

# Quickheroes

Quickheroes is a quick play superhero game.

## Contents

Game Mechanics.....	3
Characters: Names, Pawns and Mooks.....	3
Abilities, Resistances and Rolls .....	3
Victory Points.....	3
Reputation .....	4
Tasks.....	5
Relationship Tasks.....	5
Experience Points.....	5
Character Generation .....	6
Power Source .....	6
Level .....	6
Determining Sources for Supers .....	6
Determining Sources for Norms .....	7
Description of Sources .....	7
Random Abilities .....	8
Accidental Physiology .....	8
Accidental Power .....	10
Alien Devices .....	12
Alien Item.....	12
Alien Physiology .....	13
Alien Power .....	14
Alien Skills .....	15
Magic Devices .....	15
Magic Item .....	16
Magic Power .....	16
Magic Skills.....	17
Mutant Power .....	17
Technological Devices .....	23
Technological Item.....	24
Technological Physiology .....	25
Technological Skills .....	25

Trained Skills .....	26
Conventional Devices.....	26
Advantages.....	27
Disadvantages.....	30
Other Abilities.....	34
Personality .....	35
Description.....	41
Character Chart.....	42
Ability Result.....	42
Modifiers.....	52
Combat System .....	55
Mooks in Combat.....	55
Pawns in Combat .....	57
Stealth, Hiding and Spotting .....	57
Starting the Combat.....	57
Initiative .....	57
Scale .....	57
Conditions .....	57
Full Turn .....	59
Character Turn .....	59
Environments.....	59
Power Stunts.....	59
Attacks Modifiers.....	60
Move Through.....	60
Falling.....	61
Walls and other Terrain .....	61
Follow Up Attacks .....	61
Recovery.....	62
Knocked Out.....	62
Defeat.....	62
Battle Scale: Too Long or Short?.....	62
Lingering Injury .....	62
Escape .....	63
Between Missions.....	63

## Game Mechanics

### Characters: Names, Pawns and Mooks

The collective name for all individuals in the game is characters. Characters can be people, aliens, robots, monsters – anything that gets to take actions as opposed to terrain or scenery. Characters are divided into:

Player Characters (PCs): the characters controlled by the players – always Names and Supers (see below).

Non-Player Characters (NPCs): the characters controlled by the referee.

Names: the main protagonists with individual names. Can be Supers (unusually powerful characters who often have weird, unusual or supernatural powers) or Norms (backup characters who have less unusual abilities but some relationship or issue with the PCs). All are different and each has individual abilities.

Pawns: unnamed background characters such as general bystanders, cops, criminals. They have a limited range of abilities according to their role. Not much danger to names in combat.

Mooks: expendable hordes of minions, soldiers, guards, robots and so on. Appear in combat as squads representing 4-8 individuals.

### Abilities, Resistances and Rolls

Abilities have a Level from 0 to 5. Most pawns have 0 in abilities. Trained or skilled people have 1.

An ability which is acting against a resistance rolls a number of D10 equal to its level. A Level 0 ability however rolls 2D10 and discards the highest number. Each D10 which equals or exceeds the resistance is a Success. Each dice getting a 10 is +1 success unless the resistance is 10.

When an ability is resisting something or doing anything which has no resistance it uses its **Value which is 4+Level**. If a character has more than one ability that could resist something they choose which to use and adds 1 per extra ability that applies (to a max of Level 5). A character with no level in something mostly can't use it as an active ability and resists at level 0 (i.e., 4).

A resistance can also be a difficulty of a task, the toughness of an inanimate object and so on as determined by the referee.

#### Standard Difficulty

Trivial	2
Easy	3
Unproblematic	4
Average	5
Difficult	6
Hard	7
Very Hard	8
Unlikely	9
Nearly Impossible	10

### Victory Points

Characters have Victory Points (VP). A PC gets 3 at the beginning of each game session and another 1 for:

- Acting in line with their Personality in a way that is to their disadvantage at the referee's discretion.
- Doing heroic things at the referee's discretion.
- Relationship tasks (see section).

PC's lose VP for:

- Acting out of line with their personality to their advantage at the referee’s discretion.
- Doing unheroic things at the referee’s discretion.
- Slipping in some activities in the Between Missions section.

NPC names have at least 3 VP per game session but the referee can give them more if they are particularly important. Pawns and mooks don’t have any.

A VP can be spent to perform a **Power Stunt** (see section).

### Reputation

Reputation is represented by a number which can be positive or negative. It shows how well known a character is and how popular or feared they are. The referee can use it to decide a modifier should be applied on some tasks, particularly Social tasks, depending on who the character is interacting with. Some reputation modifiers are gained during character generation. The character can gain modifiers both in missions and in downtime between missions. In general the referee may award from -3 to +3 reputation for a successful or unsuccessful mission. Sidekicks don’t have a separate reputation as they always operate with another character.

Reputation	Effects
-16 or fewer	The character is famous and recognized worldwide. Their appearance causes widespread panic and a major response from the authorities. International media frequently reports on them. The authorities dedicate considerable international resources to stopping them.
-15 to -13	The character is often recognised anywhere in the country and may be recognised abroad. Their appearance causes panic in the public and consternation amongst the authorities. National media often reports on them and significant events gain interest from international media. The authorities consider them to be a significant risk and will dedicate national resources to trying to stop them. They are probably the leader of a criminal organisation.
-12 to -10	The character is often recognised in their city and may be recognised elsewhere in the country. Their appearance causes panic and terror to the general public. A local TV station often reports on them and significant events gain interest from national media. The authorities consider them to be a villain and will be actively investigating and pursuing them. They are a significant asset or threat to criminal organisations in the city.
-9 to -7	The character is often recognised in their neighbourhood and may be recognised elsewhere in the city. They cause fear in the public. A local TV station may report on them and there may be occasional interest from a national newspaper or magazine. The authorities consider them to be a villain and are likely to try to arrest them. Local criminal gangs consider them as either a rival or an asset and will try to recruit or eliminate them.
-6 to -4	The character may be recognised in their neighbourhood. A local paper or radio station may report on them. The authorities consider them to be a villain and may try to arrest them. Local criminal gangs consider them as either a threat or potential asset.
-3 to 3	No one has heard of the character. Other characters won’t know if they are a hero or villain except by their actions.
4 to 6	The character may be recognised in their neighbourhood. The character may have up to 100 followers who are interested in them on social media. A local paper or radio station may report on them. The authorities consider them to be a hero and are less likely to try to arrest them.

Reputation	Effects
7 to 9	The character is often recognised in their neighbourhood and may be recognised elsewhere in the city. The character may have up to 10k followers who are interested in them on social media. A local TV station may report on them and there may be occasional interest from a national newspaper or magazine. The authorities consider them to be a hero and are unlikely to try to arrest them. Local businesses may ask for their help.
10 to 12	The character is often recognised in their city and may be recognised elsewhere in the country. The character may have up to 100k followers who are interested in them on social media. A local TV station often reports on them and significant events gain interest from national media. The authorities consider them to be a hero and are unlikely to try to arrest them. Businesses and police may ask for their help.
13 to 15	The character is often recognised anywhere in the country and may be recognised abroad. The character may have up to a million followers who are interested in them on social media. National media often reports on them and significant events gain interest from international media. The authorities consider them to be a hero and are unlikely to try to arrest them. Businesses, police and the government may ask for their help.
16+	The character is famous and recognized worldwide. The character may have millions of followers who are interested in them on social media. International media frequently reports on them. The authorities consider them to be a hero and treat them as a significant public figure. Businesses, police and governments may ask for their help.

## Tasks

Tasks are used by the referee for obstacles in play. The referee describes the obstacle and the consequences of failure. The player/s describes the ability or abilities used to get past it and the referee decides on the difficulty before the test. The referee decides if one PC is required to do it alone, all must succeed individually or if they can work together.

## Relationship Tasks

A relationship task is where a character has an issue which needs to be resolved with a named NPC with whom they have a significant relationship. Each PC will probably have to do one or two of these per session using Social ability. The referee modifies the difficulty according to the Personality of the PC, the NPC and the issue. With each character on their relationship chart the character will have some issue and try to resolve it. Success means that something has been resolved in the relationship and failure means the problem has deepened. If the relationship task develops in an interesting way the player is rewarded with a VP. PCs should be encouraged to develop or suggest new relationships in play. Relationship tasks can be encountered in missions or in Downtime.

## Experience Points

After a mission the referee can award 1-3 Experience Points (XP) to a character depending on how much they have learned. They can be spent as follows:

- Add 1 to the level of a source: 10. Conventional and Normal sources can't be increased.
- Add a new ability to a source: 5. The referee needs to agree that the ability is suitable and fits in with the character.
- Gain an extra VP at the start of each session: 5.

- Increase the size of an area for an ability (e.g. from Blast to Large Blast): 5.
- Gain a Signature Move. 3. This is a Power Stunt that the character has already used several times. As a signature move it can be used once per combat without paying the cost for the Stunt and can then be used again without counting as a Double Stunt. It can't be just adding a Level. The referee can decide that later a Power Stunt can be turned into a new ability in a source for an extra 2 XP.
- Gain a Trained Skills 2 Source for 10 XP. Move one ability from Normal to this.
- Move an ability from Normal to Trained Skills for 1 XP.

## Character Generation

Each player should generate three superpowered Names. Choose one to the player's PC. The other two can be used later as light relationships the PC has. Some more unpowered Names can be generated for other light relationships the PC has.

