dependant on the same item.
66-70	Preparation or Movement then Slow
71-75	Shots (determine how many by rolling 2D12 as a value)
76-80	Slow Activation or if Movement then Slow
81-86	Uncontrollable if Personal. Unpredictable Targeting otherwise.
87-92	Unreliable Result
93-96	Unreliable Value
97-00	Weakens

D10	Random Effect Type
1-3	Solid
4-6	Energy
7-8	Physical
9-10	Psychic

D10	Random Sub –Type for Energy
1-2	Cold
3-4	Electricity
5-6	Entropy
7-8	Heat
9-10	Radiation

D10	Random Environment
1-2	Heat
3-4	Cold
5-6	Radiation
7	Space
8	Underwater
9	Poison
10	Storm

Personality

Roll for the character's starting personality. Each type indicates any skills, relationships etc. If separated by a / relationships are for male/female characters. Each has a table which lists Personality Traits. Those marked * can only be gained with initial personality – not developed later though they can be lost. Roll D4 times on this table. Each Personality lists if it is Light or Dark. This helps to determine if the character will be a [Hero, Neutral or Villain](#). Note that as a character develops a character's personality can evolve from this starting point and these are indicated along with a Personality Trait which determines if this is the most likely evolution. Each possible starting personality has a [Profession](#) table. Roll on this to choose the character's initial Profession. Evolved personalities have a table to determine the character's starting personality which is used when [generating higher level characters](#). If a **PC rolls a Dark** personality during generation s/he can choose to keep that **Personality and gain 2 DP or re-roll it**. This does not cost any re-rolls.

D100	Personality	Description		
01-03	Adventurer	You seek to experience new things, places and people and lead a life of interest and excitement. Survival +1, Persuasion +1, Athletics+1, Gymnastics +1, Ego +1. Companion +1, Rival +1, Mentor -1, Guide -1, Temptress/Tempter -1. Light Evolution: Investigator (Altruistic), Explorer (Curious), Crusader (Chivalry). Dark Evolution: Glory Hound (Showboating), Slacker (Socialite), Thrill Seeker (Overconfident). Light.		
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Altruistic. 2. Chivalry. 3. Ego Signature. 4. Lustful. 5. Overconfident. 6. Socialite. 7. Showboating. 8. Brave. 9. Curious. 10. Superficial. </td> <td> <table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Student. 2. Wilderness. 3. Academic. 4. Thief. 5. Entertainer. 6. Journalist. 7. Pilot or Driver. 8. Soldier. 9. Spy. 10. Detective. </td> </tr> </table> </td> </tr> </table>	<ol style="list-style-type: none"> 1. Altruistic. 2. Chivalry. 3. Ego Signature. 4. Lustful. 5. Overconfident. 6. Socialite. 7. Showboating. 8. Brave. 9. Curious. 10. Superficial. 	<table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Student. 2. Wilderness. 3. Academic. 4. Thief. 5. Entertainer. 6. Journalist. 7. Pilot or Driver. 8. Soldier. 9. Spy. 10. Detective. </td> </tr> </table>
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04-06	Angst	You are a sincere and open person who tries to do his/her best but worries other whether each decisions is the right one and agonises over past choices. Technology +1, Investigation +1, Science +1, Medicine +1, Virtue +2, Mentor +1, Guide +1, Temptress/Tempter +1, Anima/Animus -1. Light Evolution: Exemplar (Selfless), Protector (Sincere), Responsibility of Power (Altruistic), Idealist (Chivalry). Dark Evolution: Reluctant Hero (Agonising), Cynic (Altruistic), Neurotic (Indecisive). Light.		
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Chivalry. 2. Flashbacks. 3. Honest. 4. Indecisive. 5. Altruistic. 6. Selfless. 7. Agonising. 8. Careful. 9. Caring. 10. Sincere. </td> <td> <table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Academic. 2. Doctor. 3. Police. 4. Scientist. 5. Student. 6. Lawyer. 7. Administrator. 8. Artist. 9. Carer. 10. Clergy (Light). </td> </tr> </table> </td> </tr> </table>	<ol style="list-style-type: none"> 1. Chivalry. 2. Flashbacks. 3. Honest. 4. Indecisive. 5. Altruistic. 6. Selfless. 7. Agonising. 8. Careful. 9. Caring. 10. Sincere. 	<table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Academic. 2. Doctor. 3. Police. 4. Scientist. 5. Student. 6. Lawyer. 7. Administrator. 8. Artist. 9. Carer. 10. Clergy (Light). </td> </tr> </table>
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07-10	Animal Nature	You rely on your instincts and judge situations according to simple self-interest. You seek out what you need and regard others as only useful if they help you toward your goals. Athletics+1, Gymnastics +1, Survival +1, Endurance +1, Stealth +1, Leadership -1, Technology-1, Research -1, Science -1, Ego +2, Companion +1, Rival +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Hunter Unconnected), Thrill Seeker (Lustful), Peace of Mind (Fears). Dark Evolution: Bully, Outcast, Greed. Dark. Reputation -1.		
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Aggressive. 2. Lack of Complex Thought. 3. Coward. 4. Fears. 5. Killer Instinct. 6. Lustful. 7. Lazy. 8. Unconnected. 9. Instinctive. 10. Callous. </td> <td> <table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Journalist. 5. Occultist. 6. Politician. 7. Student. 8. Thief. 9-10. Wilderness. </td> </tr> </table> </td> </tr> </table>	<ol style="list-style-type: none"> 1. Aggressive. 2. Lack of Complex Thought. 3. Coward. 4. Fears. 5. Killer Instinct. 6. Lustful. 7. Lazy. 8. Unconnected. 9. Instinctive. 10. Callous. 	<table border="1"> <tr> <td>D10</td> </tr> <tr> <td> <ol style="list-style-type: none"> 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Journalist. 5. Occultist. 6. Politician. 7. Student. 8. Thief. 9-10. Wilderness. </td> </tr> </table>
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11-13	Apprentice	You are just beginning to learn to use your powers and want to learn more. Beyond this you want to lead a social life like normal people your age and have a good time. You need a mentor but may try to challenge their authority at first. Leadership -1, Companion +1, Mastermind +1, Black Queen +1, Mentor -1, Guide -1, Minion -1. Light Evolution: Adventurer (Socialite), Investigator (Quick Learner), Mystic (Accept Guidance), Plucky Girl/Noble Hero (Inexperienced). Dark Evolution: Soldier (Inexperienced), Glory Hound (Lustful), Thrill Seeker (Trickster). Light.		

D100	Personality	Description
		<p>1. Weak Abilities*. 2. Unpredictable Abilities*. 3. Inexperienced*. 4. Trickster. 5. Lazy. 6. Lustful. 7. Socialite. 8. Hidden Power*. 9. Accept Guidance. 10. Quick Learner.</p> <p>D10 1. IT Worker. 2. Kung Fu Fighter. 3. Pilot or Driver. 5-6. Student 7. Artist. 8. Manual Worker. 9. Carer. 10. Nurse.</p>
12-14	Bully	<p>You lack confidence in yourself and make yourself feel better by tormenting those weaker than you. No matter how pain you cause somehow you never feel better. Leadership -1, Ego +2, Companion +1, Rival +1, Follower -1, Minion -1. Light Evolution: Slacker (Lazy), Soldier (Callous), Repentant (Fears). Dark Evolution: Demolisher (Aggressive), Sycophant (Superficial), Minion (Coward). Dark. Reputation -1.</p> <p>1. Aggressive. 2. Coward. 3. Liar. 4. Cruel. 5. Fears. 6. Lack of Complex Thought. 7. Lazy. 8. Unconnected. 9. Superficial. 10. Callous.</p> <p>D10 1. Business and Finance. 2-3. Gangster. 4. Journalist. 5. Paramilitary Police. 6. Police. 7. Politician. 8. Thief. 9. Clergy (Dark). 10. Farmer.</p>
Evolved	Crusader	<p>You base your actions on a strong set of principles but are more comfortable in dealing with abstract concepts than expressing emotions. You have infectious energy and can inspire others but can be judgmental and become frustrated by others' weakness. Leadership +1, Investigation +1, Endurance +1, Tactics +1, Virtue +2, Follower +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Temptress/Tempter -1. Light Evolution: Protector (Altruistic), Guardian (Guardian Angel), Idealist (Chivalry). Dark Evolution: Curmudgeon (Judgemental), Cynic (Tactless), Olympian (Unconnected). Light. Reputation +1.</p> <p>1. Guardian Angel. 2. Judgemental. 3. Altruistic. 4. Chivalry. 5. Honest. 6. Selfless. 7. Tactless. 8. Inspiring. 9. Unconnected. 10. Energetic.</p> <p>Evolved From (D12): 1-2. Adventurer. 3. Curmudgeon (Level 3+). 4. Explorer. 5. Investigator. 6. Majesty. 7. Mentor (Level 3+). 8. Peace of Mind (Level 3+). 9. Protector. 10. Reluctant Hero. 11. Responsibility of Power. 12. Soldier.</p>
Evolved	Curmudgeon	<p>You have strong principles but a poor opinion of others who usually fail to live up to your expectations. You tend to consider yourself put open and use sarcasm, brutal realism or harsh demands when dealing with others. Leadership -1, Persuasion -1, Mentor -1, Guide -1, Mastermind +1, Black Queen +1, Follower -1, Minion -1. Light Evolution: Crusader (Honest), Protector (Altruistic), Reluctant Hero (Agonising). Dark Evolution: Olympian (Tactless), Retribution (Vengeful), Hunter (Aggressive). Light.</p>

D100	Personality	Description
		<p>1. Honest. 2. Aggressive. 3. Tactless. 4. Altruistic. 5. Judgemental. 6. Vengeful. 7. Hated. 8. Agonising. 9. Careful. 10. Sarcastic.</p> <p>Evolved From (D4): 1. Crusader (Level 3+) 2. Investigator. 3. Reluctant Hero. 4. Repentant (Level 3+).</p>
Evolved	Cynic	<p>Your past experiences have left you with a bleak view of human nature. You expect little from others and have lost confidence in the struggle for what is right. Secretly you want to regain your idealism but need to be persuaded. Leadership -1, Persuasion -1, Follower +1, Minion +1, Companion -1, Rival -1. Light Evolution: Adventurer (Unconnected), Reluctant Hero (Altruistic), Investigator (Judgemental): Dark Evolution: Olympian (Unconnected), Peace of Mind (Paranoid), Repentant (Flashbacks). Dark.</p> <p>1. Judgemental. 2. Vengeful. 3. Paranoid. 4. Hated. 5. Flashbacks. 6. Altruistic. 7. Fears. 8. Choose the Wrong Side. 9. Unconnected. 10. Tactless.</p> <p>Evolved From (D6): 1. Angst. 2. Crusader (Level 3+). 3. Investigator. 4. Repentant (Level 3+). 5. Retribution. 6. Minx/Rogue</p>
15-17	Demolisher	<p>You seek to destroy institutions and people because you can. When you think about it (which is rare) you believe that the strong have no responsibilities toward the weak and your power gives you the right to do whatever you like. Survival +1, Leadership -1, Investigation -1, Research -2, Science -2, Technical -2, Medical -2, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Bully (Cruel), Outcast (Unconnected), Sycophant (Unreliable). Dark Evolution: None. Dark. Reputation -2.</p> <p>1. Aggressive. 2. Cruel. 3. Lack of Complex Thought. 4. Killer Instinct. 5. Arbitrary. 6. Overconfident. 7. Unreliable. 8. Unconnected. 9. Random Destruction. 10. Callous.</p> <p>D10 1-3. Gangster. 4. Entertainer. 5. Occultist. 6. Pilot or Driver. 7. Student. 8-9. Thief. 10. Wilderness.</p>
Evolved	Dominator	<p>The world is badly run at present and only you have the ability to run things properly. Fools and weaklings stand in your way – brush them aside without feeling for your project is more important than a few lives. Leadership +1, Persuade +1, Technology +1, Science +1, Tactics +1, Ego +2. Light Evolution: Manipulator (Scheming), Retribution (Hated), Hunter (Vengeful). Dark Evolution: None. Dark. Reputation -1.</p>

D100	Personality	Description
		<p>1. Cruel. 2. Hated. 3. Vengeful. 4. Grasping. 5. Bombastic. 6-7. Power Hungry. 8. Callous. 9. Scheming. 10. Terrifying.</p> <p>Evolved From (D3): 1. Manipulator. 2. Greed. 3. Majesty.</p>
18-20	Everyman	<p>You are just an ordinary person in an extraordinary situation. You try to maintain that normality by looking at everything in a common-sense way and relating things to normal life. You consider yourself to be a practical person who does what's right without a great deal of fancy talk. Light Evolution: Explorer (Practical), Adventurer (Socialite), Protector (Altruistic). Dark Evolution: Soldier (Lack of Complex Thought), Slacker (Unworldly), Bully (Arbitrary). Light.</p>
		<p>1. Altruistic. 2. Chivalry. 3. Honest. 4. Socialite. 5. Lack of Complex Thought. 6. Arbitrary. 7. Careful. 8. Energetic. 9. Practical. 10. Unworldly.</p> <p>D20 1. Business and Finance. 2. Detective. 3. Gangster. 4. Military Officer. 5. Paramilitary Police. 6. Pilot or Driver. 7. Soldier. 8. Technician 9. Wilderness. 11-12. Administrator. 13-14. Carer. 15. Farmer. 16-17. Manual Worker. 18. Nurse. 19-20. Retailer.</p>
Evolved	Exemplar	<p>You try to set a good example to others and lead by showing how things should be done. People may choose to follow you but they will do so because of actions, not words. Leadership +2, Persuasion +1, Technology +1, Tactics +1, Virtue +2, Light Evolution: None. Dark Evolution: Responsibility of Power (Selfless), Protector (Altruistic), Angst (Honest). Light. Reputation +2.</p>
		<p>1. Altruistic. 2. Chivalry. 3. Ego Signature. 4. Honest. 5. Overconfident. 6. Guardian Angel. 7. Selfless. 8. Inspiring. 9. Energetic. 10. Careful.</p> <p>Evolved From (D2): 1. Angst. 2. Responsibility of Power.</p>
21-23	Explorer	<p>You seek to discover new ideas, theories or places and improve the world by expanding knowledge. Technology +1, Science +1, Investigation +1, Mystical +1, Virtue +2, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Minion -1. Light Evolution: Protector (Altruistic), Mentor (Quick Learner), Crusader (Overconfident), Responsibility of Power (Practical). Dark Evolution: Mystic (Curious), Adventurer (Energetic), Olympian (Overconfident). Light. Reputation +1.</p>

D100	Personality	Description
		<p>1. Goal Centred. 2. Curious. 3. Altruistic. 4. Unreliable. 5. Unworldly. 6. Tactless. 7. Overconfident. 8. Energetic. 9. Practical. 10. Quick Learner.</p> <p>D6 1. Academic. 2. Doctor. 3. Scientist. 4. Wilderness. 5. Artist. 6. Technician.</p>
24-26	Exuberance	<p>You like to have fun, make jokes, don't take things seriously and enjoy yourself. At the moment you have power and are trying to enjoy it. Leadership -1, Research -2, Science -1, Mystical -1, Ego +1, Companion +1, Rival +1, Anima/Animus -1, Temptress/Tempter -1. Light Evolution: Apprentice (Inexperienced), Everyman (Lazy), Reluctant Hero (Hidden Power). Dark Evolution: Shallow (Socialite), Slacker (Lazy), Bully (Trickster). Light.</p> <p>1. Showboating. 2. Quitter. 3. Lack of Complex Thought. 4. Ego Signature 5. Lazy. 6. Inexperienced*. 7. Trickster. 8. Unpredictable Abilities.* 9. Hidden Power.* 10. Socialite.</p> <p>D5 1. Entertainer. 2. Idle. 3. Student. 4. Artist. 5. Retailer.</p>
27-29	Glory Hound	<p>You want people to notice you. You want to gain fame and be talked about, in the news and recognised by everyone. As you are the best at what you do you deserve attention. Research -1, Ego +2, Follower +1, Minion +1, Companion -1, Rival -1. Light Evolution: Majesty (Code of Honour), Adventurer (Showboating), Investigator (Energetic). Dark Evolution: Thrill Seeker (Overconfident), Hunter (Code of Honour), Manipulator (Lustful). Light.</p> <p>1. Quitter. 2. Showboating. 3. Lack of Complex Thought. 4. Lustful. 5. Overconfident. 6. Ego Signature. 7. Code of Honour. 8. Socialite. 9. Energetic. 10. Tactless.</p> <p>D6 1-2. Entertainer. 3. Politician. 4. Military Officer. 5. Idle. 6. Clergy (Dark).</p>
30-32	Greed	<p>You need to gain wealth in order to live a life of luxury. You can never be too rich. Money will get you whatever you want and that will make you happy. Ego +2, Minion +1, Temptress/Tempter +1 Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Manipulator (Liar), Reluctant Villain (Coward), Bully (Callous). Dark Evolution: Dominator. Dark. Reputation -1.</p>

D100	Personality	Description
		<p>1. Liar. 2. Coward. 3. Goal Centred. 4. Lustful. 5. Paranoid. 6. Power Hungry. 7. Socialite. 8. Grasping. 9. Scheming. 10. Callous</p> <p>D10 1-2. Business and Finance. 3. Retailer 4. Entertainer. 5. Gangster. 6. Idle 7. Lawyer. 8. Politician. 9. Thief 10. Clergy (Dark)</p>
Evolved	Guardian	<p>You must protect the world, or an area of it, from threats. You value the good of everyone over the survival of yourself and your friends. Tactics +1, Research +1, Virtue +2, Anima/Animus -1, Follower -1, Companion +1, Mentor +1. Light Evolution: None. Dark Evolution: Responsibility of Power (Caring), Protector (Careful), Crusader (Goal Centred). Light. Reputation +1.</p>
		<p>1. Agonising. 2. Goal Centred. 3. Honest. 4. Selfless. 5. Mature. 6. Guardian Angel. 7. Altruistic. 8. Careful. 9. Sincere. 10. Caring.</p> <p>Evolved From (D3): 1. Crusader (Level 3+). 2. Protector. 3. Responsibility of Power.</p>
33-35	Hunter	<p>You must seek out powerful opponents to prove yourself against. The greater the challenge the better the test. Victory is what counts, its best not to worry too much about motives. Stealth +1, Security +1, Tactics +1, Persuasion -1, Ego +2, Notoriety +2, Companion +1, Rival +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Glory Hound (Ego Signature), Olympian (Unconnected), Peace of Mind (Hated). Dark Evolution: Animal Nature (Killer Instinct), Retribution (Code of Honour), Bully (Callous). Dark.</p>
		<p>1. Code of Honour. 2. Chivalry. 3. Goal Centred. 4. Ego Signature. 5. Hated. 6. Killer Instinct. 7. Overconfident. 8. Callous. 9. Careful. 10. Unconnected.</p> <p>D5 1. Detective. 2. King Fu Fighter. 3. Military Officer. 4. Soldier. 5. Spy.</p>
Evolved	Idealist	<p>You live according to an ideal set of values and believe that the world can be a better place through the things that you do. Good cannot come from immoral actions. Leadership +1, Virtue +2. Light Evolution: None, Dark Evolution: Protector (Caring), Angst (Agonising), Crusader (Chivalry). Light. Reputation +1.</p>
		<p>1. Agonising. 2. Altruistic. 3. Chivalry. 4. Honest. 5. Selfless. 6. Guardian Angel. 7. Unworldly. 8. Inspiring. 9. Caring. 10. Sincere.</p> <p>Evolved From (D4): 1. Crusader (Level 3+). 2. Responsibility of Power. 3. Angst. 4. Ingénue</p>

D100	Personality	Description
36-38	Ingénue	You are an innocent who approaches everything in a sincere and open way. You tend to miss the subtext in situations and are easily shocked by bad behaviour. Persuasion +1, Leadership -2, Virtue +2, Mentor +1, Guide +1, Companion +1, Mastermind -1, Black Queen -1, Temptress/Tempter -1. Light Evolution: Angst (Shocked), Explorer (Curious), Investigator (Sincere), Idealist (Altruistic), Plucky Girl/Noble Hero (Caring). Dark Evolution: Exuberance (Inexperienced), Scatterbrain (Unworldly), Neurotic (Trusting). Light. Reputation +1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Inexperienced*. 2. Altruistic. 3. Chivalry. 4. Honest. 5. Trusting. 6. Unworldly. 7. Shocked. 8. Sincere. 9. Caring. 10. Curious. </td> <td> D6 <ol style="list-style-type: none"> 1. Academic. 2. IT Worker. 3. Scientist. 4. Student. 5. Artist (assume a roll on 4+ on the artist table). 6. Carer. </td> </tr> </table>
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39-40	Inhuman	You are logical, cold and superior. You tend to misunderstand others motives and be confused by them but are good at seeing big issues and taking decisive action. Science +2, Mysticism +1, Technology +1, Tactics +1, Persuasion -2, Leadership -1, Ego +2, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Glory Hound (Tactless), Olympian (Judgemental), Soldier (Honest). Dark Evolution: Hunter (Killer Instinct), Retribution (Hated), Manipulator (Power Hungry). Dark. Reputation -1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Goal Centred. 2. Hated. 3. Honest. 4. Killer Instinct. 5. Power Hungry. 6. Tactless. 7. Judgemental. 8. Careful. 9. Unworldly. 10. Callous. </td> <td> D10 <ol style="list-style-type: none"> 1. Business and Finance 2. IT Worker. 3. Doctor. 4. Gangster. 5. Kung Fu Fighter. 6. Military Officer. 7. Occultist. 8. Technician. 9. Administrator 10. Detective. </td> </tr> </table>
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41-43	Investigator	You want to discover the cause of threats and the perpetrators of crimes. You solve mysteries logically through careful investigation and the collection of evidence. Investigation +2, Research +1, Science +1, Mentor +1, Guide +1, Mastermind -1, Black Queen -1, Companion -1, Rival -1. Light Evolution: Explorer (Curious), Crusader (Energetic), Protector (Careful). Dark Evolution: Reluctant Hero (Unreliable), Cynic (Judgmental), Curmudgeon (Sincere). Light. Reputation +1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Altruistic. 2. Curious. 3. Goal Centred. 4. Overconfident. 5. Careful. 6. Judgemental. 7. Unreliable. 8. Energetic. 9. Practical. 10. Sincere. </td> <td> D8 <ol style="list-style-type: none"> 1. Academic. 2-3. Detective. 4-5. Journalist. 6. Police. 7. Scientist. 8. Spy. </td> </tr> </table>
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D100	Personality	Description
44-45	Majesty	You lead others because of right of birth or superior ability. You always behave in a way that enhances others respect of you and show others who is in charge in any situation. Leadership +1, Stealth -1, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind/ Black Queen -1. Light Evolution: Responsibility of Power (Honest), Crusader (Chivalry), Protector (Inspiring). Dark Evolution: Glory Hound (Showboating), Inhuman (Callous), Olympian (Ego Signature), Dominator (Callous). Light. Reputation +1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Chivalry. 2. Ego Signature. 3. Showboating. 4. Code of Honour. 5. Overconfident. 6. Judgmental. 7. Inspiring. 8. Energetic. 9. Callous. 10. Honest. </td> <td> <p>D6</p> <ol style="list-style-type: none"> 1. Business and Finance. 2. Idle. 3. Politician. 4. Military Officer. 5. Administrator (assume a roll of 5+ on the administrator table). 6. Clergy (Dark). </td> </tr> </table>
<ol style="list-style-type: none"> 1. Chivalry. 2. Ego Signature. 3. Showboating. 4. Code of Honour. 5. Overconfident. 6. Judgmental. 7. Inspiring. 8. Energetic. 9. Callous. 10. Honest. 	<p>D6</p> <ol style="list-style-type: none"> 1. Business and Finance. 2. Idle. 3. Politician. 4. Military Officer. 5. Administrator (assume a roll of 5+ on the administrator table). 6. Clergy (Dark). 	
46-48	Manipulator	You are good at manipulating others to get your own way. You mix bullying, charm, kindness and cruelty as you see fit and never let others see the real you. You like to secure your position by playing one person off against another. Persuasion +1, Leadership +1, Ego +2, Minion +1, Companion +1, Mentor -1, Guide -1. Light Evolution: Minx/Rogue (Socialite), Reluctant Villain (Coward), Repentant (Hated), Olympian (Power Hungry). Dark Evolution: Greed (Grasping), Dominator (Power Hungry). Dark.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Callous. 2. Coward. 3. Cruel. 4. Hated. 5. Quitter. 6. Lustful. 7. Socialite. 8. Grasping. 9. Scheming. 10. Power Hungry. </td> <td> <p>D10</p> <ol style="list-style-type: none"> 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Idle. 5. Journalist. 6. Lawyer. 7. Politician. 8. Spy. 9. Retailer. 10. Clergy (Dark). </td> </tr> </table>
<ol style="list-style-type: none"> 1. Callous. 2. Coward. 3. Cruel. 4. Hated. 5. Quitter. 6. Lustful. 7. Socialite. 8. Grasping. 9. Scheming. 10. Power Hungry. 	<p>D10</p> <ol style="list-style-type: none"> 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Idle. 5. Journalist. 6. Lawyer. 7. Politician. 8. Spy. 9. Retailer. 10. Clergy (Dark). 	
Evolved	Mentor/Guide	You have a calling to teach others how to use their abilities to meet their goals. Other heroes need to control their powers or they could be dangerous. Leadership +1, Persuasion +1, Tactics +1, Virtue +2, Follower +1, Companion +1, Minion -1, Rival -1. Light Evolution: None, Dark Evolution: Olympian (Judgemental), Crusader (Practical), Protector (Sincere). Light. Reputation +1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Inspiring. 2. Mature. 3. Agonising. 4. Honest. 5. Selfless. 6. Teacher. 7. Judgemental. 8. Sincere. 9. Practical. 10. Altruistic. </td> <td> <p>Evolved From (D4):</p> <ol style="list-style-type: none"> 1. Protector. 2. Explorer. 3. Repentant (Level 3+). 4. Responsibility of Power. </td> </tr> </table>
<ol style="list-style-type: none"> 1. Inspiring. 2. Mature. 3. Agonising. 4. Honest. 5. Selfless. 6. Teacher. 7. Judgemental. 8. Sincere. 9. Practical. 10. Altruistic. 	<p>Evolved From (D4):</p> <ol style="list-style-type: none"> 1. Protector. 2. Explorer. 3. Repentant (Level 3+). 4. Responsibility of Power. 	
49-51	Minion	You have a weak personality and are easily dominated by superiors who you obey unquestioningly when in their presence but may try to undermine them if left alone. Leadership -2, Persuasion -1, Ego +1, Mastermind -1, Black Queen -1, Mentor -1, Guide -1. Light Evolution: Sycophant (Coward), Bully (Cruel), Outcast (Hated). Dark Evolution: None. Dark. Reputation -1.

D100	Personality	Description
		<p>1. Liar. 2. Cruel. 3. Coward. 4. Obey Orders. 5. Lack of Complex Thought. 6. Indecisive. 7. Unreliable. 8. Grasping. 9. Callous. 10. Hated.</p> <p>D10 1. Gangster. 2. Paramilitary Police. 3. Pilot or driver. 4. Police. 5. Soldier. 6. Technician. 7. Administrator. 8. Carer. 9. Manual Worker. 10. Retailer.</p>
52-54	Minx/Rogue	<p>You are cunning, bold and flirtatious and can commit acts that would otherwise be considered inappropriate, while still maintaining an air of class or poise. You are entertaining company and people are attracted to you even though they rarely trust you. Despite being manipulative you aren't cruel. Confusing people amuses you but you don't actually want to hurt anyone. Persuasion +1, Ego +1, Rival +1, Temptress/Tempter +2, Mastermind +1, Black Queen +1. Light Evolution: Adventurer (Energetic), Explorer (Quick Learner), Reluctant Hero (Instinctive). Dark Evolution: Animal Nature (Callous), Cynic (Scheming), Greed (Grasping), Manipulator (Superficial). Light.</p> <p>1. Callous 2. Energetic 3. Grasping 4. Instinctive 5. Intriguing 6. Quick Learner 7. Scheming 8. Showboating 9. Socialite 10. Superficial</p> <p>D8 1. Artist 2. Entertainer 3. Idle 4. Journalist 5. Retailer 6. Spy 7. Student 8. Thief</p>
55-56	Mystic	<p>You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world. Mystical +2, Gymnastics +1, Leadership -1, Science -1, Technology -1, Mentor +1, Guide +1, Temptress/Tempter +1, Anima/Animus -1, Rival -1. Light Evolution: Reluctant Hero (Selfless), Explorer (Sincere), Angst (Indecisive). Dark Evolution: Olympian (Unconnected), Neurotic (Unreliable), Shallow (Indecisive). Light.</p> <p>1. Chivalry. 2. Goal Centred. 3. Honest. 4. Indecisive. 5. Selfless. 6. Unreliable. 7. Unworldly. 8. Teacher. 9. Sincere. 10. Unconnected.</p> <p>D6 1. Academic. 2. Idle. 3. Kung Fu Fighter. 4. Occultist. 5. Artist. 6. Clergy (Light).</p>
57-59	Neurotic	<p>Memory and fear haunt you. You tend to plan for the worst case, be nervous and apologetic over your weaknesses. However you tend to be understanding of the weaknesses of others. Persuasion +1, Leadership -1, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Mastermind -1, Black Queen -1. Light Evolution: Angst (Agonising), Peace of Mind (Flashbacks), Everyman (Caring). Dark Evolution: Outcast (Fears), Reluctant Villain (Emotional), Retribution (Paranoid). Light.</p>

D100	Personality	Description
		<p>1. Agonising. 2. Chivalry. 3. Coward. 4. Emotional. 5. Fears. 6. Flashbacks. 7. Paranoid. 8. Caring. 9. Nervous. 10. Indecisive.</p> <p>D12. 1. Academic 2. Computers 3. Doctor 4. Entertainer 5. Idle 6. Journalist 7. Student 8. Wilderness 9. Clergy (Light) 10. Artist 11. Carer 12. Farmer</p>
Evolved	Olympian	<p>Your godlike abilities set you apart from mere mortals. The antics of mortals can be amusing but heroes shouldn't become attached to them. Use them or destroy them as you wish. Only those with power deserve respect. Leadership +1, Persuasion +1, Research +1, Science +1, Technology +1, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Majesty (Bombastic), Repentant (Hated), Reluctant Hero (Ego Signature). Dark Evolution: Inhuman (Unconnected), Hunter (Callous), Retribution (Overconfident). Dark.</p>
		<p>1. Showboating. 2. Curious. 3. Bombastic. 4. Ego Signature. 5. Hated. 6. Overconfident. 7. Tactless. 8. Callous. 9. Unconnected. 10. Power Hungry.</p> <p>Evolved From (D10): 1. Crusader (Level 3+). 2. Curmudgeon (Level 3+). 3. Cynic (Level 3+) 4. Explorer. 5. Hunter. 6. Inhuman. 7. Majesty. 8. Manipulator. 9. Mentor/Guide. 10. Mystic.</p>
61-63	Outcast	<p>Rejected by normal society either develop the ability to survive alone or find a small group who understand you but be careful as you cannot really trust anyone. Survival +1, Stealth +1, Endurance +1, Companion +1, Follower +1, Rival -1, Mastermind -1, Black Queen -1. Light Evolution: Uncontrolled Power (Nervous), Soldier (Careful), Repentant (Agonising). Dark Evolution: Bully (Aggressive), Sycophant (Vengeful), Reluctant Villain (Paranoid). Light. Reputation -1.</p>
		<p>1. Aggressive. 2. Vengeful. 3. Nervous. 4. Fears. 5. Flashbacks. 6. Hated. 7. Paranoid. 8. Agonising 9. Callous. 10. Careful.</p> <p>D6 1. Idle 2. Technician 3. Thief 4. Wilderness 5. Artist 6. Farmer</p>
Evolved	Peace of Mind	<p>Come to terms with the mistakes of your past and learn to accept yourself for what you are. Things happened in the past which you have not fully accepted and even to think of them makes you unhappy. Rival +1, Minion +1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Reluctant Hero (Sincere), Crusader (Altruistic), Angst (Agonising). Dark Evolution: Repentant (Hated), Neurotic (Paranoid), Uncontrolled Power (Unreliable). Light. Reputation -1.</p>

D100	Personality	Description
		<p>1. Agonising. 2. Altruistic. 3. Emotional. 4. Fears. 5. Hated. 6. Flashbacks. 7. Unreliable. 8. Paranoid. 9. Nervous. 10. Sincere.</p> <p>Evolved From (D8): 1. Animal Nature. 2. Cynic (Level 3+). 3. Hunter. 4. Neurotic. 5. Reluctant Hero. 6. Repentant (Level 3+). 7. Retribution. 8. Uncontrolled Power.</p>
64-66	Plucky Girl/Noble Hero	<p>You always try to do your best for others and for the world. No matter what misfortunes you experience you believe that you should never give up. You are strongly optimistic and always try to bring out the best in others whilst being clear sighted about their flaws. Can't be Old. Endurance +1, Investigation +1, Leadership +1, Persuasion +1, Follower +1, Companion +1, Mentor +1, Guide +1, Virtue +1. Light Evolution: Exemplar (Inspiring), Idealist (Altruistic), Mentor/Guide (Selfless). Dark Evolution: Crusader (Determined), Curmudgeon (Sincere), Mystic (Curious). Reputation +1.</p>
		<p>1. Altruistic 2. Brave 3. Caring 4. Curious 5. Determined 6. Energetic 7. Inexperienced 8. Inspiring 9. Selfless 10. Sincere</p> <p>D10 1. Academic 2. Carer 3. Crime Fighter 4. Detective 5. Journalist 6. Manual Worker 7. Nurse 8. Politician 9. Student 10. Wilderness</p>
67-69	Protector	<p>Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about. Leadership +1, Persuasion +1, Tactics +1, Virtue +1, Follower +1, Anima/Animus +1, Rival -1, Mastermind -1, Black Queen -1. Light Evolution: Responsibility of Power (Selfless), Guardian (Guardian Angel), Mentor (Practical). Dark Evolution: Angst (Agonising), Crusader (Chivalry), Adventurer (Aggressive). Light. Reputation +1.</p>
		<p>1. Aggressive. 2. Sincere. 3. Selfless. 4. Vengeful. 5. Guardian Angel. 6. Honest. 7. Chivalry. 8. Practical. 9. Careful. 10. Agonising.</p> <p>D8. 1. Detective 2. Military Officer 3. Paramilitary Police 4. Police 5. Solider 6. Carer 7. Nurse 8. Administrator.</p>
70-72	Reluctant Hero	<p>You didn't choose to be given special abilities and you miss your normal life. You still try to maintain your old life but are realising the gulf that separates you from your old friends. Despite all this you still feel you have a duty to use your powers the right way. Virtue +1, Follower +1, Mentor +1, Guide +1, Anima/Animus -1, Companion -1. Light Evolution: Investigator (Altruistic), Angst (Agonising), Crusader (Chivalry). Dark Evolution: Adventurer (Lustful), Peace of Mind (Coward), Curmudgeon (Emotional). Light.</p>

D100	Personality	Description	
		<ol style="list-style-type: none"> 1. Altruistic. 2. Coward. 3. Emotional. 4. Lazy. 5. Lustful. 6. Selfless. 7. Socialite. 8. Chivalry. 9. Agonising. 10. Caring. 	<p>D20</p> <ol style="list-style-type: none"> 1. Academic. 2. Business and Finance. 3. IT Worker. 4. Doctor. 5. Entertainer. 6. Lawyer. 7. Pilot or Driver. 8. Politician. 9. Scientist. 10. Student. 11. Nurse. 12. Technician. 13. Administrator. 14. Artist. 15-16. Carer. 17. Farmer. 18. Manual Worker. 19. Retail. 20. Clergy (Light).
73-75	Reluctant Villain	<p>You have been rejected and hounded by society because you are different. You never wanted to be a villain or criminal but you have no choice. It's not your fault but you feel guilty anyway. Stealth +1, Security +1, Leadership -1, Ego +1, Temptress/Tempter +1, Rival +1, Anima/Animus -1, Mentor -1, Guide -1. Light Evolution: Slacker (Unreliable), Repentant (Altruistic), Glory Hound (Lustful). Dark Evolution: Bully (Killer Instinct), Greed (Grasping), Manipulator (Lustful). Dark. Reputation -1.</p>	
		<ol style="list-style-type: none"> 1. Altruistic. 2. Agonising. 3. Emotional. 4. Hated. 5. Killer Instinct. 6. Unreliable. 7. Vengeful. 8. Grasping. 9. Paranoid. 10. Lustful. 	<p>D6</p> <ol style="list-style-type: none"> 1. IT Worker 2. Gangster 3. Occultist 4. Pilot or Driver 5. Spy 6. Thief
Evolved	Repentant	<p>You did terrible things in the past but now you want to make amends by helping others. Try to show that you have changed and are now worthy of trust. Virtue +1, Companion +1, Mentor +1, Guide +1, Temptress/Tempter -1, Rival -1. Light Evolution: Mentor (Selfless), Peace of Mind (Flashbacks), Cynic (Emotional), Curmudgeon (Agonising). Dark Evolution: Neurotic (Nervous), Slacker (Choose the Wrong Side), Outcast (Hated). Light. Reputation -1.</p>	
		<ol style="list-style-type: none"> 1. Agonising. 2. Altruistic. 3. Chivalry. 4. Flashbacks. 5. Hated. 6. Killer Instinct. 7. Selfless. 8. Emotional. 9. Nervous. 10. Choose the Wrong Side. 	<p>Evolved From (D8):</p> <ol style="list-style-type: none"> 1. Bully. 2. Cynic (Level 3+). 3. Olympian (Level 3+). 4. Outcast. 5. Peace of Mind (Level 3+). 6. Reluctant Villain. 7. Shallow. 8. Sycophant.

D100	Personality	Description
76-78	Responsibility of Power	Your powers give you the responsibility to use them for good. You have a duty to control and develop your abilities whilst using them for the benefit of all. Persuasion +1, Leadership +1, Virtue +2, Rival +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Mentor -1, Guide -1. Light Evolution: Exemplar (Inspiring), Idealist (Selfless), Guardian (Guardian Angel), Mentor (Sincere). Dark Evolution: Protector (Honest), Crusader (Chivalry), Angst (Altruistic). Light. Reputation +1.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Altruistic. 2. Hidden Power.* 3. Honest. 4. Overconfident. 5. Selfless. 6. Guardian Angel. 7. Accept Guidance. 8. Chivalry. 9. Inspiring. 10. Sincere. </td> <td> D20 <ol style="list-style-type: none"> 1. Academic. 2. Business and Finance. 3. IT Worker. 4. Detective. 5. Doctor. 6. Kung Fu Fighter. 7. Police. 8. Politician. 9. Scientist. 10. Student. 11. Administrator 12. Artist 13-14. Carer 15. Farmer 16-17. Manual Worker 18. Nurse 19. Retail 20. Clergy (Light) </td> </tr> </table>
<ol style="list-style-type: none"> 1. Altruistic. 2. Hidden Power.* 3. Honest. 4. Overconfident. 5. Selfless. 6. Guardian Angel. 7. Accept Guidance. 8. Chivalry. 9. Inspiring. 10. Sincere. 	D20 <ol style="list-style-type: none"> 1. Academic. 2. Business and Finance. 3. IT Worker. 4. Detective. 5. Doctor. 6. Kung Fu Fighter. 7. Police. 8. Politician. 9. Scientist. 10. Student. 11. Administrator 12. Artist 13-14. Carer 15. Farmer 16-17. Manual Worker 18. Nurse 19. Retail 20. Clergy (Light) 	
79-81	Retribution	In the past you know that your life was devastated by the actions of others. They must pay for what they did to you. Investigation +1, Research +1, Leadership -2, Ego +2, Rival +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Follower -1. Light Evolution: Hunter (Vengeful), Peace of Mind (Flashbacks), Cynic (Emotional). Dark Evolution: Manipulator (Paranoid), Reluctant Villain (Choose the Wrong Side), Bully (Aggressive). Dark.
		<table border="1"> <tr> <td> <ol style="list-style-type: none"> 1. Aggressive. 2. Goal Centred. 3. Hated. 4. Flashbacks. 5. Killer Instinct. 6. Paranoid. 7-8. Vengeful. 9. Choose the Wrong Side. 10. Emotional. </td> <td> D10 <ol style="list-style-type: none"> 1. Detective. 2. Gangster. 3. Kung Fu Fighter. 4. Soldier. 5. Spy. 6. Wilderness. 7. Farmer. 8. Carer. 9. Clergy (Dark). 10. Occultist. </td> </tr> </table>
<ol style="list-style-type: none"> 1. Aggressive. 2. Goal Centred. 3. Hated. 4. Flashbacks. 5. Killer Instinct. 6. Paranoid. 7-8. Vengeful. 9. Choose the Wrong Side. 10. Emotional. 	D10 <ol style="list-style-type: none"> 1. Detective. 2. Gangster. 3. Kung Fu Fighter. 4. Soldier. 5. Spy. 6. Wilderness. 7. Farmer. 8. Carer. 9. Clergy (Dark). 10. Occultist. 	
82-84	Scatterbrain	You have too many things to think about to get them all straight at once. You tend to talk a lot but not about anything in particular. You find that constant cheerful chatter stops people putting too much pressure on you. Leadership -2, Research -1, Investigation -1, Science -1, Technology -1, Tactics -1, Mentor +1, Guide +1, Follower +1, Mastermind -1, Black Queen -1, Rival -1. Light Evolution: Everyman (Shocked), Exuberance (Arbitrary), Apprentice (Weak Abilities). Dark Evolution: Soldier (Lack of Complex Thought), Uncontrolled Power (Unpredictable Abilities), Shallow (Quitter). Light.