### Power Source

#### Level

Each Power Source has a level from 0 up to 5 which applies to the Abilities it produces.

#### Determining Sources for Supers

Roll D100 to find Part 1 of the character's Source. Then roll D100 on that section of the table to determine how many Sources there are. Then for each roll the Source Part 2.

D100	Source Part 1	D100	Number of Sources	D100	Source Part 2
01-15	Accidental	01-80	1	01-40	Physiology 2
		81-00	2	41-00	Power 2
16-30	Alien	01-80	1	01-10	Devices 2
		81-90	2	11-35	Item 2
		91-95	3	36-65	Physiology 2
		96-98	4	66-90	Power 2
		99-00	5	91-00	Skills 2
31-45	Magic	01-70	1	01-10	Devices 2
		71-90	2	11-30	Item 2
		91-98	3	31-80	Power 2
		99-00	4	81-00	Skills 2
46-65	Mutant	01-00	1	01-00	Power 2
66-85	Technological	01-80	1	01-40	Devices 2
		81-90	2	41-70	Item 2
		91-96	3	71-85	Physiology 2
		97-00	4	86-00	Skills 2
86-00	Trained	01-00	1	01-00	Skills 2

Some characters who have so far received 3 or fewer sources have an additional Source. Roll D10 to see if they have:

- Currently have 2-3 Sources: on 7+ they have another Source.
- Currently have 1 source: on 5+ they have a second Source.

Re-roll any duplicates already gained above. Make a D100 roll and read off Source Part 1 and 2 for that roll:

D100	Source Part 1	Source Part 2
01-35	Conventional	Devices 1
36-40	Magic	Powers 2
41-45	Magic	Item 2
46-90	Trained	Skills 2
91-95	Technology	Physiology 2
96-00	Technology	Item 2

**If a superpowered name has only 1 source it has +1.**

#### Determining Sources for Norms

D100	Source Part 1	D100	Number of Sources	D100	Source Part 2
01-02	Magic	01-80	1	01-20	Devices 1
		81-95	2	11-40	Item 2
		96-00	3	41-80	Skills 1
03-05	Technological	01-80	1	01-35	Devices 1
		81-95	2	36-60	Item 1
		96-00	3	71-80	Skills 1
06-00	Trained	01-00	1	01-00	Skills 1

Some characters have a second source taken from the table below. Roll D10 to see if they have:

- Currently have 2+ Sources: 10+ they have an additional Source
- Currently have 1 Source: 7+ they have a second Source

Roll D100 on the following table for an additional source reading Part 1 and Part 2 of the Source form the same roll.

D100	Source Part 1	Source Part 2
01-60	Conventional	Devices 1
61-62	Magic	Item 1
63-95	Trained	Skills 1
96-00	Technology	Item 1

#### Description of Sources

**Accidental:** the characters abilities come from a unique accident such exposure to mysterious forces, chemicals or one-off non-repeatable experiments.

**Alien:** the character's powers come from an alien source for example another planet or a lost civilization. The character could be an alien or from a lost civilisation, have some alien technology or have been exposed to some kind of alien power.

**Conventional:** the character uses conventional human technology.

**Devices:** the ability is generated by a number of devices. This includes cases where a character uses multiple individual items or has things built into a suit. It is hard to remove all of these though some part can be disarmed. However if the character is captured or caught unprepared they may not be available. Can be unique or constructed (see below).

**Item:** the abilities come from a single item. It can be disarmed or taken from the character. Can be unique or constructed (see below).

**Unique or Constructed:** There are two choices for Devices and Items: the source can be Unique or Constructed. If Unique the source can't easily be destroyed (referee would have to rule something special had happened) but if lost they character would need to try to get them back in some way in the game. If Constructed they can be destroyed or lost but can then be recreated either by the character, some kind of associates or contacts depending on the character's background. This would take some time – at least a week. These sources are quite specific to a character – they are sometimes replicated as a plot development or passed on to a new character following the demise or retirement of the original user effectively creating a new character with some similar abilities. They can't be mass produced but sometimes a technological character could have mooks that use the same kind of sources at a lower level.

**Magic:** the source of the character's powers are spells and enchantments. The character may actually be casting these spells, possess magical objects or be the result of being enchanted or being exposed to magic.

**Mutant:** the character developed their powers as part of a process of mutant evolution. This includes natural mutant evolution or things encouraged by experimentation.

**Physiology:** the ability is built into the character and can't be removed. This includes the results of serums or non-removable cybernetics. It is part of the characters body.

**Power:** the ability is generated by the character without any objects required or if an object is used it is an easily replaced prop or channel for the ability.

**Skills:** these are things that the character has learned to do.

**Technological:** the character's powers come from advanced terrestrial science and technology beyond what is normally available.

**Trained:** the character has undergone extensive training to hone natural human abilities.

### Random Abilities

Each source may allow a character to use one or more abilities. If the character would have the same ability from different sources or otherwise incompatible abilities one can be re-rolled with the referee's permission or replaced with something similar but different enough to be worthwhile.

### Accidental Physiology

D50	Accidental Physiology Abilities
1	Absorption Solid, Super Strength
2	Absorption Solid, Armour
3	Absorption Electricity, Damage (Electricity, Shield, Activate)
4	Absorption Electricity, Damage (Electricity, Close)
5	Absorption Fire, Damage (Heat, Shield, Activate), Life Support (Heat)



D50	Accidental Physiology Abilities
6	Absorption Radiation, Damage (Radiation, Blast, Activate), Life Support (Radiation)
7	Armour, Super Strength, Bulletproof
8	Accuracy, Dodge, Move (Run)
9	Drain Defence, Enhanced Senses, Initiative
10	Density Increase
11	Accuracy, Athletics, Enhanced Senses, Initiative
12	Escape, Dodge
13	Fragmentation (Activate)
14	Gas (Blast, Activate)
15	Insubstantial (Solid, Concentrate)
16	Invisibility (Concentrate)
17	Life Support (Physical, Heat, Cold, Radiation, Gas, Air)
18	Reflection (Heat, Radiation)
19	Reflection (Solid)
20	Move (Swinging), Move (Wallcrawl), Trap (Ranged), Super Strength, Dodge, Enhanced Senses
21	Stretching
22	Super Strength, Move (Flight)
23	Super Strength, Move (Jump)
24	Super Strength, Armour, Move (Flight), Bulletproof
25	Growth (Activate)
26	Shrinking (Activate)
27	Insubstantial (Concentrate), Drain (Close), Move (Flight)
28	Move (Flight), Recovery, Strength
29	Escape, Dodge, Move (Wallcrawl)
30	Super Strength, Protected, Recovery, Move (Jump)
31	Strength, Athletics, Move (Running), Speed, Dodge, Toughness, Enhanced Senses
32	Damage (Solid, Close, Lethal), Move (Jump), Move (Wallcrawl), Recovery, Protected
33	Super Strength, Athletics, Move (Swimming), Life Support (Air, Physical), Protected, Recovery
34	Super Strength, Protected
35	Stretching (Amorphous), Resist (Physical, Heat), Move (Gliding), Damage (Solid, Close)
36	Strength, Athletics, Move (Run), Initiative, Enhanced Senses, Recovery, Life Drain (Close, Grabbed), Move (Gliding), Mesmerise (Close)
37	Protected, Damage (Solid, Close/Short), Grab (Close/Short), Stand
38	Move (Flight) and Damage (Heat, Shield, Activate)
39	Multiform (Activate) <ul style="list-style-type: none"> <li>• Fragmentation, Life Support (Air), Move (Swimming)</li> </ul>
40	Stretching (Amorphous)
41	Bulletproof, Strength, Protected, Move (Climbing), Enhanced Senses, Stealth
42	Disarm (Close, Indirect), Dodge, Trip (Close, Indirect), Speed
43	Energy Protection, Ignite (Activate, Shield)
44	Kinetic Armour, Bulletproof, Move (Running), Athletics
45	Toughness, Stamina, Recovery, Athletics
46	Multiform (Activate): <ul style="list-style-type: none"> <li>• Armour, Bulletproof, Strength, Will</li> <li>• Speed, Move (Running), Dodge, Escape</li> </ul>
47	Recovery, Repair Condition
48	Damage (Solid, Close), Dodge, Trip (Close)
49	Invisibility
50	Extra Arms (2, Extended)