D100	Personality	Description
		<p>1. Arbitrary. 2. Lack of Complex Thought. 3. Indecisive. 4. Lazy. 5. Quitter. 6. Shocked. 7. Unreliable. 8. Unpredictable Abilities. 9. Choose the Wrong Side. 10. Weak Abilities.*</p>
		<p>D8 1. Entertainer. 2. Idle. 3. Student. 4. Administrator. 5. Artist. 6. Carer. 7. Nurse. 8. Retail.</p>
85-87	Shallow	<p>You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. What you think tends to come out of your mouth without much in the way of editing. Persuasion +1, Science -1, Research -1, Investigation -1, Ego +1, Minion +1, Temptress/Tempter +1, Mentor -1, Guide -1, Companion -1. Light Evolution: Thrill Seeker (Lustful), Repentant (Tactless), Exuberance (Unreliable). Dark Evolution: Bully (Lazy), Reluctant Villain (Lack of Complex Thought), Manipulator (Socialite). Dark.</p>
		<p>1. Lack of Complex Thought. 2. Honest. 3. Lustful. 4. Socialite. 5. Inexperienced* 6-7. Tactless. 8. Unreliable. 9. Lazy. 10. Quitter.</p>
		<p>D5 1. Entertainer. 2. Idle. 3. Student. 4. Artist. 5. Retail.</p>
88-90	Slacker	<p>Other people expect you to work hard at tasks and give you constant grief about responsibility. You feel you are not ready for hard work or commitment and it will take a serious jolt to stir you out of your negative attitude. Leadership -2, Persuade -1, Science -1, Medical -1, Research -1, Investigation -1, Technology -1, Follower +1, Companion -1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Soldier (Coward), Apprentice (Inexperienced), Everyman (Unworldly). Dark Evolution: Bully (Lazy), Sycophant (Socialite), Reluctant Villain (Quitter). Light.</p>
		<p>1-2. Lazy. 3. Inexperienced* 4. Quitter. 5. Socialite. 6. Unreliable. 7. Unworldly. 8. Indecisive. 9. Coward. 10. Fears.</p>
		<p>D4 1. Idle. 2. Thief. 3. Student. 4. Artist.</p>
91-93	Soldier	<p>Obey orders, be loyal to the cause and maintain discipline. The world is a dangerous place and it is only by approaching situations in a professional way and by using military planning and the chain of command that threats can be defeated. Leadership +1, Investigation +1, Technology +1, Control +1, Tactics +1, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Follower -1. Light Evolution: Crusader (Selfless), Protector (Guardian Angel), Mystic (Goal Centred). Dark Evolution: Bully (Callous), Sycophant (Lack of Complex Thought), Minion (Obey Orders). Light.</p>

D100	Personality	Description
		<p>1. Goal Centred. 2. Lack of Complex Thought. 3. Selfless. 4. Guardian Angel. 5. Judgemental. 6-7. Obey Orders. 8. Overconfident. 9. Callous. 10. Practical.</p>
		<p>D6 1. Military Officer. 2. Gangster. 3. Soldier. 4. Police. 5. Paramilitary Police. 6. Clergy (Light)</p>
94-96	Sycophant	<p>You try to compensate for you own weaknesses by toadying to those you consider to be more important than yourself. You are usually spiteful and sly when dealing with others who you consider to be rivals and nervous and apologetic when dealing with your superiors. Persuade +1, Leadership -2, Ego +1, Companion +1, Rival +1, Mastermind -1, Black Queen -1, Minion -1. Light Evolution: Shallow (Quitter), Reluctant Villain (Obey Orders), Repentant (Callous). Dark Evolution: None. Dark.</p>
		<p>1. Liar. 2. Coward. 3. Cruel. 4. Fears. 5. Lustful. 6. Obey Orders. 7. Quitter. 8. Hated. 9. Callous. 10. Grasping.</p>
		<p>D12. 1. Academic. 2. Business and Finance. 3. Gangster. 4. Journalist. 5. Lawyer. 6. Military Officer. 7. Occultist. 8. Paramilitary Police. 9. Pilot or Driver. 10. Police. 11. Scientist. 12. Soldier. 13. Administrator. 14. Artist. 15. Carer. 16. Nurse. 17. Retail. 18-19: Politician. 20: Clergy (Dark)</p>
95-97	Thrill Seeker	<p>Having power gives you the opportunity to do things and go to places that otherwise would have been impossible. Stretch your abilities to the maximum and always go to the limit. Athletics +1, Gymnastics +1, Control +1, Ego +1, Companion +1, Follower +1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Adventurer (Curious), Exuberance (Lustful), Reluctant Hero (Lack of Complex Thought). Dark Evolution: Shallow (Unreliable), Slacker (Socialite), Animal Nature (Lustful). Light.</p>
		<p>1. Trickster. 2. Curious. 3. Lack of Complex Thought. 4. Ego Signature. 5. Overconfident. 6. Socialite. 7. Lustful. 8. Unreliable. 9. Showboating. 10. Unpredictable Abilities.</p>
		<p>D5 1. Entertainer. 2. Idle. 3. Student. 4. Thief. 5. Artist.</p>
99-00	Uncontrolled Power	<p>You do not really understand your powers and they can cause death and destruction. People need to be careful around you – you can hurt them without really wishing to. Leadership -1, Mentor +1, Guide +1, Rival +1, Companion -1, Anima/Animus -1. Light Evolution: Apprentice (Hidden Power), Everyman (Nervous), Peace of Mind (Agonising). Dark Evolution: Reluctant Villain (Arbitrary), Outcast (Unpredictable Abilities), Animal Nature (Killer Instinct). Dark. Reputation -1.</p>

D100	Personality	Description
		<p>1. Weak Abilities.* 2-3. Unpredictable Abilities. 4. Hidden Power.* 5. Arbitrary. 6. Selfless. 7. Unreliable. 8. Agonising. 9. Nervous. 10. Killer Instinct.</p>
		<p>D20 1. Business and Finance. 2. IT Worker 3. Detective. 4. Doctor. 5. Entertainer. 6. Idle. 7. Journalist. 8. Police. 9. Politician. 10. Spy. 11. Technician. 12. Student. 13. Administrator. 14. Artist. 15. Carer. 16. Farmer. 17. Manual Worker. 18. Nurse. 19. Retailer. 20. Clergy (Light)</p>

Traits

Those traits marked * are allowed a save on D6 for 4+ to avoid the listed consequences. Consequences that can be avoided by this save are in bold *italics*. A character can have more than one instance of the same type – the effects are cumulative. If a save is listed then each extra instance also makes the save 1 harder. Those marked IS automatically save at the start of each episode. This save only applies to the action listed – not to the bonuses and penalties.

Personality Trait	Description
Accept Guidance	Character is good at accepting Leadership and guidance. Mentor +2, Guide +2. Training +2. If is the target of a relationship task by a PC as a Minion or Follower gives the PC +2 chance of success.
Aggressive*	Character is irrationally aggressive. Attack person who attacked character last. Leadership -1, Tactics -1, Anima/Animus -1, Training -1. If is the target of a relationship task by a PC as an Anima, Animus, Rival, Tempter, Temptress, Mastermind or Black Queen gives the PC -2 chance of success. Reputation -1. Secret ID -1.
Agonising*	Character worries about failure. If involved in an episode in which innocent bystanders or allies or PCs are killed then count as defeated (automatic shaken result).
Altruistic	The character acts for the benefit of others rather than him/herself. If a callous enemy threatens a hostage drop weapons. In combat must attempt to remove all innocent bystanders from the board before attacking enemies. Virtue +2, Follower +1. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks. Reputation +1.
Arbitrary*	The character acts in a randomly unfair manner. Leadership -1, Tactics -2, all Light Relationships -1. If is the target of a relationship task by a PC reverse the outcome of the task (success to failure, failure to success). Reputation -1.
Bombastic*	Gives long speeches which give away plans and allows opponents to escape or thwart those plans. Fail to pursue an escaping enemy. Give opponents +1 to solve tasks against the character. Secret ID -1.
Brave	WP (RESIST) +1, EG OR VI (RESIST MADNESS) +1, Leadership +1, Tactics +1, Rival +1, Mastermind +1, Black Queen +1. Reputation +1.
Callous	The character is able to act in a heartless manner if this is required. The character can attack innocent bystanders, shoot trapped or helpless targets and threaten hostages.

Personality Trait	Description
	When an attack delivered by the character causes a target to reach 0 TO character can choose to state that it is a Killing Attack . Ego +2. Reputation -1.
Careful	The character attempts task carefully and methodically. When attempting a task the character is allowed one re-roll of a Minor or Major defeat during the attempt. E.g. if a character attempts a task and the task gets a Major Result then the character can re-roll his/her result. All subsequent attempts against the same task must be accepted. Training +1. Secret ID +1.
Caring	The character puts others first and must consider the feeling of others. In combat must <i>put the protection of others before victory – saving hostages and other characters before attacking the enemy or trying to save him/herself</i> . Virtue +1. All Light Relationships +1. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks. Reputation +1.
Chivalry	When fighting intelligent living creatures (not monsters, undead, demons etc.). Cannot use an ambush; cannot attack a knocked down or trapped target; must drop weapons if a bystander is threatened. Tactics -1, Virtue +1, Anima/Animus +1, WP (RESIST) +1. Reputation +2.
Choose the Wrong Side*	Where there is a chance of confusion has an unfortunate tendency to pick the wrong side in combats. When there is more than one possible side for the character to join pick the wrong one. This occurs when which side is on the light and dark side could be misidentified – for example having not met either side before. Reputation -1.
Code of Honour	Choose either the leader or the highest level member of the opposing group and challenge him/her to a duel. If the target accepts must fight them and not allow friends and allies to intervene whilst they are in play. Tactics -2, Rival +1, WP (RESIST) +2. Reputation +1.
Coward*	The character is a coward. In dangerous situations – on first failed save hang back out of danger on a second fail Flee. Should make a save when the referee thinks appropriate. WP (RESIST) -1. Leadership -1, Tactics -1, Rival -1, Mastermind -1, Black Queen -1. Reputation -1.
Cruel*	Character enjoys inflicting pain. If opponent defeated waste 2 actions and opponent is Hurt. The character can choose to make any captured opponent who was Shaken Hurt instead, can attack innocent bystanders and threaten hostages. Wanted. Ego +2. If is the target of a relationship task by a PC then gives the PC -2 chance of success. Reputation -1.
Curious*	Character tends to investigate things even if this is clearly unsafe and often wanders off alone or becomes absorbed in tasks to the exclusion of all else. If there is a task to be completed in combat will concentrate just on the task rather than fighting. At the start of combat the character is deployed by the opposition having wandered into a dangerous position. Training +1.
Determined	The character never gives up. WP (RECOVERY RATE) +2.
Ego Signature	Character leaves some sign of his/her presence at scenes of his/her actions. This is usually a calling card of some kind like writing 'V' on the wall or leaving an Ace of Spades for example. Ego +1. Reputation changes x2. Secret ID -1.
Emotional*	Character is dominated by emotions such as anger, grief, fear etc. This makes him/her make foolish decisions. Secret ID -1. If an ally is defeated, after recovering from being Out of Action then -1 WP. If any task gets a minor result against the character then -1 to the skill used. Tactics -1, Leadership -1, Persuasion -1. If is the target of a relationship task by a PC. On a success gives the PC +2 chance of success and on a failure -2.
Energetic	3 times per episode step can re-roll any roll. Training +1.
Fears (cause)*	Roll on the cause table. If the feared thing is encountered the character flees.
Flashbacks (cause)*	Roll on the cause table. When encountered stand stunned D6 turns.
Goal Centred	The character tend to focus on tasks to the exclusion of other considerations making it hard to maintain certain relationships. Anima/Animus -1, Follower -1, Companion -1. If is the target of a relationship task by a PC then gives the PC -2 chance of success.

Personality Trait	Description
Grasping*	The character is greedy for wealth. <i>S/he must try to gain wealth even illegally or in morally dubious ways if there is an opportunity</i> . -1 Action Period/Week. Reputation -1.
Guardian Angel	The character defends a particular region and must act against all threats to it. Against such a threat the character cannot flee and must intervene if s/he can. S/e must Assault against a threat to the area if possible. Reputation +1. Secret ID -1.
Hated (group)*	Roll on the group table. The character is hated by the listed group and cannot work with them. <i>If they are encountered in combat they attack the character even if they would normally be on the same side.</i>
Hidden Power*IS	Roll for three abilities at random. They cannot be used. Save at the beginning of each episode for 1 at random to be permanently regained. When all are regained the trait is lost.
Honest*	Tries to tell the truth whenever speaking to others. <i>The character cannot directly lie or refuse to answer or evade the truth.</i> Investigation -2, Persuasion -2, Leadership -1. Virtue +2. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks. Reputation +1. Secret ID -2.
Indecisive*	<i>Roll each turn until succeed once. In each turn save is failed hesitate for 1 action.</i> Leadership -1, Tactics -1.
Inexperienced	Character is inexperienced as a result of youth, a sheltered background or lack of motivation. Leadership -1, Tactics -1.
Inspiring	Leadership +1. If the leader of a group can allow any team member except yourself to reroll any roll up to 3 times per episode in total (the character choses when to allow the reroll). Reputation +1.
Instinctive	Character has an instinct for understanding the attitudes and feelings of others. Persuasion +2. Virtue +1. Secret ID +1.
Intriguing	Others are fascinated by the character. During each relationship task s/he is allowed one re-roll.
Judgmental*	If the character is the leader of a group which fails in an episode step then <i>choose one character other than yourself to throw out of the group.</i> This character must either be one who failed in a task or was the first to be defeated or the first to flee from a combat. When working alone <i>if fail in an episode out of action demoralised for four weeks.</i> If is the target of a relationship task by a PC that fails then subtract 1 from the relationship.
Killer Instinct*	If an attack delivered by the character causes a target to drop to 0 TO then it is a <i>Killing Attack.</i> Ego +2. Reputation -2.
Lack of Complex Thought	Research -1, Science -1, Medical -1, Technology -1, Tactics -1, Security -1, IN (RESIST) -1. Training -2. Reputation -1. Secret ID -2.
Lazy*	<i>When undertaking a task the character gives up after a single failed attempt. In combat if own side looks like it is winning lose 1 action.</i> Training -2. -1 Action Period/Week. Reputation -1. Secret ID -1.
Liar*	Tends to lie continually, embroider events and make up implausible stories. <i>Lie in any situation when trying to tell the truth.</i> Leadership -1, Ego +1. If is the target of a relationship task by a PC then gives the PC -2 chance of success. Reputation -1. Secret ID +2.
Lustful*	The character lusts after material pleasures of all kinds. <i>In combat if opponent of the opposite sex has the Attractive Advantage then character saves or is distracted and at -2 to hit and to result against him/her.</i> Tempter/Temptress -2. -2 on any Tempter, Temptress, Mastermind or Black Queen relationship task vs character of the opposite sex who is attractive. If is the target of a relationship task by a PC of the opposite sex who is Attractive then gives the PC +2 chance of success . -1 Action Period/Week. Reputation -1.
Mature	You are older and more experienced than most characters. Leadership +1, Tactics +1.
Nervous	WP (RESIST) +1, -1. Anima/Animus -1, Temptress/Tempter -1, Mastermind -1, Black Queen -1. If is the target of a relationship task by a PC as a Minion, Follower or Companion then gives the PC -2 chance of success.

Personality Trait	Description
Obey Orders*	If the leader of your group tells you to do something you must obey. If is the target of a relationship task by a PC as a Follower or Minion then gives the PC +2 chance of success.
Overconfident*	Unable to flee. Must intervene in episodes which are a higher level than the character. Training -1, WP (RESIST) +1.
Paranoid*	If the character is accidentally hit by an ally's attack the character must attack the ally treating him/her as an enemy for the rest of the combat. All light relationships -1. If is the target of a relationship task by a PC then gives the PC -2 chance of success. Secret ID +1.
Power Hungry*	If the character is a member of a group but not a leader try to take over by making a Leadership task against the leader at the start of each episode. If the leader attempts a task get in the way putting the leader at -1. In combat try to make the leader look foolish or incompetent by 'accidentally' knocking him/her over, nudging him/her so as miss in attacks and so on. Ego +1. Reputation -1.
Practical	Technology +1. Training +1.
Quick Learner	Training +2.
Quitter	Often quits when the going is tough. WP (RECOVERY RATE) -2. Training -2. -1 Action Period/Week. Reputation -1.
Random Destruction*	Either accidentally or deliberately the character tends to wreck the environment in which episodes take place. Whenever the character attacks hit the environment (building etc.) as well as the target whenever possible. Reputation -2.
Sarcastic*	Upset people with cruel and sarcastic comments. Companion -1, Follower -1, Anima/Animus -1. Whenever the character succeeds in a Relationship task as part of a Light relationship change it to a failure.
Scheming	If fail in a Task roll can immediately attempt again but must take the result of the second roll.
Selfless	Cannot flee whilst PCs, allies or innocent bystanders are still in danger from callous, cruel or killer enemies. Virtue +1. WP (RESIST) +1. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks. Reputation +1.
Shocked*	If an innocent bystander or ally is killed then the character counts as defeated (automatically shaken). If is in a dark relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Showboating*	When in combat if opponents have a lower total level then after getting a result against an opponent miss 2 actions showboating. Secret ID -1.
Sincere	Anima/Animus +1, Temptress/Tempter +1, Virtue +1. If is the target of a relationship task by a PC then gives the PC +2 chance of success. Reputation +1.
Socialite* IS	The character spends a lot of time partying. All skills reduced by 1. Ego +1. -1 Action Period/Week.
Superficial	Light Relationships -1. If is in a light relationship with a PC then gives the PC -2 chance of success in relationship tasks.
Tactless*	Offend others in conversation by making inappropriate comments. Ignore the positive results of a relationship, Leadership, recruiting or Persuasion task. Leadership -1, Persuasion -1, Investigation -1, Light Relationships -1. If is in a light relationship with a PC then gives the PC -2 chance of success in relationship tasks.
Teacher	Gives other characters in the group +1 Training.
Terrifying	Characters with the personality types Apprentice, Bully, Exuberance, Glory Hound, Greed, Ingénue, Minion, Neurotic, Outcast, Peace of Mind, Scatterbrain, Shallow, Slacker or Sycophant are at -1 in all actions against the character. Reputation -1.
Trickster* IS	The character likes to play practical jokes. A random character on the same side as the character misses the 1st turn of combat as a practical joke kicks in. If in a side in which a character is attempting a task roll which gets a major victory cancel that success. Leadership -2, Ego +1. If is the target of a relationship task by a PC then gives the PC -1 chance of success. Reputation -1.

Personality Trait	Description
Trusting* IS	The character is easily convinced. If the opposing leader makes a soliloquy then miss 1 action. Investigation -2, Persuasion -1, Leadership -1. If is the target of a dark relationship task by a PC then gives the PC +2 chance of success. Any Persuasion task gets +2 against the character.
Unconnected	The character finds relationships with others difficult. Ego +1.
Unpredictable Abilities	Roll for D10 each ability each episode. On a 1 it is -2, on 2-3 -1, on 8-9 +1 and 10 +2.
Unreliable* IS	If the character is part of a group or faction start each combat out of play as didn't turn up. Save at the start of each turn to enter if out of play. Leadership -1. Reputation -1.
Unworldly	The character is easily persuaded and outwitted. Persuasion -1, Tactics -1. If is in a dark relationship with a PC then gives the PC +2 chance of success in relationship tasks. Secret ID -1.
Vengeful*	If the character or any ally is defeated by an opponent then the character must undertake an assault episode against the opponent when an opportunity exists to do so.
Weak Abilities*IS	Two random abilities are -1 this episode step.

Cause Table

D100	Cause
01-05	A bystander is killed.
06-10	Alien Appearance.
11-15	An ally is killed.
16-19	An enemy is killed.
20-24	Monsters
25-28	Any enemy who has defeated you in the past.
29	Anyone is killed.
30-33	Environment Air and Edges.
34-39	Environment Darkness
40-44	Environment Enclosed.
45-47	Environment Microgravity.
49-51	Environment Open.
52-55	Environment Space.
56-60	Environment Storm.
61-65	Environment Underwater.
66-67	Environment Urban.
68-71	Environment Water
72-75	Environment Wilderness.
76-70	First see a Damage (Heat) attack in each combat.
71-73	Hostage is Taken.
74-76	Magicians and Summoned Creatures
77-84	Monstrous Appearance.
85-90	Psychics
91-95	Robots
96-98	Lost Civilisations
99-00	Law enforcers

Group Table

D100	Groups
01-10	Containing Wanted Characters
11-24	Super Villains
25-35	Super Heroes
36-45	Law Enforcing
46-50	Profession Spy

D100	Groups
51-55	Unpowered Humans and Innocent Bystanders
56-65	Outcasts and Mutants
66-70	Personality: Crusaders, Guardians and Idealists
71-75	Personality: Olympians, Dominators and Inhumans
76-80	Personality: Retribution, Neurotic and Angst.
81-85	Profession Criminal
86-90	Profession Police or Paramilitary Police
91-95	Profession Soldier or Military Officer
96-00	Profession Kung Fu Fighter

Profession

Each character has a set of skills depending on his/her background profession. Those listed as Wanted are vulnerable to arrest by Law Enforcers if defeated in Episodes. All of these professions can include a variety of actual roles. For example Detective include PIs, Paramilitary Police include private security personnel and so on. The character may or may not still work in their background profession.

Some professions can grant abilities as follows. All these abilities have levels that start at 1. Some of these abilities represent a character able to make special (and possibly more effective) use of a *Standard Item*. A character with such an ability starts with the item. Powered characters who have a **Power Field** can change the nature of a *Use (Item)* ability as follows if they wish swapping the ability for one related to their power field:

- Rename as required (choose a suitable name for the ability).
- Change *Uses (Item)* to *Item* for Body Armour or others to *Held Item*.
- Change the **Result** from *Damage (Solid)* to the **Result** listed on the power field if there is one and add any Modifiers, changes to Val or other characteristics listed with it in the power field replacing those of the ability entirely.

Also any character who, at the end of generation, has a very similar ability gained from a roll on the power table can **instead of the above** remove the ability gained from Profession entirely and instead add 1 level to the similar ability as follows:

- Body Armour can be removed to add 1 level to any ability which is *Item* and provides *Armour* with or without other results, a *D Mod* or other **Modifiers**.
- Blade Combat, Pistol Combat, Rifle Combat, SMG Combat, Melee Combat, Shotgun Combat can be removed to add 1 level to an ability which is *Held Item* and has the same **Range**.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Blade Combat	Short	DX	Instant	Damage (Solid)	Uses (Bladed Weapon)	2D6
Body Armour	Personal		Always On	Armour (Solid, Physical)	Uses (Body Armour)	+1D
Martial Arts	Hand to Hand	DX	Instant	Damage (Solid), Knockdown (Solid)		+1D
Pistol Combat	Close	DX	Instant	Damage (Solid)	Uses (Pistol), Bullet	2D6
Rifle Combat	Distant	DX	Instant	Damage (Solid)	Uses (Rifle), Bullet	2D6
SMG Combat	Close	DX	Instant	Damage (Solid)	Autofire, Uses (Submachine Gun), Bullet	2D6
Melee Combat	Hand to Hand	DX	Instant	Damage (Solid)	Uses (Melee Weapon)	+1D
Shotgun Combat	Touch	DX	Instant	Damage (Solid)	Area (Long Line), Uses (Shotgun)	2D6

The Wanted save is on D6.

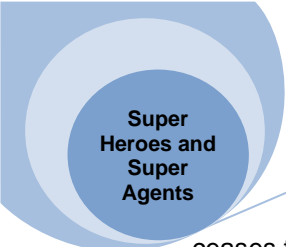
Professions or abilities marked Ø are not allowed for non-combatant characters and should be re-rolled. Each Profession list a **Lifestyle Level**: Poor, Average, Wealthy or Luxurious.

Background	Abilities
Academic	Research +2, Mystical +1, Investigation +1. Virtue +1. Resources +1. Average. Reputation +1.
Administrator	Computers +1, Investigation +1, Persuasion +1, Research +1, Roll D6: on 1-2: Poor Resources -1, 3-4: Average Resources +1, 5-6 Leadership +1, Wealthy, Resources +2.
Artist	Roll D6: 1-3: Dark: Persuasion +2, Ego +2, Resources +2, Resources are replenished by 1 at the end of every 4 weeks, Wealthy. 4-6: Light: Perception +2, Research +1. Mystical +1, Virtue +2, Resources -1, Poor.
Astronaut	Control + 2 and familiarity with space ships, Technical + 2, Gymnastics +1, Endurance +1, Leadership +1, Science +1, Virtue +1, Average. Resources +1. Reputation +1. Secret ID -2.
Business and Finance	Persuasion +1, Resources +3, Ego +1, Wealthy. Resources are replenished by 2 at the end of every 4 weeks. If the action Make a Living is chosen for 1 Period/week it counts as 2. Wanted Save 2+.
Captain of Industry	Leadership +1, Resources +4, Ego +1. Luxurious. Resources are replenished by 2 at the end of every 4 weeks. If the action Make a Living is chosen for 1 Period/week it counts as 2. Reputation +1. Secret ID -1.
Captain or Admiral	Control + 2 and familiarity with ships, Leadership +2, Tactics +2, Resources +2. Allied to the Navy (count as a Soldier Organisation). Wealthy. Reputation +1. Secret ID -2.
Carer	Athletics +1, Endurance +1, Perception +1, Persuasion +1, Technology +1, Virtue +2. Extra Disadvantage: Dependants. Roll D6: 1-3: Poor, Resources -1, 4-6: Average.
Clergy	Research +1, Mystical +2, Persuasion +1. If Dark Ego + 1, Wealthy, Resources +2, if Light Virtue +1, Poor, Reputation +1.
Crime Fighter Ø	Investigation +2, Research +1, Security +1, Stealth +1, Persuasion +2, Endurance +1, Survival +1, Perception +2, Control + 1, Computers +1, Science +1, Mystical + 1, Virtue +1. Average, Resources +1. Reputation +1.
Detective Ø	Investigation +2, Research +1, Virtue +1, Pistol Combat, Standard Hand to Hand Abilities +1D, DX (HIT) +1D. Average, Resources +1. Reputation +1.
Doctor	Medical +2, Science +1, Virtue +1. Wealthy, Resources +1. Reputation +1.
Entertainer	Gymnastics +1, Athletics +1, Persuasion +1. Roll D6: 1-3: Poor, 4-5: Average, 6: Wealthy, Resources +1.
Farmer	Athletics +1, Control + 1, Endurance +1, Survival +1, Ø Shotgun Combat. Roll D6: 1: Poor, 2-3: Average, 4-6: Wealthy, Resources +1.
Gang Boss Ø	Persuasion +1, Investigation +1, Leadership +2, Tactics +1, Ego +1, Resources +2, Replenished Resources by 1 at the end of every 4 weeks. Allied to a Gangster Organisation. Wealthy. Reputation -1.
Gangster Ø	Persuasion +1, Investigation +1, Stealth +1, Ego +2, SMG Combat, Standard Hand to Hand Abilities +1D, DX (HIT) +1D. Allied to the a Gangster Organisation. Wanted Save 4+. Roll D6: 1-3: Poor, 4-6: Average. Reputation -1.
General Ø	Leadership +1, Tactics +2, Persuasion +1. Resources +2. Allied to the Navy (count as the Army Organisation). Wealthy. Reputation +1. Secret ID -2.
Government Member	Persuasion +1, Leadership +1, Resources +3, Ego +1. Resources are replenished by 1 at the end of every 4 weeks. Allied to a Police Organisation. Roll D6: 1-3: Average, 4-5: Wealthy, 6: Luxurious. Reputation +2.
Great Scientist	Science +2, Technology +1, Computers +1, Research +1, Leadership +1, Persuasion +1, Resources +2, Virtue +1. Average. Reputation +1.
Idle	Persuasion +1. Roll D6: 1-3: Poor, Resources -1, 4-5: Wealthy, Resources +1, 6: Luxurious, Resources +2. Can't use any periods to Make a Living. All resources are Replenished at the end of each 4 weeks. Secret ID +1.
Internet Entrepreneur	Computers +1, Security +1, Leadership + 1, Persuasion + 1, Science +1, Resources +3. Roll D6: 1-4: Wealthy, 5-6: Luxurious.

Background	Abilities
IT Worker	Computers +2, Security +1, Research +1, Investigation +1. Wanted Save 2+. If fail Security goes to +2. Roll D6: 1-2 Poor , 3-6: Average, Resources +1. Secret ID +1.
Journalist	Investigation +2, Research +1, Persuasion +1, Resources +1. Ego +1. Roll D6: 1-2: Poor , 3-4: Average , 5-6: Wealthy.
Kung Fu Fighter Ø	Gymnastics +2, Athletics +1, Martial Arts, DX (HIT) +1D, DX (DEFENCE) +1D. Poor.
Kung Fu Master Ø	Leadership +2, Tactics +1, Gymnastics +1, Athletics +1, Martial Arts +1 DX (HIT) +1, DX (DEFENCE) +1, Ego -1, Resources +1. Allied to a Kung Fu Agency. Poor.
Lawyer	Persuasion +2, Research +1, Investigation +1, Resources +2, Ego +1. Roll D6: 1: Poor , 2. Average , 3-5: Wealthy , 6: Luxurious. Secret ID +1.
Manual Worker	Athletics +1, Control +1, Endurance +2, Perception +1, Standard Hand to Hand Abilities +1D. Poor.
Military Officer Ø	Leadership +1, Tactics +2, Control +1 and a vehicle familiarity. Resources +1, Pistol Combat, DX (HIT) +1D. Average. Reputation +1. Secret ID -1.
Nurse	Medical +2, Endurance +1, Virtue +1. Poor. Reputation +1.
Occultist Ø	Mystical +2, Research +1, Blade Combat, Ego +1, Resources +1. Roll D6: 1: Poor , 2-3 Average , 4-6: Wealthy. Reputation -1. Secret ID +1.
Paramilitary Police Ø	Tactics +1, Stealth +1, Athletics +1, Control +1 and a vehicle familiarity Tracked, Ship or Helicopter, SMG Combat, Melee Combat, Body Armour, Combat Skill. Average. Secret ID -1.
Pilot or Driver	Control +2, Technology +1. Either choose a vehicle familiarity or an additional +1 Control. Character has a standard vehicle: either a car, sports car, all-terrain car, light plane, chopper, boat, van or speed boat. Average.
Police Ø	Investigation +1, Control +1, Body Armour, Melee Combat, Pistol Combat, DX (HIT) +1D. Average. Secret ID -1.
Politician	Persuasion +2, Leadership +1, Resources +2, Ego +1. Roll D6: 1-3: Average , 4-5: Wealthy , 6: Luxurious. Reputation +1.
Professor	Research +1, Mystical +1, Leadership +1, Persuasion +2, Resources +1. Average. Reputation +1.
Retailer	Persuasion +2, Endurance +1. Roll D6: 4-5: Resources +1, 6: Resources +2. Roll D6: 1-3: Poor , 4-6: Average.
Scientist	Science +2, Technology +1, Computers +1, Research +1, Virtue +1, Resources +1. Average. Reputation +1.
Senior Police Ø	Leadership +1, Tactics +1, Persuasion +1, Investigation +1. Resources +2. Allied to the a Paramilitary Police Organisation. Wealthy. Reputation +1.
Soldier Ø	Athletics +1, Stealth +1, Survival +1, Endurance +1, Tactics +1, Either Control +1 and a vehicle familiarity Tracked or an additional Endurance +1, Rifle Combat, Blade Combat, DX (HIT) +1D, Body Armour. Poor.
Spy Ø	Athletics +2, Gymnastics +2, Security +2, Investigation +2, Stealth +2, Control +1 and any two vehicle familiarities, Pistol Combat, Martial Arts, DX (HIT) +1D, DX (DEFENCE) +1D, Resources +2, Ego +1. Wanted Save 2+. Roll D6: 1-4: Average , 5-6 Wealthy. Secret ID +3.
Star Entertainer	Persuasion +1, Ego +1, Resources +1. Luxurious. Reputation +1. Secret ID -1.
Student	Research +1, Mystical +1, Investigation +1, Persuasion +1, Science +1, Computers +1. Poor.
Surgeon	Medical +2, Science +1, Leadership +1, Resources +1. Wealthy. Reputation +1.
Technician	Technical +2, Security +1. Roll D6: 1: Poor , 2-6: Average.
Thief Ø	Stealth +2, Security +2, Ego +2, Standard Hand to Hand Abilities +1D, DX (DEFENCE) +1D. Wanted Save 4+. Poor. Reputation -1.
Wilderness Ø	Survival +2, Stealth +2, Endurance +2, Rifle or Shotgun Combat, Combat Skill. Poor. Secret ID +1.

Law Enforcers

A PC can choose to be a Law Enforcer if s/he has the Profession Police, Paramilitary Police, Detective, Politician, Senior Police or Lawyer. This means that the character has police powers – carrying weapons, making arrests and gaining the support of government organisations. A character



ceases to be a Law Enforcer if s/he becomes Wanted or if s/he stops obeying the orders of his/her organisation or fights government organisations (very common if the government is Evil and pretty common if Neutral). Law Enforcer means the character is **Allied (Law Enforcer or Wanted Table roll each time)**.

Wanted

Some characters start as Wanted by the government authorities because of crimes or other actions. A character can also become Wanted in play especially in areas with Neutral or Evil governments by taking part in episodes against government organisations and agencies. Wanted works like the **Disadvantage Enemies (Law Enforcer or Wanted Table roll each time)**.

Law Enforcer or Wanted Table

Use this table to determine these groups:

D5	Group	Number
1	Police	2D6+2 Police, 1 Leader on a 1-2 on a D6
2	Paramilitary Police	2D6+2 Paramilitary Police, 1 Leader on a 1-2 on a D6
3	Army	D6+2 Agents, 1 Leader on a 1-2 on a D6
4	Soldiers	D6+2 Agents, 1 Leader on a 1-2 on a D6
5	Spies	D6+2 Agents, 1 Leader on a 1-2 on a D6

Secret or Public Identity, Home and Work

A character can choose to maintain a **Secret Identity** and otherwise has a **Public Identity**. A Secret Identity helps a character **Make a Living** whilst reducing the risk of being the target of enemies or encounters. It also helps to protect Dependents and relationships from retribution from enemies or from being otherwise used against the character. Having a Secret Identity gives the character -2 **Reputation**. However whilst in Secret Identity the character isn't recognised and therefore Reputation has no effect.

For enemies to discover a character's Secret ID requires an **Investigation, Security or Computers** task with a base difficulty of 2D10. Some Advantages and Professions modify this. In addition the character must decide if each relationship knows about the Secret ID. It is generally unwise for any dark relationship to know as they will probably give it away. If they don't know each relationship is either in the Secret ID or as a superhero. Each light relationship that doesn't know about the Secret ID gets -1 in the relationship and each light relationship which does know gives -1 to Secret ID.

A character should decide if s/he works in a job or as a student (in school, college or university). If the character has a Secret Identity this work will be done in that identity. Some jobs are hard to integrate with being a superhero and especially for those with Public IDs. Decide with the Referee what job is OK and where it is on the map – this can be the same as Profession or be related to it. Some characters may not have a job (they may not need one) or are a full-time superhero. Each character who works in a profession where they under the direction of someone else gets either the relationship Light Boss or Dark Boss at random. The chance of each is around ½ but the referee can determine the likelihood of each depending on profession and background.

Each character will have a home in a random location though the Referee can decide which areas on the map are suitable.

Once a character Secret Identity is discovered enemies may tell it to certain others or even broadcast it to everyone. A PC may establish a new Secret Identity for the character. This can take a long time and involves changing homes and jobs.

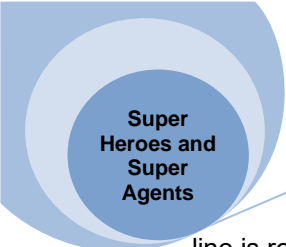
Power Fields

Powered characters can roll on the following table. They are then allowed to take Power Rolls on the indicated field table.

D100	Class
01-03	Animal
04-05	Body Changer
06-10	Brick
11-12	Death
13-14	Energy Blaster Cold
15	Energy Blaster Cosmic
16-17	Energy Blaster Electricity
18	Energy Blaster Entropy
19-20	Energy Blaster Fire
21-22	Energy Blaster Force
23-24	Energy Blaster Light
25-26	Energy Blaster Radiation
27-28	Energy Blaster Sonic
29-30	Energy Master Cold
31-32	Energy Master Cosmic
33-34	Energy Master Dark
35-36	Energy Master Electricity
37	Energy Master Entropy
38-39	Energy Master Fire
40-41	Energy Master Force
42-43	Energy Master Light
44-45	Energy Master Radiation
46-47	Energy Master Sonic
48-50	Flyer
51-53	Gadgeteer
54-55	Generalist
56-57	Life
58-59	Lucky
60-62	Magician
63-65	Matter Controller Air
66-68	Matter Controller Earth
69-70	Matter Controller Gas
71-72	Matter Controller Gravity
73-74	Matter Controller Liquid
75-77	Matter Controller Magnetism
78-79	Mimic
80-81	Phaser
82-84	Plant
85-88	Power Suit
89-92	Psychic
93-94	Speeder
95-96	Teleporter
97-00	Weapon Master

Power Tables

When the ability is rolled for the first time then the ability is gained at Ability Level 1. If the ability has an 'Add Roll' for effects immediately roll on this table and gain any effects listed. The ability will have a starting Val listed. Some additional effect tables begin on the first (initial) line of the ability. If this first



line is rolled (i.e. no extra effects were gained') roll D10 roll on the additional level table but without adding 1 to the ability's level.

Some power tables show increases to **STATs** or **CSTATs**. These aren't abilities. If they are rolled again then the same increases shown on the table are applied again. You can't buy extra levels in them. They have no other characteristics associated with abilities so they are treated as entirely as part of the STAT or CSTAT. They can't have Unusual Effects or limitations produced by Disadvantages.

All of these other rows on the tables show abilities. If the same ability is rolled again on a subsequent power roll increase its level by 1. Also a character may pay DP to add a level to an existing ability. In either case roll on its 'Add Roll' again (if there is one). If this shows a new effect then this is added to the ability. If the effect shows Area and the ability is already Area then increase the size by one level if possible. Otherwise if the effect listed is already possessed, or if there is no 'Add Roll' then roll D10 on the Additional Level table.

D10	Additional Level
1	Roll on the Unusual Effects Table
2	If the ability is <i>Personal</i> add 1D if it is currently 1D or otherwise +1. If it is not <i>Personal</i> roll on the Unusual Effects Table .
3-5	Add 1D to the Value or Increase
6-8	Add 1 to the Value or Increase
9-10	Choose one of the following: roll twice on the Limited Ability Table (see Disadvantages) and choose one of the limitations to apply to the ability and add 1D1 to the value or Add 1D to the value or add 1 to the value or roll on the Unusual Effects Table.

If an ability has both a Val and an Increase then this applies to both. It is possible to get an ability with the same name from different tables. If they have the same name they count as the same ability. If they have different starting values, increases or effects choose which to use (usually the best). Additional effects are rolled on the table that the extra level was gained from.

If a change to required a Val to apply as an Increase or vice versa then the number of D in the Val -1 is the number of Dice in the increase and:

- D6 = +1
- D8 = +2 and so on.

If the referee thinks an unusual effect can't reasonably be applied or is a duplicate then then re-roll it.

D100	Unusual Effects –not only Personal
01-04	Area (if already Area +1 Size). If Area (Any Blast or Barrage) and only range is Touch or Short then Personal Immunity.
05-08	Autofire
09	Burnout
10-11	Counter
12	Cascade, DX (HIT)
13-16	Close
17-21	DX (HIT)
22-35	Distant
26-29	Environmental Modifier. (<i>Environment</i> , +2). Choose three points of <i>Environments</i> from the list. If the character already has a positive environmental modifier or modifiers on another ability use those first. Air (1), Cold (1), Darkness (3), Enclosed (1), Heat (1), Microgravity (1), Open (2), Poison (1), Radiation (1), Space (1), Storm (2), Underwater (1), Water (1), Wilderness (2).
30-33	Hand to Hand.
34-36	Ignores (specific resistance associated with its type)
37-40	IN (HIT)
41-43	Invisible
44-47	& Knockback (Same Type or Solid if none)

D100 Unusual Effects –not only Personal	
48-51	& Knockdown (Same Type or Solid if none)
52-55	Leaks
56-58	WP (Hit)
59-62	Non-Metal if Item or Held Item or if already Non-Metal Held Item then becomes Item. If neither Item or Held Item then the ability Ignores (Drain) and Ignores (Circumstance Penalties).
63-65	Persistent
66-68	Choose first on list that applies: <ul style="list-style-type: none"> • If Area (any Blast or Barrage) then Personal Immunity and Touch. • If Touch, Area (Blast, Large Blast, Barrage, Massive Blast) and Personal Immunity or Area (any Cone, any Line) then Attached, Until Cancelled. • If Attached and Until Cancelled then Always On. • Area (Blast), Personal Immunity, Touch.
69-71	Ranged
72	TO (Hit)
73-74	Rending if deals Damage otherwise Leaks.
75-77	Quick
78	Always has its full Val. Can't be Ignored, Drained, reduced by circumstances such as being grappled or the environment. As long as the ability hits at all it rolls its full value as a result. This doesn't mean that it can't then be Blocked or stopped by Armour or any subsequent effect.
79-82	If IN (HIT) then &Seeking, if WP (Hit) then &Telepathy, if DX (HIT) then &Accuracy, if Area (not Cone or Line) then IN (HIT), if Area (Cone or Line) then Hard to Evade, if Autofire then when used as Area then Area+1.
83-84	Shield, Personal
85-87	Short
86-90	& Stun (Same Type or Electricity if none)
91-94	Touch
95-96	Extra Use
97	CH (HIT)
98-00	Type (random type can be used instead of normal type)

D100 Unusual Effects –Personal	
01-10	Area (if already Area +1 Size), Personal, Attached or if Shield then Extended.
11-20	Burnout
21-35	Environmental Modifier. (<i>Environment</i> , +2). Choose three points of <i>Environments</i> from the list. If the character already has a positive environmental modifier or modifiers on another ability use those first. Air (1), Cold (1), Darkness (3), Enclosed (1), Heat (1), Microgravity (1), Open (2), Poison (1), Radiation (1), Space (1), Storm (2), Underwater (1), Water (1), Wilderness (2).
36-50	Always Works in Full: always has its full Val or Increase. Can't be Ignored, Drained, reduced by circumstances such as range, terrain (for a move) or environment and can't be lost in a task. If it has any negative <i>D MOD</i> , <i>Environmental Limitation</i> or <i>Environmental Modifier</i> remove them. Examples: Movement with this effect always has its full value regardless of terrain or environment. Armour with this effect can't be ignored or drained and takes no account of <i>Rending</i> . Sense with this effect isn't influenced by environment. Recovery with this effect can't be lost or reduced by failing a Comeback roll.
51-60	Non-Metal if Item or Held Item or if already Non-Metal Held Item then becomes Item. If neither Item or Held Item then treat as the effect above.
56-65	& Resist (<i>Persistent</i>)
66-75	<i>Quick</i> –if not <i>Always On</i> . If <i>Always On</i> then if an Item it can't be <i>Disarmed</i> and if not an <i>Item</i> then treat as <i>Always Works in Full</i> Above.
81-85	DX (HIT), Touch – this means it works on one other target as well as the user. It is cancelled if the target is no longer in range OR it works on one target instead of the user who is in range when the ability is activated (or transferred if <i>Always On</i>) instead of the user.
86-00	& Resist (<i>Trap</i>)

D10 Random Effect Type

1-3	Solid
4-6	Energy
7-8	Physical
9-10	Psychic

D10	Random Sub –Type for Energy
1-2	Cold
3-4	Electricity
5-6	Entropy
7-8	Heat
9-10	Radiation

D10	Random Area
1-3	Cone
4-7	Blast
8-10	Line

Animal

Animal Characters also have a chance of the following:

Disadvantage: Inhuman Appearance 60%. If this comes up gain 2 DP to spend on an Animal Power roll.

Once all abilities are gained choose an animal theme for the character e.g. wolf or a mythical animal e.g. griffin that matches the character's abilities as far as possible. The referee can allow the character to re-roll abilities which can't be reconciled.