## Accidental Power

D100	Accidental Power Abilities
1	Absorption (Electricity), Damage (Electricity, Cone), Damage (Electricity, Shield, Activate)
2	Absorption (Radiation), Athletics, Cancel (Insubstantial, Close), Damage (Radiation, Cone/Line/Blast), Protected,
3	Absorption (Radiation), Damage (Radiation, Ranged), Insubstantial (Solid, Activate), Invisibility (Activate, Concentrate), Move (Flight), Speed
4	Absorption (Solid), Damage (Physical)
5	Accuracy, Athletics, Dodge, Move (Swinging)
6	Accuracy, Damage (Solid, Ranged), Dodge
7	Accuracy, Recovery
8	Animal Form (Activate), Athletics, Stealth
9	Animate Plants, Summon (Plants)
10	Armour (Activate), Barrier (Ranged, Wall, Continuous), Damage (Cold, Ranged), Life Support (Cold), Trap (Ranged)
11	Armour and Super Strength (Activate), Petrification (Close, Continuous)
12	Barrier (Ranged, Concentrate), Damage (Solid, Close/Ranged), Protected (Activate)
13	Barrier (Ranged, Invisible, Concentrate), Damage (Solid, Ranged), Enhanced Vision, Force Field and Invisibility (Concentrate)
14	Barrier (Ranged, Wall, Activate), Trap (Ranged, Blast), Rough Terrain (Ranged, Large Blast, Activate)
15	Barrier (Wall, Activate), Damage (Solid, Ranged 20), Trap (Ranged 20), Move (Tunnelling), Armour
16	Barrier (Wall, Ranged, Continuous), Quake (Ranged, Large Blast)
17	Bulletproof, Damage (Physical, Ranged), Protected
18	Change Appearance (Identity, Activate) for: Athletics, Bulletproof, Damage (Solid), Enhanced Senses, Protected
19	Charm (Close), Sleep (Ranged, Indirect)
20	Charm (Close, Indirect)
21	Damage (Acid, Cone), Damage (Acid, Shield, Activate)
22	Damage (Cold, Ranged), Darkness (Blast, Activate), Enhanced Senses,
23	Damage (Cold, Ranged), Darkness (Ranged, Large Blast, Concentrate), Enhanced Senses, Move (Teleport)
24	Damage (Electricity, Line), Move (Teleport, Distant)
25	Damage (Electricity, Ranged), Move (Flight)
26	Damage (Electricity, Ranged), Move (Teleport)
27	Damage (Electricity, Ranged, Autofire), Damage (Electricity, Shield, Activate), Immunity (Electricity)
28	Damage (Electricity, Shield, Activate), Damage (Electricity, Ranged)
29	Damage (Entropy, Ranged), Force Field (Activate), Move (Teleport)
30	Damage (Entropy, Ranged, Autofire)
31	Damage (Heat, Aimed/Blast, Ranged), Move (Flight)
32	Damage (Heat, Aimed/Blast/Cone, Close/Ranged)
33	Damage (Heat, Blast), Damage (Heat, Shield), Move (Flight)
34	Damage (Heat, Ranged), Energy Protection, Light (Blast, Activate), Move (Flight)
35	Damage (Heat, Shield), Life Support (Heat)
36	Damage (Heat, Shield, Activate), Damage (Heat, Aimed/Blast, Ranged), Life Support (Heat), Move (Flight)
37	Damage (Heat, Shield, Activate), Damage (Heat, Cone), Damage (Heat, Blast, Ranged), Damage (Heat, Wall, Activate), Life Support (Heat)
38	Damage (Physical, Aimed/Cone, Close/Ranged)
39	Damage (Physical, Blast, Ranged), Force Field (Activate), Lift (Blast, Ranged), Move (Levitation), Trip (Blast, Ranged)
40	Damage (Physical, Close), Insubstantial (Solid, Concentrate), Move (Swim)

D100	Accidental Power Abilities
41	Damage (Physical, Cone, Ignores Armour), Damage (Physical, Shield, Ignores Armour)
43	Damage (Physical, Cone, Ignores Armour), Move (Flight)
43	Damage (Physical, Ranged), Darkness (Blast, Activate)
44	Damage (Physical/Heat/Radiation, Ranged), Protected, Recovery
45	Damage (Radiation, Aimed/ Blast, Ranged), Life Support (Radiation), Move (Flight)
46	Damage (Radiation, Blast), Life Support (Radiation)
47	Damage (Radiation, Close/Ranged, Aimed or if Close Line/Cone)
48	Damage (Radiation, Shield, Activate), Damage (Radiation, Line), Life Support (Radiation)
49	Damage (Solid, Aimed/Blast, Close), Move (Teleport), Recovery, Stealth
50	Damage (Solid, Blast, Ranged), Trip (Ranged, Large Blast), Heal
51	Damage (Solid, Close, Lethal), Move (Flight), Paralysing Gas (Blast, Activate)
52	Damage and Knockback (Physical, Cone), Move (Flight), Super Strength, Protection
53	Darkness (Ranged, Wall, Activate)
54	Density Increase and Super Strength (Activate)
55	Disarm (Close, Shield, Activate) and Force Field (Activate)
56	Disarm (Ranged), Knockback (Ranged), Pull (Ranged)
57	Dismiss (Ranged, Indirect), Drain (Ranged, Indirect)
58	Door (Ranged, Connected, Opaque, Activate)
59	Drain (Close), Insubstantial (Solid, Concentrate), Move (Levitation)
60	Drain (Ranged, Indirect, Machines), Drain Defence
61	Drain Defence (Activate), Hinder (Ranged)
62	Duplicate (Activate)
63	Energy Protection (Activate), Move (Levitation), Recovery, Will
64	Enhanced Senses, Move (Teleport, Distant, Pocket Dimension)
65	Escape, Hinder (Ranged, Indirect), Immunity (Physical)
66	Fear (Ranged, Indirect), Telepathy (Ranged), Will
67	Fog Cloud (Blast/Large Blast/Massive Blast, Activate), Move (Flight, Blast), Suffocation (Blast, Activate), Will
68	Fog Cloud (Blast, Continuous)
69	Fog Cloud and Gas (Ranged, Blast, Continuous), Life Support (Gas, Activate)
70	Force Field (Activate)
71	Force Field (Activate), Invisibility (Concentrate)
72	Grab (Short, Constrict)
73	Grab (Ranged)
74	Heal (Close)
75	Hinder (Ranged, Blast)
76	Hinder (Ranged, Indirect), Move (Running)
77	Ignite (Ranged, Indirect)
78	Illness (Blast, Activate)
79	Immortal, Mind Control (Close, Indirect, Concentrate), Madness (Large Blast, Activate)
80	Immortal, Telekinesis (Ranged, Indirect, Concentrate), Telepathy (Ranged, Indirect)
81	Knockback (Close/Ranged, Indirect), Lift (Close/Ranged, Indirect), Pull (Ranged, Indirect), Stand
82	Knockback (Cone), Lift (Ranged 10, Blast), Move (Flight), Dodge (Activate)
83	Knockback (Long Line), Move (Jump), Stand
84	Lift (Ranged, Indirect), Move (Levitation)
85	Light (Line)
86	Machine Control (Ranged, Concentrate)
87	Mind Control (Insects, Ranged, Indirect), Summon (Insect Swarm), Telepathy (Ranged, Insects)
88	Move (Levitation)
89	Move (Running), Sting (Ranged, Autofire), Sting (Shield)

D100	Accidental Power Abilities
90	Multiform And Change Appearance (Identity, Activate): <ul style="list-style-type: none"> <li>roll on Accidental Physiology</li> </ul>
91	Multiform And Insubstantial (Solid, Physical, Activate): <ul style="list-style-type: none"> <li>Damage (Electricity, Ranged), Life Support (Air, Radiation, Gas, Physical, Cold, Heat), Move (Flight), Speed</li> </ul>
92	Multiform And Insubstantial (Solid, Physical, Activate): <ul style="list-style-type: none"> <li>Damage (Radiation, Close), Life Support (Air, Radiation, Gas, Physical, Cold, Heat), Move (Flight), Speed</li> </ul>
93	Psi Blast (Ranged, Indirect), Will
94	Quake (Ranged, Large Blast)
95	Repair Condition (Ranged)
96	Rough Terrain (Ranged, Large Blast, Continuous), Trap (Ranged)
97	Sleeping Gas (Ranged, Blast, Continuous)
98	Suffocation (Ranged, Indirect)
99	Trap (Ranged, Indirect), Trip (Ranged, Indirect)
100	Vertigo (Ranged, Blast)

### Alien Devices

D20	Alien Devices Abilities
1	Damage (Solid, Close)
2	Super Strength, Move (Flight), Damage (Physical, Ranged)
3	Speed, Agility, Protection, Move (Gliding), Force Field (Activate), Damage (Physical, Ranged)
4	Change Appearance (Double), Damage (Solid/Cold, Close/Ranged, Ignores Armour), Move (Teleport, Distant), Radio
5	Armour, Life Support (Air, Radiation, Heat, Cold, Physical), Radio
6	Protected, Life Support (Air), Move (Flight), Radio
7	Drain Defence and Force Field (Activate)
8	Cyberpathy (Close, Indirect, Concentrate), Scramble (Blast), Radio
9	Sting (Short), Protected, Life Support (Air)
10	Gate (Activate)
11	Damage (Radiation, Ranged 20, Autofire), Energy Defence
12	Damage (Physical, Cone or Line), Protected, Radio
13	Protected, Drain Defence, Stealth, Escape, Radio
14	Enhanced Senses, Protected, Stealth, Radio
15	Medic, Knowledge
16	Life Support (All), Radio
17	Will, Enhanced Senses
18	Initiative, Speed, Protected
19	Move (Jump), Armour, Bulletproof, Life Support (Air, Gas, Radiation), Enhanced Senses, Strength, Damage (Heat, Cone), Damage (Solid, Blast, Ranged 20, Delay), Damage (Radiation, Large Blast, Ranged, Shots (6))
20	Protected, Life Support (Physical, Heat, Cold, Radiation, Gas, Air), Radio

### Alien Item

D20	Alien Item Abilities
1	Telekinesis (Ranged, Concentrate)
2	Damage (Radiation, Ranged), Move (Teleport)
3	Move (Flight, Mount), Damage (Radiation, Ranged)