Can buy the following extra advantage: Animal Skills: **Survival +2, Perception + 2, Athletics +2, Stealth +2** for 1 DP.

Also roll D10. On 6+ the character has a human form. In human form s/he has no animal abilities or other characteristics from this field. It takes 1 action to turn on or off human form.

Base Type: Damage (Solid), Rending

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-06	Tough Skin	01-60	Personal		Permanent	& Armour (Solid) & Immunity (Poison)		+1D
		61-85				& Armour (Physical)		
		86-100				& Armour (Energy)		
07-12	Dodge					DX (DEFENCE)		+1D
13-17	Stealth		Personal		Always On	Concealment (Vision)	Environmental Modifier (not Wilderness, -1)	+1
18-21	Poisonous	01-40	Personal		Instant	& Damage (Physical)	Shield. Val D6. Poison.	
		41-00			Persistent			
22-25	Hard to Move					ST (RESIST)		+1D
26-30	Grab		Hand to Hand	DX	Persistent	Grapple		+1
31-33	Venomous Bite or Sting		Touch	DX	Persistent	Damage (Physical)	Poison.	D8

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
34-50	Melee Attack	01-70	Hand to Hand	DX	Instant	Damage (Solid)		+1
		71-85					Rending	
		86-00	Short					
51-53	Large/ Small	01-50	Personal		Permanent	Large	Either Large or Small not both.	+1
		51-00				Small		
55-57	Animal Form		Personal		Until Cancelled		If the same result is rolled twice instead of adding an unusual effect roll an extra kind of animal of the same size or add two levels to the animal's abilities.	D8
		01-30				Transform (Tiny Animal)	Roll for the animal after the character's other powers are complete. The first kind of animal should have the same abilities and size as far as possible as the animal theme of the character or have some relationship to the character's theme.	
		31-60				Transform (Small Animal)		
		61-00				Transform (General Animal)		
58-65	Animal Senses		Personal		Always On			D8
		01-70				Sense (LI)		
		71-00				Sense (Sonar or Enhanced Hearing)		
67-71	Animal Move		Personal		Instant	Move(Type)	Results marked* replace Standard move abilities and have Val 2D10.	2D8
		01-20				Flight		
		21-30				Wall-Crawl		
		31-35				Swinging		
		36-50				Leaping*		
		51-55				Tunnelling		
		56-80				Running*		
		81-85				Climbing*		
		86-00				Swimming		
72-73	Elusive		Personal		Always On	Escape		+2
74-75	Hunter		Personal		Always On	Pursuit		+2
76-77	Call Animals		Touch	IN	Until Cancelled	Summoning (One Kind of Animal)	Area (Blast)	D8
78-82	Animal Life Support		Personal		Permanent	If only Movement ability gained is		+1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
						Swimming then & Life Support (Underwater)		
		01-50				& Life Support (Cold)		
		51-00				& Life Support (Heat)		
83-84	Hypnotise		Touch	WP	Instant	Trap (Psychic)		D8
85-89	Strike					DX (HIT)		+1D
90-91	Ink or Smoke		Close	DX	Time (2 turns)	Stops Sense (Vision, LI)	Area (Blast)	D8
92-93	Slimy/Wriggly					DX (RESIST)		+1D
94-96	Strength					ST		+1
97-98	Toughness					TO		+1
99-00	Dexterity					DX		+1

Body Change

If subsequent rolls are taken on this power table then roll D10. On 1-7 treat as if the same ability has been rolled again (i.e. increase its level by 1 at normal DP cost).

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Growth		Personal		Always On	Large	Becomes Inactive if Shrinking becomes Active.	+2
11-20	Shrinking		Personal		Always On	Shrinking	Becomes Inactive if Growth becomes Active.	+2
21-35	Stretching		Personal		Always On	Stretching		+2
36-45	Monster Form		Personal		Until Cancelled		If the same result is rolled twice instead of adding an unusual effect roll an extra kind of monster of the same size.	D8
		01-30				Transform (Small Monster)		
		31-65				Transform (Medium Monster)		
		66-00				Transform (Large Monster)		
46-60	Density Increase		Personal		Always On	Armour (Solid, Physical, Energy), & Super Strength.		+1
61-75	Fragmentation		Personal		Until Cancelled	Fragmentation		+1
76-90	Chameleon		Personal		Until Cancelled	Change Appearance		D8
91-00	Duplication		Personal		Until Cancelled	Duplication.	Never have more than one kind.	D6
					01-40	(Identical)		
					41-70	(Clone)		
					71-00	(Double)		

Brick

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Toughness					TO		+1
06-09	Willpower					WP		+1
10-40	Super Strength		Personal		Permanent	Super Strength		+1D1
41-60	Tough Skin	01-70	Personal		Permanent	Armour (Solid, Physical) & Immunity (Poison)		+1D
		71-00				Armour (Energy)		
61-70	Mental Shield					IN (RESIST) WP (RESIST)		+1D
71-75	Absorption		Personal		Always On	Absorption (<i>Solid to Super Strength</i>)		D8
76-80	Regeneration		Personal		Instant	Heal		D8
81-90	Unstoppable		Personal		Always On	Stand Firm & Immune (Damage from Move Through)		+1D1
91-95	Superleap		Personal		Instant	Move (Leaping)	Replaces Standard Jumping.	2D20
96-00	Flight		Personal		Instant	Move (Flight)		2D8

Death

Item Result: Drain (Psychic/TO)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-30	Death Touch		Touch	DX	Instant	Drain (Psychic/TO)		D10
31-40	Death Aura		Personal		Instant	Drain (Psychic/TO)	Shield	D8
41-55	Fear Defence		Personal		Instant	Trap (Psychic)	Shield	D8
56-70	Disease		Touch	DX	Persistent	Drain (Psychic/TO)	Area (Cone), Personal Immunity.	
71-80	Control Dead		Touch	IN	Until Cancelled	Summoning (Undead)	Area (Blast), Environmental Limitation (Space, Air)	2D8
81-85	Toughness					TO		+1
86-90	Willpower					WP		+1
91-95	Aura of Fear	01-50	Personal		Always On	Fear	Area (Blast), Attached. Personal Immunity.	D6
		51-00			& Persistent			
96-00	Horror		Personal		Always On	Sanity Blasting	Can select who is effected.	D8

Energy Blaster Cold

Item Result: Damage (Cold) & Drain (Cold/DX)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-70	Cold Blast		Ranged	DX	Instant	Damage (Cold)		D10
		01-35	Touch					
		36-50	{Touch				Area (Cone)}	
		51-80			{Persistent	& Trap (Solid)}		
		81-95				& Drain (Cold/DX)		
		96-00					Counter	
71-80	Resist Cold		Personal		Permanent	Life Support (Cold)		+1D1
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Cosmic

Item Result: Damage (Radiation) & Drain (Radiation/ST)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-70	Cosmic Blast	01-30	Ranged	DX	Instant	Damage (Radiation)		D10
		31-45	{Touch				Area (Cone)}	
		46-60	Touch					
		61-80					Area (Blast)	
		81-00				& Drain (Radiation/ST)		
71-80	Resist Cosmic		Personal		Permanent	Life Support (Radiation)		+1D1
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Electricity

Item Result: Damage (Electricity) & Stun (Electricity)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-70	Electricity Blast	01-30	Ranged	DX	Instant	Damage (Electricity) & Stun	D Mod (Machines, Power Suit) +1D.	D8
		31-50	Touch					
		51-80				& Drain (Electricity/DX)		
		81-00					Cascade	
71-80	Resist Electricity		Personal		Permanent	Block (Electricity)		D12
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Entropy

Item Result: Damage (Entropy) +1 Val

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-60	Entropy Blast	01-40	Ranged	DX	Instant	Damage (Entropy)		D10
		41-70	Touch				Area (Long Line)	
		71-85	Touch					

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		86-00					Counter	
61-80	Entropy Shield		Personal		Always On	Block (Any)		D8
81-85	Willpower					WP		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Fire

Item Result: Damage (Heat), {Touch, Area (Cone)}

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-70	Fire Blast	01-20	Ranged	DX	Instant	Damage (Heat)	Environmental Limitation (Underwater, Space)	D10
		21-40	{Touch				Area (Cone)}	
		41-60	Touch					
		61-80					Area (Blast)	
		81-00			Persistent			
71-80	Resist Heat		Personal		Permanent	Life Support (Heat)		+1D1
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Force

Item Result: Damage (Physical) & Knockback

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-60	Force Blast	01-20	Distant	DX	Instant	Damage (Physical), & Knockback (Physical)		D8
		21-40	Touch				Area (Blast), Personal Immunity	
		41-60					Autofire	
		61-90	{Touch				Area (Long Line)}	
		91-00					Counter	
61-80	Force Block		Personal		Always On	Block (Solid)		D10
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Light

Item Result: Damage (Heat), Autofire or if already Autofire then Ranged

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-60	Laser	01-35	Ranged, Distant	DX	Instant	Damage (Heat)		D8
		36-50			{Persistent	& Stops Sense (Vision, Enhanced Vision)}		
		51-70					Autofire	
		71-90	Close					

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		91-00					Extra Use	
61-80	Laser Parry		Personal		Always On	& Block (Bullet)		D12
81-85	Charisma					CH		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Radiation

Item Result: Damage (Radiation) & Drain (Radiation/ST)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-70	Radiation Blast		Ranged	DX	Instant	& Damage (Radiation)		D10
		01-30	Touch				Area (Cone)	
		31-50					Area (Blast)	
		51-80				& Drain (Radiation/ST)		
		81-00			Persistent			
71-80	Resist Radiation		Personal		Permanent	& Life Support (Radiation)		+1D1
81-85	Toughness					TO		+1
86-90	Dexterity					DX		+1
91-00	Aim					DX (HIT)		+1D

Energy Blaster Sonic

Item Result: Damage (Physical), Ignores (Armour), Invisible

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-50	Sonic Blast	01-50	Touch	DX	Instant	Damage (Physical)	Area (Blast), Ignores (Armour), Invisible, Personal Immunity.	D8
		51-00					Area (Cone)	
51-70	Sonic Shield		Personal		Always On	Damage (Physical)	Shield, Ignores (Armour), Invisible.	D8
71-90	Sonar		Personal		Always On	Sense (Sonar)		D8
91-95	Charisma					CH	+1	
96-00	Dexterity					DX	+1	

Energy Master Cold

Item Result: Damage (Cold) & Drain (Cold/DX)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Cold Control	01-10	Touch	DX	Instant	Damage (Cold)		D10
		11-20	{Touch				Area (Cone)}	
		21-30					Area (Blast), Personal Immunity	
		31-35			Persistent			
		36-50				& Trap (Solid)		
		51-55			{Time (1 hour)	Slow Move (Solid/Running or Driving) & Knockdown	Area (Large Blast)}	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		56-75	Ranged					
		76-90			{Time (3 hours)}	Wall	Area (Line), +1 to resist Climbing}	
		91-00				& Drain (Cold/DX)		
41-50	Chill Region	01-50			Until Cancelled	Change Environment (Cold)	Personal Immunity.	D8
		51-00	{Ranged			Damage (Cold)	Area (Line)}	
51-65	Cold Shield	01-20	Personal		Always On	& Life Support (Cold)		+1D1
		21-40				{& Damage (Cold)	Shield	D10}
		41-85				& Armour (Solid, Energy), & Armour (Physical) D Mod -1		
		86-00				& Resist (Solid Trap, Grapple)		
66-70	Aura of Cold		Personal		Always On	Damage (Cold)	Area (Blast), Attached. Personal immunity	D10
71-80	Cold Sense		Personal		Always On	Sense (IR)		D8
81-00	Ice Slide		Personal		Instant	Move (Limited Flight)		2D8

Energy Master Cosmic

Item Result: Damage (Radiation) & Drain (Radiation/ST)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Cosmic Control	01-20	Touch	DX	Instant	Damage (Radiation)		D10
		21-30					Area (Blast), Personal Immunity	
		31-40	{Touch				Area (Cone))}	
		41-50			Persistent			
		51-70	Ranged					
		81-90	Distant					
		91-00				& Drain (Radiation/ST)		
41-50	Cosmic Power	01-50			Until Cancelled	Change Environment (Radiation)	Personal Immunity.	D8
		51-00	{Ranged			Damage (Radiation)	Area (Line)}	
51-65	Cosmic Shield	01-20	Personal		Always On	Life Support (Radiation)		+1D1
		21-40				{& Damage (Radiation)	Shield	D10}
		41-00				& Armour (Energy), & Armour (Physical) D Mod -1		
66-70	Cosmic Aura		Personal		Always On	Damage (Radiation)	Area (Blast), Attached, Personal Immunity	D10
71-80	Cosmic Vision		Personal		Always On	Sense (LI)		D8
81-00	Flight		Personal		Instant	Move (Flight)		2D10

Energy Master Dark

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-30	Darkness Control		Ranged	DX	Until Cancelled	Stops Sense (Vision)	Area (Large Blast), Environmental Modifier (Darkness, +1D)	D8
31-45	Call Darkness	01-50			Until Cancelled	Change Environment (Darkness)	Personal Immunity	D10
		51-00	{Ranged	DX		Stops Sense (Vision)	Area (Line)}	
46-60	Darkness Shield		Personal		Always On	Dodge	Only against attacks targeted with Vision	+1D1
61-80	Dark Vision		Personal		Always On	Sense (LI)		D10
81-00	Teleport	01-70	Personal		Instant	Move (Teleport)		2D10
		71-00	Touch	DX			Target moves with user	

Energy Master Electricity

Item Result: Damage (Electricity) & Stun (Electricity)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Electricity Control	01-10	Close	DX	Instant	& Damage (Electricity) & Stun (Electricity)	D Mod (Machines, Power Suit +1D	D8
		11-20	{Touch				Area (Cone)}	
		21-40			Persistent			
		41-50	Ranged					
		51-60				& Drain (Electricity/DX)		
		61-80	Touch					
		81-00					Cascade	
51-65	Electricity Shield		Personal		Always On	& Absorption (Electricity to any Electricity Control Ability)		D8
		01-50				{& Damage (Electricity), & Stun (Electricity)}	Shield, D Mod (Machines, Power Suit) +1D}	
		51-00				{& Armour (Energy), & Drain Defence (Energy)}		+1D}
66-70	Aura of Electricity		Personal		Always On	Damage (Electricity) & Stun (Electricity)	Area (Blast), Attached, Personal Immunity	D8
71-80	Electric Sense		Personal		Always On	Sense (Electric)		D8
81-95	Teleport	01-70	Personal		Instant	Move (Teleport)		2D10
		71-00	Touch	DX			Target moves with user	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
96-00	Lightning Wall		Ranged	DX	Until Cancelled	Damage (Electricity) & Stun (Electricity)	Area (Line), D Mod (Machines, Power Suit +1D	D8

Energy Master Entropy

Item Result: Damage (Entropy) +1 Val

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Entropy Control	01-10	Touch	DX	Instant	& Damage (Entropy)		D10
		11-30	Close				Area (Blast)	
		31-60	Ranged					
		61-00	{Ranged		Until Cancelled	& Forced Move (Physical/Towards) Area of Blast	Area (Blast/ Large Blast), Forced Move is within Large Blast and moves targets into the Blast which is where Damage is dealt.}	
51-70	Entropy Shield		Personal		Always On	& Blocks (Energy, Solid)		D10
		01-30				{& Damage (Entropy)	Shield}	
		31-70				& Concealment	Environmental Limitation (Light)	
		71-00				& Blocks (Physical)		
71-75	Aura of Entropy		Personal		Always On	Damage (Entropy)	Area (Blast), Attached, Personal Immunity	D10
76-80	Suppress Power		Close	IN	Instant	Drain (Entropy/Any Ability)		D8
81-95	Teleport	01-50	Personal		Instant	Move (Teleport)		2D10
		51-00					Area (Blast), Targets moves with user	
96-00	Entropy Wall		Ranged	DX	Until Cancelled	Damage (Entropy)	Area (Line)	D10

Energy Master Fire

Item Result: Damage (Heat), {Touch, Area (Cone)}

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Fire Control	01-10	Touch	DX	Instant	Damage (Heat)	Environmental Limitation (Underwater, Space)	D10
		11-40	{Touch				Area (Cone)}	
		41-60			Persistent			
		61-70					Area (Blast), Personal Immunity	
		71-00	Ranged					
41-50	Heat Region	01-50			Until Cancelled	Change Environment (Heat)	Personal Immunity	D8
		51-00	{Ranged	DX		Damage (Heat)	Area (Line)	
51-65	Fire Shield	01-20	Personal		Always On	& Life Support (Heat, Cold)	Environmental Limitation (Underwater, Space), Increase +1D1}	+1D1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		21-40				{& Damage (Heat)	Shield	D10}
		41-00				& Armour (Energy)		
66-70	Aura of Fire		Personal		Always On	Damage (Heat)	Area (Blast), Attached	D10
71-80	Heat Vision		Personal		Always On	Sense (IR)		D10
81-00	Flight		Personal		Instant	Move (Flight)		2D10

Energy Master Force

Item Result: Damage (Physical) & Knockback

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-50	Force Control	01-10	Touch	DX	Instant	& Damage (Physical), & Knockback (Physical)		D8
		11-30					Area (Blast), Personal Immunity	
		31-50	{Touch				Area (Long Line)}	
		51-60			{Persistent	Trap (Physical)	Transparent (Energy)}	
		61-90	Distant					
		91-00			{Until Cancelled	Wall	Area (Line), Transparent (Energy)}	
51-70	Force Shield	01-50	Personal		Always On	& Blocks (Solid, Physical)		D10
		51-60				{& Damage (Physical), & Knockback (Physical)}	Shield}	
		61-00				{& Life Support (Space, Underwater, Poison, Gas)		+1D1}
71-80	Force Sonar		Personal		Always On	Sense (Sonar)		D10
81-00	Flight		Personal		Instant	Move (Flight)		2D10

Energy Master Light

Item Result: Damage (Heat), Autofire or if already Autofire then Ranged

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-30	Light Control	01-30	Ranged	DX	Instant	Drain (Heat/Sense (Vision, Enhanced Vision))		D10
		31-60					Area (Blast)	
		61-00	Touch				Personal Immunity	
31-45	Call Light	01-50			Until Cancelled	Change Environment (Light)		D10
		51-00	{Ranged	DX		Stops Sense (Vision, Enhanced Vision)	Area (Line)}	
46-60	Light Shield	01-50	Personal		Until Cancelled	& Dodge (Any Targeted with Vision or Enhanced Vision)		+1D1
		51-00				{Drain (Heat/Sense (Vision))	Shield	D10}

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
61-80	IR/UV Vision		Personal		Always On	Sense (Enhanced Vision)		D10
81-00	Laser	01-30	Ranged, Distant	DX	Instant	Damage (Heat)		D8
		31-50	Close					
		51-75					Extra Use	
		76-00				& Accuracy		

Energy Master Radiation

Item Result: Damage (Radiation), & Drain (Radiation/ST)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Radiation Control	01-20	Touch	DX	Instant	Damage (Radiation)		D10
		21-30	{Touch				Area (Cone)}	
		31-40		IN				
		41-50			Persistent			
		51-70	Ranged					
		71-90				& Drain (Radiation/ST)		
		91-00					Area (Blast), Personal Immunity	
41-50	Irradiate	01-50			Until Cancelled	Change Environment (Radiation)	Personal Immunity	D8
		51-00	{Ranged			Damage (Radiation)	Area (Line), Environmental Modifier (Radiation, +1D)}	
51-65	Radiation Shield	01-20	Personal		Always On	& Life Support (Radiation), & Blocks (Radiation)		+1D1
		21-40				{(& Damage (Radiation)	Shield	D10}
		41-00				& Armour (Energy)		
66-70	Aura of Radiation		Personal		Always On	Damage (Radiation)	Area (Blast), Attached	D10
71-80	UV Vision		Personal		Always On	Sense (LI)		D10
81-90	Flight		Personal		Instant	Move (Flight)		2D10
91-00	Teleport		Personal		Instant	Move (Teleport)		2D10

Energy Master Sonic

Item Result: Damage (Physical), Ignores (Armour), Invisible

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-40	Sonic Blast		Touch	DX	Instant	& Damage (Physical)	Personal Immunity, Invisible. Ignores (Armour)	D8
		01-50					Area (Cone)	
		51-00					Area (Blast)	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
41-60	Sonic Shield		Personal		Always On		Invisible	D8
		01-50				& Blocks (Solid, Physical)		
		51-00	{Shield			& Damage (Physical)	Ignores (Armour)}	
61-70	Sonar		Personal		Always On	Sense (Sonar)		D10
71-96	Flight		Personal		Instant	Move (Flight)		2D10
97-00	Sound Wall		Ranged	DX	Until Cancelled	& Damage (Physical)	Area (Line), Personal Immunity, Invisible. Ignores (Armour)	D8

Flyer

First roll always counts as Flight.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-30	Flight		Personal		Instant	Move (Flight)		2D10
31-35	Charisma					CH		+1
36-45	Dexterity					DX		+1
46-50	Strength					ST		+1
51-55	Toughness					TO		+1
56-65	Aim					DX (HIT)		+1D
66-75	Flying Dodge		Personal		Always On	Dodge	Only when Flying	+1D1
76-80	Missile Attack		Ranged	DX	Instant			D8
		01-30				{Damage (Solid)	Environmental Modifier (Underwater) -2}	
		31-45			{Persistent	Damage (Physical)}		
		46-55					Extra Use. Only if already has a result.	
		56-75		Autofire			Only if already has a result.	
		76-85	{Touch				Only if already has a result. Area (Cone)}	
		86-00				{Trap (Solid)	Partial}	
81-85	Life Support		Personal		Permanent	& Life Support (Heat, Cold)		+1D1
		01-35				& Life Support (Radiation, Cosmic)		
		36-70				& Life Support (Space)		
		71-00				& Life Support (Storm)		
86-95	Super Vision		Personal		Always On	Sense (LI)		D10
96-00	Sonic Boom		Touch	Area (Blast)	Instant	Damage (Physical)	Ignores (Armour), Personal Immunity	D8

Gadgeteer

Can gain the profession Technician as well as other professions (can result in being Technician x 2 if that is already the character's profession adding skill bonuses twice) plus gain the ability to construct high-tech items. This costs 2 DP.

All the abilities marked* also give the gadgeteer a level in the following:

Ability	Range	Hit	Duration	Result	Modifiers	
Radio	Personal		Always On	Radio	Item. Increases always add +D1 to value.	D6

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Intelligence					IN		+1
06-20	Resources*					Resources		+2
21-40	Technology*					Technology		+2
41-50	Command Followers*		Touch	IN	Until Cancelled		Area (Blast)	D10
		01-50				Summoning (Automata)		
		51-00				Summoning (Robots)		
51-70	Flexible Technology		Personal		Instant	Gadgets		D10
71-75	Force Field		Personal		Always On	& Blocks (Energy, Solid), & Blocks (Physical) D Mod – D1	Item	D10
76-80	Escape Effect		Personal		Always On	Escape	Item	D10
81-85	Drain Shield		Personal		Always On	Drain Defence (Energy)	Item	D8
86-90	Movement		Personal		Instant		Item	2D8
		01-50				Move (Flight)		
		51-00				Move (Teleport)		
91-95	Life Support*		Personal		Always On	Life Support (Heat, Cold, Poison, Radiation, Cosmic, Space)	Item	+1D1
96-00	Sense		Personal		Always On		Item	D8
		01-50				Sense (Enhanced Vision)		
		51-00				Sense (Sonar or Radar)		

Generalist

Has no power table but gains +1 to Val or Increase when gaining abilities from Powered Attack, Powered Defence, Powered Other or Powered General tables.

Life

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Charisma					CH		+1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
06-40	Healing		Touch	CH	Instant	Heal		D10
41-55	Life Aura	01-50	Personal		Until Cancelled	Drain Defence (Energy, Psychic) & Resist Sanity Blasting		+1D1
		51-00					Area (Blast). Attached	
56-80	Cure		Touch	CH	Instant	Recovery, Cancel (Poison)		D10
81-90	Life Ward				Until Cancelled	Ward	Only effects supernatural creatures (Demons, Cult Creatures, Undead)	2D8
		01-50	{Ranged				Area Line}	
		51-00	{Touch				Area Blast. Attached}	
91-00	Dismiss Supernatural	01-40	Close	WP	Instant	Damage (Heat), Drain (Summon)	Area (Blast). Ignores (Armour), Ignores (Immunities), Ignores (Insubstantial). Only supernatural creatures or Summon supernatural creatures (Demons, Cult Creatures, Undead)	D12
		41-70	Ranged					
		71-00			Persistent			

Lucky

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-30	Fortune		Personal		Always On	Luck (Positive)		+1D
31-50	Lucky Move		Personal		Instant	Move (Teleport)	Can't be used for Long Range Teleport.	2D8
51-70	Jinx	01-50	Ranged	IN	Instant	<ol style="list-style-type: none"> 1. Trap Partial (Solid) 2. Trap (Solid) 3. Force Move (Random Direction each use) 4. Drain (Psychic/IN) 5. Damage (Solid) 6. Damage (Physical) 7. Drain (Solid/DX) 8. Drain (Psychic/WP) 	Roll a D8 each time the ability is used for which of the results occurs. Then roll another D8 and on 5+ another result also occurs. Keep rolling until no more results occur or all occur	2D8

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		51-00	Touch				Area (Blast), Personal Immunity	
71-00	Misfortune		Personal		Until Cancelled	Luck (Negative)	Area (Blast), Attached. Personal Immunity	+1

Magician

Each 2 DP spent on power rolls allows 2 rolls (not on increases). Can gain the profession Occultist as well as other professions (can result in being Occultist x 2 if that is already the character's profession). This costs 2 DP. Can buy **Mystical** +2 for 1 DP. Can build the Summoning Portal base feature.

Item Result: If the item would be Close, Ranged or Distant then roll D100. Item will usually be a wand or rod:

Roll	Item Result
01-15	Damage (Physical) & Stun (Physical)
16-25	Damage (Solid) & Knockback (Solid)
26-35	Damage (Heat), {Touch, Area (Cone)}
36-45	Damage (Cold) & Drain (Cold/DX)
56-65	Drain (Psychic/TO)
66-80	Damage (Physical), Autofire or if already Autofire then Ranged
81-90	Damage (Solid), Rending
91-00	Damage (Heat), Area (Blast)

Item Result: If the item would be Hand to Hand or Short then roll D100. Item will usually be a rod or magic melee weapon:

Roll	Item Result
01-15	Damage (Physical) & Stun (Physical)
16-30	Damage (Solid) & Knockdown (Solid)
31-45	Damage (Cold) & Drain (Cold/DX)
46-60	Drain (Psychic/TO)
61-75	Damage (Solid), Rending
76-90	Damage (Heat), Persistent
91-00	Damage (Solid) & Knockback (Solid)

D10	Random Sub -Type for Energy
1-2	Cold
3-4	Electricity
5-6	Entropy
7-8	Heat
9-10	Radiation

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Intelligence					IN		+1
06-10	Willpower					WP		+1
11-20	Attack Spells	01-10	Touch	DX	Instant	Damage (Energy - random type)	Roll twice initially for effects.	D8
		11-25	{Touch				Area (Cone)	
		26-35	Ranged					
		36-40	Distant					
		42-45			Persistent			

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		46-50				Damage (Physical)		
		52-55					Area (Blast). Personal Immunity	
		56-60		IN			If rolled again then &Seeking	
		61-65				Trap (Solid)	Partial	
		66-70				Forced Move (Physical/Away)		
		71-75				Disarm (Physical)		
		76-80				Knockback (Physical)		
		81-85					& applied to two results otherwise roll again.	
		86-90				Drain (Energy/ST)		
		91-95					Ignores (Armour)	
		96-00				Stun (Same Type as Damage)		
21-30	Movement Spells		Personal		Instant			2D8
		01-50				Move (Flight)		
		51-00				Move (Teleport)		
31-35	Magic Weapon	01-10	Touch	DX	Instant	Damage (Solid)	Held Item. Only one type of energy damage per attack.	2D8
		11-25	{Hand to Hand					+1D1}
		26-30	Short					
		31-40					Ignores (Insubstantial)	
		41-50				{Damage (Electricity) & Stun (Electricity)}		
		51-60			{Persistent	Damage (Heat)}		
		61-70					Ignores (Armour)	
		71-80				Damage (Cold)		
		81-90	Close					
		91-95					Item instead of Held Item	
		96-00					Counter	
36-40	Shield Spell	01-10	Personal		Until Cancelled	& Blocks (Solid)		D8
		11-50				& Blocks (Energy)		
		51-80				& Blocks (Physical)		
		81-00				& Blocks (Psychic)		
41-45	Magic Armour	01-30	Personal		Always On	& Armour (Solid, Physical, Energy)	Item	+1D
		31-50				& Psi Armour		
		51-70				& Immunity (Poison)		

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		71-00					Can't be Ignored	
46-50	Transform Spell	01-10	Close	DX	Persistent	Transform (Tiny Animal, Small Animal, General Animal, Statue, Animated Statue, Tree, Animated Tree)		D8
		11-25	{Touch				Area (Cone}}	
		26-40					Area (Burst)	
		41-80	Ranged					
		81-00	Distant					
51-55	Mental Illusion Spell		Ranged	WP	Instant	Trap (Psychic)		D8
56-60	Defence Spell	01-20	Personal		Until Cancelled	Dodge		+1D
		21-40				&Prediction		
		41-60				&Mind Screen		
		61-00					Area (Blast). Attached	
61-65	Illusionary Appearance		Personal		Until Cancelled	Change Appearance		D8
66-70	Warding		Close		Until Cancelled	Ward	Area (Line)	D8
71-75	Wall	01-20	Close		Until Cancelled	Wall	Area (Line)	D8
		21-30			& Persistent			
		31-40					Thorns	
		41-50					+1 to Resist Climbing	
		51-70					Invisible	
		71-85					Transparent to (Solid, Energy and/or Physical – chose on activation)	
		86-00					Ignores (Insubstantial)	
76-80	Detection Spells		Personal		Always On	Sense (Magical)		D8
81-85	Summoning		Touch		Until Cancelled		Area (Blast)	D8
		01-50				{Summoning (Undead)	Environmental Limitation (Space, Air)}	
		51-00				Summoning (Lesser Demons)	If rolled again add Summoning (Greater Demons) D Mod –D1.	
86-95	Dismiss		Ranged	IN	Instant	Cancel		D8
96-00	Binding	01-60	Close	IN	Instant	Trap (Physical)		D8
		61-00	Ranged					

Matter Controller Air

Item Result: Damage (Physical) & Force Move (Away)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Dexterity					DX		+1
06-20	Control Weather				Until Cancelled	Change Environment (Storm, Calm, Fog)	Environmental Limitation (Space, Underwater, Enclosed)	D10
21-30	Air Shield		Personal		Always On	& Blocks (Bullets), & Blocks (Electricity), & Life Support (Storm)	Environmental Limitation (Space, Underwater)	D10 +1D1
31-40	Air Wall		Ranged	IN	Until Cancelled	Forced Move (Physical/Away)	Area Line. Environmental Limitation (Space, Underwater)	D10
41-60	Flight		Personal		Instant	Movement (Flight)	Environmental Limitation (Space)	2D10
61-75	Lightning	01-60	Distant	IN	Instant	& Damage (Electricity), & Stun (Electricity)		D10
		61-00					Area (Blast)	
76-85	Fog		Ranged	DX	Until Cancelled	Stops Sense (Vision)	Area (Large Blast). Environmental Limitation (Storm, Space, Underwater)	4D6
86-00	Control Storm	01-30	{Touch		Instant	& Force Move (Away), & Knockdown (Physical)	Area (Cone)}. Environmental Limitation (Space, Underwater).	D8
		31-60	Ranged			& Forced Move (Physical/Up)	Area (Large Blast)	
		61-00				& Damage (Physical)		

Matter Controller Earth

Item Result: Damage (Solid) & Knockdown

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Strength					ST		+1
11-20	Toughness					TO		+1
21-25	Willpower					WP		+1
26-35	Stone Bolt	01-30	Close	DX	Instant	& Damage (Solid), & Knockdown (Solid)	Environmental Limitation (Air), Environmental Modifier (Underwater) -2	D10
		31-60					Area (Blast)	
		61-00	{Touch				Area (Cone)}	
36-45	Earth Moving	01-30	Close	IN	Permanent	Wall	Area (Line), Environmental Limitation (Air),	D10
		31-60			{Instant	Trap (Solid)}		
		61-00					Area (Cylinder)	
46-55	Earthquake		Ranged	IN	Instant	& Knockdown (Physical), &	Area (Large Blast). Only on targets on ground	D10

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
						Damage (Physical)		
56-65	Stone Skin		Personal		Always On	Armour (Solid, Physical, Energy)		+1D
66-70	Mud		Close	IN	Time (1 day)	Slow Move (Solid/Running or Driving)	Area (Large Blast)	2D8
70-75	Earth Support		Personal		Instant	& Recovery, & Heal	Only touching ground	D10 +1D1
76-80	Earth Sense		Personal		Always On	Sense (Tremor Sense)	Only on targets touching ground	D10
81-90	Tunnelling		Personal		Instant	Move (Underground)		2D8
91-00	Plant Feet		Personal		Always On	Stand Firm	De-activates if move. Can only activate when touching the ground.	+1D2

Matter Controller Gas

Item Result: Damage (Physical), Gas

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Dexterity					DX		+1
06-10	Toughness					TO		+1
11-40	Poison Gas	01-30	{Touch	DX	Instant	Damage (Physical)	Area (Cone)}. Environmental Modifier (Enclosed) +1D. Gas. Personal Immunity	D8
		31-55			Persistent			
		56-65					Invisible	
		66-80			Until Cancelled			
		81-90	Ranged				Area (Blast)	
		91-95				Drain (Physical/Sense (Vision, Enhanced Vision))		
		96-00				Trap (Physical)		
41-55	Gaseous Form		Personal		Until Cancelled	Insubstantial (Solid)	Quick	D8
56-65	Flight		Personal		Instant	Movement (Flight)		2D8
66-75	Swirling Cloud		Personal		Always On	Dodge	Only against attacks targeted with Sense (Vision)	+1
76-85	Poison Environment				Until Cancelled	Change Environment (Poison)	Personal Immunity	D8
86-95	Poison Resist		Personal		Permanent	Life Support (Poison)		D10

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
96-00	Poison Cloud		Personal		Until Cancelled	& Damage (Physical)	Area (Blast). Attached, Personal Immunity, Environmental Modifier (Enclosed +1D. Gas. Poison	D6

Matter Controller Gravity

Item Result: Damage (Physical) & Knockdown (Physical)

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Strength					ST		+1
06-40	Gravity Control	01-30	Close	IN	Instant	Damage (Physical), & Knockdown (Physical)	Environmental Modifier (Underwater) -1	D8
		31-40					Area (Cylinder)	
		41-50				{&Seeking		+1D}
		51-60			Persistent			
		61-70	Ranged					
		71-85				Forced Move (Physical/Up or Down)		
		86-90				Disarm (Physical)		
		91-00				Trap (Physical)	Transparent (Energy, Physical)	
41-55	Gravity Shield	01-50	Personal		Always On	& Blocks (Solid, Physical)	Environmental Modifier (Underwater) -1	D8
		51-00				{Damage (Physical), & Knockdown (Physical)	{Shield}	
56-60	Gravity Detection		Personal		Always On	Sense (Gravity Sense)		D8
61-75	Flight		Personal		Instant	Movement (Flight)		2D10
76-84	Increase Gravity		Ranged	IN	Until Cancelled	Slow Move (Physical/All but Teleport)	Area (Large Blast)	2D8
80-85	Held by Gravity					ST (RESIST)		+1D1
86-00	Alter Gravity		Close	IN	Until Cancelled	Forced Move (Physical/Up or Down) - choose when activated.	Area Large Blast	D10

Matter Controller Liquid

Item Result: Damage (Physical) & Knockdown

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Dexterity					DX		+1
06-40	Liquid Control	01-30	{Touch	DX	Instant	Damage (Physical), &	Area (Cone)}. Environmental	D8

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
						Knockdown (Physical)	Limitation (Space), Environmental Modifier (Water, Underwater +1D)	
		31-60	Close				Area (Blast)	
		61-70			Persistent			
		71-00				{Physical/Forced Move (Away, Up or Down)}	Environmental Limitation (only in Water, Underwater)}	
41-45	Liquefy Ground/Rough Water		Close	IN	Until Cancelled	Slow Move (Physical/Running, Driving, Swimming)	Area (Large Blast)	2D8
46-60	Liquid Evasion	01-75	Personal		Always On	Dodge		+1D1
		76-00				& Resist (Solid Trap, Physical Trap, Heat Trap, Damage (Heat), Grapple)		
61-70	Liquid Form		Personal		Until Cancelled	Insubstantial (Solid, Heat)	Quick	D8
71-80	Water Survival	01-30	Personal		Instant	Move (Swimming)		2D8
		31-00			{Always On	Life Support (Underwater, Cold)}		+1D1
81-90	Sonar		Personal		Always On	Sense (Sonar)		D10
91-00	Flood				Until Cancelled	Change Environment (Water)	Environmental Limitation (Space, Air). Val D8	

Matter Controller Magnetism

Item Result: Damage (Solid), Autofire or if already Autofire then Ranged

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Strength					ST		+1
06-50	Magnetic Control	01-20	Close	IN	Instant	Damage (Solid)	Environmental Modifier (Underwater) -1. Magnetic	D10
		21-40	Ranged					
		41-50					Area (Blast)	
		51-60			Persistent			
		61-65				& Knockdown (Physical)		
		66-70					Rending	
		71-80				Disarm (Physical)		
		81-90				Forced Move (Physical/Any)		
		91-00				Trap (Solid)	Partial	
51-70	Magnetic Shield	01-50	Personal		Always On	& Blocks (Solid, Radiation), &	Magnetic	D10 +1D1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
						Life Support (Radiation)		
		51-00				{& Damage (Solid)	Shield}	
71-85	Magnetic Sense		Personal		Always On	Sense (Electric Sense)		D10
86-95	Flight		Personal		Instant	Move (Flight)		2D8
96-00	Metal Wall		Ranged	IN	Permanent	Wall	Area (Line). -2 resist Climbing. Environmental Limitation (only in Urban or Enclosed)	D10

Mimic

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-35	Copy Appearance		Personal		Until Cancelled	Change Appearance		D8
36-00	Mimic Ability		Personal		Until Cancelled	Mimic		D8

Phaser

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Dexterity					DX		+1
06-50	Phasing		Personal		Until Cancelled	Insubstantial (Solid, Physical, Energy)	Quick	D8
51-70	Air Walk		Personal		Instant	Movement (Limited Flight)		2D8
71-00	Phase Target	01-40	Touch	DX	Persistent	{Trap (Solid)	Not against flying or swimming targets}	D8
		41-70				{Insubstantial (Solid, Physical, Energy)	Target must remain at touch range to Persist.}	
		71-00				{Drain ST and Power Suit Strength /Physical	Only against Machines.}	

Plant

Item Result: Damage (Solid), Non-Metal

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-08	Strength					ST		+1
09-16	Toughness					TO		+1
17-21	Poisonous		Personal		Instant	Damage (Physical)	Shield. Poison, Val D6.	
22-35	Plant Grab	01-25	Ranged	IN	Instant	Trap (Solid)	Can be partial. Environmental Limitation (Space, Air), Environmental Bonus (Wilderness) +1D	D8
		26-40	Close					

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		41-60					Area (Blast). Personal Immunity	
		61-70				{&Seeking		+1D}
		71-00			Persistent			
36-50	Bark Skin	01-65	Personal		Always On	Armour (Solid, Physical, Energy), D Mod -2 (Heat), D Mod -1 Cold.		+1
		66-00				& Resist (Solid Trap, Grapple)		
51-55	Growth		Personal		Always On	Large		+1
56-60	Thicket		Ranged	DX	Until Removed	Slow Move (Solid/Running or Driving)	Area (Large Blast)	2D8
60-65	Planted		Personal		Always On	Stand Firm	De-activates if move. Can only activate when touching the ground.	+1D2
66-75	Earth Strength		Personal		Instant	Heal	Only touching ground. Environmental Bonus (Wilderness) +1D	D8
76-95	Wall of Thorns		Ranged		Until Cancelled & Persistent	Wall	Area (Line). Thorns. Vulnerable to Heat -2, Environmental Limitation (Space, Air), Environmental Bonus (Wilderness) +1D	D8
96-00	Tree Form		Personal		Until Cancelled	Transform (Animated Tree)	Environmental Limitation (Space, Air), Environmental Bonus (Wilderness) +1D	D8

Power Suit

Can gain the profession Technician as well as other professions (can result in being Technician x 2 if that is already the character's profession taking each skill bonus twice) plus the ability to construct high-tech items. This costs 2 DP.