D20	Alien Item Abilities
4	Damage (Solid/Heat/Cold, Close)
5	Damage (Solid, Close, Ignores Armour), Damage (Physical, Ranged), Move (Teleport, Distant)
6	Damage (Radiation, Ranged)
7	Disarm (Ranged)
8	Disintegrate (Line), Damage (Entropy, Line)
9	Drain (Ranged)
10	Heal (Close, Indirect)
11	Knockback (Cone)
12	Light (Line), Light (Cone), Damage (Radiation, Cone)
13	Scramble (Ranged, Indirect)
14	Gas (Blast, Ranged)
15	Knockback (Line), Pull (Line)
16	Sting (Short)
17	Trap (Ranged)
18	Damage (Electricity, Short)
19	Damage (Radiation, Ranged), Damage (Solid, Close)
20	Damage (Physical, Cone, Ignores Armour)

### Alien Physiology

D30	Alien Physiology Abilities
1	Super Strength, Armour, Move (Flight), Life Support (All), Bulletproof, Ageless
2	Move (Swimming), Life Support (Air, Physical, Cold)
3	Move (Flight), Armour, Life Support (Physical, Air, Gas)
4	Density Increase, Move (Running), Athletics, Recovery
5	Super Strength, Recovery
6	Super Strength, Move (Swinging), Damage (Solid, Close, Lethal)
7	Super Strength, Heal, Ageless
8	Dodge, Enhanced Senses, Damage (Solid, Close, Lethal)
9	Super Strength, Move (Flight), Move (Swim), Life Support (Air)
10	Change Appearance and Power Copy (Ranged)
11	Life Support (Heat), Damage (Heat, Shield), Enhanced Senses
12	Super Strength, Armour
13	Dodge, Recovery, Initiative, Strength, Athletics
14	Armour, Damage (Solid, Close, Lethal), Move (Teleport)
15	Super Strength, Move (Flight, Swim), Life Support (Air, Physical), Recovery
16	Damage (Heat, Large Blast, Only when not Insubstantial), Insubstantial (Solid, Activate)
17	Super Strength, Protected, Move (Flight), Ageless
18	Heal (Ranged), Recovery, Damage (Entropy, Ranged)
19	Change Appearance (Activate)
20	Drain Defence, Enhanced Senses, Extra Arms (2 or if source 3+ then 4 fixed at generation)
21	Move (Flight), Damage (Close, Lethal), Damage (Physical, Ignores Armour, Cone), Ageless
22	Protected, Heal (Slow), Stealth, Damage (Acid, Short)
23	Strength, Protected, Change Appearance (Activate)
24	Charm (Ranged 20, Indirect), Clairvoyance
25	Initiative, Speed, Move (Running), Stamina
26	Life Support (Cold), Toughness, Strength, Move (Climb)
27	Growth (Permanent)
28	Shrinking (Permanent)

D30	Alien Physiology Abilities
29	Immunity (psychic abilities e.g. Psi Blast, Mind Control, Mesmerize, Charm, Telepathy, Sleep, Vertigo)
30	Robot (Permanent), Protected, Strength

## Alien Power

D50	Alien Power Abilities
1	Absorption (Heat, Radiation, Electricity), Drain (Close),
2	Absorption (Solid), Athletics, Damage (Physical, Line), Damage (Solid, Close)
3	Animate Plants
4	Barrier (Ranged, Wall), Damage (Cold, Shield), Move (Limited Flight), Weather Control
5	Barrier (Wall, Concentrate), Damage (Solid, Aimed, Ranged), Move (Limited Flight), Telekinesis (Solid, Ranged, Concentrate)
6	Barrier (Wall, Ranged, Continuous), Quake (Ranged, Large Blast),
7	Body Moulding (Close), Scramble (Close), Healing (Close)
8	Charm (Ranged, Indirect), Clairvoyance
9	Charm (Ranged, Indirect), Mind Control (Ranged, Indirect, Concentrate)
10	Copy Power (Ranged)
11	Damage Acid (Close), Damage (Acid, Shield)
12	Damage (Cold, Cone), Damage (Heat, Ranged)
13	Damage (Cold, Cone), Damage (Heat, Ranged)
14	Damage (Electricity, Ranged), Move (Flight)
15	Damage (Entropy, Blast, Ranged), Disintegrate (Blast, Close, Individual)
16	Damage (Heat, Close), Damage (Heat, Shield), Life Support (Heat)
17	Damage (Physical, Blast, Ranged)
18	Damage (Physical, Blast, Ranged), Mind Control (Ranged, Indirect), Move (Levitation), Move (Teleport)
19	Damage (Physical, Close/Ranged), Knockback (Close/Ranged), Lift (Close/Ranged), Pull (Ranged)
20	Damage (Physical, Cone, Ignores Armour), Force Field (Activate), Move (Flight)
21	Damage (Physical, Ranged), Move (Teleport, Blink)
22	Damage (Physical, Ranged, Indirect), Mind Control (Ranged, Indirect, Concentrate), Telepathy (Ranged, Indirect), Telekinesis (Minor, Ranged, Indirect), Will
23	Damage (Radiation, Range), Move (Teleport, Blink)
24	Damage (Radiation, Ranged)
25	Damage (Radiation, Ranged), Insubstantial (Solid, Activate), Light (Activate)
26	Damage (Radiation, Ranged), Move (Flight), Undetectable (Activate)
27	Damage (Solid, Close), Damage (Radiation, Ranged), Force Field (Activate), Move (Flight)
28	Damage (Solid/Physical/Heat, Blast/Wall, Ranged), Barrier (Wall, Ranged)
29	Drain (Close), Mesmerise (Close, Indirect),
30	Drain Defence, Life Drain (Close)
31	Drain Life (Close), Disintegrate (Close), Life Support (Heat, Radiation, Electricity)
32	Fog Cloud (Activate, Blast, Continuous)
33	Grab (Short)
34	Hinder and Ignite (Shield, Activate)
35	Invisibility (Activate), Kinetic Armour, Stealth
36	Knockback and Scramble (Close)
37	Life Drain (Close), Lift (Close)
38	Light (Blast, Activate), Light (Line)
39	Madness (Large Blast, Activate)
40	Mesmerise (Close, Indirect), Recovery, Telepathy (Close, Indirect), Will
41	Mind Control (Ranged, Concentrate, Indirect), Telepathy (Ranged, Indirect)

D50	Alien Power Abilities
42	Move (Teleport), Stretching
43	Power Suppression (Close, Persistent)
44	Psi Blast (Ranged, Indirect), Telepathy (Ranged, Indirect),
45	Pull (Ranged, Indirect), Reflect (Physical, Activate)
46	Scramble (Blast, Activate)
47	Speed, Supress (Movement, Ranged, Large Blast, Concentrate)
48	Sting (Close), Stretching (Activate)
49	Trip and Damage (Physical, Large Blast)
50	Weather Control

### Alien Skills

D8	Alien Skills Abilities
1	Solve, Will
2	Accuracy, Dodge
3	Stealth, Dodge
4	Will, Stealth
5	Accuracy, Stealth
6	Accuracy, Dodge, Stealth
7	Knowledge, Solve
8	Medic, Will

### Magic Devices

D20	Magic Devices Abilities
1	Move (Flight, Mount), Hinder (Close, Mount), Damage (Solid, Close), Damage (Physical, Ranged)
2	Protected, Drain Defence, Recovery
3	Invisibility (Activate)
4	Life Support (Air, Physical), Move (Swim)
5	Super Strength
6	Move (Levitation)
7	Resist (Illusion, Madness, Mental Illusion), Drain Defence
8	Will, Clairvoyance
9	Enhanced Senses
10	Dismiss (Ranged, Indirect)
11	Speed, Initiative
12	Damage (Close, Lethal), Dodge, Protected
13	Strength, Toughness
14	Repair Condition
15	Spells
16	Damage (Physical, Ranged, Indirect)
17	Summon (Zombies)
18	Summon (Demons)
19	Undetectable (Activate, Concentrate)
20	Animal Form (Flexible, Activate)



## Magic Item

D20	Magic Item Abilities
1	Psi Blast (Ranged, Indirect), Move (Teleport, Blast)
2	Move (Levitation), Protection
3	Damage (Solid, Close, Lethal, Ignores Insubstantial)
4	Damage (Heat, Blast/Cone)
5	Damage (Solid, Close/Ranged)
6	Life Drain (Ranged)
7	Charm (Ranged, Blast)
8	Scramble and Damage (Physical, Cone)
9	Damage (Entropy, Short), Damage (Force, Ranged), Move (Teleport, Dimensional, Distant)
10	Super Strength, Armour, Move (Flight)
11	Damage (Heat, Blast, Ranged)
12	Damage (Electricity, Line)
13	Damage and Knockback (Solid, Close), Weather Control, Move (Flight)
14	Damage (Solid, Short/Ranged)
15	Damage (Solid, Close), Repair Condition, Recovery, Bulletproof, Armour, Detect (Magic)
16	Resist (Magic), Damage (Solid, Close), Immortality
17	Summon (Demon or Zombie)
18	Damage (Solid, optional Lethal), Bulletproof, Damage (Physical, Ranged), Knockback (Cone), Teleport (Distant)
19	Damage (Solid, Close), Dismiss (Barrier/Force Field, Close), Accuracy
20	Resurrection (Close)