The character gets the following for free with another level for all the abilities marked* also give the character a level in the following:

Ability	Range	Hit	Duration	Result	Modifiers	Val
Radio	Personal		Always On	Radio	Item. Increases always add +D1 to value.	D6

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Intelligence					IN		+1
11-20	Power Suit Strength		Personal		Always On	Super Strength	Item	+1
21-35	Power Suit Armour		Personal		Always On	Armour (Solid, Physical, Energy), & Resist (Disarm vs Power Suit Items)	Item	+1D1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
						& Immunity (Poison)		
36-45	Power Suit Life Support*		Personal		Always On	Life Support (Space, Underwater, Radiation, Cosmic, Heat, Cold)	Item	D10
46-50	Power Suit Targeting		Personal		Always On	Accuracy	Item	+1D1
51-60	Power Suit Movement	01-20	Personal		Instant	Move (Leaping)	Item	2D10
		21-50				Move (Flight)		
		51-70				Move (Swimming)		
		71-90				Move (Wallcrawl)		
		91-00				Move (Tunnelling)		
61-80	Power Suit Attack	01-15	Touch	DX	Instant	Damage (Solid)	Item	D10
		16-20	{Distant	IN			Bullet} If rolled again then &Seeking	
		21-25	{Distant	IN			Area (Blast)}	
		26-35	{Touch	DX	Persistent	Damage (Heat)	Area (Cone). Environmental Limitation (Underwater)}	
		36-50	{Ranged				Autofire, Bullet}	
		51-65	{Distant				Bullet}	
		66-75	{Close			Damage (Electricity) & Stun (Electricity)}		
		76-85	{Touch			Damage (Radiation)	Area (Long Line)}	
		86-90					Rending when Damage is Solid.	
		91-00	{Close		Persistent	Trap (Solid)	Partial}	
81-90	Power Suit Sense*	01-60	Personal		Always On	Sense (Enhanced Vision)	Item	D8
		61-00				Sense (Radar)		
91-00	Power Suit Repair System					Recovery	Item	+1D

Psychic

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Intelligence					IN		+1
06-10	Willpower					WP		+1
11-20	Telepathy		Personal		Always On	Telepathy		+1D
21-30	Mental Defences		Personal		Always On	Mind Screen & Concealment (Mental)		+1D
31-40	Psi Armour		Personal		Always On	Psi Armour		+1D1
41-50	Clairvoyance		Personal		Always On	Sense (Mental)		D8
51-60	Telekinesis	01-40	Ranged	IN	Instant	Forced Move (Physical/Choice), Disarm (Physical)		D8
		41-60			Persistent			
		61-80				Trap (Physical)		
		81-90				{&Seeking		+1D}

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		91-00				Damage (Physical)		
61-65	Telekinetic Shield		Personal		Always On	Block (Solid, Physical)		D8
66-70	Precognition		Personal		Always On	& Dodge & Prediction		+1
71-85	Mind Attack	01-20	Close	WP	Instant	Psi Blast		D8
		21-30				Drain (Psychic/IN)		
		31-40				Trap (Psychic)		
		41-65	Ranged					
		66-80	Distant					
		81-90			Persistent			
		91-95					Area (Blast), Personal Immunity	
		96-00					Counter	
86-90	Mind Control	01-30	Close	WP	Instant	Mind Control		D8
		31-60			Persistent			
		61-80	Ranged					
		81-00					Area (Blast). Personal Immunity	
91-95	Psychic Ward		Close	IN	Until Cancelled	Ward	Area (Line)	D10
96-00	Telekentic Flight		Personal		Instant	Movement (Flight)		2D8

Speeder

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Dexterity					DX		+1
11-39	Super Speed		Personal		Always On	Speed		+1D1
40-55	Fast	01-51	Personal		Always On	Fast Acting		D8
		61-00				& Fast Reactions		
56-70	Speed Attack	01-50	Touch	DX	Instant	Damage (Solid)	Autofire, Personal Immunity, Environmental Modifier (Underwater) -2	D8
		51-70				{Damage (Physical)}	Ignores (Armour)	
		71-80					Counter	
		81-00					Quick	
71-75	Ignore Solid		Personal		Instant	Insubstantial (Solid)	Quick	D10
76-00	Run Anywhere		Personal		Instant	Move (Running, Wallcrawl, Swimming)		D10

Teleporter

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Dexterity					DX		+1
06-40	Teleport	01-30	Personal		Instant	Movement (Teleport)		2D8
		31-40					Area (Blast)	
		41-65					Quick	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		66-00				{& Resist (Solid Trap, Physical Trap, Energy Trap, Grapple)}		+1D1 }
41-60	Teleport Attack	01-30	Touch	DX	Instant	Forced Move (Entropy/Choice)		D8
		31-50			{Persistent	Trap (Solid)	Environmental Limitation (Air, Space)}	
		51-00				Disarm (Entropy)		
61-00	Teleport Dodge		Personal		Always On	& Dodge & Prediction		+1D

Weapon Master

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Strength					ST		+1
11-20	Toughness					TO		+1
21-30	Dexterity					DX		+1
31-50	Weapon	01-30	Short	DX	Instant	Damage (Solid)	Held Item	2D8
		31-40	Close					
		41-55	{Hand to Hand			Damage (Solid) & Knockback (Solid)		+1D1}
		56-65				Damage (Random Energy)		
		66-75					Extra Use	
		76-90					Counter	
		91-00					Rending	
51-60	Armour		Personal		Always On	Armour (Solid, Physical, Energy)	Item	+1D
61-70	Parry		Personal		Always On	Block (Solid)	Held Item	2D8
71-80	Weapon Skill					DX (HIT)		+1D
81-90	Combat Trained					DX (DEFENCE)		+1D
91-00	Balanced					ST (RESIST) DX (RESIST)		+1D

Other Abilities: Powered

These can be rolled on by any powered character.

Powered Attack Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Power Leech	01-30	Touch	DX	Instant	Drain (Energy/Any Ability not Item or Standard)		D8
		31-60	Close					
		61-00					Area (Blast), Personal Immunity	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
06-10	Power Duplication		Touch	DX	Until Cancelled	Copy Power		D8
11-20	Trap	01-25	Touch	DX	Instant	Trap (Solid)		2D6
		16-50			Persistent			
		51-70	Ranged					
		71-80	{Touch				Area (Cone}}	
		81-90		IN				
		91-00					Area (Blast), Personal Immunity.	
21-25	Cause Fear		Close	WP	Persistent	Fear		D8
26-40	Energy Attack	01-10	Touch	DX	Instant	Damage (Energy – random SubType)		2D6
		11-30	{Touch				Area (Cone}}	
		31-50			Persistent			
		51-60					Area (Blast), Personal Immunity	
		61-65		IN				
		66-70					Leaks	
		71-80	Close					
		81-00	Ranged					
41-50	Drain Attack	01-20	Touch	DX	Instant	Drain (Energy – Random SubType – roll for STAT drained D3): 1. ST 2. DX 3. TO		D6
		21-40	Ranged					
		41-60	{Touch				Area (Cone}}	
		61-80					Area (Blast), Personal Immunity	
		81-00		IN		If rolled again then & Seeking		
51-55	Transform	01-30	Touch	DX	Persistent	Transform (Tiny Animal)		D6
		31-35				Transform (Small Animal)		
		36-40				Transform (General Animal)		
		41-45				Transform (Statue)		
		46-50				Transform (Tree)		
		51-55				Transform (Animated Statue)		
		56-60				Transform (Animated Tree)		
		61-65				Transform (Small Monster)		
		66-75					Area (Sphere), Personal Immunity	
		76-00	Ranged					
56-70	Solid Attack	01-10	Close	DX	Instant	Damage (Solid)		2D6
		11-30	{Touch				Area (Cone}}	
		31-50				& Knockback (Solid)		
		51-60					Area (Blast), Personal Immunity	

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		61-65		IN				
		66-70	Distant					
		71-90	Ranged					
		91-95					Rending	
		96-00					Counter	
71-80	Physical Attack	01-10	Touch	DX	Instant	Damage (Physical)		D6
		11-30	{Touch				Area (Cone)}	
		31-50				& Knockback (Physical)		
		51-60					Area (Blast), Personal Immunity	
		61-65		IN				
		66-70					Leaks	
		71-00	Ranged					
81-90	Psychic Attack	01-20	Touch	WP	Instant	Psi Blast		D6
		21-40	Ranged					
		41-50	Distant					
		51-60					Area (Blast), Personal Immunity	
		61-80				Drain (Psychic/IN)		
		81-00			{Persistent	Trap (Psychic)}		
91-00	Poison Attack			DX		Damage (Physical)	Poison. Personal Immunity	D6
		01-15	Touch					
		16-30	Close					
		31-45	Ranged					
		46-60	{Touch				Area (Cone), Gas}	
		61-00	{Close				Area (Blast), Gas}	

Powered Defence Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Phasing		Personal		Until Cancelled	Insubstantial (Solid, Physical, Energy)	Quick	D6
06-10	Invisibility	01-50	Personal		Until Cancelled	Concealment (Vision)		+2
		51-00				Concealment (Enhanced Vision)		
11-20	Absorption (to Ability)		Personal		Always On		Select ability to go to	D8
		01-30				Absorption (Solid)		
		31-60				Absorption (Energy)		
		61-80				Absorption (Physical)		
		81-00				Absorption (Psychic)		
21-30	Defence Screen		Personal		Always On	Blocks (Solid, Physical, Energy)		D8
31-35	Repulsion		Personal		Until Cancelled	Ward	Area Blast, Attached	D8
36-45	Resistant Skin					TO (RESIST)		+1D

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
46-55	Power Defence					CH (RESIST)		+1D
56-60	Stable					ST (RESIST)		+1D
61-65	Wriggle					ST (RESIST), DX (RESIST)		+1
66-80	Evasive					DX (DEFENCE)		+1D
81-85	Alert					IN (DEFENCE)		+1D
86-90	Psi Armour		Personal		Always On	Psi Armour		+1D
91-00	Reflection		Personal		Always On			D8
		01-50				Reflect (DX (HIT) Energy)		
		51-00				Reflect (Bullet)		

Powered Other Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-20	Movement		Personal		Instant			2D8
		01-20				Move (Running)	Remove Standard Running ability	+1
		21-40				Move (Flight)		
		41-50				Move (Wallcrawl)		
		51-70				Move (Leaping)	Remove Standard Leaping ability	+1
		71-80	{Personal		Always On	Move (Swimming) Life Support (Cold, Underwater)}		
		81-90				Move (Tunnelling)		
		91-00				Move (Swinging)		
21-26	Telepathy		Personal		Always On	Telepathy		+1D
26-35	Sense		Personal		Always On			D6
		01-40				Enhanced Vision		
		41-50				Exotic		
		51-60				Magical		
		61-00				Mental		
36-40	Fast		Personal		Always On	Fast Acting		D6
41-42	Reactions		Personal		Always On	Fast Reactions		D6
43-50	Life Support		Personal		Always On			+1D1
		01-25				Life Support (Radiation, Heat)		
		26-50				Life Support (Cold, Underwater)		
		51-75				Life Support (Space, Poison)		
		76-00				Life Support (Storm, Gas)		
51-55	Heal	01-75	Personal		Instant	Heal		D6

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		76-00	Touch	IN				
56-60	Resources					Resources		+2
61-65	Barrier		Close	IN	Until Cancelled	Wall	Area (Line)	D8
66-70	Lucky		Personal		Always On	Luck (Positive)	Complex Activation	+1
71-80	Practiced					Choose 1 of: DX (HIT) IN (HIT) WP (HIT)		1D
81-90	Recovery					WP (RECOVERY RATE)		+1
91-00	Super Strength		Personal		Always On	Super Strength		+1

Powered General Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-03	Super Strength		Personal		Always On	Super Strength		+1
04-06	Strength					ST		+1
07-12	Toughness					TO		+1
13-17	Fast Moving		Personal		Always On	Speed		D6
18-22	Practiced					Per Level Choose 1 of: DX (HIT) IN (HIT) WP (HIT)		+1
23-27	Hand to Hand Fighting					Increases the Val of all Basic Hand to Hand Abilities.		+1
28-29	Fast		Personal		Always On	Fast Acting		D6
30-32	Hand to Hand Block		Personal		Always On	Block (Solid Touch and Hand to Hand)		2D6
33-34	Immunity		Personal		Always On			D8
		01-10				Immunity (Heat)		
		11-20				Immunity (Cold)		
		21-30				Immunity (Radiation)		
		31-40				Immunity (Electricity)		
		41-50				Immunity (Magic, Undead or Demons except <i>Solid</i> abilities)		
		51-60				Immunity (Traps)		
		61-90				Immunity (Psychic)		
		91-00				Immunity (Physical)		
35-39	Movement Ability		Personal		Instant			2D8
		01-20				Move (Leaping)	Remove Standard Leaping ability	+1
		21-30				Move (Climbing)		
		31-40				Move (Swimming)		
		41-50				Move (Flight)		
		52-65				Move (Swinging)		
		66-75				Move (Wallcrawl)		
		76-85				Move (Limited Flight)		

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		86-95				Move (Teleport)		
		96-00				Move (Tunnelling)		
40-42	Disarm		Touch	DX	Instant	Disarm (Solid)		2D6
43-48	Armoured Costume		Personal		Always On	Armour (Solid, Physical, Energy)	Item. Can be worn with other Armour	+1
49-54	Gun	01-30	Close	DX	Instant	Damage (Solid)	Bullet, Held Item	2D6
		31-50	Ranged					
		51-60	Distant					
		61-90					{Autofire. Not at Distant}	
		91-00					{Extra Use. Not at Distant}	
55-59	Melee Weapon	01-50	Short	DX	Instant	Damage (Solid)	Held Item	2D6
		51-70				(&Accuracy		+1D}
		71-90					Counter	
		91-00					Extra Use	
60-65	Confusing					DX (DEFENCE)		+2
66-68	Mind Shield		Personal		Always On	Block (Psychic)		2D6
69-71	Intelligence					IN		+1
72-73	Resilient Power					CH (RESIST)		+2
74-75	Telepathy		Personal		Always On	Telepathy		+1D
76-77	Firm Stance					ST (RESIST)		+2
78-81	Resistance		Personal		Always On	Armour (Solid)		+2
82-85	Recovery					WP (RECOVERY RATE)		+1D
86-87	Escape Effect		Personal		Always On	Escape		+2
88-89	Pursuit Ability		Personal		Always On	Pursuit		+2
90-91	Charismatic					CH		+1
92-95	Super Sense		Personal		Always On			D8
		01-30				Sense (Enhanced Vision)		
		31-35				Sense (Exotic)		
		36-80				Sense (Mental)		
		81-00				Sense (Magical)		
96-98	Life Support		Personal		Permanent		Roll 3 times for effects.	+1D1
		01-10				Life Support (Heat)		
		11-20				Life Support (Cold)		
		21-35				Life Support (Underwater)		
		36-50				Life Support (Space)		
		51-70				Life Support (Radiation)		
		71-80				Life Support (Storm)		
		81-00				Life Support (Poison)		
99-00	Heal Self		Personal		Instant	Heal		2D6

Other Abilities: Unpowered

These can be rolled on by any named character.

Super Agent

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Blade	01-30	Short, Close	DX	Instant	Damage (Solid)	Held Item.	2D6
		31-50				{& Accuracy		+1}
		51-60					Quick	
		61-90					Counter	
		91-00					Rending	
11-20	Gun	01-35	Close	DX	Instant	Damage (Solid)	Bullet, Held Item	2D6
		36-50	Distant					
		51-60					Rending	
		61-90					{Autofire, Not Distant}	
		91-00					{Extra Use. Not Distant}	
21-30	Martial Arts	01-30	Hand to Hand	DX	Instant	Damage (Solid), Knockdown (Solid)		+1
		31-40				& Stun (Solid)		
		41-50					Quick	
		51-75				&Accuracy		
		76-90					Counter	
		91-00					Extra Use	
31-40	Block and Parry		Personal		Always On	Block (Solid and Short, Touch or Hand to Hand)		2D6
41-50	Evasion		Personal		Always On	Dodge & Prediction		+1
51-60	Body Armour		Personal		Always On	Armour (Solid, Physical, Energy)	Item	+1D
61-70	Entangle		Close	DX	Instant	Trap (Solid)	Partial, Item	2D6
71-80	Night Vision and Comms		Personal		Always On	&Sense (LI) & Sense (IR) &Radio	Item. D6	
81-90	Grenades		Close	DX	Instant		Area (Blast). Item, roll twice for effects when first rolled	2D6
		01-20			{Time (3 Turns)	Damage (Physical)	Gas}	
		21-40			{Time (3 Turns)	Drain (Physical/Sense (Vision, Enhanced Vision)	Gas}	
		41-60			{Time (3 Turns), Persistent	Damage (Heat)		
		61-75				Stun (Physical)		
		76-80			{Until Removed	Slow Move (Solid/Running or Driving)}		
		81-00				Damage (Solid)		
91-95	Gadgets		Personal		Instant	Gadgets	Item	D6
96-00	Combat Ability					DX (HIT)		+1D

Martial Artist

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-15	Martial Strike	01-10	Hand to Hand	DX	Instant	Damage (Solid)		+1
		11-20					Quick	
		21-65					Counter	
		66-90				&Accuracy		
		91-00					Extra Use	
16-25	Martial Throw	01-10	Touch	DX	Instant	Knockdown (Solid)		+1
		11-20					Quick	
		21-70					Counter	
		71-00				&Accuracy		
26-35	Leaping		Personal		Instant	Move (Leaping)	Replaces standard Jumping ability.	2D6
36-45	Martial Block		Personal		Always On	Block (DX (HIT) Touch, Short or Hand to Hand)		2D6
46-55	Martial Dodge		Personal		Always On	&Dodge, & Predication		+1
56-65	Blind Fighting		Personal		Always On	Sense (Targeting Hearing)		D6
66-75	Martial Skill					DX (HIT)		+1D
76-80	Martial Weapon	01-30	Short	DX	Instant	Damage (Solid)	Held Item	2D6
		31-55	Close					
		56-70				{&Accuracy		+1}
		71-90					Counter	
		91-00					Extra Use	
81-90	Willpower					WP		+1
86-90	Strength					ST		+1
91-95	Toughness					TO		+1
96-00	Mental Discipline		Personal		Always On	Block (Psychic)		2D6

Unpowered General Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-06	Strength					ST		+1
07-12	Toughness					TO		+1
13-17	Fast Moving		Personal		Always On	Speed		+1
18-22	Accurate					DX (HIT)		+1D
23-29	Hand to Hand Fighting					Increases the Val of all Basic Hand to Hand Abilities.		+1
30-35	Hand to Hand Block		Personal		Always On	Block (Solid Touch and Hand to Hand)		2D6
36-40	Disarm		Touch	DX	Instant	Disarm (Solid)		2D6
41-44	Armour		Personal		Always On	Armour (Solid, Physical, Energy)	Item	+1D
45-52	Gun	01-30	Close	DX	Instant	Damage (Solid)	Bullet, Held Item	2D6
		31-50	Ranged					
		51-60	Distant					

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		61-90					{Autofire, Not Distant}	
		91-00					{Extra Use. Not at Distant}	
53-59	Melee Weapon	01-30	Short	DX	Instant	Damage (Solid)	Held Item	2D6
		31-45				(&Accuracy		+1}
		46-55					Rending	
		56-75					Counter	
		76-100					Extra Use	
60-65	Evasion					DX (DEFENCE)		+1D
66-68	Mental Discipline					WP (DEFENCE)		+1D
69-71	Willpower					WP		+1
72-74	Drain Resistant					CH (RESIST)		+1D
75-80	Grounded					ST (RESIST) DX (RESIST)		+1D
81-85	Resistance		Personal		Always On	Armour (Solid, Physical)		+1
86-89	Fast Recovery					WP (RECOVERY RATE)		+1D
90-93	Escape Effect		Personal		Always On	Escape		+2
94-07	Pursuit Ability		Personal		Always On	Pursuit		+2
98-00	Intelligence					IN		+1

Hero, Neutral or Villain?

A Hero is operating mostly selflessly to help others and can be part of a Hero Team and is driven by Virtue. A Villain is driven by his/her own needs and desires above those of others and is dominated by Ego. A Villain can be part of a Villain Group or can be a Mastermind or Black Queen. Neutral characters are either not in a group, are part of a Hero Team or Villain Group but not as the leader, or work for a Mastermind or Black Queen. To determine which of these a character is:

- A character generated specifically as a PC is always a Hero. Even if the character has the wrong personality, too much Ego or too little Virtue the character is trying to be better.
- An NPC generated specifically for a specific purpose has status determined by it.
- Other NPCs with Light Personality types roll Virtue vs Ego. On any success they are Heroes, on a major failure Villains (probably in some misguided kind of way) otherwise Neutral.
- Other NPCs with Dark Personality types roll Ego vs Virtue. On any success they are Villains, on a major failure they are Heroes (though probably struggling to maintain that) otherwise Neutral.

A characters status can change in play.

Groups

Agencies

Agencies are groups of individuals (mostly **mooks**) with specialist equipment and skills. They can also contain leaders who are **names**. **Names** are generated normally except that their profession is often fixed and the referee may have to re-roll some things to make they work sensibly in the agency. The **names** don't get the equipment or abilities of the agents but may ride in their vehicles.



Agents count as having STATs each of D6. Some agents have the following abilities:

Ability	Range	Target	Duration	Result	Modifiers	Val
Martial Arts	Hand to Hand	DX	Instant	Damage (Solid), Knockdown (Solid)		+1D
Brawling	Hand to Hand	DX	Instant	Damage (Solid)		+1D
Melee Skill	Personal		Always On	Accuracy (Short, Touch, Hand to Hand)		+1D

Agents also have some standard equipment (see the equipment tables). Items designed for a particular environment will only be worn or used in that environment. Each set of equipment is added to that at lower levels and replaces poorer equipment of the same kind. Vehicles will be available in the right environment in sufficient numbers to mount all the agencies personnel.

The following are some types of agency where one needs to be chosen randomly:

D100	Type
01-15	Soldiers
16-25	Kung Fu
26-35	Spy
36-45	Soldier/Spy
46-55	Cult
56-65	Outsider
66-75	Robots
76-85	Demons
96-00	Undead

Soldiers

Soldiers represent any military type organisation whether government backed or privately run that has access to unusual high-tech equipment and elite troops. A Soldier Agency has leaders with the Military Officer profession. They are powered on 5+ on D6. An agency with a Super Scientist leader has Gene Soldiers instead of normal soldiers.

Soldier Abilities	Athletics +1D, Stealth +1D, Survival +1D, Endurance +1D, Tactics +1D, DX (HIT) +1D.
Upgrades	<p>Level 1: Body Armour, Gas Mask, LMG (1 per 5 troops), Grenade Launcher (1 per 5 troops), Light Anti-Tank Weapon (1 per 5 troops), Auto Rifle, Blade, Night Vision Gear, Scuba Gear, Spear Gun, Cold Weather Gear, Radio, Trucks, Boats, Helicopters, Undersea Scooters.</p> <p>Level 2: APCs (each with Light Gun and LMG), Anti-Tank Missile (1 per 20 troops), Shoulder Launched Anti-Air Missiles (1 per 10 troops), War Ship, Submarine. Villainous agencies have 1 flame thrower per 10 troops.</p> <p>Level 3: Part Combat Armour, IR/LI Goggles. Replace Helicopters with Air Rafts (each with a High-Tech Support weapon), replace Submarines with Super-Sub, replace War Ship with High-Tech War Ship. Roll 2 times on the High-Tech Equipment replacement table. Vac Suits, Space Shuttles. Replace flame thrower if any with Flamer.</p> <p>Level 4: Roll another 2 times on the High-Tech Equipment replacement table. Roll D6. On 4+ the unit faced is armoured. Half of the troops are mounted in Grav Tanks with one tank per 4 such troops in suitable environments. Each tank has a High-Tech heavy weapon and two high tech support weapons. Space Ships.</p> <p>Level 5: Combat Armour. Roll another 2 times on the High-Tech Equipment replacement table.</p> <p>Level 6: Replace everything with High-Tech Equipment from the replacement table.</p> <p>High-Tech Equipment Replacement (D8)</p>

	<ol style="list-style-type: none"> 1. Auto-Rifle replaced with High-Tech Rifle. 2. Blade with high-tech close combat weapon. 3. LMG replaced with High-Tech support weapon. 4. Grenade Launcher replaced with Tangler Rifle. 5. Grenade Launcher replaced with High-Tech support weapon. 6. Anti-Tank Missile replaced with High-Tech medium weapon. 7. Light Guns replaced with High-Tech medium weapon. 8. APCs and Air-Rafts replaced with G-Carriers each with 2 High-Tech support weapons. <p>When rolling for random replacements of rifles, heavy or support weapons for G-Carriers and Grav-Tanks roll D4:</p> <ol style="list-style-type: none"> 1. Gauss Gun/Mass Driver 2. Blaster 3. Laser 4. Sonic <p>Random High-Tech Close Combat Weapons roll D5:</p> <ol style="list-style-type: none"> 1. Electro-Spear 2. Molecular Sword 3. Force Mace 4. Plasma Lance 5. Fire Lance
Base	Military Base + Upgrades.

A special type of soldier is the **Gene Soldier**. These soldiers have been genetically enhanced by a Super Scientist. They have a ST and TO of D8. They also have improvements to standard ability values: their Normal Senses, Running and Leaping are 2D8.

Kung Fu

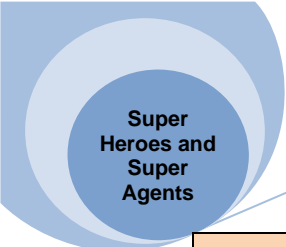
Kung Fu Agencies represent any group distinguished by elite martial arts fighters. They could actually use a different martial art – Kung Fu is an example. They may actually operate as gangsters or revolutionaries. A Kung Fu Agency has leaders with the Kung Fu Fighter Profession. They are powered on 3+ on D6.

Kung Fu Abilities	Gymnastics +1D, Athletics +1D, Martial Arts, DX +1D.
Upgrades	Level 1: half of agents carry melee weapons and half blades. All carry thrown weapons. Cars, Vans, Motorbikes, Boats. Level 2: 1/5 carry Poison Gas Grenades, Smoke Grenades and Stun grenades instead of thrown weapons.
Base	Hideout + Upgrades.

Spy

A spy agency represents any clandestine intelligence organisation with elite agents. It could be government backed, corporate, run by a mastermind for example. A Spy Agency has leaders with the Spy Profession. They are powered on 3+ on D6.

Spy Abilities	Athletics +1D, Gymnastics +1D, Security +1D, Investigation +1D, Stealth +1D, Martial Arts, DX +1D
Upgrades	Level 1: Scuba Gear, Cold Weather Gear, Pistols, Gas Mask, Night Vision Gear, Radio, Cars, Motorbikes, Trucks, Boats, Helicopters, Undersea Scooters. Level 3: Air Rafts, High Tech Pistols (1 random types), Space Shuttles. For random pistol type roll D5: <ol style="list-style-type: none"> 1. Sonic 2. Gauss



	3. Blaster 4. Tangler 5. Laser Level 4: Armoured Costume, IR/LI Goggles. Another choice of High Tech Pistol.
Base	Spy Base + Upgrades

Soldier/Spy

These represent organisations that have civilian appearing agents and soldiers or paramilitaries. They have both spy agents and soldiers for different types of operation and leader of both kinds.

Base	Spy Base + Upgrades
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Cult

Cultists worship terrible cosmic beings such as the Outer Gods or Elder Gods or the less frightening Old Gods. A Cult Agency has leaders with the Occultist Profession. They are powered on 3+ on D6.

Standard Cultist Abilities	Mystical +1D, Investigation +1D, Athletics +1D, Stealth +1D , Melee Skill, Immunity (Sanity Blasting, Fear).
Upgrades	Level 1: Pistols, Half have Melee Weapons and half Swords, Cars, Motorbikes, Trucks, Boats. Level 2: replace melee weapons and swords with Cursed/Blessed Blade, Sword Parry. Add Cursed Cultists. Level 3: Cult Abilities at +1. Add Servitors. Level 4: add Gods (named characters listed below).
Base	Hideout + Upgrades

Cult of the Outer Gods

These cults worship awesome beings from beyond the earth. When generating such a cult first generate the Outer God (a name) they worship. Servitors will have the same abilities at 2 levels lower and the same STATS at 1 level lower, cursed cultists have the same abilities at 3 levels lower. They have all the other STATS and abilities of normal cultists. If any ability is reduced to 0 then it isn't gained. However if a Servitor would then end up with less than 8 ability levels or a Cursed Cultist less than 4 ability levels roll randomly for which ability to reduce by 1 fewer until enough ability levels are gained. All Outer Gods, Servitors and Cursed Cultists are **Monstrous** and are Immune to each other's Area Effects, Fear and Sanity Blasting.

D6	STAT
1	D6
2-3	D8
4-5	D10
6	D12

An Outer God has 50 levels its abilities. When any ability is rolled immediately add two levels to it to make it level 3 and increase the Val/Modifier by 2. Any subsequent rolls that produce the result of an existing ability are just added on as normal for an ability rolled again.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-07	Massive		Personal		Permanent	Large		+2
08-16	Sanity Blasting Sight		Personal		Permanent	Sanity Blasting		D8

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
17-19	Terrifying		Personal		Permanent & Persistent	Fear	Area (Blast), Attached	D8
20-23	Power Resistance					CH (RESIST)		+1D
24-28	Ghastly Stench		Touch		Permanent	Stun (Physical)	Area (Blast), Attached. Gas. No new save if already in area of equal or higher Val.	D6
29-32	Pincers		Hand to Hand	DX	Instant	Damage (Solid)	Special*	+1
33-36	Bone Spear		Short	DX	Instant	Damage (Solid)	Special*	D6
37-40	Bite		Hand to Hand	DX	Instant	Damage (Solid)	Special*	+1
41-45	Cosmic Ray	01-10	Ranged	DX	Instant	Damage (Radiation)		D6
		11-50	{Touch				Area (Line)}	
		51-00	{Touch				Area (Cone)}	
46-50	Cosmic Aura		Personal		Always On	Damage (Radiation)	Shield	D6
51-55	Aim		Personal		Permanent	Accuracy		+1D
56-65	Carapace		Personal		Permanent	Armour (Solid, Physical, Energy)		+1D
66-70	Cosmic Sense		Personal		Always On	Sense (Magical)		D6
71-75	Flight		Personal		Instant	Move (Flight)		2D8
76-80	Teleport		Personal		Instant	Move (Teleport)		2D10
81-85	Life Support		Personal		Permanent	Life Support (Space, Poison, Radiation, Heat, Cold)		+1D
86-90	Mental Shield		Personal		Always On	Block (Psychic)		D8
91-95	Telepathy		Personal		Always On	Telepathy		+1D
96-00	Mind Blast		Distant	WP	Instant	Psi Blast		D6

*Special. Creatures with all 3 of these can attack with any two as a single action and the follow up with the third if they hit with either.

Cult of the Elder Gods

These cults worship awesome beings that ruled the earth aeons ago and now sleep in inaccessible places ready to rise and the rule the world again. When generating such a cult first generate the Elder God (a name) they worship. Servitors will have the same abilities at 2 levels lower and the same STATs at 1 level lower, cursed cultists have the same abilities at 3 levels lower. They have all the other STATs and abilities of normal cultists. If any ability is reduced to 0 then it isn't gained. However if a Servitor would then end up with less than 8 ability levels or a Cursed Cultist less than 4 ability levels roll randomly for which ability to reduce by 1 fewer until enough ability levels are gained. All Elder Gods, Servitors and Cursed Cultists are **Monstrous** and are Immune to each other's Area Effects, Fear and Sanity Blasting.

D6	STAT
1	D6
2-3	D8
4-5	D10
6	D12

An Elder God has 50 levels its abilities. When any ability is rolled immediately add two levels to it to make it level 3 and increase the Val by D2. Any subsequent rolls that produce the result of an existing ability are just added on as normal for an ability rolled again.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-08	Massive		Personal		Permanent	Large		+2
09-16	Sanity Blasting Sight		Personal		Permanent	Sanity Blasting		D8
17-19	Terrifying		Personal		Permanent & Persistent	Fear	Area (Blast). Attached	D8
20-22	Power Resistance					CH (RESIST)		+1D
23-25	Ghastly Stench		Personal		Permanent	Stun (Physical)	Area (Blast). Attached. Gas. No new save if already in area of equal or higher Val.	D6
26-30	Tentacles		Hand to Hand	DX	Instant	Grapple		+1
31-35	Drain Life		Touch	DX	Instant	Drain (Physical/TO)	Can be used on grappled targets.	D6
36-40	Bash		Hand to Hand	DX	Instant	Damage (Solid)		+1
41-45	Colour Ray	01-10 11-50 51-00	Ranged {Touch {Touch	DX	Instant	Damage (Entropy)	Area (Line) Area (Cone)}	D6
46-50	Poisonous		Personal		Permanent	Damage (Physical)	Shield Poison	D6
51-55	Aim		Personal		Permanent	Accuracy		+1D
56-60	Rubbery Skin		Personal		Permanent	Armour (Solid, Physical)		+1D
61-65	Cursed Pipe				Instant	Damage (Psychic)	Area (Large Cone)	D6
66-70	Strange Senses		Personal		Always On	Sense (Mental)		D6
71-78	Swimming		Personal		Instant	Move (Swimming)		2D8
79-85	Life Support		Personal		Permanent	Life Support (Poison, Underwater, Cold)		2D8
86-90	Magical Shield		Personal		Always On	Block (Psychic, Energy)		D8
91-95	Telepathy		Personal		Always On	Telepathy		+1D
96-00	Mind Blast		Distant	WP	Instant	Psi Blast		D6

Cult of the Old Gods

These cults worship the gods worshipped on earth before the passing of the 'old barrier' in 312 BC who have now returned. When generating such a cult the God will be like a powered character (a name) of Level 2 higher than the episode with Immunity (Poison, Gas, Fear, Sanity Blasting). Leaders represent senior priests, heroes and worshippers. There are no servitors.

Outsiders

An Outsider Agency has leaders of the profession listed in () on their ability table. They are powered on 3+ on D6. Outsiders come from groups who stats and abilities are the same as humans but have cosmetic differences amounting to the *Inhuman Appearance* disadvantage which named characters get without it counting for any extra DPs. They might come from another dimension, be humanoid



aliens, be from an ancient lost race, be humans who were altered consistently be some effect or be mutants for example.

Outsider Abilities	<p>Roll D3</p> <ol style="list-style-type: none"> Science +1D, Technology +1D, Research +1D, DX (HIT) +1D (D6: 1-3 Scientist, 4-6 Technician). Stealth +1D, Survival +1D, Tactics +1D, Athletics +1D, Gymnastics +1D, Brawling, DX (HIT) +1D Technology +1D, Security +1D, DX (HIT) +1D (Military Officer).
Upgrades	<p>Level 1: Scuba Gear, Cold Weather Gear, Vacuum Suits, Part Combat Armour, High Tech Pistol (random type), Blades, Air-Rafts (with one random high tech support weapon), Undersea Scooters, Space Shuttles, War Ships. Level 2: High-Tech Close Combat Weapons (random type), Submarines, Mole Machines, High Tech War Ships. Level 3: Roll 6+ on D10 for each of the following: Half Combat Armour, High-Tech Rifle (random type), Super Subs, Space Ships (with 4 heavy random high tech weapons and 4 random high tech support weapons) usable in Space environment only, IR/LI Goggles. Level 4: Roll gain on the Level 3 list and roll 6+ on D10 for each of the following: G-Carriers (with two random high-tech support weapons), High Tech support weapon (roll for random type), can use space ships as above in any suitable environment. Level 5: roll again on level 3 and 4 equipment.</p> <p>Random High-Tech Weapons (D4):</p> <ol style="list-style-type: none"> Gauss Gun/Mass Driver Blaster Laser Sonic (not on space ships) <p>Random High-Tech close combat weapons (D5):</p> <ol style="list-style-type: none"> Electro-Spear Molecular Sword Force Mace Plasma Lance Fire Lance
Base	<p>Depends on ability roll made earlier:</p> <ol style="list-style-type: none"> Spy Base + Upgrades Hideout + Upgrades Military Base + Upgrades

Robots

A Robot Agency leaders have the Technician Profession. They are powered on 3+ on D6. Roll D6: on 4+ the leader is also a robot and rolls on the robot ability tables in addition to any other abilities. Leaders must have one of the following power fields at a cost of 4 DP (D6):

- 1-3: Power Suit
- 4-6: Gadgeteer.

Note that robots controlled by a gadgeteer character don't have vehicles. Each standard Held Item used by robots is converted to Item on a roll of 4+ on D6.

Robot Abilities	Technology +1D, DX (HIT) +1D, Brawling, Immunity (Poison, Psychic, Gas, Fear, Sanity Blasting), Robot Special Abilities.
Upgrades	From any personal equipment remove <i>Item</i> (it is built into the robot). If any equipment is Held Item roll D6 on 4+ it is built into the robot.

	<p>Level 1+: High Tech Pistols (1 random types), Melee Weapons, Radio, Air-Rafts, Undersea Scooters, Space Shuttles (Space Only). Level 2+: High-Tech Close Combat Weapon (random type), Submarines, Mole Machines. Increase one special ability at random by +1. Level 3+: High-Tech Rifles (1 random type), Super Subs, Space Ships (in Space environment only). Increase one special ability at random by +1. Level 4+: G-Carriers, Space Ships (usable anywhere). Increase one special ability at random by +1. Level 5+: Grav Tanks. Level 6+: Increase one special ability at random by +1. Each +2: Increase one special ability at random by +1.</p> <p>Random High-Tech Weapons (D5):</p> <ol style="list-style-type: none"> 1. Gauss Gun 2. Blaster 3. Laser 4. Tangler 5. Sonic <p>Random High-Tech Close Combat Weapons (D5):</p> <ol style="list-style-type: none"> 1. Electro-Spear 2. Molecular Sword 3. Force Mace 4. Plasma Lance 5. Fire Lance
Base	Spy Base + Upgrades

Roll 5 abilities. If ability rolled again +1 to Value.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Strength					ST		+1
11-20	Toughness					TO		+1
21-40	Armour		Personal		Permanent	Armour (Solid, Physical, Energy)		+1D
41-50	Detection		Personal		Always On			D6
		01-70				Sense (Enhanced Vision)		
		71-00				Sense (Exotic)		
51-70	Life Support		Personal		Permanent		Roll 3 times. Re-roll duplicates. If roll again all types.	+1D
		01-20				Heat		
		21-40				Cold		
		41-60				Radiation		
		61-80				Space		
		81-00				Underwater		
71-80	Big		Personal		Permanent	Large		+1D
81-90	Flight		Personal		Instant	Move (Flight)		2D6
91-00	Water Propelled		Personal		Instant	Move (Swimming)		2D6

Automata Swarm

An Automata Swarm Agency can be controlled by a Gadgeteer others are independent (usually because they have escaped or gone wild).

Automata Abilities	DX (HIT) +1D , Brawling, Immunity (Poison, Psychic, Gas, Fear, Sanity Blasting), Small +1D1, Radio, Automata Special Abilities.
Upgrades	Level 2+: extra special ability. Level 3+: extra special ability. Level 4+: extra special ability. Each +2: extra special ability.
Base	Spy Base + Upgrades

Roll 5 special abilities. If ability rolled again +1 to Value.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-10	Armour		Personal		Permanent	Armour (Solid, Physical, Energy)		+1D
11-30	Detection		Personal		Always On			D6
		01-70				Sense (Enhanced Vision)		
		71-00				Sense (Exotic)		
31-50	Life Support		Personal		Permanent		Roll once. This is the type they DON'T have.	+1D
		01-20				Heat		
		21-40				Cold		
		41-60				Radiation		
		61-80				Space		
		81-00				Underwater		
51-60	Flight		Personal		Instant	Move (Flight)		2D6
61-70	Water Propelled		Personal		Instant	Move (Swimming)		2D
71-85	Melee Attack		Touch	DX	Instant			2D6
		01-40				Damage (Electricity)		
		41-70				Damage (Solid)		
		71-00				Damage (Heat)		
86-00	Close Attack		Close	DX	Instant			2D6
		01-40				Damage (Electricity)		
		41-70				Damage (Solid)		
		71-00				Damage (Heat)		

Demons

Demonic hordes can consist of swarms of lesser demons generated as follows. They also can contain greater demons and demon princes or princesses.

Lesser Demon Abilities	Brawling, DX (HIT) +1D . Immunity (Fear, Sanity Blasting)
Special Abilities	Roll 6+ on D10 to have each of the Lesser Demon Special Abilities listed below.
Upgrades	Level 2: Add Greater Demons. Level 3: Add Demon Princes/Princesses (A type of named character listed below). Level 4: Greater Demons +1 to all abilities. Level 5: Demon Prince/Princess +1 to all abilities.
Base	Dimensional Gate

Lesser Demon Special Ability	Range	Hit	Duration	Result	Modifiers	Val
Tough Skin	Personal		Permanent	Armour (Solid, Physical, Energy)		+1D
Flight	Personal		Instant	Move (Flight)		2D6
Swimming	Personal		Instant	Move (Swimming)		2D6
Claws	Hand to Hand	DX	Instant	Damage (Solid)		+1

Greater demons are still not individuals they come in groups but are more powerful than lesser demons. Demon Princes/Princesses are individuals.

Greater Demons have STATs as follows:

D6	STAT
1	D4
2-3	D6
4-5	D8
6	D10

For each type of greater demon roll on the following tables for abilities. If any ability is rolled again modify it as normal for an ability rolled twice. Also all have Immunity (Fear, Sanity Blasting).

Movement abilities – roll one:

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-20	Fleet of Foot	Personal		Instant	Move (Running)		2D8
21-40	Demonic Steed	Personal		{Instant {Permanent {Always On	Move (Running) Large Accuracy	Only using Hand to Hand or Short vs targets on foot.	2D12} +1} +1}
41-60	Leaping	Personal		Instant	Move (Leaping)		2D10
61-80	Teleport	Personal		Instant	Move (Teleport)		2D12
81-00	Wings	Personal		Instant	Move (Flight)		2D10

Attack abilities – roll one and then roll D6 – on 1-3 roll again and on 4-6 increase the ability to Level 2.

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-10	Pincers	Hand to Hand	DX	Instant	Damage (Solid)	Rending	+1
11-20	Huge Claws	Hand to Hand	DX	Instant	Damage (Solid)		+1D1
21-30	Demonic Blade	Short	DX	Instant	Damage (Solid)	Held Item, Ignores (Armour)	2D8
31-40	Magic Bolt	Ranged	DX	Instant	Damage (Entropy)	Autofire	D8
41-50	Chaos Breath	Touch	DX	Instant	Damage (Entropy)	Area (Cone), Ignores (Armour).	D8
51-60	Bite	Hand to Hand	DX	Instant	Damage (Solid) & Grapple		+1
61-70	Furious Charge	Hand to Hand	DX	Instant	Move Through		+1
71-80	Necrotic Missile	Close	DX	Persistent	Damage (Physical)	Poison	D6
81-90	Chaos Spear	Short	DX	Instant	Damage (Entropy)	Held Item	2D6
91-00	Plague Sword	Short	DX	Persistent	Damage (Physical)	Ignores (Armour), Poison, Held Item	2D6

Any demon with only a Held Item attack also gets:

Ability	Range	Target	Duration	Result	Modifiers	Val
Claws	Hand to Hand	DX	Instant	Damage (Solid)		0



Other Abilities.
All have:

Ability	Range	Target	Duration	Result	Modifiers	Val
Combat Skill				DX (HIT)		+1D

Then roll 5 (if roll the same twice then +1):

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-10	Demonic Armour	Personal		Always On	Armour (Solid, Physical, Energy)	Item	+1D
11-20	Psychic Shield	Personal		Always On	Psi Armour		+1D
21-28	Life Support	Personal		Permanent	Life Support (Heat, Cold, Space, Poison)		+1D
29-32	Drain Resistant				CH (RESIST)		+1D
33-40	Demonic Senses	Personal		Always On	Sense (Enhanced Vision)		D6
41-50	Combat Skill				DX (HIT)		+1
51-60	Regeneration	Personal		Instant	Heal		D8
61-70	Poison Aura	Personal		Instant	Drain (ST/Physical)	Shield, Poison	D8
71-80	Aura of Decay	Personal		Permanent	Damage (Entropy)	Area (Blast), Attached, Demons are Immune	D6
81-90	Attractive Aura	Personal		Permanent	Stun (Psychic)	Area (Blast), Attached	D6
91-95	Parry	Personal		Always On	Block (Solid Hand to Hand and Touch)	Held Item	2D6
96-00	Evade				DX (DEFENCE)		+1D

Demon Princes and Princesses are unique named characters. They have STATs as follows:

D6	STAT
1	D6
2-3	D8
4-5	D10
6	D12

Roll on the Greater Demon tables as above but add 2 to the level of each ability. Then roll 4 times on the following table for extra abilities. If any ability rolled twice it is +1. Also all have Immunity (Fear, Sanity Blasting).