## Magic Power

D50	Magic Power Abilities
1	Animal Form
2	Illusion (Concentrate), Clairvoyance, Mind Control (Ranged), Damage (Radiation, Ranged)
3	Light (Ranged), Light (Blast, Activate), Damage (Heat, Cone)
4	Move (Flight, Mount), Weather Control, Hinder (Blast)
5	Move (Flight), Life Drain (Close, Grabbed), Mesmerise (Close), Immunity (Solid, Metal)
6	Clairvoyance, Mind Control (Ranged), Damage (Physical, Ranged)
7	Summon (Zombies)
8	Animal Form (Large Predator), Damage (Solid, Close), Athletics, Recovery
9	Move (Flight), Super Strength, Armour
10	Hypnotise (Blast)
11	Recovery, Gas (Blast), Sleeping Gas (Blast)
12	Recovery, Telepathy (Ranged, Indirect), Mind Control (Ranged, Concentrate, Indirect), Telekinesis (Minor, Ranged, Indirect)
13	Initiative, Clairvoyance, Telepathy (Ranged, Indirect), Will, Damage (Radiation, Ranged), Illusion (Ranged, Concentrate), Enhanced Senses
14	Damage (Solid, Close), Athletics, Move (Levitation), Fear (Ranged), Will
15	Density Increase (Activate), Growth (Activate)
16	Grab (Short), Move (Teleport, Distant)
17	Gate (Concentrate), Mesmerize (Blast), Mind Control (Close)
18	Damage (Heat, Aimed/Blast, Ranged), Damage (Heat, Shield), Move and Speed (Wallcrawl, Mount)
19	Dodge, Petrification (Ranged, Continuous), Sting (Close)
20	Damage (Heat, Shield), Damage (Heat, Cone), Life Support (Heat)
21	Enhanced Senses, Recovery, Protection



D50	Magic Power Abilities
22	Damage (Radiation, Aimed/Blast, Ranged), Force Field (Activate), Mesmerize (Ranged, Indirect)
23	Move (Teleport, Distant), Move (Flight), Illusion (Concentrate), Damage (Entropy, Ranged), Summon (Demons)
24	Mind Control (Close, Indirect)
25	Damage (Heat, Ranged), Dismiss (Close), Clairvoyance, Barrier (Close, Dome, Transparent, Concentrate), Hindrance (Ranged), Protected
26	Damage (Solid, Close/Ranged), Summon (Demons), Telekinesis (Minor, Solid)
27	Detect (Magic), Detect (Named Individual), Clairvoyance, Charm (Ranged), Mind Control (Ranged, Concentrate), Dismiss (Ranged), Trap (Ranged), Summon (Zombies), Immortal, Move (Levitation)
28	Mesmerism (Close, Indirect), Illusion (Ranged, Concentrate)
29	Damage (Heat, Aimed/Blast, Ranged), Move (Flight), Life Support (Heat)
30	Super Strength, Damage (Heat, Shield, Activate), Life Support (Heat), Heal
31	Super Strength, Armour, Will
32	Drain Defence, Escape, Illusion (Ranged, Concentrate)
33	Move (Levitation), Psi Blast (Ranged, Indirect), Will
34	Pull (Ranged, Indirect), Knockback (Ranged, Indirect)
35	Life Drain (Close, Indirect), Mind Control (Close, Indirect, Concentrate)
36	Move (Flight), Growth (Activate), Transform (Living Creatures to Demons, Ranged, Indirect)
37	Trap (Ranged 10, Indirect), Healing (Close, Indirect), Animal Form (Flexible, Activate)
38	Change Appearance (Concentrate), Force Field (Concentrate), Move (Levitate, Concentrate), Damage (Physical, Ranged), Clairvoyance (Concentrate)
39	Charm (Ranged 10, Indirect/Blast)
40	Enhanced Senses, Move (Teleport)
41	Possession (Close, Indirect), Move (Teleport, Dimensional)
42	Dispel (Indirect, Ranged), Repair Condition (Close), Transform (Small Animals, Ranged, Indirect, Concentrate), Summon (Knights)
43	Damage (Entropy, Ranged), Trap (Ranged, Concentrate)
44	Move (Flight), Weather Control, Insubstantial (Solid)
45	Move (Levitation), Illusion (Activate), Damage (Radiation, Ranged)
46	Multiform (Activate): <ul style="list-style-type: none"> <li>• Strength, Protected, Athletics</li> </ul>
47	Animal Form (Flexible, Human sized version or larger), Movement (Flight), Heal (Slow), Strength, Enhanced Senses
48	Animal Form (Flexible), Movement (Flight), Solve
49	Strength, Speed, Weather Control
50	Animal Form, Mind Control (Animals, Ranged, Indirect)

### Magic Skills

D4	Magic Skills Abilities
1	Solve, Knowledge
2	Investigate, Knowledge
3	Solve, Spells
4	Knowledge, Spells

### Mutant Power

Roll D10: on 1-5 use table 1 otherwise Table 2.

D100	Mutant Power Abilities Table 1
1	Clairvoyance, Telepathy (Ranged, Indirect), Psi Blast (Ranged, Indirect)
2	Telekinesis (Ranged 10, Indirect), Levitate (Concentrate)
3	Telepathy (Ranged, Indirect), Psi Blast (Ranged, Indirect), Mind Control (Ranged, Concentrate, Indirect)
4	Absorption Solid, Super Strength, Damage (Physical, Ranged), Recovery
5	Damage (Solid, Close), Heal
6	Damage (Electricity, Ranged), Athletics, Dodge
7	Strength, Move (Running), Athletics, Dodge
8	Density Increase (Activate), Life Support (Cold)
9	Move (Flight), Dodge, Vision
10	Move (Flight), Move (Running), Dodge, Light (Activate)
11	Quake (Large Blast), Stand
12	Move (Gliding), Athletics, Dodge
13	Super Strength, Athletics, Enhanced Senses, Dodge, Move (Jump), Move (Wall Crawl)
14	Move (Flight), Damage (Heat, Aimed/Blast, Ranged)
15	Move (Running), Damage (Radiation, Blast)
16	Damage (Heat, Ranged), Damage (Physical, Blast)
17	Trap (Blast, Ranged), Damage (Solid, Blast)
18	Gate (Concentrate), Drain Defence
19	Super Strength, Immunity (Knockback, Recoil), Armour, Bulletproof
20	Detect (Mutant), Fear (Ranged, Indirect)
21	Telepathy (Ranged, Indirect), Telekinesis (Ranged, Indirect)
22	Accuracy, Enhanced Senses, Dodge
23	Move (Flight), Force Field (Activate)
24	Animal Form (Large Predator, Small Predator, Activate), Athletics, Dodge, Enhanced Senses, Damage (Solid, Close, Lethal)
25	Damage (Physical, Ranged), Damage (Physical, Blast, Ranged), Telepathy (Ranged 10, Indirect)
26	Change Appearance (Ranged)
27	Move (Teleport, Blast, Distant)
28	Damage (Physical, Ranged 20, Autofire)
29	Move (Teleport, Blink)
30	Super Strength and Armour (Activate)
31	Damage (Heat, Blast, Ranged), Damage (Heat, Cone)
32	Change Appearance and Copy Power (Close, Indirect)
33	Speed, Athletics, Strength, Toughness, Stamina, Initiative
34	Accuracy, Damage and Knockback (Physical, Ranged), Damage and Knockback (Physical, Line)
35	Barrier/Trap (Ranged, Wall/Blast, Concentrate), Damage (Solid, Ranged), Move (Teleport, Carry, Distant), Move (Flight)
36	Heal, Accuracy
37	Damage (Radiation, Ranged), Light (Ranged, Blast, Concentrate), Light (Blast)
38	Move (Flight), Damage (Solid, Close, Lethal)
39	Luck, Move (Leaping), Dodge
40	Copy Power and Drain and Life Drain (Close), Drain Defence
41	Fear (Ranged, Blast, Concentrate), Mesmerize (Ranged, Blast, Concentrate), Social, Charm (Ranged, Indirect), Will
42	Damage (Solid, Shield, Lethal), Damage (Solid, Close/Short, Lethal)
43	Strength, Athletics, Life Drain and Mind Control (Close), Initiative, Telekinesis (Minor, Ranged, Indirect), Telepathy (Close, Indirect)
44	Telekinesis (Ranged, Indirect), Telepathy (Ranged, Indirect), Force Field (Activate), Move (Levitation)
45	Super Strength, Armour, Enhanced Senses