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-10	Chaos Mutation	Close	IN	Persistent	Transform (Small Monster) & Mind Control (Special)	Mind Control always allows the user to choose the target's actions and only whilst the Transform persists.	2D10
11-20	Iron Hide	Personal		Permanent	Block (Solid Damage)		2D10
21-30	Demonic Gaze	Distant	DX	Instant	Damage (Psychic) & Accuracy		2D10 +2
31-40	Demonic Might	Personal		Permanent	Super Strength		+1D1
41-50	Massive	Personal		Permanent	Large		+1D1
51-60	Death Strike	Close	DX	Instant	Damage (Heat)		2D12

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
61-70	Chaos Bolt	Ranged	IN	Instant	Damage (Entropy)	Rending	3D10
71-80	Devour Soul	Distant	WP	Instant	Psi Blast		2D10
81-90	Demonic Dance	Ranged	WP	Instant	Trap (Psychic)		2D10
91-00	Death Cloud	Touch	DX	Persistent	Damage (Physical)	Area (Large Cone), Gas	2D8

Undead

Undead hordes may have leaders who are powered human magician character (a necromancer) or a powered version of the undead type. Note that as usual the improvements to undead listed below don't apply to leaders who improve in the same way as other named characters.

Upgrades	Level 2: 1/3 (rounded up) of Undead Abilities +1 Level 3: One Undead STAT +1. Level 4: All Undead abilities +1. Level 5: One Undead STAT +1.
Base	Hideout

Undead can be of several kinds some types of which are shown below:

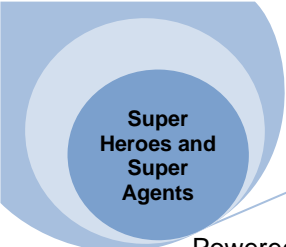
D100	Undead Type
01-35	Zombies
36-55	Skeletons
56-70	Ghouls and Gaunts
71-85	Ghosts
86-00	Vampires

Type for leaders except Vampires. A Vampire leader is always a Greater Vampire:

D6	Type and Power Field
1-2	Powered Human Magician
3	Powered Undead Magician
4	Powered Undead Weapon Master
5	Powered Undead Energy Master Dark
6	Powered Undead Phaser (a Ghost Phaser replaces its Insubstantial with the Phaser Insubstantial +2)

Undead Leader Personalities used for all leaders:

D100	Personality
01-05	Angst
06-20	Animal Nature
21-30	Bully
31-45	Demolisher
46-50	Dominator
51-55	Hunter
56-65	Inhuman
66-70	Majesty
71-75	Manipulator
76-80	Outcast
81-85	Reluctant Villain
86-95	Retribution
96-00	Uncontrolled Power



Powered Undead except Greater Vampires have their base undead stats, skills and abilities + 1, also Virtue D4 and Ego D8 with STATs and ability values modified as follows (Val D4 or Increase 0 minimum):

D6	Modifier
1	-1
2-4	0
5-6	+1

Undead leaders are only allowed the following professions (which still depend on Personality). If any other profession is rolled replace it with Occultist:

Background
Academic
Dark Clergy
Idle
Kung Fu Fighter
Occultist
Politician
Scientist
Student
Wilderness

Undead Leaders except Greater Vampires all have the Monstrous Disadvantage. The referee needs to consider the suitability of other advantages, disadvantages and personality traits.

Zombies

The zombie effect works only on certain types of creatures – carnivorous or omnivorous mammals and birds. Examples are listed below.

Zombies have a special ability as follows:

Ability	Details
Zombie Poison	Any target of a kind which could turn into a zombie which takes any damage from a zombie bite or peck and is not immune to Poison is infected with zombie poison. From then on if the victim dies from any cause it will rise as a zombie D10 turns after death. Also if the victim survives the combat in which it was bitten it is effected by a slow acting poison. This sets up a task with a difficulty of D8 which must be attempted at the start of every day after the combat using TO and <i>Life Support (Poison)</i> . Any loss to TO or <i>Life Support (Poison)</i> as a result of this task can't be recovered until the task is complete. If reduced to 0 TO by this the victim is disabled and will die in a random period of that day. Zombie Poison can be removed with an ability which can Cancel (Poison).

Type	ST	DX	TO	IN	CH	WP
Human Zombie	D6	D4	D6	1	1	D4
Skills	Athletics +1D, Endurance +1D, Survival+1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Wrestle	Hand to Hand	DX	Persistent	Grapple		+1D
Bash	Hand to Hand	DX	Instant	Damage (Solid)		+1D
Bite	Touch	DX	Instant	Damage (Solid)	Only on grappled target. See Zombie Poison.	D4
Zombie Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Shamble	Personal		Instant	Move (Running)		2D4
Zombie Senses	Personal		Always On	Sense (Vision, LI)		D6

Type	ST	DX	TO	IN	CH	WP
Crow Zombie	D4	D6	D4	1	1	D4
Skills	Gymnastics +1D, Endurance +1D, Survival +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Flight	Personal		Instant	Move (Flying)		2D8
Size	Personal		Instant	Small		+1
Peck	Hand to Hand	DX	Instant	Damage (Solid)	See Zombie Poison.	+1D
Zombie Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Zombie Senses	Personal		Always On	Sense (Vision, LI)		D6

Type	ST	DX	TO	IN	CH	WP
Rat Zombie	D4	D6	D4	1	1	D4
Skills	Gymnastics +1D, Athletics +1D, Endurance +1D, Survival +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Size	Personal		Instant	Small		+1
Bite	Hand to Hand	DX	Instant	Damage (Solid)	See Zombie Poison	+1D
Zombie Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Hard to See	Personal		Always On	Concealment (Vision, Night Vision)		+1
Scamper	Personal		Instant	Move (Running)		2D4
Zombie Senses	Personal		Always On	Sense (Vision, LI, tacking Scent)		D6

Type	ST	DX	TO	IN	CH	WP
Dog Zombie	D6	D6	D6	1	1	D4
Skills	Gymnastics +1D, Athletics +1D, Endurance +1D, Survival +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Bite	Hand to Hand	DX	Instant	Damage (Solid) & Grapple	See Zombie Poison	+1D
Zombie Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Running	Personal		Instant	Move (Running)		2D8
Zombie Senses	Personal		Always On	Sense (Vision, LI, tacking Scent)		D6

Skeletons

Half of skeletons are armed with a spear, shield and sword. If they throw their spears they can then use their swords. Half are armed with bows and swords.

Type	ST	DX	TO	IN	CH	WP
Skeleton	D6	D6	D4	1	1	D4
Skills	Athletics +1D, Endurance +1D, Survival +1D, Tactics +1D, Perception +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Sword or Spear	Short	DX	Instant	Damage (Solid)	Held Item	2D6
Thrown Spear	Close	DX	Instant	Damage (Solid)	Held Item, Shots (1)	1D6
Bow	Ranged	DX	Instant	Damage (Solid)	Held Item	D6
Shield	Personal		Instant	Blocks (Solid Hand to Hand, Short or Touch)	Held Item	2D6
Skeleton Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Sanity Blasting,)		
Bones	Personal		Permanent	Armour (Energy, Short Held Items) & Drain Defence(All)		+1D1
Undead Sense	Personal		Always On	Sense (Magical)	Special: range 50	D6
Running	Personal		Instant	Move (Running)		2D6

Ghouls and Gaunts

Ghouls and gaunts appear together – a quarter will be gaunts.

Type	ST	DX	TO	IN	CH	WP
Ghoul	D6	D6	D6	D4	1	D6
Skills	DX (HIT) +1D, Athletics +1D, Endurance +1D, Survival +1D, Stealth +1D, Tactics +1D, Perception +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Wrestle	Hand to Hand	DX	Persistent	Grapple		+1D
Bite	Hand to Hand	DX	Instant	Damage (Solid)	Only on grappled target.	+1D
Ghoul Poison	Special	Victim of Bite	Persistent	Drain (Poison/DX)	Poison, Auto hit with bite.	D8
Ghoul Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Howl	Personal		Persistent	No Actions - resisted by WP (RESIST)	Works on all non-undead targets in a battle as soon as the ghouls act and only once per combat (can be before the start of combat in an ambush etc.). Whilst it persists victims have no actions. All ghouls attack all others.	D6
Ghouls Sense	Personal		Always On	Sense (LI, Tracking Scent)		D6
Running	Personal		Instant	Move (Running)		2D8

Gaunts look like large winged ghouls. They grapple and crush their victims or fly them up and then drop them.

Type	ST	DX	TO	IN	CH	WP
Gaunt	D6	D6	D6	D4	1	D6
Skills	DX (HIT) +1D, Gymnastics +1D, Endurance +1D, Survival +1D, Stealth +1D, Tactics +1D, Perception +1D					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Flight	Personal		Instant	Move (Flight)		2D8
Gaunt Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Gaunt Sense	Personal		Always On	Sense (LI, Tracking Scent)		D6
Size	Personal		Permanent	Large		+1
Wrestle	Hand to Hand	DX	Persistent	Grapple		+1D
Crush	Hand to Hand	DX	Instant	Damage (Solid)	Only on grappled target.	+1D

Ghosts

Type	ST	DX	TO	IN	CH	WP
Ghost	0	2D6	D4	D4	D4	D6
Skills	Endurance +1D, Stealth +1D, Perception +1D					
Can be Attacked with Willpower	Anyone can attack a ghost using WP vs the Ghosts WP at Touch range. On a Minor Result the ghost recoils. On a Major Result the ghost recoils 1 square and suffers 1 WP drain. If a ghost is reduced to 0 WP by this attack it is Defeated.					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Ghost Touch	Touch	DX	Instant	Drain (Cold/TO)		D6
Fear	Personal		Always On	Fear	Area (Blast), Attached	D6
Ghost Immunities	Personal		Permanent	Immunity (Poison, Fear, Sanity Blasting, Mind Control, Gas, All Environments)		
Insubstantial	Personal		Permanent	Insubstantial (Solid)		D10
Evasion	Personal		Always On	Dodge		+1D
Flight	Personal		Instant	Move (Flying)		2D6
Ghost Sense	Personal		Always On	Sense (Magical)		D6

Roll for each group of 10 ghosts roll for an additional ability for all:

D100	Ability	Range	Target	Duration	Result	Modifiers	Val
01-25	Possession	Touch	WP	Persistent	Mind Control	Whilst possessing target ghost inhabits occupies the same space as the target and must remain within it to maintain the control. It can take no other actions other than to remain within the target.	D6
26-50	Poltergeist	Ranged	DX	Instant	Forced Move (Physical/Choice), Disarm (Physical), Damage (Solid)	Can be used whilst Insubstantial	D6
51-75	Horror	Touch	Personal	Always On	Sanity Blasting		D8
76-00	Fear Defence	Touch	Shield	Always On	Trap (Psychic)		D6

Vampires

Vampire groups consist of Greater Vampire Leaders (who are names), Lesser Vampires and human minions called Servants and Thralls.

Vampires have a Disadvantage: Special Susceptibility as follows:

Each named opponent performs a **Mystical** test at the start of the combat against 2D10 or D6 if they did successful prior research. On a success they roll once and on a Major Result twice on the following table gaining the abilities listed for this combat only:

D100	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-25	Holy Symbol	Short	WP	Instant	Mind Control	Held Item. Only on Vampires. In its next turn target must move away from the user to a range of 5 squares and cannot attack.	D10
26-50	Holy Water	Short	DX	Persistent	Damage (Physical)	Held Item. Non-Metal. Only on Vampires.	D8
51-75	Stake	Hand to Hand	DX	Instant	Damage (Solid)	Held Item. Non-Metal.	0
76-00	Garlic	Personal		Always On	Ward	Area Blast, Attached. Only on Vampires. Item. Non-Metal. Ignores (Mind Shield)	D8

Type	ST	DX	TO	IN	CH	WP
Lesser Vampire	D8	2D6	D8	D4	D6	D6
Skills	Gymnastics +1D, Endurance +1D, Mystical +1D, Perception +1D, Persuasion +1D, Stealth +1D, Tactics +1D					
Disadvantages	Special Susceptibility (see above). Vulnerability to Sunlight: sunlight deals D10 Energy (Heat) if the vampire is in it at the end of its turn.					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Grab	Hand to Hand	DX	Persistent	Grapple		+1D
Bite	Hand to Hand	DX	Instant	Damage (Solid)	Only on grappled target.	+1D
Drain	Special	Victim of Bite	Persistent	Drain (Physical/TO)	Anyone takes any result from a bite is automatically hit. Persists until grapple ends.	D8
Vampire Immunities	Personal		Permanent	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting, Fear, Metal Bullets)		
Hard Skin	Personal		Permanent	Armour (Solid)		+1D
Vampire Move	Personal		Instant	Move (Leaping, Wallcrawl)		2D8
Dark Vision	Personal		Always On	&Sense (LI) &Sense (IR)		D8
Can't be Destroyed by Metal	Personal		Permanent		Can't be reduced to 0 TO by a metal item and if doubled by one is not out of action.	

Type	ST	DX	TO	IN	CH	WP
Greater Vampire	D8	D6	D8	D6	D8	D8

A Greater Vampire has the same abilities as a Lesser Vampire with +1 in each ability and also has 4 power rolls on the following table and has another each level after 1.

D100	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-10	Hypnotise	Short	WP	Persistent	Mind Control	Cannot make victim take targeted actions.	D8
11-20	Regeneration	Personal		Instant	Heal		D8
21-30	Immune to Solid	Personal		Permanent	Immunity (Damage (Solid) except from sharp Non-Metal Items)		
31-40	Drain Resist				CH (RESIST)		+1D
41-50	Melt Into Mist	Personal		Until Cancelled	Insubstantial (Solid)	Cannot make targeted actions in mist form and doesn't count as active in the conflict.	D8
51-60	Supernatural Strength	Personal		Permanent	Super Strength		+1D
61-70	Transform Into Bat	Personal		Until Cancelled	Transform (Vampire Bat)	Each extra level gives +1 to two random STATs or abilities in this form	Auto matic
71-80	Transform Into Wolf	Personal		Until Cancelled	Transform (Dire Wolf)		Auto matic
81-90	Resistance	Personal		Permanent	Armour (Cold, Physical)		D8
91-00	Supernatural Speed	Personal		Always On	Fast Acting & Speed		D8} +1}

In one of its animal forms the vampire retains IN, CH and WP and any skills based on these and all abilities which are both Personal and Always On. The Vampire cannot talk and has no hands so

cannot use **Persuasion**, **Leadership** or anything requiring fine manipulation. Other skills are replaced and others are modified.

Type	ST	DX	TO	IN	CH	WP
Greater Vampire as Dire Wolf	D8	2D8	D8	=	=	=
Skills	Gymnastics +1D, Endurance +1D, Perception +1D, Stealth +1D, Survival +1D2					
Disadvantages	Special Susceptibility (see above). NB: no vulnerability to sunlight.					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Bite and Worry	Hand to Hand	DX	Instant	Damage (Solid) & Knockdown (Solid)		+1D
Running	Touch	Personal	Instant	Move (Running)		2D10
Large	Touch	Personal	Permanent	Large		+1
Thick Fur	Touch	Personal	Permanent	Armour (Physical) {& Life Support (Cold)}		+1D +1}
Wolf Senses	Touch	Personal	Always On	Sense (Scent, LI, IR)		D8

Type	ST	DX	TO	IN	CH	WP
Greater Vampire as Vampire Bat	D4	2D8	D6	=	=	=
Skills	Gymnastics +1D1, Endurance +1D, Perception +1D, Stealth +1D1, Survival +1D2					
Disadvantages	Special Susceptibility (see above). NB: no vulnerability to sunlight.					

Ability	Range	Hit	Duration	Result	Modifiers	Val
Bite	Hand to Hand	DX	Instant	Damage (Solid) & Grapple		+1D
Drain	Special	Victim of Bite	Persistent	Drain (Physical/TO)	Anyone takes any result from a bite is automatically hit. Persistent whilst the grapple persists.	D6
Flight	Personal		Instant	Move (Flying)		2D8
Small	Personal		Permanent	Small		+1
Bat Senses	Personal		Always On	Sense (LI Vision, Sonar)		D8
Hard to See	Personal		Always On	Concealment (Vision)	Environmental Modifier (Darkness) +2	+1

Servants and Thralls are use normal human standard abilities.

Type	ST	DX	TO	IN	CH	WP
Servants	D6	D6	D6	D4	D4	D6
Skills	Athletics +1D, Stealth +1D, Survival +1D, Endurance +1D, Tactics +1D, DX (HIT) +1D					
Items	Rifle, Pistol, Melee Weapon					

Type	ST	DX	TO	IN	CH	WP
Thralls	D6	D4	D6	D4	D4	D4
Skills	Athletics +1D, Endurance +1D, DX (HIT) +1D					
Items	Melee Weapon					

Organisations



Organisations are groups with standard equipment and skills. They represent normal everyday groups without high-tech equipment or weird powers. Normal members of organisations have all STATs as D4 unless otherwise noted and are **mooks**. They may contain leaders who are **names**. Organisations often have a choice of equipment depending on circumstances and environment. Some examples are listed. Some have the same abilities listed under Agencies.

The following are examples of organisations:

D100	Type
01-20	Police
21-35	Paramilitary Police
36-65	Criminals
66-80	Gangsters
81-00	Army

Police

Police organisations include civil police, PIs and security firms. When they have leaders they have 1-3 present who have professions as follows:

1. Police
2. Scientist
3. Lawyer
4. Detective

Leaders are always unpowered characters.

Police Abilities	Investigation +1D, DX (HIT) +1D
Upgrades	Level 1: Pistols, Melee Weapons, Body Armour, Cold Weather Gear, Gas Mask, Radio, Cars, Vans, Motorbikes Level 2+: In countries where used Shotguns (1/4 of police), CS Gas grenades, Helicopters, Boats Level 3+: SMGs.
Base	Law Enforcer Base

Paramilitary Police

Paramilitary Police organisations include SWAT, Armed Response and mercenary type security firms. Leaders are 1. Military Officer or 2. Paramilitary Police and are unpowered characters.

Paramilitary Police Abilities	Tactics +1D, Stealth +1D, Athletics +1D, DX (HIT) +1D.
Upgrades	Level 1: SMGs, Shotguns (1/4 of police), Grenade Launcher with CS Gas (1/8 of police), Melee Weapons, Flak Jackets, Scuba Gear, Cold Weather Gear, Gas Mask, Radio, Cars, Vans, Motorbikes Level 2+: Night Vision Gear, Helicopters, Boats, APCs (Unarmed) Level 3+: Assault Rifles.
Base	Law Enforcer Base

Criminals

Lightly armed criminals. Leaders have the Thief Profession. They are powered on 5+ on D6.

Criminal Abilities	Stealth +1D, Security +1D, DX (HIT) +1D.
Upgrades	Level 1: Melee Weapons, Pistols, Cars, Boats

	Level 2: Shotguns (1/5 of criminals) Level 4+: SMGs (1/5 of criminals).
Base	Hideout

Gangsters

Heavily armed criminals. When leaders are present there are 1-4 with the following professions:

1. Gangster
2. Business and Finance
3. Lawyer

They are powered on 5+ on D6.

Gangster Abilities	Persuasion +1D, Investigation +1D, DX (HIT) +1D, Brawling
Upgrades	Level 1: Melee Weapons, Pistols, Shotguns (1/4 of gangsters), Cars, Boats Level 2+: SMGs Level 3+: Helicopters. Level 4+: Auto Rifles (1/5 of gangsters), Ships
Base	Hideout

Army

Military units. Leaders are unpowered Military Officers.

Army Abilities	Athletics +1D, Stealth +1D, Survival +1D, Endurance +1D, Tactics +1D, DX (HIT) +1D
Upgrades	Level 1: Body Armour, Gas Mask, LMG (1 per 5 troops), Grenade Launcher (1 per 5 troops), Light Anti-Tank Weapon (1 per 5 troops), Auto Rifle, Bayonet, Night Vision Gear, Scuba Gear, Cold Weather Gear, Trucks, Boats, Helicopters, Undersea Scooters. Level 2: APCs. Level 3+: Roll D6 – on a 4 they are a cavalry unit half in Light Tanks and half in APCs, on a 5 air-assault half in Gunships and half in Helicopters and on a 6 armoured with half in heavy tanks and half in APCs. Level 4: War Ships
Base	Military Base

Costumed Criminals

Costumed Criminals are groups of unpowered individuals (**mooks**) with unique high-tech or magical equipment. All the members of the group have costumes which have a theme e.g. chessmen, playing cards, animals etc. They often also have unusual bases and vehicles. Their STATs are D6. They sometimes operate alone but may be the minions of named villains.

Costumed Criminal Abilities	Stealth +1D, Security +1D, Brawling, DX +1D. Roll on D6 for 4+ to have each of the following at +1D: Gymnastics, Athletics, Tactics.
Upgrades	Each level +1 level to two random costumed criminal abilities
Base	Spy Base + Upgrades

Costumed Criminals have 5 special abilities. If any ability is rolled twice give it +1D.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Force Field		Personal		Always On	& Blocks (Energy, Solid), & Blocks (Physical, Poison) D Mod -D1	Item	D6

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
06-10	Escape Effect		Personal		Always On	Escape	Item	+1D
11-14	Drain Shield		Personal		Always On	Drain Defence (Any)	Item	+1
15-20	Body Armour		Personal		Always On	Armour (Solid, Physical, Energy)	Item	+1D
21-30	Movement		Personal		Instant		Item	2D6
		01-30				Move (Flight)		
		31-50				Move (Swinging)		
		51-70				Move (Wallcrawl)		
		71-90				Move (Leaping)		
		91-00				Move (Tunnelling)		
31-35	Life Support		Personal		Always On	Life Support (Heat, Cold, Poison, Radiation, Cosmic, Space)	Item	+1
36-40	Sense		Personal		Always On		Item	D6
		01-50				Sense (Enhanced Vision)		
		51-00				Sense (Exotic)		
41-43	Psychic Shield		Personal		Always On	Psi Armour, & Drain Defence (Psychic)	Item	+1D
44-55	Ranged Attack		Ranged	DX	Instant		Roll 2 effects. Unless at least one is a result then re-roll the second, Held Item.	2D6
		01-10				{Damage (Solid)	Bullet}	
		11-20				Damage (Heat)		
		21-30				Damage (Cold)		
		31-40				{Damage (Electricity) & Stun (Electricity)}		
		41-50				{Damage (Physical), D Mod -D1	Ignores (Armour)}	
		51-55			Persistent			
		56-60				Damage (Radiation)		
		61-70	Close				Area (Blast)	
		71-80				Trap (Solid)	Partial	
		81-85				Trap (Physical)		
		86-90				Damage (Psychic)		
		91-95				Drain (Electricity/ST)		
		96-00				Drain (Radiation/DX)		
56-65	Contact Attack		Touch	DX	Instant		Held Item	2D6
		01-15				Damage (Solid) & Knockback (Solid)		
		16-30				Damage (Electricity) & Stun (Electricity)		
		31-40			Persistent	Damage (Heat)		
		41-55				Damage (Physical)	Leaks	
		56-80				Trap (Solid)		
		81-00				Drain (Radiation)		
66-70	Melee Weapon		Hand to Hand	DX	Instant	Damage (Solid)	Held Item	+1D
71-85	Dodge					DX (DEFENCE)		+1

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
86-00	Combat Skill					DX (HIT)		+1

Lost Civilisations and Aliens

Lost Civilisations and Aliens come from either hidden parts of the world such as Subterranea, Atlantis, Lemuria or Mu or from other dimensions or worlds. Most are **mooks**. Leaders (**names**) have the same abilities, advantages, disadvantages etc. as the group with the following differences. They roll random STATs. They usually have the same Personality – however roll D6 and on 1-2 the character has a different Personality or automatically roll a new Personality if the standard for the group is Minion. Leaders have a Profession associated with Personality but ignore any items gained. The referee can decide if the profession is suitable for them and replace if necessary. They have an additional advantage and disadvantage from the normal character tables. If the race has the disadvantage Monstrous then on 4+ on a D6 replace with Inhuman Appearance and if the race has the disadvantage Unusual Appearance then on 4+ remove it. Leaders have 8 DP on top of their normal abilities or are powered with 16 DP on 4+ on D6. These can be spent to increase racial abilities and items or to roll on normal ability tables. Note that if they do have interstellar ships that they arrived in these are treated as mobile bases rather than vehicles.

Alien or Lost Civilisation Abilities	STATS all D6. Roll D3. 1. Scientific: Science +1D, Technology +1D, Research +1D, DX (HIT) +1D , Radio, IN: +1 2. Military: DX (HIT) +1D , Brawling, Tactics +1D, Technology +1D , DX +1, Radio. 3. Wilderness: Survival +1D, Endurance: +1D, Stealth +1D, Athletics +1D, Gymnastics +1D, Stealth +1D, DX (HIT) +1D , WP: +1.
Upgrades	Every level after 1 add +1 to two random abilities.
Base	Depends on ability roll above: 1. Spy Base + Upgrades 2. Military Base + Upgrades 3. Hideout + Upgrades

Roll for D2 advantages and disadvantages (the same number of each):

Roll	Advantage	Explanation
01-05	Attractive	They are very appealing to humans. Any inhuman or alien appearance they have is modified by this. Gives +2 to saves against a bad reaction.
06-09	Co-ordinated	DX (RESIST) +1, ST (RESIST) +1
10-13	Cunning	IN (DEFENCE) +1D1
14-17	Determination	WP (RECOVERY RATE) +1.
18-21	Elusive	DX (DEFENCE) +1, IN (DEFENCE) +1, WP (DEFENCE) +1
22-27	Environmental Advantage	All powers +1D in a random environment.
28-31	Extra Effect	One of their abilities has an extra effect. Roll randomly for which ability and for what the extra effect is.
32-35	Extra Power	Roll randomly for one power field.
36-39	Gymnast	DX (RESIST) +1, ST (RESIST) +1
40-43	Intuition	IN (RESIST) +1D
44-47	Iron Will	WP (RECOVERY RATE) +1. WP (RESIST) +1D1.
48-51	Lightning Fast	Treats all abilities as <i>Quick</i> . If they are already <i>Quick</i> then can re-roll failed <i>Quick</i> rolls with the ability.

Roll	Advantage	Explanation														
52-55	Master Tactician	Tactics +1D2. Can use a Personal Action as a Tactics Action.														
56-58	Mathematician	IN (HIT) +1, IN (DEFENCE) +1														
59-61	Mystic	WP (DEFENCE) +1, EG OR VI (RESIST MADNESS) +1D1														
62-64	Natural Leader	Leadership +1D2. Can use a Personal Action as a Leadership action.														
65-70	Observant	Perception +1D2. DX (HIT) +1. Can use Perception to resist Tactics .														
71-75	Pilot	Control +1D2. +1 DX (HIT) and IN (HIT) with vehicle mounted weapons. Has familiarity with Aeroplanes, Helicopters and Spaceships.														
76-79	Prepared	Always gets an extra two Personal actions before combat beyond any normally available. These can be used to activate personal abilities including moving out of the normal deployment area.														
80-84	Relentless	All RESIST +1.														
85-89	Sixth Sense	Immune to Ambushes and always gets at least the normal actions in the first turn of an ambush. Any <i>Personal Until Cancelled</i> abilities are always turned on at the start of combat. IN (DEFENCE) +1														
90-91	Sleepless	Character doesn't sleep. Means if attacked they are always on alert and don't lose any actions.														
92-95	Stealthy	Stealth +1D2. Gain the following ability														
		<table border="1"> <thead> <tr> <th>Ability</th> <th>Level</th> <th>Range</th> <th>Target</th> <th>Duration</th> <th>Result</th> <th>Modifier</th> <th>Val</th> </tr> </thead> <tbody> <tr> <td>Stealthy</td> <td>1</td> <td>Touch</td> <td>Personal</td> <td>Until Cancelled</td> <td>Increase (Concealment)</td> <td>If concealment at least D4</td> <td>+1</td> </tr> </tbody> </table>	Ability	Level	Range	Target	Duration	Result	Modifier	Val	Stealthy	1	Touch	Personal	Until Cancelled	Increase (Concealment)
Ability	Level	Range	Target	Duration	Result	Modifier	Val									
Stealthy	1	Touch	Personal	Until Cancelled	Increase (Concealment)	If concealment at least D4	+1									
96-98	Technologist	High-Tech Bases														
99-00	Vehicle Expert	Control +1D1. Has High-Tech vehicles.														

Roll	Disadvantage	Explanation
01-06	Alien*	They looks completely alien and inhuman. People will often fear and mistrust them. Save 5+.
07-10	Antisocial	CH -1
11-12	Bad at Maths	IN (DEFENCE) -1.
13-14	Bad Driver	Control -2. -2 DX (HIT) and IN (HIT) with vehicle mounted weapons.
15-20	Clumsy	DX -1
21-35	Dim Witted	IN -1
26-30	Environmental Weakness	All abilities -1 in a random environment or if there is already a negative environment for some of your abilities then that environment
31-36	Inhuman Appearance*	Humanoid but not human. Bad reaction from bystanders. Save 4+.
37-40	Lacks Co-ordination	Stealth -1. DX (RESIST) -1
41-43	Lacks Cunning	Stealth -1, Tactics -1. IN (DEFENCE) -1
44-46	Large	<i>Personal, Permanent, Large</i> , Increase +1.
47-50	Limited Ability	One ability has a modifier which limits it. Roll randomly for the ability at the end of character generation. Only on standard ability if the character has no other abilities. Then roll on the Limited Power Table for the modifier.
51-52	Literal Minded	IN (RESIST) -1
52-54	Low Endurance	Endurance -2. WP (RECOVERY RATE) -1.
55-56	Natural Follower	Leadership -2. Requires both actions to make a Leadership task.
57-59	No Security	Security -2. Can't use Detection Systems or Security Systems . Secret ID -2.
60-63	No Willpower	Survival -1, Endurance -1, Athletics -1. WP (RECOVERY RATE) -1.
64-69	Obvious	Stealth -2. Reduce total Concealment by 1.
70-73	Poor Gymnast	Gymnastics -2. DX (RESIST) -1, ST (RESIST) -1
74-75	Poor Tactician	Tactics -2. Requires both actions to make a Tactics task.
76-78	Puny	ST -1.

Roll	Disadvantage	Explanation
79-81	Slow	Gymnastic -1, Stealth -1, -1 chance of success on any roll to activate a Quick ability.
82-84	Small	<i>Personal, Permanent, Small, +1.</i>
85-88	Susceptibility*IS	They are susceptible to a normally innocuous substance. This fact is not widely known but their enemies may perform research to discover this fact. The substance is not easily available however. Save 2+. If the save is failed one enemy will have: Susceptibility Attack: D10, Personal, Always On, Area (Burst), Drain (ST/Entropy), Ignores (Drain Defence, Block), Attached, Only against the susceptible character.
89-92	Unfit	-1 to any Movement which doesn't use an Item.
93-94	Unobservant	Perception -2, Tactics -1
95-98	Vulnerability	Roll for one Type (or Energy SubType) that the character is vulnerable to. Resistance (Type or SubType) -2.
99-00	Weak Willed	WP -1

Personality: all the group have the same personality. They have personality traits but not a profession. See the Normal Character Personality section for details and modifiers associated with each:

D100	Personality
01-05	Adventurer
06-10	Animal Nature
11-15	Bully
16-17	Crusader
18-22	Demolisher
23-27	Explorer
28-32	Greed
33-34	Guardian
35-39	Hunter
40-41	Ingénue
42-55	Inhuman
56-60	Majesty
61-63	Manipulator
64-70	Minion
71-75	Olympian
76-80	Protector
81-82	Responsibility of Power
83-85	Retribution
86-87	Shallow
88-92	Soldier
93-96	Sycophant
97-98	Thrill Seeker
99-00	Uncontrolled Power

Racial Abilities: all members have these abilities. Roll D4 for the number;

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Great Strength					ST		+1
06-10	Very Tough					TO		+1
11-15	Fast		Personal		Always On	Speed		+1
16-20	Aim					DX (HIT)		+1D
21-25	Dodge					DX (DEFENCE)		+1D

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
26-30	Great Intelligence					IN		+1
31-35	Willpower					WP		+1
36-45	Super Sense		Personal		Always On			D6
		01-50				Sense (Enhanced Vision)		
		51-75				Sense (Exotic)		
		76-00				Sense (Mental)		
46-50	Tough Skin		Personal		Permanent	Armour (Solid, Physical, Energy)		+1D
51-60	Life Support		Personal		Permanent		Roll 2 Effects. Re-roll duplicates.	+1D
		01-25				Life Support (Underwater)		
		26-50				Life Support (Cold)		
		51-75				Life Support (Heat)		
		76-00				Life Support (Radiation)		
61-70	Movement		Personal		Instant			2D6
		01-25				Move (Flight)		
		26-50				Move (Running)		
		51-75				Move (Swimming)		
		76-00				Move (Wallcrawl)		
71-75	Natural Weapon		Hand to Hand	DX	Instant	Damage (Solid)		+1D
76-80	Mind Attack		Close	WP	Instant	Damage (Psychic)		D6
81-85	Chameleon		Personal		Always On	Concealment (Vision)		D6
86-90	Shape Shifter		Personal		Until Cancelled	Change Appearance		D6
91-95	Large		Personal		Always On	Large		D6
96-00	Small		Personal		Always On	Small		D6

Item Abilities: all members have three of these abilities. Re-roll any that duplicate racial abilities.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-15	Force Field		Personal		Always On	& Blocks (Energy, Solid), & Blocks (Physical, Poison) D Mod -D1	Item	D8
16-20	Escape Effect		Personal		Always On	Escape	Item	+1
21-25	Drain Shield		Personal		Always On	Drain Defence (Any)	Item	+1
26-35	Movement		Personal		Instant		Item	2D8
		01-30				Move (Flight)		
		31-50				Move (Swinging)		
		51-70				Move (Wallcrawl)		
		71-90				Move (Leaping)		
		91-00				Move (Tunnelling)		
36-45	Life Support		Personal		Always On	Life Support (Heat, Cold, Poison, Radiation, Cosmic, Space)	Item	+1
46-50	Sense		Personal		Always On		Item	D8
		01-50				Sense (Enhanced Vision)		
		51-00				Sense (Exotic)		

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
51-55	Psychic Shield		Touch		Always On	Psi Armour, & Drain Defence (Psychic)	Item	+1
56-70	Ranged Attack			DX			Roll 1 effect from first list, 1 from the second and 1 from the third. Held Item. For additional levels roll randomly for which list to use for the increase.	2D8
List 1		01-15				{Damage (Solid)}	Bullet}	
		16-25				Damage (Heat)		
		26-35				Damage (Cold)		
		36-45				{Damage (Electricity) & Stun (Electricity)}		
		46-55				{Damage (Physical), DMod -2}	Ignores (Armour)}	
		56-65				Damage (Radiation)		
		66-75				{Trap (Solid)}	Partial}	
		76-85				Drain (DX/Electricity)		
		86-90				Drain (ST/Radiation)		
		91-00				Damage (Entropy)		
List 2		01-20	Close		Instant			
		21-40	Touch		Instant		Area (Cone)	
		41-60	Ranged		Instant			
		61-80	Ranged		Instant		Area (Blast)	
		81-00	Distant		Instant			
List 3		01-25			Persistent			
		26-50				& another roll from List 1. D Mod -1		
		51-75				Another roll from list 1		
		76-00					Area (+1 or if none Area (Line)	
71-80	Contact Attack		Touch	DX	Instant		Held Item	2D8
		01-15				Damage (Solid) & Knockback (Solid)		
		16-30				{Damage (Electricity) & Stun (Electricity)}		
		31-40			{Persistent	Damage (Heat)}		
		41-55				(Damage (Physical)	Leaks}	
		56-80				{Trap (Solid)}	Partial}	
		81-00				Drain (Radiation/ST)		
81-90	Melee Weapon		Hand to Hand	DX	Instant	Damage (Solid)	Held Item	+1 D1
91-00	Body Armour		Personal		Always On	Armour (Solid, Physical, Energy)	Item	D8

Monsters

Monsters represent a fearsome creature or creatures which are not very intelligent but may be quite cunning. It or they have the following abilities:



ST	DX	TO	IN	CH	WP
D8	D6	D8	D4	D4	D6

Monster Abilities	Brawling, Stealth +1D , Survival +1D , Endurance +1D , Athletics +1D , Gymnastics +1D .
Upgrades	Every level after the first add 1 level to 2 random monster special ability.
Base	Hideout

Roll for 2 advantages/disadvantages/traits. Also all monsters have the Monstrous and Lack of Complex Thought traits. Monsters are allowed to attack Innocent Bystanders but can't threaten them to get characters to drop weapons.

Roll	Advantage or Disadvantage
01-09	Aggressive*
10-12	Clumsy
13-19	Cruel*
20-24	Cunning
25-30	Dim Witted
31-35	Environmental Advantage
36-40	Environmental Weakness
41-50	Killer Instinct*
51-60	Quick
61-70	Relentless
71-75	Sixth Sense
76-80	Susceptibility*IS
81-90	Terrifying
91-95	Vulnerability
96-00	Wilderness Knowledge

Monster Type: roll once

Roll	Type
01-25	Small but Numerous: Personal, Permanent, Small +1. Lots of them. They are mooks .
26-60	Medium Sized: often more than one. They are mooks .
61-00	Big: Usually only one or two. They are names . Personal, Permanent, Large - + (Roll D10)

Monster Special Abilities. Roll 5 times.

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-05	Tough Skin	01-60	Personal		Permanent	& Armour (Solid)		+1D
		61-85				& Armour (Physical)		
		86-00				& Armour (Energy)		
06-10	Dodge	01-50	Personal		Always On	& Dodge		+1D
		51-70				& Prediction		
		71-00				& Speed		
11-15	Stealth		Personal		Always On	Concealment (Vision)	Environmental Modifier (not Wilderness, -1)	+1D
16-17	Poisonous	01-50	Personal		Permanent	& Damage (Physical)	Shield, Poison	D6

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
		51-00			Persistent			
18-22	Hard to Move					ST (RESIST)		+1D
23-28	Grab		Hand to Hand	DX	Persistent	Grapple		+1
29-30	Venomous Bite or Sting		Touch	DX	Persistent	Damage (Physical)	Poison	D6
31-45	Melee Attack		Hand to Hand	DX	Instant	Damage (Solid)		+1
46-55	Animal Senses		Personal		Always On			D8
		01-70				Sense (Enhanced Vision)		
		71-00				Sense (Exotic)		
56-65	Animal Move		Personal		Instant			2D8
		01-20				Flight		
		21-30				Wall-Crawl		
		31-35				Swinging		
		36-50				Leaping		
		51-55				Tunnelling		
		56-80				Running		
		81-85				Climbing		
		86-00				Swimming		
66-68	Elusive		Personal		Always On	Escape		+1D
	Poison Breath		Touch	DX	Persistent	Damage (Physical)	Area (Large Cone), Poison, Gas	D6
71-73	Hunter		Personal		Always On	Pursuit		+1D
74-79	Animal Life Support		Personal		Always On	If only Movement ability gained is Swimming then & Life Support (Underwater)		+1D
		01-50				& Life Support (Cold)		
		51-00				& Life Support (Heat)		
81	Hypnotise		Touch	IN	Instant	Trap (Psychic)		D6
82-89	Strike					DX (HIT)		1D
90	Ink or Smoke		Touch		Time (2 turns)	Stops Sense (Vision)	Area (Cone)	D8
91-95	Strength					ST		+1
96-00	Toughness					TO		+1

Masterminds and Black Queens

A mastermind or black queen is a powered or unpowered character Villain (Name)who commands followers of another type. They must be one of the following personality types:

D100	Personality
01-20	Dominator
21-35	Greed
36-50	Inhuman
51-65	Majesty
66-80	Manipulator
81-00	Olympian



Masterminds and Black Queens are 1-2 levels (roll D6: on 1-4 1 level and 5-6: 2 levels) above the characters. They have a Super Base with upgrades. The followers of a Black Queen or Mastermind can vary from episode to episode but they have three sets of favoured followers:

D100	Followers
01-25	Enforcer
26-50	Agency: choose the first from the list that applies. If: <ul style="list-style-type: none"> • Profession Occultist or Power Field Magician then Demons • Profession Technician, Power Field Gadgeteer or Power Suit, or Advantage Technologist then Robots • Profession Spy or abilities from Super Agent then Spy • Profession Kung Fu Fighter or abilities from Martial Arts then King Fu • Profession Solider, Military Officer, Admiral/General or Advantage Master Tactician then Soldiers • Outsiders
51-75	Organisation: choose the first from the list that applies <ul style="list-style-type: none"> • Profession Solider, Military Officer, Admiral/General or Advantage Master Tactician then Army • Profession Occultist or Power Field Magician then Undead • Profession Police or Senior Police then Police • Profession Paramilitary Police then Paramilitary Police • Profession Thief then Criminals • Gangsters
76-00	Villain Group

Enforcer

An Enforcer is the muscle of a Mastermind or Black Queen and is a **name**. It is necessary to get past an Enforcer to get to their boss. If a Mastermind or Black Queen who has an Enforcer is the opponent in an Episode then the Enforcer must either be dealt with in a step before the final step or will be in the final step. An Enforcer is a powered character 1 level better than the PCs and is a Villain. S/he must have one of the following personalities:

D100	Personality
01-05	Apprentice
06-15	Bully
16-22	Demolisher
23-30	Dominator
31-40	Hunter
41-55	Inhuman
56-65	Majesty
66-75	Manipulator
76-85	Olympian
86-95	Reluctant Villain
96-00	Soldier

Hero Team

A hero team is a collection of named characters who operate together. Their leader must be a Hero and other members must be Heroes or Neutrals. The PCs are a Hero Team and build their own base using tasks. NPCs have a Super Base with upgrades. Randomly generated NPC teams have the following personality and level. The referee may need to either modify personalities or decide how they work together. For example one or two dark personalities could be in a hero team if they have a



dominant light leader. The minimum level overrides the random level and the minimum level is 1. The whole team are powered characters and automatically Heroes.

Personality	Level (Modified by Personality Minimum 1)
01-05: Adventurer	01-10: PC's Level -2
06-10: Angst	11-30: PC's Level -1
11-15: Animal Nature	31-70: PC's Level
01-03: Apprentice (Level -1)	71-90: PC's Level +1
04: Bully	91-00: PC's Level +2
05-09: Crusader (Level minimum 2)	
10-11: Curmudgeon (Level minimum 2)	
12-13: Cynic (Level Minimum 2)	
14-17: Everyman	
18-21: Exemplar (Level Minimum 2)	
22-23: Explorer	
24-26: Exuberance	
27-29: Glory Hound	
30-33: Guardian (Level Minimum 2)	
34-35: Hunter	
36-39: Idealist (Level Minimum 2)	
40-42: Ingénue (Level -1)	
43-44: Inhuman	
45-48: Investigator	
49-50: Majesty	
51-52: Manipulator	
53-55: Mentor/Guide (Level Minimum 2)	
56-57: Mystic	
58-59: Neurotic	
60-62: Olympian (Level Minimum 2)	
63-65: Outcast	
66-68: Peace of Mind (Level Minimum 2)	
69-72: Protector	
73-76: Reluctant Hero	
77-78: Repentant (Level Minimum 2)	
79-82: Responsibility of Power	
83-84: Retribution	
85-86: Scatterbrain	
87-88: Shallow (Level -1)	
89-90: Slacker (Level -1)	
91-93: Soldier	
94-95: Sycophant	
96-98: Thrill Seeker	
99-00: Uncontrolled Power	

Villain Group

A villain group is a collection of named characters who operate together. Their leader must be a Villain and other members must be Villains or Neutrals. Villains have a Super Base with upgrades. Randomly generated NPC teams have the following personality and level. The referee may need to either modify personalities or decide how they work together. For example one or two light personalities could be in a villain team if they have a dominant dark leader. Also they are unlikely to be two Dominators in a group as they won't get on. The minimum level overrides the random level and the minimum level is 1. The whole team are powered characters and automatically Villains.

Personality	Level (Modified by Personality Minimum 1)
01-02: Adventurer	01-10: PC's Level -2
03-07: Animal Nature	11-30: PC's Level -1

Personality	Level (Modified by Personality Minimum 1)
08-09: Apprentice (Level -1)	31-70: PC's Level
10-15: Bully	71-90: PC's Level +1
16: Cynic (Minimum Level 2)	91-00: PC's Level +2
17-21: Demolisher	
22-26: Dominator (Minimum Level 2)	
27-28: Everyman	
29-30: Explorer	
31-33: Exuberance	
34: Glory Hound	
35-41: Greed	
42-45: Hunter	
46-47: Ingénue	
48-51: Inhuman	
52-55: Majesty	
56-61: Manipulator	
62-66: Minion	
67: Mystic	
68: Neurotic	
69: Olympian (Minimum Level 2)	
70: Outcast	
71: Peace of Mind (Minimum Level 2)	
72-75: Reluctant Villain	
76-78: Retribution	
79: Scatterbrain	
80-83: Shallow	
84-85: Slacker	
86-88: Soldier	
89-94: Sycophant	
95-97: Thrill Seeker	
98-00: Uncontrolled Power	

Animals

Animals can appear in episodes and are used in the Transform Ability. Animals don't have Standard abilities. They are mostly **books**. Instead their standard abilities are:

Ability	Range	Hit	Duration	Result	Modifiers	Val
Basic Attack	Hand to Hand	DX	Instant	Damage (Solid)		0
Normal Sense	Personal		Always On	Sense (Vision)		D6
Survival						+1D1

An animal with no move at all, only Move (Flight), or only Move (Tunnelling) or only Move (Swimming) with no Survive Underwater gets:

Ability	Range	Hit	Duration	Result	Modifiers	Val
Crawling/Hopping	Personal		Instant	Move (Running)	Do not add 4 to squares moved.	2D4

Type	ST	DX	TO	IN	CH	WP
Tiny Animal	D6	D6	0	D4	D4	D6

1 Ability

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-00	Tiny	Personal		Permanent	Small		+2

3 Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-08	Swimming		Personal		Instant	Move (Swimming) Athletics		2D4 +1
09-16	Running		Personal		Always On	Move (Running) Athletics		2D6 +1
17-24	Climbing		Touch	DX	Instant	Move (Climbing) Athletics Gymnastics		2D4 +1 +1
25-32	Flight		Personal		Instant	Move (Flying) Gymnastics		2D6 +1
33-40	Leaping		Personal		Instant	Move (Leaping) Athletics Gymnastics		2D4 +1 +1
41-45	Tunnelling		Personal		Instant	Move (Tunnelling)	On a result of 3+ move 1 square only otherwise no move.	2D4
46-50	Wallcrawl		Personal		Instant	Move (Wallcrawl) Athletics		2D6 +1
51-55	Sting/ Venomous Bite		Touch	DX	Persistent	Damage (Physical)	Poison	D4
56-65	Survive Underwater		Personal		Always On	Life Support (Underwater) Endurance	Add 1 level in Swimming. +1	+1D
66-70	Survive Dangerous Environment		Personal		Permanent	Endurance	If animal has Swimming always Cold first	+1D +1
		01-40				Life Support (Cold)		
		41-80				Life Support (Heat)		
		81-00				Life Support (Radiation)		
71-85	Concealment		Personal		Always On	Concealment (Vision)		+1
86-98	Animal Senses		Personal		Always On	Sense (LI). Perception		D6. +2
99-00	Acid		Touch	DX	Persistent	Damage (Physical)		D4

Type	ST	DX	TO	IN	CH	WP
Small Animal	D4	D6	D4	D4	D4	D6

1 Ability

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-00	Small	Personal		Permanent	Small		+1

4 Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-06	Swimming		Personal		Instant	Move (Swimming) Athletics		2D4 +1
07-12	Running		Personal		Always On	Move (Running) Athletics		2D8 +1
13-18	Climbing		Touch	DX	Instant	Move (Climbing) Athletics Gymnastics		2D6 +1 +1
19-24	Flight		Personal		Instant	Move (Flying) Gymnastics		2D8 +1
25-30	Leaping		Personal		Instant	Move (Leaping) Athletics Gymnastics		2D4 +1 +1
31-34	Tunnelling		Personal		Instant	Move (Tunnelling)	On a result of 3+ move 1 square only otherwise no move.	2D4
35-40	Sting/Poison Bite		Touch	DX	Persistent	Damage (Physical)	Poison, Ignores (Armour)	D6
41-45	Survive Underwater		Personal		Always On	Life Support (Underwater) Endurance	Add 1 level in Swimming. +1	+1D
46-48	Survive Dangerous Environment		Personal		Permanent	Endurance	If animal has Swimming always Cold first	+1D +1
		01-40				Life Support (Cold)		
		41-80				Life Support (Heat)		
		81-00				Life Support (Radiation)		
49-54	Fighter					DX (HIT)		+1D
55-60	Concealment		Personal		Always On	Concealment (Vision)		+1
61-65	Animal Senses		Personal		Always On	Sense (LI) Perception		D6 +2
66-70	Dodge					DX (DEFENCE)		+1D
71-75	Bite, Beak etc.		Hand to Hand	DX	Instant	Damage (Solid)		+1D
76-80	Claw, Pincer etc.		Hand to Hand	DX	Instant	Damage (Solid)		+1D
81-85	Grapple		Hand to Hand	DX	Instant	Grapple Crush		+1D
86-97	Skin, Carapace, Hide	01-50	Personal		Always On	Armour (Solid)		+1D
		51-00				&Armour (Physical, Energy)		
98-00	Chemical/Ink		Touch	DX	Time (4 turns)	Blocks (Vision, Enhanced Vision)	Area (Cone), Environmental Limitation (Only Underwater), If has Survive Underwater	D6

Type	ST	DX	TO	IN	CH	WP
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General Animal	D4	D6	D6	D4	D4	D6
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4 Abilities

Roll	Ability	Add Roll	Range	Hit	Duration	Result	Modifiers	Val
01-06	Swimming		Personal		Instant	Move (Swimming) Athletics		2D6 +1
07-12	Running		Personal		Always On	Move (Running) Athletics		2D8 +1
13-18	Climbing		Touch	DX	Instant	Move (Climbing) Athletics Gymnastics	Reroll if Massive+	2D6 +1 +1
19-24	Flight		Personal		Instant	Move (Flying) Gymnastics	Reroll if Massive+	2D8 +1
25-30	Leaping		Personal		Instant	Move (Leaping) Athletics Gymnastics	Reroll if Massive+	2D6 +1 +1
31-35	Survive Underwater		Personal		Always On	Life Support (Underwater) Endurance	Add 1 level in Swimming.	+1D +1
36-40	Survive Dangerous Environment		Personal		Always On	Endurance	If animal has Swimming always Cold first	+1D +1
		01-50				Life Support (Cold)		
		51-00				Life Support (Heat)		
41-50	Fighter					DX (HIT)		+1D
51-55	Animal Senses		Touch	Personal	Always On	Sense (LI) Perception		D6 +2
56-65	Bite, Beak etc.		Hand to Hand	DX	Instant	Damage (Solid)		+1D
66-70	Claw, Pincer etc.		Hand to Hand	DX	Instant	Damage (Solid)		+1D
71-75	Grapple		Hand to Hand	DX	Instant	Grapple Crush		+1D
76-90	Skin, Carapace, Hide	01-50	Touch	Personal	Always On	Armour (Solid)		D6
		51-00				&Armour (Physical, Energy)		
91-00	Charge, Horns etc.		Touch	Personal	Always On	Increase Move Through		D6

1 Ability

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
01-25	Concealment	Personal		Always On	Concealment (Vision)		+1

Roll	Ability	Range	Hit	Duration	Result	Modifiers	Val
26-00	Big	Personal		Permanent	Large	roll a D and that is the increase. Use D8 for a creature with Life Support (Underwater) i.e. +1 to +8.	+(D6/D8)*

Trees

Tree abilities are provided because it is possible to have Transform (Tree) and Transform (Animated Tree). Animated Trees could also appear in missions. Trees don't have Standard abilities. Instead their standard abilities are:

- Stationary Object: no hit rolls with DX (HIT).
- **Endurance +1**

Type	ST	DX	TO	IN	CH	WP
Tree	D10	0	D10	0	0	0

Ability	Range	Hit	Duration	Result	Modifiers	Val
Big	Personal		Always On	Large		Use the average ST of the thing transformed as +3 for D4, +4 for D6, +5 for D8 and so on.
Rooted				ST (RESIST)		+1D2
Bark/Wood	Personal		Always On	Armour (Solid, Physical, Energy)	D Mod (Heat -2)	+1D

Animated Trees add the following and are not Stationary Objects:

Type	ST	DX	TO	IN	CH	WP
Animated Tree	D10	D6	D10	D4	D4	D8

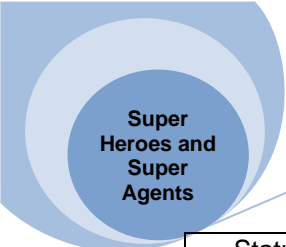
Ability	Range	Hit	Duration	Result	Modifiers	Val
Walk	Personal		Instant	Move (Running)		2D4
Bash	Hand to Hand	DX	Instant	Damage (Solid)		+1D
Grapple	Hand to Hand	DX	Instant	Grapple, Crush		+1D
Strange Sense	Personal		Always On	Sense (Magical)		D6

Statues

Statue abilities are provided because it is possible to have Transform (Statue) and Transform (Animated Statue). Animated Statues could also appear in missions. Statues don't have Standard abilities. Instead their standard abilities are:

- Stationary Object: no hit rolls with DX (HIT).
- **Endurance +4**

Type	ST	DX	TO	IN	CH	WP



Statue	D8	0	D12	0	0	0
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Ability	Range	Hit	Duration	Result	Modifiers	Val
Big/Small	Personal		Always On	Large or Small		Same as the Transformed thing
Heavy				ST (RESIST)		+2
Stone				TO (RESIST)		+1D2
Life Support	Personal		Always On	Life Support (All)		+1D1
Statue Immunity	Personal		Always On	Immunity (Poison, Gas)		2D10

Animated Statues add the following and are not Stationary Objects:

Type	ST	DX	TO	IN	CH	WP
Animated Statue	D8	D6	D12	D4	D4	D8

Ability	Range	Hit	Duration	Result	Modifiers	Val
Walk	Personal		Instant	Move (Running)		2D4
Bash	Hand to Hand	DX	Instant	Damage (Solid)		+1D
Grapple	Hand to Hand	DX	Instant	Grapple Crush		+1D
Vision	Personal		Always On	Sense (Vision)		D6

Game Mechanics

Opposed Rolls

Often in the game two ability rolls will be made in opposition to one another. Both opposed abilities roll their dice. If one result exceeds the other or the active value equals the passive then it has a **Minor Result**. If one is double the other it has a **Major Result**. The effects of these are listed for each ability on the ability table.

Reducing Values

Values are frequently reduced. Each point of reduction removes 1 from the Value. If the Value consists of a number of Dice then the smallest D is lost.

Increasing Values

Values are frequently increased. This is done by adding 1 to the value.

Level

Characters have levels. They begin at Level 1. If a character is in the winning side in 3 episodes s/he is raised to the next Level. Characters become more powerful as they increase in Level and episodes become more difficult.

When a PC goes up a Level:

1. Increase Ego by 1.
2. Gain 2 DP.
3. Roll for a new personality trait on current personality.
4. Roll Virtue vs Ego to determine if the character's [personality evolves](#) (see below).
5. See if the character's [Hero, Neutral or Villain](#) status changes.

After [going up a level](#) determine if the character is now a [Hero, Neutral or Villain](#) in the same way as when generating the character except that a PC is now not automatically a Hero. If a PC is currently a Hero and would become a Villain then s/he becomes Neutral and can no longer be leader of the team. If the PC is currently Neutral s/he becomes a Villain and is controlled by the Referee. S/he will stay with the team but betray them during an appropriate episode (i.e. one where s/he could be a member of the other side) switching sides during the episode.

Evolving Personality

Each [Personality](#) type indicates possible Light and Dark evolutions from this starting point. When a character goes up a level and in certain other circumstances roll Virtue vs Ego. If Virtue gets a major result then the character's personality changes to one of the possible personalities indicated in Light Evolution. If Ego gets a major result then change the character's personality to one of those indicated in Dark Evolution. Where there is a choice of **Personalities** each shows in brackets a Personality Trait. If the character matches this trait use that evolution. If s/he has multiple matches roll randomly between those that match. If s/he has no matches the roll randomly. Roll one new **Personality Trait**. If the character now has more than 4 **Personality Traits** remove one from the previous Personality at random giving priority to any which aren't available in the new personality table. Modifiers to skills or relationships replace the old ones.

Generating Higher Level Characters

When generating higher level characters from scratch use the following steps:

- Generate a normal character of the kind required e.g. Powered, Unpowered, Non-Combatant. Personality may be fixed by the [Relationship table](#). If the [Personality](#) is an evolved type then it is necessary to roll for the original **Personality** on the table. Profession and Personality Traits come from the original Personality. It is possible that Personality had to go through several steps to reach its final position. All should be recorded.

Then for each extra level:

1. To see changes to Virtue and Ego roll on the tables below choosing the first column that applies from the left. The result shows changes to Virtue/Ego. If a decrease would put either below D4 increase the other instead:

D10	Hero			
	Virtue < D10 and Virtue > Ego	Virtue > Ego	Virtue < D10	Other
1	-1/+1	-1/+1	-1/+1	-2/+2
2	0/+1	0/+1	-1/0	-1/+2
3	+1/0	+1/+1	0/+1	0/+2
4	+1/-1	+2/+1	+1/+1	-1/+1
5	+2/0	+2/0	+1/0	0/+1
6	+2/-1	+3/+1	+2/+2	+1/0
7	+3/0	+3/0	+2/+1	0/-1
8	+2/-2	+2/-1	+3/+2	+1/+1
9	+3/-1	+3/-1	+3/+1	+1/-1
10	+3/-2	+2/-2	+3/0	+2/0

D10	Villain			
	Ego < D10 and Ego > Virtue	Ego > Virtue	Ego < D10	Other
1	+1/-1	+1/-1	+1/-1	+2/-2
2	+1/-	+1/0	0/-1	+2/-1
3	0/+1	+1/+1	+1/0	+2/0
4	-1/+1	+1/+2	+1/+1	+1/-1
5	0/+2	0/+2	0/+1	+1/0
6	-1/+2	+1/+3	+2/+2	0/+1

D10	Villain			
	Ego < D10 and Ego > Virtue	Ego > Virtue	Ego < D10	Other
7	0/+3	0/+3	+1/+2	-1/0
8	-2/+2	-1/+2	+2/+3	+1/+1
9	-1/+3	-1/+3	+1/+3	-1/+1
10	-2/+3	-2/+2	0/+3	0/+2

D10	Neutral		
	Virtue > Ego	Ego > Virtue	Other
1	-1/+1	-2/+3	-1/+3
2	-1/0	-1/+3	0/+3
3	0/+1	-1/+2	0/+2
4	0/0	0/+2	+1/+2
5	0/0	0/+1	0/+1
6	+1/0	0/0	0/0
7	0/-1	0/0	+1/0
8	0/-2	0/-1	+1/+1
9	+1/-1	+1/0	+2/+1
10	+1/-2	+1/-1	+2/0

- Add 5 extra DP.
- Roll for a new **Personality Trait** on current [Personality](#).
- Roll Virtue vs Ego to determine if the character's [Personality evolves](#). If an NPC's final personality is known because of the [Relationship table](#) this outcome of this may be fixed. If **Personality** evolves roll a new personality trait from the new table and if this results in having more than four remove one from the previous table/s giving priority to those not available in the new **Personality**.
- See if the character's [Hero, Neutral or Villain](#) status changes.

Gaining and Spending Development Points

Development Points are awarded as 1 DP per successful episode and for going up Levels. They can be spent as for DP in character generation. They can also be used to buy or improve the following abilities at normal cost (Non-Combatants can't have these) if the requirements are met. Some have extra features which can be gained by using at extra Level (L). As all these are selected rather than rolled they cost 3 DP each time they are chosen unless a lower cost is listed in brackets.

Ability	Range	Hit	Duration	Result	Modifiers	Requirements	Val
Armoured Costume	Personal		Always On	Armour (Solid, Physical, Energy)	Item	Armour Lab	+1D
Combat Awareness				IN (DEFENCE)		Danger Room	+1D
Combat Skill				TO DX (HIT)		Danger Room	+1D
Comm System (1)	Personal		Always On	Radio	Item	Extra levels always give +1.	D6
Evade				DX (DEFENCE)		Danger Room	+1D
Forward Observer				TO IN (HIT)		Danger Room	+1D
IR Goggles	Personal		Always On	Sense (IR)		Detection Systems Lab	D6
LI Goggles	Personal		Always On	Sense (IR)		Detection Systems Lab	D6
Mental Discipline				WP (RESIST)		Danger Room	+1D

Ability	Range	Hit	Duration	Result	Modifiers	Requirements	Val
Protected Costume	Personal		Always On	Life Support (Choose 2 points worth and then 2/level): Heat (1) Cold (1) Radiation (1) Space (2) Underwater (1) Gas (1)	Item	Life Support Lab.	+1D
Melee Weapon	Hand to Hand	DX	Instant	Damage (Solid) (L) & Knockback (Solid)	(L) Rending	Weapons Lab	+1D
Contact Weapon	Touch	DX	Instant	Damage (Energy Sub-Type). Choose when acquired. (L) & Knockback (Same as Damage) (L) switch between 2 damage types (L) & Stun (Same as Damage)		Weapons Lab	2D6
Pole Weapon	Short	DX	Instant	Damage (Energy Sub-Type or Solid). Choose when acquired. (L) & Knockback (Same as Damage) (L) switch between 2 damage types (L) & Stun (Same as Damage)		Weapons Lab	2D6
Close Range Weapon	Close (L) Ranged	DX	Instant	Damage (Energy Sub-Type or Solid). Choose when acquired. (L) & Knockback (Same as Damage) (L) switch between 2 damage types (L) & Stun (Same as Damage)	(L) Autofire (L) Rending	Weapons Lab	2D6
Long Range Weapon	Ranged (L) Distant	DX	Instant	Damage (Energy Sub-Type or Solid). Choose when acquired. (L) switch between 2 damage types (L) & Stun (Same as Damage)	(L) Autofire not at Distant (L) Rending	Weapons Lab	2D6

DPs can also be used as follows:

- If a character has more than 1 disadvantage one can be removed for 2DPs.
- If a character has more than 2 personality traits one can be removed for 2 DPs.
- Decrease Ego by 1 for 1 DP.

Gaining Ego and Virtue in Episodes

Episode steps where characters perform helpful, selfless and altruistic acts can increase Virtue. Episode steps where characters commit cruel, heartless and self-serving acts can increase Ego. The referee decides the value of their deeds and the character enters into a task versus Virtue or Ego respectively. For example if a character acts on the light side in an episode step but kills someone (particularly an innocent) in the process the total result could increase Ego rather than virtue. If the task wins against Virtue the character's Virtue goes up by 1. If the task wins against Ego then Ego goes up by 1. Alternatively a character who would normally gain 1 Virtue may instead lose 1 Ego or a character who would gain 1 Ego can instead lose 1 Virtue. A typical episode step would be worth D6 with more extreme steps worth more.

Leaders

A group will often have a leader. A leader must be a named individual character and if there is more than one then the highest level character. If there is more than one suitable character available decide the leader by each rolling **Leadership** Skill with the highest result taking the position.

Episodes

An episode represents a problem that the PC/s must resolve. An episode for level 1 characters will usually affect part of a small part of a large city or a small town, level 2 a bigger region of a large city or a town, level 3 a large area of a big city, small city or a small region, level 4 a whole big city or a large region, level 5 a small country or state, level 6 a large country, level 7 several countries in a region or a small continent, level 8 a continent and 9+ would be world-wide.

Episodes are described in detail in the **Super Heroes and Super Agents Episode Generation** book. They typically occur every other week but there may be more than one in the same week.

Tasks

Tasks are problems which can be resolved using skills and STATs. Tasks have a value which must have a **major result** against it to be resolved successfully. Many have a time limit and if not completed by then are resolved unsuccessfully. Characters have a Val against each task type and use a normal opposed roll against them. A **major result** for the character resolves the task successfully. A **minor result** for the character **reduces** the Tasks' Val. A **major result** for the Task means that the character cannot use the ability rolled against that task again this episode. A **minor result** for the task reduces the character's ability against the task by 1.

Tasks in episodes come in three main forms:

1. **Required Task:** the task must be completed for the episode to resolve successfully. These are at the end of an episode.
2. **Blocking Task:** the task gets in the way of the PCs in trying to reach their goal. These happen along the way to the final task and failure stops them reaching that goal.
3. **Advantages/Disadvantages:** success in the task makes following steps easier whereas failure makes them harder.

Some tasks allow more than one character to help. The number of characters who can help in a task is shown in episodes. E.g. all characters, two characters working together, two can try one at a time etc. Other tasks are listed below.

When several characters are working together on a task all roll their dice together and take the highest result. Mooks are treated together as one character (so they get one skill not one per mook). Where several characters are working together the following special rules applies to reductions in value:

- Whilst more than one character is acting in a task then reduction takes one character (of the group's choice) out if the task entirely (all D are lost) rather than reducing them.

Risking Virtue or Ego

Virtue and Ego can sometimes be applied to tasks.

When attempting a selfless beneficial task to help others a character whose Virtue is higher than Ego can risk his/her Virtue. S/he must also have virtue at least equal to the dice of the skill or ability used. The character gains +1D at the task. If the task is failed subtract 1 from Virtue.

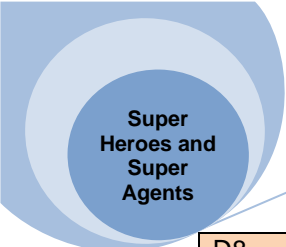
Chase Task

A chase task in a special kind of episode step in which the characters are chasing their opponents. It assumes that the opponents have a good reason to flee rather than just stand and fight. Roll to see if the chase starts in vehicles:

D6	Vehicles
1-3	No
4	Yes if pursued and pursuer have a vehicle
5-6	Yes – either can start in a vehicle if they have one.

Roll for the environment that the chase will start in (Value if significant is 2D6). The table shows the minimum and maximum difficulty of the chase. After the extra environments the modifier to Minimum and Maximum is shown in brackets. If a subsequent extra environment makes a previous extra environment impossible then cancel it.

D8	Environment	Extra Environments
1-2	Urban (Minimum D6 Maximum 2D20)	Roll D6: 1-2: Dark (+1*)
3	Open (Minimum D4 Maximum D6, Stealth -2). Vehicles with Driving get +1 move. Flight gets +1 move.	Roll D6: 1-2: Dark (+1*) Roll D6: 1: Storm (+2) Roll D6: 1: Cold (+1) 2: Hot (+1)
4	Enclosed (Minimum D6, Maximum 2D20) but if in vehicles then Urban instead	Roll D6: 1-3: Dark (+2*) Roll D8: 1: Cold (+1) 2: Hot (+1) 3: Radiation (+2)
5-6	Wilderness (Minimum D6, Maximum 2D16). Driving move without All-Terrain is at -2.	Roll D6: 1-2: Dark (+2*) Roll D6: 1: Storm (+2) Roll D6: 1: Cold (+1) 2: Hot (+1)
7	Air (Minimum D4, Maximum D6) but if either side has no movement in air or is in a vehicle without a movement in air then Urban instead	Roll D6: 1-2: Dark (+1*) Roll D6: 1: Storm (+3) Roll D6: 1-2: Cold (+1) 3: Hot (+1) Roll D6



D8	Environment	Extra Environments
		1: Space, Microgravity, Radiation
8	Water (Minimum D4, Maximum D6) but if either side is in a vehicle without a movement in water then Urban instead. If pursued can survive Underwater than can choose Underwater.	Roll D6: 1-2: Dark (+1*) Roll D6: 1: Storm (+2) Roll D6: 1-2: Cold (+1) 3: Hot (+1)

*In darkness any character who can see in the dark gets this number as a bonus against an opponent who can't.

Place figures on the board to represent each pursued and pursuer or the vehicles they are in. Start 2D8 squares apart. In this case each square represents 10 squares of normal range. The pursued may choose to split up and if so the pursuers can split up creating separate chases. If the pursued chose to stay together then all their subsequent results use the worst of the different vehicle or individual results. If the pursuers are not in vehicles or have vehicles which are cloaked they may attempt to approach with **Stealth**. The pursued roll **Perception vs Stealth**. On a Major Defeat the chase starts 3 squares closer (min 1) and on a Minor Defeat 1 square close (min 1). The chase takes place over a number of rounds. On each round:

1. The pursued sets the chase difficulty (choose any difficulty wished within the limits set by the environment) and attempts a skill roll against it using **Control** if in a vehicle or **Athletics** otherwise. Also use any **Pursuit** ability. On a Major Result then roll Movement plus the skill as a Val. On a success roll Movement as a Val. On a minor failure roll Movement at -2. On a major failure hit an obstacle. If an obstacle is hit then roll for its resistance:

D8	Resistance
1	2D4
2	2D6
3	2D8
4	2D10
5	2D12
6+	Infinite. Can't be breached e.g. the ground, a hill.

The damage dealt to the obstacle will be equal to the character or vehicle's normal **Move Through**. The damage dealt to the character or vehicle is the same but no more than the resistance. Assuming the character or vehicle survives the impact then unless the damage got a major victory then there movement result counts as 0. If the damage does get a major victory roll Movement at -2.

2. Each pursuer rolls against the same difficulty using the appropriate skill and any **Escape** ability. If the pursued is not in a vehicle and the pursuer is then the challenge is +1D in Urban or Wilderness and +1 if in a Vehicle which is Large Ch and another +1 if the vehicle is larger than D6. On a Major Result then roll Movement plus the skill as a Val. On a success roll Movement as a Val. On a minor failure roll Movement at -2. On a major failure hit an obstacle as above.
3. Compare the pursuer's result vs the escaper's. If the pursuer got a major victory it catches up by 2 squares, a minor victory by 1, a minor defeat falls behind by 1 and a major defeat by 2.
4. If the gap is now 12 squares or more the escaper got a way. If it is now 0 squares the escaper was caught.
5. First the escapers and then the pursuers may attack (take into account that range is 10 per square). Hit rolls are at -2 or -4 if an obstacle was hit. Cover in Urban is D4 at 1 square, D6 at 2 squares and D8 at 3+ squares. Cover in Wilderness is D4 at 2 squares, D6 at 3 squares and D8 at 4 or more squares. In Enclosed cover is D6 at 1 square, D8 at 2 squares and there is no line of sight beyond this.
6. Anyone taking part in the chase who is not in a vehicle must roll **Endurance** vs a difficulty depending on how many rounds the chase has gone on. On a minor defeat future moves are at -2 and on a major defeat the character can't carry on with the chase.



Round 1: No test.
 Round 2-3: D4
 Round 4-5: D6
 Round 6-7: D8
 Each 2 rounds: +1

7. Roll to see if a change of environment occurs. Roll D6. On a 1 roll on the environment table and use that environment next round if the pursued can move into it in any way (this can involve getting out of a vehicle to move into enclosed for example or finding an improvised vehicle). On a 2 roll on the environment table and use that environment next round if the pursued wishes and can move in it. If neither of these occur and the environment is Urban, Open, Wilderness or Water and the pursued can use flight than the pursued can choose to change the environment to Air. If the environment is Air then if the pursued can (and wishes to) the environment can be changed to Space, Microgravity, Radiation.
8. Look for an improvised vehicle. A character can make a **Perception** roll vs difficulty listed for the environment to see a vehicle of a type suitable for the environment (or the next environment) to commandeer if any are listed.

Roll	Urban (D8)	Wilderness (D2)	Water (D2)	Underwater (D2)	Air (d3)	Space (D2)
	Difficulty 2D6	Difficulty 2D10	Difficulty 2D6 at a transition then 2D12	Difficulty 2D10 at a transition then 2D14	Difficulty 2D8 at transition and then 2D20	Difficulty 2D8 at transition and then 2D20
1	Slow Car	All Terrain Car	Boat	Underwater Scooter	Chopper	EVA Suit with Jet Pack
2	Motorbike	Motorbike	Speed Boat	Mini-Sub	Helicopter	Mini Shuttle
3	Sports Bike				Light Plane	
4	Car					
5	Sports Car					
6	Van					
7	Truck					
8	Taxi					

A taxi is a car but comes with its own driver – the character/s can use the taxi drivers **Control** instead of one of their own. Roll to see how good the taxi driver is.

D6	Taxi Driver Control
1	D4
2	D6
3	2D4
4-5	2D6
6	D8

Race Against Time

A raise against time occurs when the team must get to a place quickly before something happens. Each race has a race difficulty set for it. Roll to see if the race starts in vehicles:

D6	Vehicles
1-3	No
4-6	Yes if team has them

Roll for the environment that the race will start in using the table in the **Chase** rules above

Place figures on the board to represent each team member or the vehicles they are in. Start 2D10 squares (highest) from the goal. The team may choose to split up or stay together. If the team chose to stay together then all their subsequent results use the worst of the different vehicle or individual results. The race takes parts as a number of rounds and the team must reach the goal before the time limit is reached. The time limit is equal to the starting distance from the goal modified as follows:

D6	
1	-4 (minimum ½ the distance rounded up)
2	-3 (minimum ½ the distance rounded up)
3	-2 (minimum ½ the distance rounded up)
4	-1 (minimum ½ the distance rounded up)
5	0
6	+1

. On each round:

1. The team set the race difficulty (choose any difficulty wished within the limits set by the environment) and attempts a skill roll against it using **Control** if in a vehicle or **Athletics** otherwise. Also use any **Pursuit** ability. On a Major Result then roll Movement +1 plus chosen difficulty as a Val. On a success roll Movement plus chosen difficulty as a Val. On a minor failure roll Movement as a Value. On a major failure hit an obstacle. If an obstacle is hit then roll for its resistance:

D8	Resistance
1	2D4
2	2D6
3	2D8
4	2D10
5	2D12
6+	Infinite. Can't be breached e.g. the ground, a hill.

The damage dealt to the obstacle will be equal to the character or vehicle's normal **Move Through**. The damage dealt to the character or vehicle is the same but no more than the resistance. Assuming the character or vehicle survives the impact then unless the damage got a major victory then there movement result counts as 0. If the damage does get a major victory roll Movement at -2.

2. Roll the Race Difficulty.
3. Compare the team's result vs the Race Difficulty. If the team member got a major victory it moves 2 squares toward the goal, a minor victory 1 square, and on a major defeat gets one further away.
4. If the time limit is now reached any team member who hasn't reached the goal didn't make it in time. If no team members made it the next episode step is automatically failed. If some made it then they can take part in the next episode step. Any team members who have reached the goal don't need to make any further rolls.
5. Anyone taking part in the race who is not in a vehicle must roll **Endurance** vs a difficulty depending on how many rounds the race has gone on. On a minor defeat future moves are at -2 and on a major defeat the character can't carry on with the chase.
Round 1: No test.
Round 2-3: D4
Round 4-5: D6
Round 6-7: D8
Each 2 rounds: +1
6. Roll to see if a change of environment occurs. Roll D6. On a 1 roll on the environment table and use that environment next round.
7. Look for an improvised vehicle. See the table in the **Chase** rules above.

Relationship Tasks



A relationship task is slightly different from normal tasks. It represents an issue that the PC must resolve with one of the characters with who s/he has a relationship. No supporting characters are allowed. A relationship task also occurs automatically if an NPC relationship is encountered during an episode step. Each week roll D6 for each PC. On a 4+ random Relationship Task occurs. Then roll D6. On 4+ use an existing relationship (roll randomly between those available) otherwise use this table (which could result in an existing relationship anyway). The campaign will probably have a list of suitable NPCs for relationships when a new one is needed. Alternatively a relationship could be with a PC or Sidekick who has the correct characteristics:

Roll D10	Relationship	Extra Relationship
1	Follower	Light Child
2	Companion	Light Sibling
3	Anima/Animus	
4	Mentor	Light Guardian
5	Guide	Light Guardian
6	Minion	Dark Child
7	Rival	Dark Sibling
8	Temptress/Tempter	Shadow Anima/Animus
9	Mastermind	Dark Guardian
10	Black Queen	Dark Guardian

If the character has any Extra Relationships in each category roll randomly whether to use the Extra Relationship.

If the character chooses to deal with the relationship task it will require one Activity Period this week. Otherwise the task is automatically failed.

A character must attempt the task using Virtue vs Ego with Virtue modified by the relationship value. If the task succeeds the character gets 1 VP and the character can either reduce his/her Ego by 1 (min. D4) or add 1 to the relationship. If the task is failed the character must either reduce his/her Virtue by 1, increase his/her Ego by 1 or subtract 2 from his/her relationship (only if it is currently better than - 2).

Also each relationship indicates other effects of success and failure. If 'Help' is indicated then if the relationship is an NPC s/he will either join the group for one episode step acting as a PC (with the normal restrictions on numbers), will join the team's side if randomly encountered in an episode step (without counting to restrictions on numbers) or will arrive once as an **Ally** (help isn't expended unless s/he actually arrives).

Relationship	Consequences
Follower/ Minion	<p>Success (Choose one):</p> <ul style="list-style-type: none"> Remove one personality trait or disadvantage from the minion. Be able to call an NPC Follower or Minion to help with one episode step or other task. Increase Follower or Minion's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Decrease Follower or Minion's Ego by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Allow the Follower/Minion to roll Virtue vs Ego and if it gets a major result undergo a Light Personality Evolution. <p>Also a randomly encountered NPC Minion or Follower will join the PC's side in this episode step.</p> <p>Failure (All that apply):</p>

Relationship	Consequences
	<ul style="list-style-type: none"> • Increase a Minion's Ego by 1. If currently a Hero or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is worse. • A randomly encountered NPC Minion will join the other side in this episode step. • A randomly encountered NPC Follower will try to flee helping neither side on this episode step. • A PC Follower has a temporary -1 WP the next time (including this one) s/he operates with the character in an episode step which uses WP in a task or combat. • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Follower or Minion.
Companion	<p>Success (Choose one):</p> <ul style="list-style-type: none"> • Be able to call an NPC Companion to help with an episode step or other task when acting on the light side. • Both subtract 1 from Ego. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • For a PC Companion both have +1 temporary WP when working together in a chosen episode step. <p>Also a randomly encountered NPC Companion will join the PC's side in this episode step.</p> <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> • Next time the Companions are in an episode step (including this one) which uses WP (in a task or combat) both have -1 temporary WP at the start of the step. • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Companion (unless the result below occurs). • If the PC's Companion is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Rival	<p>Success (Choose one):</p> <ul style="list-style-type: none"> • Be able to call an NPC Rival to help in an episode step or other task without distracting bickering. • Both subtract 1 from Ego. If either the PC or Rival is a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Also a randomly encountered NPC Rival will join the PC's side in this episode step without distracting bickering.</p> <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> • Next time the Rival operates in an episode step (including this one) on the character's side s/he and the character bicker and show off in such a way as to actually hinder success. • A randomly encountered Rival NPC will join the character's side unless the relationship was -2 or worse before the task in which case s/he will join the other side.
Anima/ Animus	<p>Success (Choose one):</p> <ul style="list-style-type: none"> • Each can remove a personality trait or disadvantage. • Both add 1 to Virtue. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • Be able to call an NPC Anima/Animus to help with one episode step or other task. <p>Also a randomly encountered NPC Anima/Animus will join the PC's side in this episode step.</p> <p>Failure:</p> <ul style="list-style-type: none"> • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Anima/Animus. The PC is at -1 to all tasks until s/he completes an episode or gains a new Anima/Animus.
Mentor/ Guide	<p>Success (Choose one):</p> <ul style="list-style-type: none"> • Add one of the mentor/guide's skills to a task roll in a chosen light task. • Remove a personality trait or disadvantage.

Relationship	Consequences
	<ul style="list-style-type: none"> If the mentor/guide is a Hero then roll his/her Virtue against character's Ego and if successful reduce Ego by 1 for a minor and 2 for a Major Result. Either way the PC rolls as for Hero, Villain or Neutral in character generation and take the result if it is better. If the mentor/guide is a Villain or Neutral give him/her +1 Virtue and allow him/her to roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Also a randomly encountered NPC Mentor/Guide will join the PC's side in this episode step.</p> <p>Failure:</p> <ul style="list-style-type: none"> If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Mentor/Guide unless the result below occurs. If the PC's Mentor/Guide is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Mastermind/ Black Queen	<p>Success:</p> <ul style="list-style-type: none"> A randomly encountered Mastermind/Black Queen operates on the side opposing the PC. <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> Roll the WP of the PC vs the WP of the Mastermind/Black Queen. On a major failure the PC can't act against the Mastermind/Black Queen's next scheme (including this one) at all. On a failure can act but at -2 val to all actions, on a success at -1 and on a major defeat no penalty. Subtract 1 from the relationship. A randomly encountered NPC Mastermind/Black Queen operates on the side opposing the PC. Roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Temptrass/ Tempter	<p>Success (All That Apply):</p> <ul style="list-style-type: none"> An NPC tempter/temptrass Villain will operate on the side opposing the PC if met in an encounter but won't attack the PC and if the PC is the only one left will try to flee. A NPC tempter/temptrass who isn't a Villain will operate on the side of the PC if met in an encounter. Add 1 to the PC's relationship with an Anima/Animus if any. If the PC's relationship was +3 or better before the task then the character is no longer the PC's tempter/temptrass. Increase Tempter/Temptrass's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. <p>Failure (All That Apply):</p> <ul style="list-style-type: none"> Against an NPC roll the WP of the PC vs the WP of the Tempter/Temptrass. On any failure the character can't act against the Temper/Temptrass's next scheme (including this one). On a success can do so but can't attack the Tempter/Temptrass and must give up if s/he is the only opponent. A randomly encountered Tempter/Temptrass will operate against the PC's side. If an NPC Tempter/Temptrass puts the PC out of action or the PC is the only one left on his/her side then the PC is automatically captured but does not have to make a roll for other outcomes of defeat. Subtract 1 from the PC's relationship with an Anima/Animus if any. Add 1 to the Tempter/Temptrass's Ego.

Government Agents

Becoming government agents depends on the game environment (see the SHSA Episode Generator). The team may be offered a position as government agents by a Good or Neutral government. If the team has never taken part in an episode opposing government organisations or agencies and contains no **Wanted** members then roll 4+ on D6 after each successful episode where the team made the news to see if the offer is made. Actually Evil governments may make offers too but the PCs have to decline them as this would make them villains. On a roll of 6 a Neutral

government won't take no for an answer and if the team refuses they will all become **Wanted**. Otherwise the team can decline or accept. If they accept:

- They stop being sponsored and can't be sponsored any more.
- A weak government gives them +1 *Team Resources*, a solid government gives them +2 *Team Resources* and a Strong government +3 *Team Resources*.
- They all become professional superheroes losing their previous job.
- If any PC's **Lifestyle Level** was Poor D4 it becomes Average D6.
- They are Law Enforcers.
- The government expects them to go on episodes to protect the area and government interests.
- The government knows where their base is (important if they fall out later).

If working for a Neutral government it is fairly easy to fall out with them as they will expect the team to support government agencies and organisation right or wrong.

Actions in Activity Periods

Each character selects the actions they will use their activity periods for each week. Usually they have 6 periods available. These are the choices they can use an activity period for:

- **PC Assault:** attack some enemies who are established in an area to try to clear them out and/or to rescue their prisoners. This causes an Assault Episode to occur in this activity period.
- **PC Breakout:** if the character is currently captured try to escape. This causes a Breakout Episode to occur in this activity period. This is the only activity allowed for captured characters.
- **Construction:** gain Build Points to use to build bases, vehicles, personnel or equipment.
- **Episode:** deal with a randomly generated Episode. Once begun this can require more than one activity period.
- **Establish Legend:** gain Legend Points to build a new secret ID for a character.
- **Find or Tap a Sponsor:** try to get sponsors for a sponsored Hero Team.
- **Make a Living:** work in a job to maintain a lifestyle or replenish resources.
- **Patrol:** patrol the area to deal with issues such as crime.
- **Purchase:** gain Resource Points to spend on bases, vehicles, personnel or equipment.
- **Recruiting:** try to find new heroes to join the group.
- **Research:** perform research to help in a later Episode.
- **Training:** train to get Training Points to improve abilities.

PC Assault

Choose a target already occupying an area of the map. The referee will generate an episode with that target as the opponents or use an existing Assault Episode against the target if it exists. The assault will use one Activity Step for each character that takes part but may require more to complete. An Assault is also used to rescue captured characters and to retrieve *Items* taken by the enemies. See the SHSA Episode Generator for details.

PC Breakout

A character or characters who are currently captured by an enemy try to escape. The referee generates a PC Breakout Episode using the SHSA Episode Generator. The Breakout will use one Activity Step for each character that takes part but may require more to complete. As part of a Breakout a character may be able to regain *Items* lost as a result of capture or defeat.

Construction

Construction can be used to gain bases, vehicles or equipment. It uses the PC's **Technology** skill. Roll **Technology** and gain the result in **Build Points**. A character can either keep these for individual projects or put them into a team pool for team projects. For a few projects (listed under Bases) characters need to roll a skill instead of **Technology** and gain points in that specific skill. Alternatively some of these can be converted into **Resource Points** at a rate of 1 **Resource Point** per 3 **Build Points**. The character can then use Build Points to gain something at the listed cost for the base, equipment or vehicle (these cost Build and Resource Points).

Regaining Lost Items

Sometimes a character will have lost an Item and has failed to retrieve it through an Assault. In this case s/he can spend 40 Build Points to get in back.

Episode

A character can deal with a randomly generated Episode produced for the week by the SHSA Episode Generator. This may require more than one activity period to complete.

Establish a Legend

If a PC needs a Secret ID either because she never had one or an existing one has been compromised then a new Secret ID can be created (a new cover name, background, place to live, job). To do this requires **Legend Points**. To get these choose this activity and roll **Security**, **Computers** or **Investigation**. Spend 40 **Legend Points** and 10 **Resource Points** to complete the Secret ID. These can come from an individual character or a team pool.