D100	Mutant Power Abilities Table 1
46	Copy Power (Ranged, Indirect)
47	Damage (Solid, Close), Athletics, Dodge, Enhanced Senses, Escape
48	Damage (Heat, Aimed/Blast, Ranged), Damage (Heat, Shield), Move (Flight)
49	Telepathy (Ranged, Indirect), Psi Blast (Ranged, Indirect), Mind Control (Ranged, Concentrate, Indirect), Will, Mesmerise (Ranged, Indirect)
50	Damage (Heat, Aimed/Blast, Ranged)
51	Multiform And Heal (Activate): <ul style="list-style-type: none"> <li>Protected, Move (Jump), Knockback (Shield)</li> <li>Armour, Stand, Damage (Solid, Close)</li> <li>Damage (Heat, Blast), Damage (Heat, Shield), Life Support (Heat)</li> <li>Damage (Cold, Blast), Damage (Cold, Shield), Life Support (Cold)</li> </ul>
52	Immortality (Absolute), Recovery
53	Body Transformation (Activate)
54	Door (Activate, Concentrate), Move (Levitate)
55	Stretching (Amorphous), Protected, Athletics, Dodge
56	Damage (Radiation, Cone/Line)
57	Insubstantial (Solid, Physical, Acid)
58	Absorption (Solid), Super Strength, Recovery
59	Stand, Hinder (Ranged, Indirect, Concentrate)
60	Illusion (Ranged)
61	Life Drain (Close), Gate (Concentrate)
62	Armour, Super Strength, Damage (Solid, Ranged)
63	Life Drain (Close)
64	Will and Drain Defence and Fragmentation (Activate)
65	Will and Drain Defence and Stretching (Amorphous), Damage (Solid, Close, Lethal)
66	Telekinesis (Ranged, Concentrate, Indirect), Move (Levitation)
67	Tag (Close)
68	Damage (Solid/Cold, Aimed/Blast, Ranged), Life Support (Cold), Armour (Activate), Barrier (Wall, Ranged), Trap (Ranged), Move (Limited Flight)
69	Move (Flight), Damage (Heat, Shield)
70	Move (Run), Speed, Damage (Solid, Close, Autofire), Dodge, Athletics
71	Damage (Radiation, Blast, Ranged), Will
72	Will, Mind Control (Ranged, Concentrate, Indirect), Psi Blast (Ranged, Indirect), Telepathy (Ranged, Indirect)
73	Power Suppression (Activate)
74	Damage (Solid, Close), Athletics, Move (Flight), Speed, Telepathy (Ranged, Indirect), Will, Recovery
75	Multiform And Damage (Heat, Shield, Activate): <ul style="list-style-type: none"> <li>Trip (Large Blast, Ranged), Damage (Heat, Wall, Ranged, Activate), Damage and Trip (Heat/Solid, Ranged)</li> </ul>
76	Move (Teleport, Blast)
77	Charm (Blast)
78	Insubstantial (Solid, Physical, Heat, Cold), Possession
79	Vertigo (Blast, Ranged)
80	Super Strength, Protected, Damage (Physical, Cone)
81	Damage (Electricity, Ranged), Sting (Ranged), Damage (Electricity, Blast, Ranged), Disintegrate (Ranged)
82	Pull and Damage (Solid, Blast)
83	Light (Activate), Light (Ranged), Reflection (Radiation, Electricity, Heat), Immortal
84	Scramble and Drain (Close, Indirect, Machines)
85	Damage (Solid, Close/Ranged), Armour, Recovery

D100	Mutant Power Abilities Table 1
86	Super Strength, Protected, Animal Form (Activate), Enhanced Senses, Damage (Solid/Physical/Heat, Ranged), Move (Flight), Life Support (Cold), Resist (Magic)
87	Damage (Physical, Blast, Ranged, Delay)
88	Mind Control (Close, Concentrate), Hypnotise (Close)
89	Scramble and Life Drain (Close)
90	Mind Control (Ranged, Concentrate, Indirect), Will, Telepathy (Ranged, Indirect), Damage (Physical, Ranged, Indirect)
91	Trap (Ranged, Magnetic), Damage (Solid, Ranged, Magnetic), Force Field, Move (Flight), Barrier (Ranged, Wall, Magnetic), Telekinesis (Magnetic, Ranged, Indirect)
92	Telepathy (Ranged, Indirect), Telekinesis (Minor, Ranged, Indirect), Move (Levitate), Mind Control (Ranged, Indirect, Concentrate), Psi Blast (Ranged, Indirect), Will
93	Telepathy (Ranged, Indirect), Will, Mental Illusion (Ranged, Indirect, Concentrate)
94	Escape, Protected, Stealth, Athletics
95	Life Drain (Close, Persistent)
96	Body Moulding (Close)
97	Duplicate (Activate)
98	Super Strength, Damage (Heat, Aimed/Blast, Ranged), Life Support (Heat), Move (Flight)
99	Sting (Close), Suppress (Dodge, Move, Blast, Activate)
100	Extra Arms (2), Damage (Solid, Close), Grab (Close)

D100	Mutant Power Abilities Table 2
1	Dodge, Speed, Initiative, Move (Flight)
2	Force Field (Activate), Move (Flight), Damage (Radiation, Ranged), Light (Ranged)
3	Shrinking and Super Strength (Activate)
4	Mesmerise (Close, Indirect), Damage (Solid, Close, Lethal), Dodge, Initiative
5	Force Field and Escape and Speed (Activate), Barrier (Dome, Activate, Transparent)
6	Damage (Heat, Aimed/Blast, Ranged), Damage (Heat, Cone), Damage (Heat, Wall, Ranged)
7	Move (Flight), Damage (Physical, Blast)
8	Damage (Electricity, Blast/Ranged), Move (Flight)
9	Move (Teleport, Carry, Distant), Move (Teleport, Ranged), Move (Levitation)
10	Cyberpathy (Ranged, Indirect, Concentrate), Knowledge, Investigation, Spycraft
11	Change Appearance, Dodge
12	Move (Leaping, Wallcrawl), Athletics, Damage (Solid, Close), Hinder (Close), Dodge
13	Dodge, Athletics, Enhanced Senses, Move (Wallcrawl), Will, Damage (Entropy, Blast, Ranged), Possession (Close, Indirect)
14	Light (Activate), Damage (Radiation, Line), Speed, Dodge, Move (Flight)
15	Life Drain (Blast, Activate), Damage (Solid, Close), Athletics, Recovery, Dodge
16	Enhanced Senses, Dodge, Initiative, Move (Levitation)
17	Fear (Close, Indirect), Will
18	Clone (Activate)
19	Luck
20	Suppress (Mutant, Magical, Accidental, Alien, Large Blast, Activate)
21	Multiform and Heal (Activate): <ul style="list-style-type: none"> <li>• Super Strength, Armour, Life Support (Physical)</li> <li>• Damage (Heat, Shield), Life Support (Heat)</li> <li>• Move (Levitation), Life Support (Gas)</li> <li>• Damage (Cold, Shield), Life Support (Cold)</li> </ul>

D100	Mutant Power Abilities Table 2
22	Damage (Cold, Aimed/Blast, Close/Ranged), Damage (Solid, Aimed/Blast, Close/Ranged), Movement (Limited Flight), Barrier (Ranged, Wall, Continuous), Protected and Damage (Cold, Shield, Activate)
23	Move (Running), Damage and Knockback (Solid, Close, Aimed), Protected, Dodge
24	Move (Flight), Damage (Radiation, Shield)
25	Move (Flight), Protected, Heal (Slow), Super Strength, Will
26	Damage (Heat, Blast, Ranged,), Will, Life Support (Heat)
27	Damage (Heat, Blast, Ranged, Continuous), Damage (Heat, Ranged), Life Support (Heat), Trip (Ranged, Large Blast)
28	Protected, Damage (Solid, Ranged, can be Lethal)
29	Psi Blast (Close), Dodge, Enhanced Senses
30	Speed, Dodge, Move (Running), Initiative
31	Quake (Large Blast, Ranged)
32	Damage (Physical, Ranged, Autofire)
33	Large and Protected (Activate)
34	Move (Leaping, Swimming), Escape, Dodge, Protected, Heal (Slow), Enhanced Senses, Extra Arms (1, Extended), Damage (Acid, Close), Life Support (Air, Cold), Athletics
35	Damage (Acid, Shield)
36	Absorption (Physical Ignores Armour), Light, Damage (Radiation, Ranged)
37	Damage (Physical, Ignores Armour, Cone/Blast), Move (Flight), Telekinesis (Minor, Concentrate), Madness (Ranged, Indirect), Will
38	Damage (Physical, Ignores Armour, Cone/Line), Move (Flight), Enhanced Senses, Damage (Physical, Ignores Armour, Shield), Hypnosis (Blast)
39	Absorb (Radiation, Heat, Cold, Entropy, Electricity), Damage (Radiation/Heat/Cold/Entropy/Electricity, Close/Ranged, Blast/Cone)
40	Life Support (All), Immortality, Protected
41	Multiform (Concentrate): <ul style="list-style-type: none"> <li>• Move (Wallcrawl), Hindrance (Ranged), Damage (Radiation, Ranged), Protected, Strength, Athletics</li> </ul>
42	Trap (Ranged), Hindrance (Ranged)
43	Move (Flight), Dodge
44	Weather Control (Wind Only)
45	Move (Flight), Knockback (Cone), Lift (Ranged, Blast)
46	Multiform: <ul style="list-style-type: none"> <li>• Move (Climbing), Athletics, Dodge, Speed, Stamina</li> </ul>
47	Mind Control (Short, Indirect, Concentrate-Additive), Will
48	Summon (Ghosts), Telepathy (Ranged, Indirect) (Ghosts), Will
49	Life Support (Cold), Knockback and Damage (Cone, Cold)
50	Mind Control (Animals, Ranged, Indirect), Animate Plants, Weather Control, Movement (Limited Flight)
51	Heal (Close), Repair Conditions (Close), Immortality, Detect (Mutants), Resurrection (Close)
52	Contagion (Close), Immunity (Sick), Toughness
53	Charm (Blast, Activate), Fear (Blast, Activate)
54	Charm (Blast, Activate, Move (Wallcrawl))
55	Animal Form (Activate, into human/animal hybrid of animal touched)
56	Multiform (Activate): <ul style="list-style-type: none"> <li>• Growth, Armour, Movement (Flight), Life Support (Heat), Damage (Heat, Large Cone), Damage (Close, Solid, Lethal)</li> </ul>
57	Animate Plants, Summon (Plants)
58	Speed, Damage (Solid, Close, Autofire)
59	Strength, Toughness, Extra Arms (6), Grab (Close), Invisibility (Concentrate)

D100	Mutant Power Abilities Table 2
60	Insubstantial (Solid), Insubstantial (Solid, Ranged, Concentrate, Persistent), Disarm (Ranged), Move (Flight, Teleport, only when Insubstantial)
61	Telepathy (Ranged, Indirect), Telekinesis (Ranged, Minor, Indirect), Move (Levitation), Absorption (Electricity, Radiation, Heat, Cold, Entropy), Dispel (Ranged, Indirect)
62	Invisibility (Concentrate), Movement (Flight), Will
63	Fragmentation (Activate)
64	Barrier (Ranged), Quake (Ranged, Large Blast)
65	Protected, Dodge, Athletics, Strength, Stamina, Extra Arm (1, Extended), Stealth, Move (Wallcrawl), Heal (Slow), Damage (Close, Solid, Lethal)
66	Force Field and Super Strength (Concentrate), Damage (Physical, Ranged, Only when Force Field is Active)
67	Move (Gliding), Damage (Close, Solid, Lethal), Vision
68	Telekinesis (Ranged, Indirect), Telepathy (Ranged, Indirect)
69	Machine Control (Ranged, Indirect, Concentrate)
70	Damage (Heat, Close/Ranged, Cone/Blast), Damage (Heat, Shield, Activate), Life Support (Heat), Damage (Heat, Ranged, Wall, Activate)
71	Stretching (Amorphous), Will, Move (Wallcrawl)
72	Damage (Solid, Ranged)
73	Change Appearance (Activate), Charm (Close, Indirect)
74	Telepathy (Ranged, Indirect), Will, Power Suppression (Blast, Activate, Mutant only), Scramble (Blast), Mind Control (Ranged, Indirect, Concentrate)
75	Damage (Heat/Cold, Ranged, Aimed/ Blast), Damage (Heat/Cold, Ranged, Wall, Activate)
76	Move (Flight, Teleport), Scramble (Blast, Activate), Dismiss (Summon Supernatural Creatures, Ranged, Indirect), Sleep (Ranged, Indirect)
77	Will, Strength, Dodge, Vision, Stamina, Athletics, Recovery, Toughness
78	Heal (Slow), Damage (Solid, Ranged), Super Strength, Armour
79	Multiform (Activate): <ul style="list-style-type: none"> <li>Life Support (Air), Move (Swimming), Damage (Close, Lethal), Strength, Protected</li> </ul>
80	Move (Flight), Protected, Strength
81	Absorption (Electricity), Damage (Electricity, Ranged/Close, can be Line at Close)
82	Move (Flight), Speed, Growth (Activate)
83	Super Strength, Protected, Drain Defence
84	Telepathy (Ranged, Indirect), Will, Mind Control (Ranged, Indirect, Concentrate, Link)
85	Telepathy (Ranged, Indirect), Will, Fear (Ranged, Indirect), Psi Blast (Ranged, Indirect)
86	Luck, Hindrance (Ranged, Indirect)
87	Vertigo (Ranged, Blast), Undetectable (Activate)
88	Suffocation (Ranged, Blast), Life Support (Air)
89	Sting (Short), Stealth, Move (Wallcrawl), Dodge, Toughness
90	Sleep (Ranged, Blast), Will
91	Kinetic Armour, Bulletproof, Disarm (Close), Athletics, Vision, Move (Running)
92	Damage (Acid, Cone), Immunity (Acid)
93	Clone (Activate)
94	Toughness, Trip (Close), Vision, Move (Running)
95	Sleep (Large Blast)
96	Density Increase and Pull (Large Blast, Activate) and Damage (Entropy, Blast, Activate)
97	Damage (Entropy, Blast, Ranged) and Pull (Large Blast, Large Blast, Ranged)
98	Energy Defence, Move (Running), Speed, Dodge
99	Ignite (Close), Damage (Heat, Shield, Activate)
100	Force Field (Concentrate), Barrier (Ranged, Wall/Dome, Concentrate, Transparent), Trap (Ranged, Indirect, Concentrate)

## Technological Devices

D50	Technological Devices Abilities
1	Move (Flight), Force Field (Activate), Damage (Physical, Ranged)
2	Move (Flight), Damage (Heat, Blast, Activate)
3	Gas (Blast), Damage (Electricity, Close)
4	Sting (Close), Gas (Cone)
5	Solve, Variable Tech
6	Damage (Solid, Close), Dodge, Move (Jump)
7	Move (Flight, Mount), Damage (Radiation, Ranged), Damage (Solid, Close), Armour, Radio
8	Enhanced Senses, Armour, Move (Jump), Bulletproof
9	Damage (Solid, Short), Lift (Ranged), Drain Life (Short)
10	Damage (Cold, Line), Damage (Solid, Ranged), Trap (Ranged), Move (Running)
11	Damage (Solid, Ranged), Damage (Heat, Blast, Ranged), Gas (Blast, Ranged)
12	Move (Flight), Damage (Physical, Cone, Ignores Armour)
13	Move (Flight), Armour, Damage (Electricity, Ranged)
14	Protected, Damage and Grab (Electricity, Short)
15	Damage (Solid, Ranged, Autofire, Bullet), Damage (Solid, Close, Lethal), Damage (Heat, Blast, Ranged)
16	Damage (Solid, Ranged, Bullet), Damage (Heat, Blast, Ranged), Sting (Ranged), Damage (Acid, Ranged)
17	Damage (Solid, Close), Stretching, Move (Wallcrawl)
18	Move (Flight, Mount), Armour, Damage (Solid, Short), Sleeping Gas (Short), Damage (Solid, Ranged, Bullet), Damage (Physical, Blast, Ranged), Radio
19	Escape, Damage (Electricity, Close/Ranged 20), Damage (Electricity, Shield), Enhanced Senses
20	Kinetic Armour, Damage (Entropy, Ranged)
21	Energy Defence, Damage (Heat, Cone), Damage (Solid, Close)
22	Protected, Force Field (Activate), Damage (Solid, Close), Damage (Radiation, Ranged), Move (Levitation), Lift (Close)
23	Protected, Move (Jump), Dodge
24	Athletics, Damage (Solid, Close), Trap (Ranged)
25	Move (Flight, Mount), Damage (Heat, Blast, Ranged), Gas (Blast, Ranged)
26	Armour, Move (Flight), Life Support (Radiation), Damage (Solid, Close), Athletics, Damage (Radiation, Ranged), Radio
27	Protected, Move (Flight), Sting (Close), Strength, Athletics
28	Protected, Damage (Electricity, Ranged)
29	Absorption (Radiation, Electricity, Heat), Move (Flight), Light (Blast, Activate), Damage (Radiation, Ranged)
30	Trip (Large Blast, Ranged), Disintegrate (Cone), Damage (Physical, Cone)
31	Protected, Move (Flight), Damage (Solid, Close, Lethal)
32	Move (Flight), Knockback and Damage (Physical, Cone), Life Support (Physical)
33	Growth (Activate)
34	Protected, Move (Gliding), Radio, Trap (Ranged), Damage (Solid, Close/Ranged 20)
35	Invisibility
36	Move (Flight)
37	Move (Flight), Protected, Knockback (Close)
38	Super Strength, Armour, Move (Running)
39	Sting (Short), Damage (Solid, Close), Protected, Damage (Electricity, Ranged)
40	Damage (Solid, Close, optionally Lethal), Damage (Solid, Ranged, optionally Lethal)
41	Armour, Move (Flight), Damage (Solid, Ranged, Autofire, optionally Lethal, Bullet), Damage (Solid, Ranged, Lethal, Indirect, Shots (2)), Fog (Ranged, Blast, Continuous)
42	Protected, Life Support (Gas, Air), Absorption (Solid), Stealth, Damage (Solid, Ranged)



D50	Technological Devices Abilities
43	Strength (Extended), Protected, Energy Resistance, Move (Flight)
44	Extra Arms (6, Extended), Change Appearance (Concentrate), Damage (Radiation, Blast/Line)
45	Shrinking (Activate), Mind Control (Insects, Ranged, Indirect)
46	Move (Swimming), Life Support (Air, Gas, Cold, Physical), Stealth, Damage (Close, Lethal), Radio, Enhanced Senses, Protected
47	Move (Tunnelling), Life Support (Air, Gas, Heat, Physical), Super Strength, Radio, Enhance Senses, Armour
48	Move (Leaping), Life Support (Air, Gas), Super Strength, Radio, Enhanced Senses, Armour, Protected
49	Change Appearance (Activate), Move (Climbing), Sleeping Gas (Short, Indirect, Shots (2)), Damage (Electricity, Ranged 10, Shots (1)), Damage (Solid, Ranged, Blast, Lethal, Shots (2)), Damage (Physical, Ranged, Blast, Lethal, Shots (2)), Radio, Damage (Solid/Electricity, Close), Fog Cloud (Ranged, Blast, Continuous, Shots (2)), Protected
50	Move (Running), Speed, Protected, Damage (Radiation, Ranged)