Find or Tap a Sponsor

The Team can gain a sponsor which means that an individual or organisation is funding their work. They can't do this if they are operating as Government Agents. Gaining a sponsor is a task using either **Leadership** or **Persuasion**. The difficulty is 2D6 modified as follows (this depends on the environment of the setting – see the SHSA Episode Generator):

- Operating in an area with an Evil Government: +2
- Operating in an area with a Neutral Government: +1
- No Base advantages: +2
- Secret Base: +1
- Each other sponsor the team already has: +1
- Group contain Level 2+ characters: -1 or Level 4 characters: -2
- Team was in the news within the last 4 weeks for succeeding in an Episode which threatened the area: -1
- Add the increase to Team Resources gained from the sponsor (to a max of +3) to the difficulty.

If the task succeeds an appropriate organisation depending on the environment of the setting offers to sponsor the team in their good works e.g. a charity, company, rebel group, secret society, civil society organisation, foreign government or the local government. The organisation will provide the Team Resources indicated. The character must spend another D6 periods to finalize arrangements before the sponsorship is complete.

If the Team Resources are **Spent** they can be **Replenished** by 1 by taking this action at -2 difficulty (tapping a sponsor).

The organisation may withdraw sponsorship after a public failure, PR disaster or if the team goes against their aims. If a team already has a sponsor and wants to get another they can first lose their current sponsor/s which will make the task easier.

If Team Resources reaches D8 it then becomes possible to **Make a Living** as a superhero quitting any previous job with a new base lifestyle (modified by advantages and disadvantages) of D6 Average. If Team Resources reach D12 then the base lifestyle of heroes goes up to D12 Wealthy.

Making a Living

A PC can work in a job to maintain a *Lifestyle* (this can include working as a student for example). Often this requires a Secret ID unless the referee has agreed that a particular job is possible without one. If part of a Sponsored Hero Team or Government Agents it is possible to work as a superhero without needing a secret ID. In this case when Making a Living the PC is making public appearances, giving interviews, having meeting with sponsors and committees and so on.

Two activity periods in a week Making a Living will maintain **Lifestyle** at the current level except that those with a Luxurious Lifestyle need to work one period less and those who are Plutocrats need no periods. One period less is required if working as a superhero. Depending on the job a character does (and in what country) s/he will probably be allowed some weeks of holiday each year either at fixed or chosen times and in those weeks doesn't need to work to maintain lifestyle.

If a PC is 1 Period short in the week roll D6 and on a 1 **Lifestyle** drops by 1 Level. If a PC is 2 Periods short in the week roll D6 and on a 1 or 2 **Lifestyle** drops by 1 Level. A character can avoid the drop in Lifestyle by making a test using Resources against the Lifestyle level lost. A success stops the drop. It does cause Resources to be reduced as usual.

If Lifestyle drops the PC may be able to recover it. The referee can decide what needs to happen. The PC may be able to work extra periods to make amends or may need to find a new job or may be able to persuade their boss. A less than honest PC could call in sick or something like that too to avoid the loss.

If a PC works the required number of periods that s/he can **Replenish** resources by 1. An extra period allows resources to be **Replenished** by 2. Higher level plutocrats **Replenish** 1 per Plutocrat +1 without working.

Patrolling

Patrolling PCs are looking for minor issues to sort out such as crimes and other problems being experienced by the population. Up to two PCs can work together in a patrol. Patrolling allows the PC to roll D6 vs Virtue to improve it. Also roll on the following table:

D20	Task/s
1-2	Investigation
3-4	Athletics
5	Endurance
6	Leadership
7	Medical
8	Perception
9	Persuasion
10	Technology
11-12	Movement Ability
13-14	Ability Which Deals Damage (Not Bullet)
15-16	Ability Which doesn't cause Damage or Movement
17+	Roll twice – must do both

The difficulty (roll once for each task) is as follows. Difficulty and Reputation are +1 at Level 4 or +2 at Level 8:

D6	Difficulty	Reputation
1-2	2D4	0



D6	Difficulty	Reputation
3-5	2D6	+1
6	2D8	+2

If the PC succeeds in all the tasks s/he sorted out the problem and gains 1 VP and if the character's Reputation is currently lower than the indicated reputation then increase it by 1. If the character fails in the task and reputation is currently equal to or higher than the indicated reputation then reduce it by 1.

Purchase

Purchase can be used to gain bases, vehicles or equipment. It uses the PC or Team's Resources. Roll Resources and gain the result in **Resource Points**. Reduce the Resources rolled by 1 as usual. A character can either keep these for individual projects or put them into a team pool for team projects. Alternatively some of these can be converted into **Build Points** at a rate of 1 **Build Point** per 3 **Resource Points**. The character can then use Build Points to gain something at the listed cost for the base, equipment or vehicle (these cost Build and Resource Points).

Recruiting

A recruiting task tries to get new members for the hero team. It uses **Persuasion** with difficulty 2D6 if the team's last episode was successful or 2D8 otherwise. Up to two PCs can work together. If the task succeeds the players can generate a new character to join the team. If the task is attempted to recruit an NPC who is a PC's Follower, Minion, Rival or Companion who is not a Villain add the PC's relationship to the chance of success.

Research

Some episodes allow prior research to find out about the problems. If this is allowed any number of PCs can take part. The difficulty of the task is set by the episode. Success gives the characters in the team:

- The PCs gain details of the opponents, environments and tasks they will face allowing them to select the team to go better. Also this gives each of them +1D to resist any environment encountered.
- When attempting a blocking or final task as part of the episode gives the character with the highest skill +1D.

Training

Roll the character's **Training** and gain the result in Training Points. Can spend Training Points to get DP. The cost of a DP is equal to 20 x the character's Level.

Structures Buildings

Building walls and doors have the following resistances. The value after the / is for High-Tech structures.

Wall or Door	Resistance
Interior wall or door, fence	2D4/2D6
Exterior wall or floor, tough door, gate	2D6/2D8
Reinforced wall or floor, armoured door or gate	2D8/2D10
Heavy wall such as a concrete wall or bunker or a vault door	2D10/2D12

Team Bases

Player Character heroes begin operating out of their homes or places of work. They can use construction and purchase actions to acquire base advantages. Each advantage has a cost in **Resource Points** and **Build Points**. Some features are only available or have a better effect if they are High-Tech which is allowed to some characters. Some features can only be built by characters who have advantages. Team Bases require maintenance. The maintenance cost of a base is paid monthly at 1% of the Resource and Build points that it cost (rounded up).

Base Location and Secrecy

This is the first thing a base must have. Choose a location and pay the costs indicated. The cost is for normal/high-tech. Some locations impose extra cost on other base advantages. Consider that more exotic locations will require vehicles to get to the location of episodes and so on as some will have to be off the standard map. However exotic locations may be very hard for enemies to attack. The cost of a Secret Base Cost is shown. Each type of Secret Base has an adjustment as to how hard it is to find. In areas with Good and Neutral governments having a secret base gives each member of the team -1 Reputation and having a public base +1 Reputation.

Location	Build Points	Resource Points	Secret Base Build Points	Secret Base Resource Points	Other Advantages	Secret Base Find
Air	50/30	14/10	20/12	30/12	+30%	0
Arctic	18/14	6/6	12/12	10/12	+50%	+3
Desert	18/14	4/6	12/12	10/12	+40%	+3
Mobile Air	60/35	14/10	50/12	30/12	+60%	+2
Mobile Ground (Train, Trucks)	25/15	6/4	8/12	6/12	+30%	+2
Mobile Ground All Terrain	35/20	7/5	8/12	6/12	+50%	+3
Mobile Space	110/60	40/30			+100%	+2
Mobile Underwater	50/35	14/10	8/12	6/12	+50%	+6
Mobile Water	20/15	4/4	8/12	6/12	+30%	+2
Open	10/10	10/10	20/12	12/12	+0%	0
Space	90/50	30/20	20/12	50/12	+100%	0
Underwater	40/25	14/10	8/12	6/12	+50%	+5
Urban	10/10	6/6	8/12	6/12	+10%	+1
Water	15/12	4/4	10/12	8/12	+30%	0
Wilderness	15/12	6/6	12/12	10/12	+20%	+2

Secret Base means that enemies need an **Investigation** task (undertaken by all of them) to find them of 2D8 as standard or 2D12 for High-tech adjusted by location. Once a base is located by an individual or group then only abandoning it and usually building a new base (or getting rid of everyone who knows) will regain concealment. However secret mobile bases can just move to a new location.

Base Advantages

Each base advantage constructed provides some bonus to the team. Some advantages are restricted in that they are only allowed with another advantage which is listed. Where High-Tech construction is allowed the bonus provided by a feature gets +1 where it is marked with a *. Some features give the base an advantage to **Resist Assault**. This is used if enemies attack the team's base whilst they aren't there (See SHSA Episode generator). The base value of the **Resist Assault** is 0 and it is increased from there. Some features give the base **Resist Breakout**. This is used when prisoners try to break out of the base whilst the characters aren't there. It starts at 0. Some advantages give the base a Garrison. A Base can have more than one kind of Garrison. Garrisons count as Allies but only when enemies attack the base or attempt a breakout when the characters are present. If the

characters are present this should also provide a guide to creating a map of the base. If an advantage allows characters to acquire something that is via spending DP through experience (see **Gaining and Spending Development Points**). Some features say 'upgrade standard equipment'. This means that if the base is associated with NPCs who have standard equipment of the kind the feature produces treat it as from 1 level higher (NPCs have standard equipment listed per level) if possible. However only a High-tech feature allows an upgrade to high-tech equipment and upgrading by a level may produce no change in some cases. Having a High-tech lab always upgrades standard items to High-Tech if possible. If a feature is damaged (in an episode) it will be out of action until repaired. This costs ½ the Build Points and Resource Points of building it.

Feature	Build Point Cost	Resource Point Cost	Other Requirements	Effects
Admin Staff	10	10		Reputation +2. Secret Base -2.
Armour Lab	40	8		If the base has a Garrison gives +1* Resist Assault. Allows characters to gain Armoured Costume. Upgrade standard equipment.
Artificial Gravity	80	20		Allows a base interior to not be Microgravity for a base in Space. This represents a rotating space station.
Automata Lab	50	12	High Tech	Garrison. +1 Resist Assault and +1 Resist Breakout. Allies: Automata. Base Maintenance x 0.5.
Automated Weapons	50	12	Master Computer Weapons Lab	+1 Resist Assault and Resist Breakout. When defending against assaults or breakouts means that the 'Automated Weapons' complication (See SHSA Episode generator) is automatically present.
Cells	30	8		Allows enemy prisoners to be held at base.
Compound	50	10		The base is surrounded by a fenced compound with gates. This may not be possible (or indeed useful) in all environments and the referee can decide. Its main effect when planning the base it gives an outdoor area which can be defended by PCs. Gives +1 to resist Assault or Breakout if the base has either a Garrison or Automated Weapons and, in this case, will also include a gate building and watch towers.
Danger Room	40	10		Gives +1* Training . Allows characters to gain Combat Awareness, Combat Skill. Evade, Forward Observer and Mental Discipline.
Detection System	40	10	Detection Lab	This is an external detection system using radar or sonar. If the base has a Garrison gives +1 Resist Assault. The base has sense Radar or Sonar 2D6*.
Detection Systems Lab	50	8		Allows characters to gain LI Goggle and IR Goggles. With a garrison gives +1 to Resist Assault. Upgrade standard equipment.
Gene Lab	30	10	Super Scientist Science Lab	Garrison. +1 Resist Assault and +1 Resist Breakout. Allies Gene Soldiers. Also requires 40 Science Points (gained by rolling Science in Construction).
Grav Plates	40	12	High Tech	Allows a base interior to not be Microgravity for a base in Space. Can be turned on and off.
Hardened Interior	50	10		Interior walls of the base are like Exterior Walls. Interior doors are tough. +1* to Resist Breakout.
Life Support	40	10	Life Support Lab	Gives the interior life support so that if it is in environment Space, Underwater, Hot or Cold these environments don't apply in the interior.
Life Support Lab	50	8		Allows characters to acquire Protected Costumes. Gives +1 Endurance to resist Environments.
Maintenance Staff	10	10		Reduces the Build Points for Base Maintenance x 0.5. Secret Base -2.

Feature	Build Point Cost	Resource Point Cost	Other Requirements	Effects
Master Computer	50	10		Allows Automated Weapons and gives them a DX (HIT) of 2D6*. If Security Systems, Detection Systems, Science Lab or Research Facility is present it improves them by 1.
Medical Facilities	35	8		Gives Medical Tasks +1*. Also requires 30 Medical Points (gained by rolling Medical in Construction).
Monitoring System	20	4		This is an internal detection system (also any compound and the area immediately outside) using IR and LI. If the base has a Garrison gives +1 Resist Breakout. The base has sense IR/LI 2D6*.
Mystical Library	20	6		Gives Mystical Tasks +1*. Also requires 30 Mystical Points (gained by rolling Mystical in Construction).
Reinforced Structure	50	10		The outer walls of the base building are reinforced walls and outer doors are armoured. +1* to Resist Assault.
Research Facility	20	6		Gives Research Tasks +1*. Also requires 30 Research Points (gained by rolling Research in Construction).
Robot Lab	50	12	High Tech	Garrison. +1 Resist Assault and +1 Resist Breakout. Allies Robots. Base Maintenance x 0.5.
Science Lab	35	10		Gives Science Tasks +1*. Also requires 30 Science Points (gained by rolling Science in Construction).
Security Guards	30	15		Garrison. +1 Resist Assault and +1 Resist Breakout. Allies: Paramilitary Police. Secret Base -2.
Security Systems	40	10		Gives +1* Resist Assault and +2* Resist Breakout. Each door in the base requires a 2D8* Security Task to get through unless access has been granted.
Summoning Portal	25	4	Mystic, Magician or Occultist Mystical Library	Garrison. +1 Resist Assault and +1 Resist Breakout. Allies: Demons. Also requires 50 Mystical Points (gained by rolling Mystical in Construction).
Vault	50	12		Critical base systems (Master Computer, Security System Controls and Life Support Controls) are heavily armoured with Vault Doors and Bunker walls. If in an assault or breakout with the PCs not present each of these would get a save if damaged and on a 4*+ on a D6 they are OK. Also any captured Items or Artefacts are stored in a vault with the same properties.
Vehicle Bay	60	10		Allows vehicles to be built and stored within the base. With Armour Lab vehicles can be armoured, with Detection Lab they can have detection systems, with Weapons lab they can be armed and with Life Support lab they can have life support.
Wall	50	10	Compound	Replaces a compound fence with a reinforced wall and watch towers and gate houses are also reinforced. Gates are armoured. Gives an additional +1* to Resist Assault.
Weapons Lab	50	8		Allows characters to acquire Weapons. If the base has a Garrison gives +1* to resist Assault. Upgrade standard equipment.

Bases for NPCs

NPC groups may start with standard bases and also buildings are found on many battlefields. These have set characteristics. If one of the owners can build high tech bases then features are high-tech then the features are high-tech. These features will appear if the PCs assault or try to break out from an enemy base

Standard Base	Characteristics
Law Enforcers Base	Reinforced Structure, Security System, Monitoring System, Cells.
Military Compound	Compound, Security System, Monitoring System, Medical Facilities, Cells.
Spy Base	Secret Base, Reinforced Structure, Security System, Monitoring System, Cells, Medical Facilities
Hideout	Secret Base, Compound
Super Base	Secret Base, Reinforced Structure, Security System, Monitoring System.
Demonic Gate	Summoning Portal

Some bases are enhanced. If so roll on the following table the indicated number of times:

- Max level of the owner/s.
- +1 per **Technology** skill of owner (i.e. 1 per each +1 Val).
- +1 per Resources Val of owner (i.e. 1 per each +1 Val).
- +2 for a Mastermind or Black Queen.

If the owner/s can build high tech bases then the base will be high-tech. Re-roll any features where the requirements aren't met or anything the base already has. Some features of a PC base aren't included as they wouldn't make much difference- in this case the referee can decide if they are there if creating a map as appropriate.

D100	Feature	Requirements	Effects
01-03	Armour Lab		Allows named characters to gain Armoured Costume. Upgrade standard armour by one type if any available.
04	Artificial Gravity	Space	Allows a base not to be in microgravity when in space.
05-07	Automata Lab	High Tech	Allies: Automata.
08-12	Automated Weapons	Master Computer Weapons Lab	When defending against assaults or breakouts means that the 'Automated Weapons' complication (See SHSA Episode generator) is automatically present.
31-17	Cells		Allows prisoners to be held at base.
18-22	Compound		The base is surrounded by a fenced compound with gates. This may not be possible (or indeed useful) in all environments and the referee can decide. Its main effect when planning the base it gives an outdoor area which can be defended. If the base has either a Garrison or Automated Weapons will also include a gate building and watch towers.
23-24	Danger Room		Allows characters to gain Combat Awareness, Combat Skill. Evade, Forward Observer and Mental Discipline.
25-28	Detection System	Detection Lab	This is an external detection system using radar or sonar. The base has sense Radar or Sonar 2D6*.
29-32	Detection Systems Lab		Allows named characters to gain LI Goggle and IR Goggles. Upgrade standard detection systems if possible.
33-34	Gene Lab	Super Scientist Science Lab	Allies: Gene Soldiers.

D100	Feature	Requirements	Effects
35-36	Grav Plates	High Tech, Space	Allows a base interior to not be Microgravity for a base in Space. Can be turned on and off.
37-40	Hardened Interior		Interior walls of the base are like Exterior Walls. Interior doors are tough.
41-44	Life Support	Life Support Lab	Gives the interior life support so that if it is in environment Space, Underwater, Hot or Cold these environments don't apply in the interior.
45-47	Life Support Lab		Allows characters to acquire Protected Costumes. Gives +1 Endurance to resist Environments.
48-51	Master Computer		Allows Automated Weapons and gives them a TO DX (HIT) of 2D6*. If Security Systems, Detection Systems, Science Lab or Research Facility is present it improves them by 1.
52-54	Medical Facilities		Gives Medical Tasks +1*.
55-59	Monitoring System		This is an internal detection system (also any compound and the area immediately outside) using IR and LI. The base has sense IR/LI 2D6*.
60-61	Mystical Library		Gives Mystical Tasks +1*.
62-65	Reinforced Structure		The outer walls of the base building are reinforced walls and outer doors are armoured.
66-67	Research Facility		Gives Research Tasks +1*.
68-69	Robot Lab	High Tech	Allies: Robots.
70-73	Science Lab		Gives Science Tasks +1*.
74-77	Security Guards		Allies: Paramilitary Police.
78-80	Secret Base		
81-84	Security Systems		Each door in the base requires a 2D8* Security Task to get through unless access has been granted.
85-86	Summoning Portal	Mystic, Magician or Occultist Mystical Library	Allies: Demons.
87-88	Unusual Environment		Pick an unusual environment where the base is.
89-90	Vault		Critical base systems (Master Computer, Security System Controls and Life Support Controls) are heavily armoured with Vault Doors and Bunker walls. Also any captured Items or Artefacts are stored in a vault with the same properties.
91-94	Vehicle Bay		Allows vehicles to be built and stored within the base. The team owning the base uses a D3 random vehicles which can be custom vehicles designed by the referee. Standard vehicles of the group are upgraded if possible.
95-97	Wall	Compound	Replaces a compound fence with a reinforced wall and watch towers and gate houses are also reinforced. Gates are armoured.
98-00	Weapons Lab		Allows characters to acquire Weapons. Upgrade standard weapons if possible.

Roll for the location of the base using this table. The referee can re-roll (or select something) if it doesn't make sense. Quite a lot of more normal groups bases will just be Urban or Wilderness. Some of these bases would have to be off the standard map at lower levels especially.

Standard	High-Tech	Location	Secret Base Find
01	01-03	Air	0
02-03	04-07	Arctic	+3
04-07	08-12	Desert	+3

08-09	13-17	Mobile Air	+2
10-11	18-19	Mobile Ground (Train, Trucks)	+2
12-13	20-21	Mobile Ground All Terrain	+3
	22-23	Mobile Space	+2
14-15	24-26	Mobile Underwater	+6
16-19	27-30	Mobile Water	+2
20-26	31-35	Open	0
	36-37	Space	0
27-28	38-41	Underwater	+5
29-60	42-65	Urban	+1
61-70	66-75	Water	0
71-00	76-00	Wilderness	+2

The referee can decide if NPC's bases are secret. Most villainous groups have secret bases in areas with Good or Neutral governments and in areas with Evil governments if they aren't the same faction as the government. Most heroic groups have secret bases in areas with Evil governments. Heroic groups in Neutral government areas have secret bases pretty often and in Good areas sometimes.

Weapons for NPCs and Vehicles

Some NPC groups start with standard weapons (*Standard Items*) which are classified as below. Where crew are listed it is for weapons which are man-packed or for field guns. If a weapon is vehicle mounted or in a fixed installation it needs half the crew rounded down. Set up times apply for man-packed or field guns following a move. Vehicle mounted weapons aren't allowed to be field guns. Weapons don't work in Environment (Underwater) unless listed as Works Underwater. If upgraded as for a Weapons lab choose a similar but better weapon if one exists. PCs can fit these weapons to vehicles with a Weapons Lab.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Melee Weapons	Hand to Hand	DX	Instant	Damage (Solid)	Held Item.	+1D
Daggers, Knives etc.	Touch	DX	Instant	Damage (Solid)	Held Item. Works Underwater	2D4
Blades	Short	DX	Instant	Damage (Solid)	Held Item. Works Underwater	2D6
Bomb	Ranged	IN	Instant	Damage (Solid)	Area (Massive Blast), Heavy = Shots (4), Medium = Shots (2). Only ground targets. Launched by planes.	2D14
Cursed/ Blessed Blade	Short	DX	Instant	Damage (Solid)	Held Item, Ignores (Insubstantial). Works Underwater	2D6
Electro-Spear	Short	DX	Instant	Damage (Electricity) & Stun (Electricity)	Held Item, High-Tech. Works Underwater	2D6
Molecular Sword	Short	DX	Instant	Damage (Solid)	Rending, Held Item, High-Tech. Works Underwater	2D6
Force Mace	Hand to Hand	DX	Instant	Damage (Physical) & Knockdown (Physical)	Held Item, High-Tech	Increase +1D1
Plasma Lance	Short	DX	Instant	Damage (Radiation) & Drain (Radiation/ST)	Held Item, High-Tech. Works Underwater	2D6
Fire Lance	Short	DX	Persistent	Damage (Heat)	Held Item, High-Tech	2D6
Thrown Weapons	Close	DX	Instant	Damage (Solid)	Held Item, Bullet	2D4

Ability	Range	Hit	Duration	Result	Modifiers	Val
Pistols	Close	DX	Instant	Damage (Solid)	Held Item, Bullet	2D4
Submachine Guns	Close	DX	Instant	Damage (Solid)	Autofire, Held Item, Bullet	2D4
Rifles	Ranged	DX	Instant	Damage (Solid)	Held Item, Bullet	2D6
Spear Gun	Close	DX	Instant	Damage (Solid)	Held Item, Bullet, Works Underwater.	2D4
Shotguns	Touch	DX	Instant	Damage (Solid)	Area (Long Line), Held Item	2D6
Auto Rifles	Ranged	DX	Instant	Damage (Solid)	Autofire, Held Item, Bullet	2D6
Grenade	Close	DX	Instant	Damage (Solid)	Area (Blast), Item	2D6
Stun Grenade	Close	DX	Instant	Stun	Area (Blast), Item	2D6
CS Grenade	Close	DX	Time (3 turns)	Drain (Physical/Sense (Vision, Enhanced Vision))	Area (Blast), Persistent, Gas, Item	2D6
Poison Gas Grenade	Close	DX	Time (3 turns)	Damage (Physical)	Area (Blast), Persistent, Gas, Item	2D6
Smoke Grenade	Close	DX	Time (6 turns)	Stops Sense (Vision)	Area (Large Blast), Item	2D6
Grenade Launcher	Ranged				Held Item. Modifiers range of grenades.	
Light Anti-Tank Weapons	Close	DX	Instant	Damage (Solid)	Held Item, Only ground targets. Slow Activation	2D10
Shoulder Launched Surface to Air Missile	Distant	IN	Instant	Damage (Solid) & Seeking	Held Item, Only against flying targets, Slow Activation.	2D8 +1
Flamethrower	Touch	DX	Persistent	Damage (Heat)	Area (Cone), Held Item, Shots (3)	2D6
Oil Slick	Touch	DX	Until Removed	Slow Move (Solid/Running or Driving) & Knockdown	Area (Cone), Medium	2D8
LMG	Ranged	DX	Instant	Damage (Solid)	Autofire, Held Item, Slow Activation, Medium, Bullet.	2D6
Autocannon	Distant	DX	Instant	Damage (Solid)	Autofire, Slow Activation, Heavy	2D8
Small Gun Firing AP	Distant	DX	Instant	Damage (Solid)	Slow Activation, Medium, only ground targets.	2D10
Small Gun Firing HE	Distant	IN	Instant	Damage (Solid)	Area (Burst)	2D8}
Large Gun Firing AP	Distant	DX	Instant	Damage (Solid)	Slow Activation, Heavy, only ground targets.	2D12
Large Gun Firing HE	Distant	{IN	Instant	Damage (Solid)	Area (Large Burst)	2D10}
Surface to Air Missile	Distant	IN	Instant	Damage (Solid) & Seeking	Slow Activation, Medium, only against flying targets.	2D10 +1D1
Anti-Tank Missile	Distant	IN	Instant	Damage (Solid) & Seeking	Slow Activation, Medium, only ground targets.	2D12 +1
Anti-Ship Missile	Distant	IN	Instant	Damage (Solid) & Seeking	Slow Activation, Heavy, only water targets.	2D12 +1D1

Ability	Range	Hit	Duration	Result	Modifiers	Val
Torpedo Tube	Ranged	IN	Instant	Damage (Solid) & Seeking	Slow Activation, Heavy, Only large water or underwater targets, Works Underwater.	2D12 +1
Sonic Pistols	Close	DX	Instant	Damage (Physical)	Held Item, High-Tech, Ignores (Armour).	2D4
Laser Pistols	Close	DX	Instant	Damage (Heat)	Held Item, High-Tech.	2D6
Gauss Pistols	Close	DX	Instant	Damage (Solid)	Held Item, Bullet, High-Tech	2D6
Blaster Pistols	Close {Touch	DX	Instant	Damage (Radiation)	Held Item, High-Tech Area (Line)}	2D6
Tangler Pistol	Close	DX	Instant	Trap (Solid)	Partial, Held Item, High-Tech	2D6
Flamer	Touch	DX	Persistent	Damage (Heat)	Area (Cone), High-Tech, Held Item	2D8
Laser Rifles	Distant	DX	Instant	Damage (Heat)	Held Item, High-Tech	2D8
Gauss Rifles	Ranged	Autofire	Instant	Damage (Solid)	Held Item, Bullet, High-Tech	2D8
Blaster Rifles	Ranged {Touch	DX	Instant	Damage (Radiation)	Held Item, High-Tech	2D8
Sonic Rifles	Touch	DX	Instant	Damage (Physical)	Area (Cone), Held Item, High-Tech, Ignores (Armour)	2D6
Tangler Rifle	Ranged	DX	Instant	Trap (Solid)	Partial, Held Item, High-Tech	2D8
Support Laser	Distant	DX	Instant	Damage (Heat)	Held Item, Slow Activation, Medium, High-Tech	2D10
Support Gauss Gun	Ranged	DX	Instant	Damage (Solid)	Held Item, Autofire, Held Item Slow Activation, Medium, Bullet, High-Tech	2D10
Support Blaster	Ranged	DX {Touch	Instant	Damage (Radiation)	Held Item, Slow Activation, Medium, High-Tech Area (Long Line)}	2D10
Support Sonic	Touch	DX	Instant	Damage (Physical)	Held Item, Area (Large Cone), Slow Activation, Medium, High-Tech, Ignores (Armour)	2D8
Medium Laser	Ranged	DX	Instant	Damage (Heat)	Slow Activation, Medium, High-Tech	2D12
Medium Mass Driver	Ranged	DX {IN	Instant	Damage (Solid)	Autofire, Medium, 2 crew, 2 act set up, Bullet, High-Tech Area (Barrage)}	2D12
Medium Blaster	Ranged {Touch	DX	Instant	Damage (Radiation)	Slow Activation, Medium, High-Tech Area (Long Line)}	2D12
Medium Sonic	Touch	DX	Instant	Damage (Physical)	Area (Large Cone), Slow Activation, Medium, High-Tech, Ignores (Armour)	2D10
Heavy Laser	Distant	DX	Instant	Damage (Heat)	Slow Activation, Heavy, High-Tech	2D12
Heavy Mass Driver	Distant	DX {IN	Instant	Damage (Solid)	Slow Activation, Heavy, Bullet, High-Tech Area (Barrage)}	2D12
Heavy Blaster	Ranged {Touch	DX	Instant	Damage (Radiation)	Slow Activation, Heavy, High-Tech Area (Massive Line)}	2D12
Heavy Sonic	Touch	DX	Instant	Damage (Physical)	Area (Large Cone), Slow Activation, Heavy, High-Tech, Ignores (Armour)	2D10
Super Torpedo	Distant	IN	Instant	Damage (Solid)	Slow Activation, Heavy, Works Underwater, Only large water or underwater targets.	2D14

Detection Systems for NPCs

Some NPC groups start with detection systems.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Night Vision Gear	Personal		Always On	Sense (LI)	Item. Perception -1.	D4
IR/LI Goggles	Personal		Always On	&Sense (LI) &Sense (IR)	Item. High Tech.	D6

Armour for NPCs

Some NPC groups start with armour.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Body Armour	Personal		Always On	Armour (Solid)	Move -1, Item	+1D
Part Combat Armour	Personal		Always On	Armour (Solid, Physical, Energy)	High-Tech, Move-1, Item	+1D
Combat Armour	Personal		Always On	Armour (Solid, Energy, Physical), & Life Support (Heat, Cold, Radiation, Space, Underwater)	High-Tech, Move -1, Item	+1D1
Armoured Costume	Personal		Always On	Armour (Solid, Physical, Energy)	Item.	+1D
High-Tech Armoured Costume	Personal		Always On	Armour (Solid, Physical, Energy)	Item, High-Tech.	+1D1
Force Shield	Personal		Always On	Blocks (Solid, Energy)	Held Item, High-Tech	D8

Radio for NPCs

Some groups start with standard radio which is classified as below.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Radio	Personal		Always On	Radio	Item	D6

Life Support for NPCs

Some groups start with standard life support which are classified as below.

Ability	Range	Hit	Duration	Result	Modifiers	Val
Cold Weather Gear	Personal		Always On	Life Support (Cold)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D6
Scuba Gear	Personal		Always On	Life Support (Underwater)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D6
Vacuum Suits	Personal		Always On	& Life Support (Heat, Cold, Radiation, Space)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D6
Gas Mask	Personal		Always On	Life Support (Gas)	-1 Sense and Accuracy unless High-tech. Item.	D6

Vehicles

Vehicles Built by PCs and NPCs

Player Characters and NPCs can build vehicles in a Vehicle Bay. Characters will automatically gain familiarity with a custom vehicle they have built. Such as vehicle can be used by PCs or NPCs working for them. Vehicles costs Build Points and Resource Points. Some features of a vehicle have other requirements for base features unless the builder is a Vehicle Expert. When building a vehicle first select a chassis size which decides how much space is available in the vehicle and then other features which will use up the space. Any space which is a % of total size is rounded up. Vehicles as standard have a structure of 2D4 which encloses them like a **Wall**. By default this covers all features except the passengers and crew. In any vehicle of above Size +1 passengers and crew get cover from an unenclosed vehicle. Features marked * get +1 if High-Tech. **Resource Point** cost is 1/5 of the total Build Point cost. The maintenance cost of a vehicle is 2% per month modified as for the base in which it is kept.

Vehicles have the following ability as standard:
Immunity (Psychic, Poison, Gas, Fear, Sanity Blasting)
Large +2 or more is also Immune (Knockdown)

Feature	Build Point Cost	Space	Other Requirements	Effects
Chassis Size	10 per size			Large +1 gives the vehicle 4 space. Each increase doubles the space.
Enclosed	2 per size	5%		Passengers and crew are within the vehicle skin.
Crew/ Passenger Position	3	1		Seat. Suitable for fairly short use.
Long haul Crew/ Passenger Position	5	2		Seat with more space. Better for long journeys. Includes some shared facilities.
Cabin	10	4		Small cabin and/or more shared space and facilities. Allows long term occupation. Like a ship or camper van.
Stateroom	15	8		Larger cabin and/or extra shared space and facilities. Comfortable long term. Like a yacht.
Light Armour	3 per size	5%/10%		Raises Skin to 2D6*. Requirements after the / are for enclosed vehicles.
Medium Armour	5 per size	10%/15%	Armour Lab	Raises Skin to 2D8*. Requirements after the / are for enclosed vehicles.
Heavy Armour	8 per size	15%/20%	Armour Lab	Raises Skin to 2D10*. Requirements after the / are for enclosed vehicles.
Extra Heavy Armour	11 per size	20%/25%	Armour Lab	Raises Skin to 2D12*. Requirements after the / are for enclosed vehicles.
Wheeled Suspension	3 per size	10%		Movement (Driving, Wheeled) 3D8
All Terrain Suspension	4 per Size	15%		Movement (Driving All-Terrain) 3D6
Tracked Suspension	6 per size	20%		Movement (Driving, Tracked) 3D6
Walking Suspension	9 per size	40%	High-Tech	Movement (Running) 3D6. No more than +1 Move.
Water Propulsion	3 per size	5%		Movement (Swimming) 3D6

Feature	Build Point Cost	Space	Other Requirements	Effects
Drill Propulsion	12 per size	30%	High-Tech. Minimum Light Armour.	Movement (Tunnelling) 3D4. No more than +1 Move.
Helicopter/VTOL Propulsion	9 per size	40%	Max Medium Armour.	Movement (Flight) 3D8.
Winged Propulsion	7 per size	30%	Max Medium Armour.	Movement (Flight, Plane) 3D10
ACV Suspension	6 per size	20%	Max Medium Armour.	Movement (Driving, ACV) 3D8
Slider Suspension	6 per size	10%	High Tech	Movement (Limited Flight, Slider) 3D8
Lift Suspension	10 per size	20%	High Tech	Movement (Flight) 3D8. Can reach orbit.
Rocket Propulsion	12 per size	60%	Max Light Armour.	Movement (Flight) 3D20. Very limited endurance. Can reach orbit.
Per Extra Propulsion or Suspension after 1 st	2 per size	10%		
Improved Power Plant	3 per size	10%/5%		Gives +1 Move. Space after the / is High-Tech.
Enhanced Power Plant	6 per size	20%/10%		Gives +2 Move Space after the / is High-Tech.
Extreme Power Plant	9 per size	20%	High-Tech	Gives +3 Move.
Ultra Power Plant	12 per size	30%	High-Tech	Gives +4 Move.
High Pressure Hull/Dive	5 per size	10%/5%	Min Light Armour. Enclosed Vehicle.	Allows an enclosed vehicle to go underwater. After / is High-Tech.
Sealed Environment	3 per size	10%/5%	Enclosed Vehicle Life Support Lab	2D6* Life Support (Gas, Heat, Cold, Radiation, Underwater, Space). After / is High-Tech
IR Scopes	8		Detection Lab	D6 Sense (IR). -1 Perception unless High-Tech.
LI Scopes	8		Detection Lab	D6 Sense (LI). -1 Perception unless High-Tech.
Radar	10	2	Detection Lab	D6* Sense (Radar)
Sonar	10	2	Detection Lab	D6* Sense (Sonar)
Force Field	10 per size	15%	High Tech Armour Lab	2D10 Blocks (Solid, Physical, Energy)
Heavy Force Field	15 per size	25%	High Tech Armour Lab	2D12 Blocks (Solid, Physical, Energy)
Support Weapon Hardpoint	8	1	Weapons Lab	Select a support weapon to be fitted. Includes either ammo storage or power supply.
Medium weapon Hardpoint	16	4	Weapons Lab	Select a medium weapon to be fitted. Includes either ammo storage or power supply.
Heavy Weapon Hardpoint	24	8	Weapons Lab	Select a heavy weapon to be fitted. Includes either ammo storage or power supply.
Stealth	8 per size	5%	Detection Lab	D4* Concealment (Radar, Sonar)

Feature	Build Point Cost	Space	Other Requirements	Effects
Cloak	12 per size	10%	High Tech Detection Lab	D4* Concealment (Vision, LIR, IR)
Enhanced Cloak	18 per size	20%	High Tech Detection Lab	D6* Concealment (Vision, LIR, IR)
Agile	3 per size	5%	Size +4 or smaller. Move (Air)	DX (DEFENCE) +1*
Enhanced Controls	15	1		Control +1*
Targeting System	15	2	Detection Lab	DX (HIT) On Board Weapons +1*
ECM	15	5%	Detection Lab	IN (DEFENCE) +1*
Radio	3/+1 per			Radio D8* enhancement gives +1
Target Lock	15	2	Detection Lab	IN (HIT) On Board Weapons +1*

Standard Vehicles

Some groups and characters start with standard vehicles and standard vehicles. PCs can have standard vehicles as a product of their Lifestyle. Some vehicles may appear in the background of episodes. A character's Control ability is used to work vehicles. Those vehicles marked * are technically complicated and anyone trying to control them without familiarity with that kind of vehicle is at -2 **Control** and would require a 2D6 task to work out how to use them at all. Vehicles marked ** are even worse and the penalty for lack of familiarity is -3 at the task 2D8. A character's Profession, Advantages and Disadvantages grants vehicle familiarity. NPCs who gain vehicles as part of their group's standard equipment always have familiarity with them. There are many variations of vehicles and some may swap out passengers for cargo and so on. Spare space can be used for cargo, more passengers, cabins etc.

Vehicle	Characteristics
Air-Car	Chassis 3, Enclosed, 1 Crew + 3 Passengers Short Haul, Enclosed, Lift Propulsion with Improved Power Plant (3D10), Sealed Environment, Radar, Radio D12. 3 spare space. High-Tech.
Airliner (Long Haul)*	Chassis 11, Enclosed, 2 Crew + 468 Passengers Long Haul, Enclosed, Winged Propulsion with Improved Power Plant (3D12), Sealed Environment, Radio D12. 902 spare space.
Airliner (Short Haul)*	Chassis 9, Enclosed, 2 Crew + 198 Passengers Short Haul, Enclosed, Winged Propulsion with Improved Power Plant (3D12), Sealed Environment, Radio D12. 258 spare space.
Air-Raft	Chassis 2, 1 Crew + 3 Passengers Short Haul, Lift Propulsion (3D10), Radar, Radio D12. High-Tech.
All Terrain Car	Chassis 3, 1 Crew + 3 Passengers Short Haul, Enclosed, All-Terrain Propulsion with Improved Power Plant (3D8). 4 spare space.
APC*	Chassis 4, 3 crew + 6 Passengers Short Haul, Enclosed, Light Armour, Tracked Suspension with Improved Power Plant (3D8), IR/LI Scopes, Radio D12, Armed with an Autocannon, Anti-Tank Missile and LMG.
Boat	Chassis 2, 1 Crew + 3 Passengers Short Haul, Water Propulsion (3D6), 3 space.
Car	Chassis 2, 1 Crew + 3 Passengers Short Haul, Enclosed, Wheeled Suspension with Improved Power Plant (3D10), 1 space.
Chopper**	Chassis 2, 1 Crew + 1 Passenger Short Haul, Enclosed, Helicopter Suspension with Improved Power Plant (3D10).
Destroyer*	Chassis 11, 200 Crew (Cabins), Enclosed, Medium Armour, Water Propulsion with Enhanced Power Plant (3D10), IR/LI Scopes, Radar, Sonar, Targeting System, ECM, Radio D16, Target Lock. Armed with Surface to Air Missile, Anti-Ship Missile, Large Gun, 2 Small Guns, 4 Autocannons and 6 LMGs.

Vehicle	Characteristics
Executive Jet*	Chassis 6, Enclosed, 2 Crew + 8 Passengers Long Haul, 2 Staterooms, Winged Propulsion with Improved Power Plant (3D12), Sealed Environment, Radio D12. 20 spare space.
G-Carrier*	Chassis 5, Enclosed, 3 Crew + 7 Passengers Short Haul, Light Armour, Lift Propulsion with Enhanced Power Plant (3D12), Sealed Environment, IR/LI Scope, Radar, Radio D12, Targeting System, ECM, 6 spare space. 1 Medium and 1 support weapon. High-Tech.
Grav-Tank*	Chassis 5, Enclosed, 4 Crew Short Haul, Heavy Armour, Lift Propulsion with Enhanced Power Plant (3D12), Sealed Environment, IR/LI Scope, Radar, Radio D12, Targeting System, ECM, 2 spare space. 1 Heavy and 1 support weapon. High-Tech.
Gunship**	Chassis 7, Enclosed, 2 Crew Short Haul, Medium Armour, Helicopter Propulsion with Enhanced Power Plant (3D12), Sealed Environment, IR/LI Scope, Radio D12, Targeting System, ECM, Target Lock, 4 spare space. Anti-Tank Missile and Autocannon.
Heavy Tank*	Chassis 5, Enclosed, 5 Crew Short Haul, Heavy Armour, Tracked Suspension with Improved Power Plant (3D8), Sealed Environment, IR/LI Scope, Radio D12, Targeting System, 4 spare space. Large Gun and Autocannon.
Helicopter**	Chassis 3, 1 Crew + 3 Passenger Short Haul, Enclosed, Helicopter Suspension with Improved Power Plant (3D10).
High-Tech War Ship*	Chassis 10, 160 Crew (Cabins), Enclosed, Medium Armour, Water Propulsion with Extreme Power Plant (3D12), IR/LI Scopes, Radar, Sonar, Targeting System, ECM, Radio D16, Target Lock, Stealth. 64 spare space. Armed with 4 Heavy Weapons, 16 Medium weapons and 8 Support Weapons . High-Tech.
Jet Fighter**	Chassis 7, Enclosed, 1 Crew Short Haul, Winged Propulsion with Enhanced Power Plant (3D14), Sealed Environment, IR/LI Scopes, Radar, Radio D14, Enhanced Controls, ECM, Targeting System, Target Lock. 5 spare space. 3 x Heavy Weapons (Air to Air Missiles, Anti-Tank Missiles, Bombs), Autocannon.
Light Grav Tank*	Chassis 5, Enclosed, 4 Crew Short Haul, Medium Armour, Lift Propulsion with Extreme Power Plant (3D14), Sealed Environment, IR/LI Scope, Radar, Radio D12, Targeting System, ECM, 3 spare space. High-Tech. 1 Medium and 1 support weapon. High-Tech.
Light Plane*	Chassis 3, Enclosed, 1 Crew + 1 Passengers Short Haul, Winged Propulsion (3D10), Sealed Environment, Radio D12. 5 spare space.
Light Tank*	Chassis 4, Enclosed, 3 Crew Short Haul, Light Armour, Tracked Suspension with Enhanced Power Plant (3D10), Sealed Environment, IR/LI Scope, Radio D12. Medium Gun and Autocannon.
Minibus	Chassis 4, 1 Crew + 7 Passengers Short Haul, Enclosed, Wheeled Suspension (3D8), 6 space.
Mini-Shuttle**	Chassis 5, Enclosed, 2 Crew + 2 Passengers Short Haul, Rocket Propulsion (3D20), Sealed Environment, Radar, Radio D16. 8 spare space.
Mini-Sub*	Chassis 3, Enclosed, 1 Crew + 3 Passengers Short Haul. Light Armour, Water Propulsion (3D6), Sealed Environment, High Pressure Hull/Dive, Sonar, Radio D10, 2 spare space. High-Tech.
Mole-Machine*	Chassis 6, Enclosed, 1 Crew + 3 Passengers Cabins. Light Armour, Track and Drill Propulsion (3D6/3D4), Sealed Environment, Radio D10, 7 spare space. High-Tech.
Motorbike	Chassis 1, 1 Crew + 1 Passengers Short Haul, Wheeled Suspension with Improved Power Plant (3D10).
Ship*	Chassis 11, 300 cabins and 100 staterooms, Water Propulsion with Improved Power Plant (3D8), Radar, Radio D12, 1274 space.
Slow Car	Chassis 2, 1 Crew + 3 Passengers Short Haul, Enclosed, Wheeled Suspension (3D8), 2 space.
Space Shuttle**	Chassis 8, Enclosed, 2 Crew + 7 Passengers Long Haul, Rocket Propulsion (3D20), Sealed Environment, Radar, Radio D16. 106 spare space.
Speed Boat	Chassis 2, 1 Crew + 3 Passengers Short Haul, Water Propulsion with Enhanced Power Plant (3D10), 1 space.
Sports Bike	Chassis 1, 1 Crew + 1 Passengers Short Haul, Wheeled Suspension with Enhanced Power Plant (3D12).
Sports Car	Chassis 2, 1 Crew + 1 Passengers Short Haul, Wheeled Suspension with Enhanced Power Plant (3D12), 3 space.

Vehicle	Characteristics
Submarine**	Chassis 11, Enclosed, 108 cabins, Medium Armour, Water Propulsion with Enhanced Power Plant (3D10), Sealed Environment, High Pressure Hull/Dive, Sonar, Radio D14, Stealth, ECM, Target Lock, 218 spare space. 4 Torpedo Tubes, 1 Medium Gun, 16 Missile Tubes (Cruise or Ballistic Missiles).
Super-Sub*	Chassis 11, Enclosed, 88 cabins, Heavy Armour, Water Propulsion with Extreme Power Plant (3D12), Sealed Environment, High Pressure Hull/Dive, Sonar, Radio D14, Stealth, ECM, Target Lock, 205 spare space. 4 Super Torpedo Tubes, 1 Medium Weapon, 30 Heavy Weapons. High-Tech.
Truck	Chassis, 1 Crew Long Haul + 1 Cabin, Enclosed, Wheeled Suspension (3D8), 102 space.
Undersea Scooter	Chassis 1, 1 Crew + 2 Passengers Short Haul, High-Pressure Hull/Dive, Water Propulsion (3D6).

Refreshing Abilities

All Vals are refreshed only at the end of each episode back to their starting Val.

Combat System

Initiative

Each combatant rolls initiative. This is a roll of **Tactics**. Make a chart of the result highest to lowest. If there are any ties roll off to decide which is fastest. Mooks of the same type make one collective roll and all act together. Figures act in order of initiative but instead of taking an action a combatant can choose to permanently move down the chart.

Space

The game is played on either squares or hexes with a scale of 1.5 metres across. Things occupy cubes which are 1 square x 1 square x 1 square. NB this doesn't mean it fills it entirely just that it is wholly enclosed in this volume. Cubes occupied can be arranged depending on the things shape. e.g. a humanoid with Large D10 would have a footprint of 4 squares (2 x 2) and a height of 4 squares when standing up whereas a Large D10 snake would make a line 16 squares long. When using squares each square measured diagonally count as 1.5 squares. It is possible to use hexes instead simply replacing squares with hexes. In this case instead of a cube use a hexagonal prism with a height of 1.5m. On the following table this is roughly how much space they take up on the map – they don't necessarily fill every cube completely. Max cubes occupied mean that they will occupy more than the size below and up to the max e.g. a Large +2 thing takes up more than 4 and up to 8 cubes so a Large +2 car which is actually 4m x 1.6m x 1.5m would, on the table, fit into 3 x 2 x 1 cubes but not 2 x 1 x 1 so it doesn't take up the whole of each cube.

Size	Max Cubes Occupied	Example Dimensions
<i>Any Small</i>	1	1 x 1 x 1
<i>No Small</i>	2	2 x 1 x 1
<i>Large +1</i>	4	2 x 2 x 1
<i>Large +2</i>	8	2 x 2 x 2
<i>Large +3</i>	16	4 x 2 x 2
<i>Large +4</i>	32	8 x 2 x 2
<i>Large +5</i>	64	4 x 4 x 4
<i>Large +6</i>	128	8 x 4 x 4
<i>Large +7</i>	256	16 x 4 x 4
<i>Each +1</i>	x2	



Turns

The maximum number of turns is 12 (see Ending a Combat). The countdown of turns begins in the first turn in which one character makes an attack against another (i.e. turns don't count until an attack is made).

Mooks in Combat

Mooks of the same type usually operate in teams. Each team should be of 4 mooks and they should stay together as far as possible (usually within a square or two) unless there is a good reason not to. A team of mooks should either be armed identically or contain one **Medium** weapon in which case they will be the crew of the weapon plus some supporters. If they take casualties try to reform them back into teams as far as possible making as many teams as possible contain 4 mooks. So 9 mooks would be two teams and an individual. As mooks are taken out of combat they are placed in teams out of play.

Action Phases

Each turn each figure has two phases: only one of which can target things other than the user.

Targeted Action Phase
Use any ability. Can include Spotting.
Attack a Trap
Throw an object. Can include Spotting.
Cover Can include Spotting.
Make any Task roll
Pick up an object which is adjacent to an opponent.
Tactics Action
Leadership Action
Hide which can include a Movement ability making no more than a ½ move. Only on the last phase of the turn.
Spotting

Personal Action Phases
Use an ability or abilities which are <i>Personal</i> and not <i>Area</i> .
Pick up an object which is not adjacent to an opponent.
Deactivate an 'Until Cancelled' or 'Always On' ability.
Stand Up
Escape
Comeback
Swap one <i>Held Item</i> in hand for another carried <i>Held Item</i> .
Hide which can include a Movement ability making no more than a ½ move. Only on the last phase of the turn.
Point out a Hidden target that has been Spotted to someone else
Recover (max once/turn)

Some abilities give a character extra action phases.

Reaction

Each turn each figure can make one reaction. A reaction is in response to another figure taking an action and interrupts their turn. Reactions can be:

Reaction
Evade
Opportunity Attack



Some abilities allow a character to use other Reactions or to have more than one Reaction per turn.

Environment

All Episodes take in an environment or environments. The default Environments for an Episode are Urban, Calm and Light. Some Environments cause characters to suffer penalties if they haven't got a matching life support. Characters don't just die in environments like underwater or space because they are supposed to improvise a countermeasure to the environment of variable effectiveness (e.g. wearing scuba gear when underwater). When resisting an environment roll at the start of a combat, when the environment first appears or immediately when a Life Support that was stopping a resistance no longer applies (such as being turned off or drained to 0). Penalties are listed for a minor and major result for the environment. A matching **Life Support** means characters are not required to resist the environment. Effects last for the whole of the combat or until a figure starts its turn with an appropriate **Life Support** active.

Opposite environment can cancel, or partially cancel one another. Environments marked * cannot be used together.

In general Move (Swimming) can't be used except in the environments mentioned.

Environments have a Val. This can be caused by the ability that created them or decided by the referee which shows how hostile they are. The default is 2D6.

Any ability whose type or subtype if any matches the current environment has *Environmental Modifier* +1D. Any ability whose type of sub-type is the opposite of the current environment has *Environmental Modifier* -1.

Environment	Effects	Incompatible With
Air	No life support required. Only Move (Flight) can be used.	Enclosed, Microgravity, Open, Underwater, Water, Wilderness. Cancels Urban
Calm	Opposite of Storm. Default calm weather conditions.	Underwater.
Cold	Resisted by Endurance . A minor result reduces means that the character's TO and DX are reduced by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Heat.	
Darkness	<i>Stops Sense (Vision)</i> and provides Concealment where it Stops (Sense). <i>NB</i> a major result means it provides +4 Concealment or minor result means it provides +3. Opposite of Light.	
Enclosed	This is inside building or tunnels for example except in really big rooms like warehouses or hangers. Move (Swinging), Move (Driving) and Move (Flight) don't work. Large over +1 cannot be used (so things with Large over +1 Always On can't be used at all). There tends to be a fair bit of cover and sightlines are mostly short. There are often multiple spaces or rooms connected by openings or doorways.	Air, Open, Storm
Fog	<i>Stops Sense (Vision)</i> when used over 5 squares and provides Concealment where it <i>Stops (Vision)</i> <i>NB</i> a major result means it provides +4 Concealment or minor result means it provides +3 Concealment. Opposed by Storm.	
Heat	Resisted by Endurance . A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Cold.	

Environment	Effects	Incompatible With
Microgravity	Only Move (Flight), Move (Limited Flight) and Move (Teleport) movement can be used when it is combined with Open. Other combinations also allow Move (Leaping), Move (Wallcrawl), Move (Tunnelling) and Move (Swinging). Knockback will carry on each turn until the character hits something. If a character is not anchored that knockback is divided between the target and whoever caused the knockback (i.e. they fly apart).	Air, Wilderness.
Light	No resistance required. Default light conditions.	
Open	Represents large open spaces without buildings or significant numbers of large trees. Move (Swinging can't be used. Sight lines are long as there is no cover. There can be some Terrain provided by bushes and scrub but no Walls . There may be some water features.	Air, Enclosed, Underwater, Water.
Poison	Resisted by Endurance . A minor result reduces the character's TO by 1. A major result reduces the character's TO by 2. Opposed by (but does not oppose) Storm.	Space.
Radiation	Resisted by Endurance . A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn.	
Space	Resisted by Endurance . Includes high altitude and low pressure. A minor result reduces the character's TO by 1. A major result also means the character is reduced to 1 action per turn.	Poison, Storm, Water, Underwater, Wilderness.
Storm	Resisted by Survival . A minor result means the character has Move (except Tunnelling) at -2 and Move (Flight), Move (Swinging) and Move (Limited Flight) at -4. A major result means the character also has only 1 action per turn. Opposite of Calm. Opposes Poison and Fog.	Enclosed, Space, Underwater.
Underwater	Resisted by Survival . A minor result reduces the character's TO by 1. A major result also means the character also has only one action per turn. Only Move(Teleport) and Move (Swimming) can be used. Max Knockback 1 square. <i>Stops Sense (Vision)</i> when used over 5 squares and provides Concealment where it <i>Stops (Vision)</i> . <i>Stops Sense (Enhanced Vision)</i> when used over 10 squares and provides Concealment where it <i>Stops (Enhanced Vision)</i> . NB a major result means it provides +4 Concealment or minor result means it provides +3. The Val of Hand to Hand abilities dealing Damage (Solid) is reduced by 1 to a minimum of D4. Standard (not super abilities or high-tech) weapons with ranges over Short don't work unless specifically said to in the weapon tables. Any Bullet ability unless listed otherwise is at -1 Val per square range over 1. DX (HIT) Damage (Energy) abilities are at -1 Val at ranges 11-20, -2 at 21-30 and so on.	Air, Microgravity, Space, Storm, Water.
Urban	The default environment. Refers to any area with buildings including bases, space stations and underwater cities. It doesn't however mean the environment is sealed. In other words Urban combined with space would take place in ruined space base which was depressurised. An underwater urban environment wouldn't be inside an air dome. Environments such as the inside of large space stations with gravity, or underwater cities inside pressure domes are simply exotic forms of urban environments. Around 50% of the board should be roofed and multiple levels of buildings are often present. There are a mixture of long and short sight lines. There can be some Terrain provided by bushes, hedges, trees, street furniture and so on and many Walls . There could be some (usually small) water features.	Cancelled by Air, Water and Wilderness.

Environment	Effects	Incompatible With
Water	The surface of water like a lake or sea. Only Move (Flight), Move (Limited Flight), Move (Teleport) and Move (Swimming) can be used. There may be some land features such as small islands or rocks.	Air, Microgravity Water. Cancels Urban.
Wilderness	Outside towns. Can also refer to any vegetated area such as parks, farms etc. There is quite a lot of Terrain consisting of rocks, ridges, gullies, trees and undergrowth. There can also be changes in elevation provided by cliffs, ridges and hills. There may also be water features.	Air, Water, Space, Microgravity.

Terrain

Terrain is things like rough ground, scrub, bushes, street furniture, boxes and crates which occupies an area of the map. Terrain can be of different heights. It can provide Concealment to things behind it or within it (this depends on how high it is) and requires 2 move to go through each square of it with some kinds of Movement. It is usually destroyed by significant damage at the referee's discretion.

Obstacles

Obstacles are resistant objects on the map like trees, rocks, Walls, vehicles and so on that have resistance to damage. They can provide Concealment to characters behind them. They are generally impassable to movement of any kind affected by **Terrain**. It may be possible to climb over or on top of them.

Hiding

Terrain, Obstacles and characters intervening objects between the viewer and the target provide **Concealment**. This can be added to any **Concealment** from the **Environment** or from **Abilities**.

- 0 for less than ¼ cover
- +1 for ¼+ covered
- +2 for ½+ covered
- +3 for ¾+ covered

Consider how far the observer is away for this. A character who began a combat with at least 3 **Concealment** can be **Hidden**. This means then enemies aren't sure which square the character is in. During combat, during a character's last phase of the turn, it may move no more than ½ the result of a movement ability and end the move with at least 3 **Concealment** and be **Hidden**. The referee must rule if this is possible. If a character has been Spotted or crosses open ground and tries to **Hide** the move needs to result in some possible confusion about which square the character is now occupying. Character's with *Concealment* abilities can cross open ground and **Hide** if they would still have at least 3 Concealment in the open.

Spotting

Spotting is done during a character's Targeted Action phase either as the whole action or combined with using an ability or throwing an item. Choose a target that is **Hidden** and roll **Perception** against the target's **Stealth** modified by any **Concealment** that applies against the *Sense* used. Increase **Perception** by 3 if the target has used a visible ability such as an attack from the location. Spotting also succeeds automatically if the referee thinks an action from the location has been really obvious. A **Success** or **Major Result** means that they can ignore **Hidden** against the target until it **Hides** again. Groups of mooks of the same kind make 1 collective attempt at spotting when they act adding 1D to their **Perception** for each Team after the first.

A character can use an action to point out a Hidden target that s/he has already spotted to someone else either as a whole action or combined with using an ability or throwing an item. They must have some way to communicate with them. The informer rolls **Tactics** vs 4 and on a success the target also spots the hidden enemy.

Communication

In combat communication is allowed within roughly:

- 1 square for quite conversation (allows Hiding)
- 2 squares for normal conversation
- 5 squares for simple signals (allows Hiding)
- 10 squares for shouting
- Abilities vary

Line of Sight

To have a Line of Sight to a target a character must have a *Sense* with a Value better than 0 and be able to trace a line to the target point without passing through anything solid.

Allies

Some characters have allies which are mooks gained through advantages or profession or single named NPCs. Once per week they can call on each of their allies if in trouble in a fight. On a roll of 5+ on a D6 they arrive on turn D8+2 of the fight or next turn if this is before they were called. 2D8 mooks or one name will turn up under the control of the character. Only one ally can be in play at a time but if allies don't turn up or have been put out of action then another group of allies can be called.

Using Abilities

Abilities can be used on targets in other hexes if they have a range than *Personal*. *Areas* are aimed at a hex on the map and others against individuals or objects. *Personal Areas* target the hex the user is in as the centre of the template. Other *Personal* abilities target the user and don't roll to hit though they may have effects on others or on things others do e.g. *Shield* or *Block*. **DX (HIT)** attacks need to have a **LOS** to the target. The target can't be **Hidden** from the user unless it is **IN (HIT) Area** in which case the referee must rule that there is some good reason for believing a target is present. An *Area (Cone)* or *(Line)* counts as aimed at the furthest point way it reaches. Other areas are aimed at the centre of the template. They require a **Hit Roll** using **STAT (HIT)** against a target or targets. The difficulty of hitting depends on the range to the target:

Range	Difficulty
0-1	1
2-10	2
11-30	3
31-60	4
61+	5
Attack is Hit (IN)	+1

If the **Hit Roll** is lower than the Difficulty the attack deviates by 1 hex per point failed by in a random direction. This may mean that the target is no longer in the target hex and that a template doesn't overlap the intended target/s.

If the target has a **STAT (Defence)** then it can choose to make a **Defence Roll**. This only matters if the attack could hit. This roll is used if it is higher than the difficulty. Note that there is no **Defence Roll** against *Areas* as they are aimed at the hex. A *Shield* ability is used on others who attack the user and does not have a Hit Roll – it always hits.

The following modifiers apply to Defence:

- If the attacker is **Hidden** from the defender then the **DX or IN (Defence)** is -1
- If the defender has no Sense that can be used to sense the attack then the **DX or IN (Defence)** is -1. This will be if the target has no Sense above 0 which can detect an Ability or only *Vision* or *Enhanced Vision* and the attack has the Modifier *Invisible*.
- A defender who is lying down counts as having his/her -1 **DX or IN (Defence)** against attacks from range 5 or fewer.
- **Concealment** increases **DX (Defence)**. Note that if the user is very close to the target (especially range 1 and 2) it is unlikely that **Concealment** from Terrain or an Obstacle will apply as much – consider how much it gets in the way.

If **Hit Roll** gets a major or minor result the ability hits. If a **DX (Hit)** ability which isn't *Area* gets a major result increase the Val of the ability to get the initial result by 2 (but not any val of the ability which lasts such as *Persistent* or *Trap*).

Misses:

- A **DX (HIT)** ability which isn't an *Area* which misses because of a Defence Roll or because of deviating left or right carries on in a straight line beyond the hex to its maximum range until it hits a target. Any target in the line of attack are attacked in turn and it may make a **Defence Roll** if it can. If it missed as a result deviating short of the target it hits the ground in that hex. If it missed as a result of deviating directly behind the target it went high over the target.
- Where *Autofire* was used it attack carries on in the same way as a **DX (HIT)** attack but does so even if it hits a target or targets unless it hits something like a **Wall** or other large **Obstacle**.
- An **IN (HIT)** ability which isn't an *Area* and missed the hex attacks any target in the square it ended up in and it may make a **Defence Roll** if it can.
- Any other **STAT (Hit)** ability which isn't *Area* which misses has no other effect.
- An *Area* which misses places its template on the hex it deviated to. If it is a *Cone* or a *Touch Line* it still starts from the user so never counts as overlapping it.
- If the miss was caused by an **Obstacle** or **Terrain** then the attack could hit that – the referee decides if it was the primary cause of the miss.
- If an *Area Ability* misses the target hex

Multiple Attacks Against Mooks

A named character can make an attack attacks a team of mooks using a *DX (HIT)*, *IN (HIT)* or *WP (Hit)* ability with the same options against all. The attacker chooses up to 4 identical mooks who are part of the same team. At least one must be in range. The character makes one attack roll. The defenders collectively make one roll to avoid the attack. To work out what dice to use:

- the best **Defence** dice of the targets
- +1D

The attack hits all of them or none of them. Use a single result for an attack that hits and a single resistance for all the targets. To work out the **Resistance** use:

- The best **Resistance** dice of the targets
- +1D

Multiple Mook Attackers

When multiple identical mooks who share a single attacking ability (e.g. all gangsters, all criminals, all ghosts) want to attack a named character with a *DX (HIT)*, *WP (Hit)* or *IN (HIT)* attack then this is treated differently:

- All must use the same ability. This means, for example, that if a group of gangsters want to shoot a named character with their pistols they all have to use pistols.
- All attacks against a named character are resolved at once including all the attackers.
- They must split their attacks by teams as evenly as possible against targets they can reasonably attack and effect. In other words they can't artificially split their attackers to



optimise the results. So if they have 3 teams then they must each attack one name if possible not artificially use all three against one.

- The **Hit roll** is their normal **Hit (Roll) +1D** per team.
- The **Value** is their normal **Value +1D** per team.

So a single attacker uses the normal mook values. One team (more than 1 mook) is +1D. Two teams (at least 6 mooks) is +2D. Remember mooks are organised into as many complete teams as possible. Note that a single individual mook attacking along with a team doesn't make any difference.

If the attackers are in different directions it may mean that there is no *Recoil* or *Knockback* direction which wouldn't be closer to one or more attacker in this case they target can be knocked down if doubled by a *Recoil* or beaten by a *Knockback* but will not move out of the square. Remember that if they choose to surround the target and then shoot with ranged abilities they run the risk of shooting each other if they miss.

If the attack succeeds **they can Follow Up in the same way** using another ability.

Area Abilities

First place the template in the desired location. Roll to hit the hex as normal (as it has no Defence this depends on just the range).

The *Area* will hit each target in a square which is crossed by the template (even partially) unless the target Evades (see below). Roll one result for the whole *Area* ability but each target will resist it individually.

Evade

Evade represents situations where a figure wishes to move as a Reaction to the action taken by another figure. An evade is allowed in the following circumstances:

- At the end of an opponent's action the figure is within an *Area* controlled by that opponent.
- An opponent takes a movement action which ends 0-2 hexes from the character.
- Something causes a *Knockback* or *Forced Move* that would hit the figure.

To Evade roll Movement vs:

Cause	Val
Opponent moves to 0-2	The opponent's Move roll that got them there.
Knockback or Forced Move	5
<i>Area (Line)</i>	5
Other <i>Areas</i>	4
No Sense that can detect the attack	+2
Lying down and not using <i>Teleport</i> or <i>Tunnelling</i>	+2
Using Leaping	-1

On a SUCCESS the character can move up to the number of squares succeeded by (can be 0) or for *Teleport* the total move. To escape an *Area* the character must move enough squares to get into a square which is out of the *Area* or partially out of it. If in a square partially in the *Area* 0 squares is enough. On a FAILURE the character doesn't move and on a MAJOR FAILURE also falls down.

More than one Effect

Sometimes a character may have an ability which has several effects. If they are of the same kind e.g. Damage (Solid, Electricity) use one result roll and whichever resistance is lower to determine the damage's result. If an ability has more than one effect of different kinds e.g. Damage (Heat) and

Stops Sense (Vision) use one result roll but resist each effect separately to determine the results of each.

Moving With no Sense

If a figure tries to move without an operating sense that can detect **Terrain** and **Obstacles** (e.g. it has been drained or blocked) or within an Area that Stops Sense that it has failed to resist then make the roll to move as normal but each square moved cost x2. Select the target square no more than 7 squares away and roll IN vs D8. Each point missed by causes 1 square of deviation in a random direction to a maximum of the number of squares moved.

Knockback, Forced Move and Recoil into Walls or other Figures

Certain abilities cause Knockback or Forced Move. As described in their Effects this causes the target to move a certain number of squares. If *Knocked Back* or *Forced Moved* makes the figure move into a *Wall* the figure and the *Wall* takes *Damage* equal to the *Knockback* or *Forced Move* result. However the result against the figure can't exceed the result of the *Wall's* resistance if the wall is breached. Following the impact if the target goes through the *Wall* treat the result of the Forced Move or Knockback as reduced by the result roll of the wall hence reducing further distance moved and impact on subsequent walls. If a Knocked back or Force Moved figure is about to hit another figure it can try to evade as a Reaction. For normal sized targets they will only partially overlap each other. A *Recoil* can also cause a character to hit something but this causes no damage to either the target or the thing recoiled into. However in this case the figure that recoiled must resist 4 with **Gymnastics** or fall down.

Follow up Attacks

After an action in which the value of a character's ability caused any result (i.e. not just a hit must have caused *Damage*, *Recoil*, *Knockback* etc.) against an enemy target or caused a breach in a *Wall* (including a vehicle) then s/he may make take a follow up attack against an enemy target. This must:

- Be against one the targets against which the previous attack got a result unless all are now **Out of Action** or **Defeated** or if the target was a *Wall* which was breached. If all targets of the last attack are **Out of Action** or **Defeated** then another target is allowed as long as it wasn't one unaffected by the previous attack. If the action caused a breach then the new target can only be another section of the same *Wall* (including another part of the vehicle) or a target which exposed by the breach (e.g. a target inside the vehicle or behind the *Wall*).
- Use a different ability. Different options within the same ability don't count as different abilities – only separate abilities with separate values or an *Extra Use*. It doesn't matter if the ability has a 0 value and gets its value from STATs or other abilities – these are still different abilities. E.g. a character could attack with the standard ability Trip and follow up with the standard ability Punch or Kick.

A follow up attack starts with a single move action of up to the minimum necessary to bring the target into the optimum range for the ability selected. If the move would fail to bring the target into any legal range then the attack is lost and the move isn't made. A **named character** may continue to make follow up attacks until either an action fails to get a result or s/he runs out of abilities to use. An mook can only make a **maximum of one** follow up. When multiple unnamed figures attack a named character they can Follow Up as normal. As part of a follow up attack a character can exchange one *Held Item* in hand for another carried *Held Item* but then may only move ½ the normal distance.

Opportunity Attacks

Opportunity attacks are **Reactions**. Figures can't make Opportunity Attacks if they are currently Trapped or Knocked Down. Opportunity attacks are triggered from figures with Short or Hand to Hand attacks in the following circumstances:

- An opponent in range makes a *Ranged* or *Distant* attack.

- An opponent enters a square 1 from a figure with a *Hand to Hand* ability or 2 squares from a character with a *Short* ability and then carries on moving in the same action except with *Teleport*.
- An opponent within range uses an action to move more than 1 square except with *Teleport*.
- An opponent makes a one square move to just out of range and then attacks a target other than the user with a *Ranged* or *Distant* attack.
- An opponent within range picks up an object, or an opponent picks up an object which is within range of the user.

Recover

Recover is an action a character can use if s/he has lost some of the value of a STAT or ability, usually as a result of a Drain. The character rolls CH (Resist) vs the current value of the STAT or ability and on any Success increases it by 1 up to its full value.

Altitude

Some movement types allow the user to change altitude. Altitude counts for determining the range of abilities.

Type	Effects
Climbing	Can be used to move up, down and across surfaces where there is something to grip. Can't be used for Move Through.
Flight	Can be used to change altitude.
Running, Driving	Can't be used to change altitude.
Leaping	Can change altitude but must land on something or return to original altitude.
Limited Flight	Can be used to change altitude to a maximum of 10 squares.
Swinging	Can be used to change altitude in Urban or Wilderness (needs things to attach to).
Swimming	Can't be used to change altitude except if Underwater. Can't be used for Move Through.
Teleport	Can be used to change altitude. Can't be used for Move Through.
Tunnelling	Can move from ground to underground and vica-versa. Can move laterally and vertically when underground. Can't be used for Move Through.
Wall-crawl	Can be used to move up, down and across surfaces. Can move on overhangs and ceilings. Can't be used for Move Through.

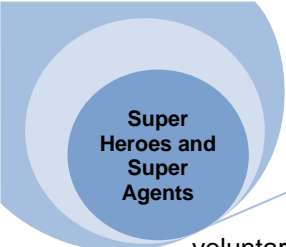
Falling

A falling character suffers Solid Damage which depends on the distance fallen. All Falls cause Knockdown (Solid) except to characters with Leaping:

Distance Fallen	Damage Val
1 Square	2D4
2-5 Squares	2D6
6-10 Squares	2D8
11-15 Squares	2D10
16-20 Squares	2D12
21-25 Squares	2D14
31-35 Squares	2D16
36-40 Squares	2D18
41-45 Squares	2D20
46+ Squares	2D30

Move Through

A figure may attempt (or be forced in a crash for example) to move through another figure or a Wall. The whole move action ending in a voluntary move through must be in a straight line. A figure



voluntarily moving through can choose to make a shorter move than the full move result but this will change the damage accordingly if the attack hits. The figure moved into may be able to **Evade** or make an **Opportunity Attack** using a Reaction. If the target **Evades** the move through then the figure will continue moving to the end of the move possible running into something else in consequence. To find the Result Val of the Move Through roll **ST** and use this if it higher than the *Movement* result (already known from the move action). It deals *Solid Damage* and *Knockback* and counts as *DX (HIT)* for *Block*. If the target is not knocked back (Walls are never knocked back) then the user also takes the same damage from the Move Through.

Off The Board

A figure can't move off the board on purpose. If it is knocked of the board it must use the first action it can to move back on – it can't attack for example from off the board. Coming back on always takes 1 action however if the figure has no way of coming back on, for example it has fallen off the board and has no move to get back on, then it is out of the fight.

Picking up an Object and Carrying

Picking up an object when not adjacent to an opponent requires a Personal Action Phase. Picking up an object when adjacent to an opponent requires a Targeted Action Phase, must resist the opponent's Disarm and triggers an opportunity attack. Characters without Super Strength suffer penalties when carrying person sized objects:

Strength	Penalty When Carrying a Person or Similar. Move Up 2 if carrying 2 people.
0	Not Allowed
D4	-2 Move, No Targeted Action
D6	-1 Move, No Targeted Action
D8	Lose 1 Action
D10	None.
D12	None.
D14	None.

Anyone can carry a Small thing (such as most Items) without penalty and only a character with Super Strength can carry a Large thing such as a vehicle.

Lifting and Throwing Large Objects

A character with Super Strength can lift and throw large objects. Suitable objects are part of the scenery in most environments but are not allowed in Air, Open, Underwater or Microgravity.

Escape

An Escape action is an attempt to leave a combat. The figure makes an Escape Roll (movement roll plus any Escape abilities). Any characters who wish to stop them make a Pursuit Roll (movement roll plus any Pursuit abilities). Movement abilities used also modify the pursuer's Val as follows:

Escaping Move	Pursuing Move									
	Climbing	Flight	Running	Leaping	Limited Flight	Swinging	Swimming	Teleport	Tunnelling	Wall-crawl
Climbing	0	0	-2	0	0	0	No	-1	-3	0
Flight	-2	0	-3	-1	-1	-1	No	-2	No	-2

Escaping Move	Pursuing Move									
	Climbing	Flight	Running	Leaping	Limited Flight	Swinging	Swimming	Teleport	Tunnelling	Wall-crawl
Running	0	0	0	0	0	0	No	0	0	0
Leaping	-1	0	-1	0	-1	-1	No	-1	-1	-1
Limited Flight	-1	0	-2	0	0	0	No	-1	No	-1
Swimming	No	0	No	No	0	-1	0	-3	No	No
Swinging	-1	0	-3	-2	-1	0	No	-2	-2	-1
Teleport	-3	-3	-3	-3	-3	-3	No	0	-3	-3
Tunnelling	No	No	No	No	No	No	No	-3	0	No
Wall-crawl	-2	0	-3	-1	-1	-1	No	-2	-3	0

If the Escaping figure gets a Success vs all resisting values it escapes and if it also gets a Major Result vs any pursuer then that character misses his/her next turn. A Failure means the escaper remains in its current location. If the escaper has been defeated then they are captured. On a Major Failure than the escaping figure is immediately defeated and captured.

Innocent Bystanders

Innocent bystanders have a D4 in all STATs.

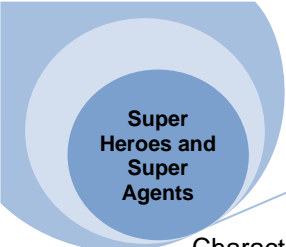
Each turn if the referee wishes roll on the following table to decide what they try to do:

D8	Innocent Bystander Action
1	Stand Still
2	Move away from the least popular character (usually the most frightening in appearance, the one using the most frightening abilities or the one most notorious with the public).
3	Move toward the least popular character and attack if possible.
4	Move toward the most popular character (usually the least frightening in appearance, the one using the least frightening abilities or the one most popular with the public)..
5	Lie down.
6-7	Try to move off the map.
8	Try to take cover.

If knocked down they will stand up if they roll a move action. They will struggle to resist traps. Most characters are not allowed to attack innocent bystanders including catch them in area effects. Callous characters can do so and can grab them to use as human shields or to stop others using them as area effects. When using an innocent bystander as a shield they must be grabbed. A human shield provides cover. Callous characters can also threaten to harm bystanders – this causes enemies with certain disadvantages to drop their weapons.

When characters want to get innocent bystanders to safety they can pick them up and carry them which is like using a grapple except that it never does damage and usually isn't resisted by the bystander unless they are violently inclined or fearful of the character. Characters can also make a **Persuasion** roll vs 4 (or 6 if the bystanders are violent or fearful toward him/her) to persuade all bystanders within 6 squares to follow him/her. If the character can get a bystander to the board edge they are removed.

Drop Weapons



Characters can be forced to drop weapons if a callous enemy threatens hostages. A character who drops weapons must drop any held weapons, drop any until cancelled or persistent abilities and then miss their next action.

Soliloquy

At the start of a combat in which both sides are prepared or warned and neither is surprised or has been ambushed. The leader of each side may have a chance to make a speech to inspire his/her followers and/or intimidate the opposition. Both leaders attempt a task against each other using **Persuasion**. In the first round of combat the winner's side gets +1D to all rolls they make.

Tactics Action

A character may attempt a maximum of one **Tactics** Action per turn either against a single other character or if the character taking the **Tactics** action is the leader of the group then it can be made against the leader of the other group (if there is one). An action taken by the leader of a group against the leader of another group effects everyone in the groups. Groups without an individual leader such as mobs of demons or undead can only be affected individually. **Tactics** is resisted by the target's **Tactics**. If the **Tactics** task is a **Minor Result** the character (and his/her group if the leader took the action) gets any one of the following:

- +1D advantage in the next action each takes against the target/s both to hit and the result.
- +1D advantage to resist the next action taken by the target/s against the character both to hit and to the result.

If the **Tactics** roll is a **Major Result** then in addition the character or group gains 1 Targeted Action Phase immediately.

If the **Tactics** task is a minor failure then the target (and his/her group if the leader to the action) gets either of the advantages listed for success above and on a major failure the character and his/her group for a leader each lose one Targeted Action Phase.

Leadership Action

The leader of a group may make a **Leadership** action roll resisted by each of his/her followers' Ego. Works on followers' next resistance, chance to escape traps or comeback.

- **Major Failure:** -2D
- **Minor Failure:** -1D
- **Minor Result:** +1D
- **Major Result:** +2D

Vehicles in Episodes

Vehicles cannot be used in an enclosed environment. In general they need life support in unusual environments to operate and must have a movement ability that operates. Vehicles are often Large (so they can resist knockback but are easier to hit with DX (HIT) attacks). In general vehicles operate like other figures in episodes – they can be attacked and have their abilities reduced in the same way.

- Vehicle skins are like walls (so attacks against them like bullets and hand to hand have the same limitations). They are reduced by damage results against them and breached by major results. If they are breached or penetrated by a Bullet attack roll for additional effects below:

D6	Result
1	Vehicle is immobilised. A flying vehicle falls and crashes.
2	A weapon (if any) is put out of action.

3	Control skill rolls for the vehicle are at -1.
4	Vehicles move is reduced by 2. A flying vehicle with no move falls and crashes.
5	All occupants of the vehicle take the 2D8 solid damage.
6	All occupants of the vehicle take 2D8 heat damage.

- Instead of **DX (DEFENCE)** use **Control** (but remember Large makes them easier to hit).
- Evade normally if moving. If they are stationary they use D4.
- They use their Driver/Pilot's **IN (DEFENCE)**.
- They can't be targeted with **WP (Hit)**.
- Vehicles can be boarded if the skin is breached.
- When a moving ground or water vehicle is breached or penetrated by a Bullet attack the driver must make a **Control** skill roll vs 2D6 to avoid going out of control. If the roll fails the vehicle makes a normal move in the direction the vehicle was heading deviating by D6 left or right. This may result in the vehicle hitting (making a move through) against various things like walls or other vehicles. If the result is a major failure the vehicle is also immobilised and all occupants take solid damage equal to the move result -2.
- When a flying vehicle is breached or penetrated by a Bullet attack the pilot must make a **Control** skill roll vs 2D6 to avoid going out of control. If the roll fails the vehicle makes a normal move in the direction the vehicle was heading deviating by D8 left or right and also dropping by the same number of squares. This may result in the vehicle hitting (making a move through) against various things like walls, the ground or other vehicles. After this the pilot must roll again each turn until control is regained or the vehicle is wrecked. If the result is a major failure the vehicle drops an additional D20 squares and all occupants take 2D6 solid damage.
- If a vehicle is breached in 1/3 of the squares its hull takes up it suffers structural failure. It automatically goes out of control, can't go back into control and is immobilised.
- It takes 1 action to mount or dismount from a vehicle.
- The crew of a vehicle can fire vehicle mounted weapons normally. Other attacks cannot be made from the inside of an armoured vehicle. DX and IN Attacks made from the inside of an unarmoured vehicle give targets are at -1 if it is moving.
- It isn't possible to attack crew or passengers of an armoured vehicle. The crew and passengers of an unarmoured vehicle have ½ cover.

Names Out of Action

A character can be put Out of Action by some abilities. If this as a result of being reduced to 0 TO record if this resulted from a *Bullet*, *Solid Damage from a Short range Held Item* or **Killing Attack**. A name's figure is laid in the square s/he was. This represents a character who has been temporarily knocked out of the fight but may be able to recover later. The laid down figure is a marker of where they went out of action not where they are now as they have probably crawled into cover, been lost in the confusion of the fight, hidden etc. When Out of Action a name:

- Can't move
- Can't use abilities except 'Personal' abilities only targeting him/herself or abilities targeting a Trap then s/he is in.
- Must attempt a Come Back action until turn 12.
- Can choose whether to be affected by the abilities of other characters or not (e.g. they wouldn't want to be damaged but could want to be healed).
- Still has all the abilities active on him/her that were active when s/he went out of action e.g. Persistent abilities, Stun, Traps. Therefore would still roll to resist a Persistent ability but could choose whether to be affected by the result.
- Can't be made Out of Action again e.g. by being doubled by a Persistent ability.

When a name goes out of action s/he gains a Comeback Challenge. Comeback rolls are made with **WP (RECOVERY RATE)**. Each time s/he takes a Comeback action s/he enters into a test with the Comeback Challenge. If s/he gets a major result then s/he is no longer out of action. If the challenge gets a major result then s/he is Defeated. If s/he gets a result the challenge is reduced. If the challenge gets a result **WP (RECOVERY RATE)** is reduced. If the character is Out of Action at the start of Turn 12 s/he is automatically Defeated as no further Come Back Rolls are allowed.



The number of D in the challenge depends on how many times the character has gone out of action this combat. Once is 1D, twice is 2D and so on.

In addition the dice type used for the challenge is the same as the turn number rounded up. So

Turn Number	Dice
1-3	D4
4-6	D6
7-8	D8
9-10	D10
11	D12
13	Fight Auto Ends

Comeback

If a character succeeds in a Comeback Challenge they can reappear in play at the start of their turn within 1 move (of type of their choice) of where they went Out of Action obeying normal movement restrictions but ignoring opportunity attacks.

Defeated

A character is defeated by failing in a recovery challenge or as a result of being caught escaping. A defeated character can take no actions for the rest of the combat.

Mooks Out of Action

When a mook goes out of action it is removed from the board and is out of play. Each time the mook's action comes around before the start of turn 8 then if there are any mooks still on the table some may return to play. Roll D6 for each full team of mooks (4) out of play. On 1-3 remove them as Defeated. On 4-6 the whole team can move on from a board edge or other suitable entrance. This represents re-enforcements rather than recover. After the start of Turn 8 there are no further returns to play for mooks.

Ending a Combat

A combat ends if a turn ends in in the following circumstances (see the SHSA Episode generator for more details in **Contested Space** and other Episode Step set up rules):

- **Knockout:** A side loses immediately if it has had no characters active in the **Contested Space** for a whole turn (from the point the last character went out of action or left the space to the same point in the next turn).
- **Overmatched:** At any time after the start of turn 7 a side loses if it has no characters active in the **Contested Space** and the other side has at least 3 named characters or 8 other characters active in the **Contested Space**.
- **Rout:** At any time after the start of turn 7 a side loses if it has no named characters that are not defeated and mooks present have taken over ½ casualties.

The fight automatically ends at the end of turn 12 and:

- If only one side has any active characters in the **Contested Space** who are not trapped then that side wins.
- If both sides still have active untrapped characters in the **Contested Space** then the attacking side must withdraw (no escape rolls needed) and the defenders count as having won.

At the end of combat roll for each character's status who took part in the combat and has TO of 0. Use the worst of the following modifiers that apply.



Was reduced to 0 TO by a **Killing Attack** any time during the combat: -3

Was reduced to 0 TO by a *Bullet* or *Solid Damage from a Short range Held Item* (Swords, Spears etc.) any time during the combat: -2

Was defeated by failing a **Breakout Task**: -2

Roll D10	Status
1 or less	Dying
2-3	Hurt
4+	Shaken

Note that it might seem that all attacks with weapons or super powers should be Killing Attacks but part of the superhero genre that blades and bullets are more lethal than other attacks.

Characters on the losing side who haven't been captured already or are dying can immediately attempt to Escape as long as they have not already been captured.

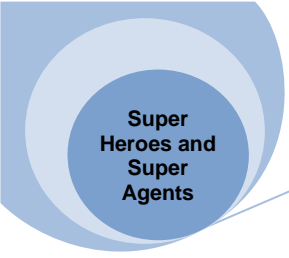
Dying characters can be saved by other characters that aren't Dying or Hurt by attempting a **Medical Task** with a difficulty of 2D6. If this task succeeds the character counts as Hurt. If no **Medical Task** is attempted or the task is failed the character is dead. Note that dead characters will be believed to be though they may actually turn out later to have been saved in some way.

Re-entering Play

Characters who are Hurt or Dead and the end of a combat don't automatically come back into play. For a Hurt character roll each **Week** on D10. On 7+ the character can return to play having recovered from his/her wounds. A character with **Medical** skill can attempt a **Medical** task of 2D8 taking two **Activity Periods**. If successful the character recovers immediately. A character recovering from being hurt will have D6-4 differences rolled on the change table below. If a powered character is killed roll D10 once per **Week** for the character to reappear. On a roll of 10 the character reappears and on a roll of 1 start rolling only once per month and on another 1 once per year. This is because powered characters often only appear to be killed or may reappear for other mysterious reasons. A character re-entering play after being killed will have D6-2 differences rolled on the same table.

When rolling on the change table then if the roll does not apply to the character ignore the result and don't re-roll.

D20	Change.
1-2	Re-roll a random ability.
3	Remove a random ability.
4	Add a random ability from available tables.
5-6	Re-roll a random advantage.
7-8	Add a random disadvantage.
9	Remove a random advantage.
10	Add a random disadvantage.
11	Remove a random disadvantage.
12	Light evolution on personality.
13	Dark evolution on personality.
14	Reroll a random trait.
15	Add a random trait.
16	-2 from random relationship.
17	+2 to a random relationship.
18	-2 from a random skill and +2 to a random skill.
19	+1 to a random skill.
20	-1 to a random skill.



**Super
Heroes and
Super
Agents**