### Technological Item

D30	Technological Item Abilities
1	Shrinking, Move (Flight)
2	Force Field, Damage (Solid, Close)
3	Knowledge, Investigate
4	Armour, Damage (Solid, Ranged)
5	Mind Control (Touch, Thrall)
6	Damage (Solid, Ranged, Bullet)
7	Damage (Radiation, Ranged), Damage (Solid, Close, Lethal)
8	Move (Flight), Dodge
9	Damage/Disintegrate (Entropy, Ranged)
10	Damage (Solid, Ranged), Damage (Heat, Ranged, Blast), Gas (Ranged, Blast)
11	Protected
12	Damage (Physical, Cone, Ignores Armour)
13	Disintegration (Line), Damage (Entropy, Line)
14	Damage (Solid, Close/Short)
15	Scramble (Ranged)
16	Damage (Electricity, Short)
17	Damage (Radiation, Aimed Long/Close Cone)
18	Damage (Cold, Ranged), Trap (Ranged)
19	Damage (Acid, Cone)
20	Move (Jump)
21	Damage (Solid, Close/Ranged)
22	Damage (Heat, Cone/Line)
23	Force Field and Life Support (Heat) and Will (Activate)
24	Move (Climbing), Grab (Close)
25	Protected, Tough, Damage (Solid, Ranged)
26	Move (Levitation)
27	Damage (Physical, Cone/Line)
28	Damage (Solid, Ranged, Lethal, Autofire)
29	Move and Dodge (Flight, Mount)
30	Supress (Move (Running), Ranged, Blast, Continuous)



### Technological Physiology

D30	Technological Physiology Abilities
1	Super Strength, Armour
2	Super Strength, Stretching
3	Strength, Toughness, Move (Running), Recovery, Immunity (Telepathy)
4	Super Strength, Recovery
5	Hypnotize (Ranged), Life Drain (Ranged)
6	Move (Run), Speed, Sting (Close)
7	Accuracy, Strength, Athletics, Move (Run), Recovery
8	Change Appearance (Ranged)
9	Damage (Heat, Shield), Damage (Heat, Blast)
10	Enhanced Senses, Accuracy
11	Super Strength, Protected, Recovery, Initiative, Dodge
12	Strength, Protected
13	Athletics, Dodge, Initiative, Will, Enhanced Senses, Speed, Strength, Stamina
14	Stretching (Amorphous)
15	Damage (Heat, Shield), Move (Flight), Life Support (Heat)
16	Move (Flight), Damage (Solid, Close), Athletics
17	Strength
18	Protection, Damage (Solid, Close, Lethal), Speed, Recovery, Dodge, Cyberpathy (Close, Indirect, Concentrate)
19	Strength, Athletics, Dodge, Initiative, Sting (Close), Enhanced Senses
20	Super Strength, Protected, Recovery
21	Damage (Radiation, Ranged), Damage (Solid, Close), Protected, Life Support (All), Resist (Illusion)
22	Athletics, Dodge, Protected, Move (Running), Bulletproof
23	Move (Jump), Dodge
24	Absorption (Electricity), Damage (Electricity, Close)
25	Athletics, Dodge, Protected, Accuracy, Move (Running), Damage (Solid, Close)
26	Extra limbs (4), Move (Wall Crawl), Trap (Ranged 20), Athletics, Dodge, Sixth Sense, Damage (Acid, Short), Heal (Slow)
27	Damage (Physical, Cone/Blast, Ignores Armour), Move (Flight), Strength, Protected, Athletics, Dodge
28	Multiform (Activate): <ul style="list-style-type: none"> <li>• Damage (Solid, Close, Lethal), Move (Running), Enhanced Senses, Tracking Scent</li> </ul>
26	Stamina, Strength, Will, Recovery, Toughness
27	Protected, Stamina, Recovery, Bulletproof
28	Escape, Drain Defence, Enhanced Senses, Stealth
29	Speed, Dodge, Initiative, Damage (Solid, Close, Autofire)
30	Super Strength, Toughness, Kinetic Armour, Bulletproof

### Technological Skills

D8	Technological Skill Abilities
1	Summon (Robots), Solve
2	Knowledge
3	Accuracy
4	Solve
5	Knowledge, Solve
6	Medic
7	Investigate, Spycraft
8	Dodge, Initiative

### Trained Skills

D20	Trained Skills Abilities
1	Accuracy
2	Accuracy, Athletics , Damage (Solid, Close, Lethal, Focus), Protected
3	Accuracy, Athletics, Damage (Solid, Close), Dodge, Spycraft, Stealth
4	Accuracy, Athletics, Dodge, Grab (Close)
5	Accuracy, Athletics, Dodge, Move (Running), Stealth
6	Accuracy, Damage (Solid, Close), Dodge, Investigator, Trip (Close), Will
7	Accuracy, Damage (Solid, Close), Dodge, Move (Jump),
8	Accuracy, Damage (Solid, Close), Dodge, Trip (Solid, Close)
9	Accuracy, Damage (Solid, Close), Protected
10	Accuracy, Damage (Solid, Close, Lethal, Focus), Dodge, Stealth, Will
11	Accuracy, Investigate, Will
12	Athletics, Dodge, Escape, Stealth, Trip (Short)
13	Disarm (Close), Grab (Close), Protected, Trip (Close)
14	Dodge, Escape, Hinder (Close), Move (Running)
15	Hindrance/Grab (Short, Focus)
16	Knowledge, Medic, Solve
17	Knowledge, Solve
18	Medic, Move (Running)
19	Social, Spycraft, Will
20	Social, Will

### Conventional Devices

Roll D12 times on this table for supers or 1D6 for norms. All these devices are possessed by the character but they don't necessarily wear or carry them all at once.

D20	Conventional Devices Abilities
1	Damage (Solid, Ranged 20, Bullet)
2	Damage (Solid, Close, Lethal)
3	Armour
4	Enhanced Senses
5	Life Support (Gas)
6	Life Support (Air, Gas)
7	Sting (Close)
8	Trap (Ranged)
9	Light (Cone, Activate)
10	Radio
11	Fog Cloud (Ranged 20, Area Blast, Continuous, Shots (2))
12	Damage (Solid, Ranged 20, Area Blast, Shots (2))
13	Gas (Ranged 20, Area Blast, Continuous, Shots (2))
14	Damage (Solid, Ranged 20, Autofire, Bullet)
15	Damage (Solid, Ranged, Bullet)
16	Damage (Solid, Ranged, Autofire, Bullet)
17	Damage (Solid, Line, Bullet)
18	Protected
19	Move (Driving, Mount)
20	Move (Climbing)

## Advantages

Each character has advantages. Roll D10 to see how many:

D10	Advantages
1-5	1
6-8	2
9-10	3

When an advantage gives +1 it means the ability counts as a level higher – so if was 0 it can be used as 1. For sidekicks re-roll anything marked  $\Sigma$ .

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Advantage	Explanation
01-02				Ally $\Sigma$	The character has another character in a light relationship with them who can be called on to help when the character is in trouble or needs help with something by succeeding in a relationship difficulty 5 task.
03-06	01-02	01-05	01-03	Attractive	The character is very appealing. The character is more likely to be popular and persuasive. +1 on Social and Spycraft. +2 Reputation.
07-09	03-08			Backing $\Sigma$	A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character and can be called on with a Social difficulty 5 task to provide resources, rescue or other appropriate support. +2 Reputation for a hero or -2 Reputation for a villain.
10				Chosen One $\Sigma$	Selected by destiny for greatness. You have 2 extra Victory Points per session. +2 Reputation for a hero or -2 Reputation for a villain.
11-12		06		Comeback Power	Each time the character makes a successful Recovery from Knockdown they can choose 1 source to increase by 1 level for everything but Recovery for the rest of the combat.
13-15	09-14	07-13	04-10	Computer Expert	The character is good with computers. +1 Spycraft, Knowledge and Investigation.
16-18	15-19	14-15	11-17	Contacts	The character has D3 contacts. Choose where they are e.g. in the police, in crime, government, journalism. Can call on them for information or help by using a difficulty 5 Social task. At the referee's discretion they will also approach the character with tip-offs.
19-21	20-21	16-18	18-19	Co-ordinated	The character is very co-ordinated. +1 Stealth, Spycraft and Accuracy.
22-24	22-25	19-20	20-21	Cunning	The character always has a cunning plan. +1 Spycraft, Social and Stealth.
25-27	26-28	21-25	22-24	Determination	The character is very determined. Re-roll Recovery.
28-29	29-31	26-29	25-27	Educated	The character is educated to a high level and actually has a doctorate. They have contacts in academia which

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Advantage	Explanation
					they can call on with a difficulty 5 relationship. +2 Reputation. +1 Social and Knowledge.
30-32	32-33	30-33	28-32	Elusive	Character is hard to catch. +1 Dodge and Escape.
33-35		34-35		Environmental Advantage	Choose 1 source to be +1 in a certain kind of environment (e.g. in the dark, in a storm). The referee should agree something suitable – not too common and with the source suitably linked to the environment.
36-38	34-36	36-38	33-35	Intuition	Character is good at understanding others and predicting what they will do. +1 Initiative, Social and Relationships.
39-41	37-39	39-41	36-37	Iron Will	+2 to attempts to recover from a Knock Out.
42-44	40-41	42-44	38-39	Lightning Fast	+1 Initiative and Move.
45-47	42-45	45	40	Master Tactician	+1 Initiative. Once each combat can take an extra action in a turn.
48-50	46-49	46-50	41-49	Medic	+1 Medic.
51-52	50-51			Natural Leader	Can be used if the character is the leader of a group. On the leader's turn in combat or when performing a task out of combat choose one other group member to grant +1 in Accuracy, Athletics, Dodge, Escape, Initiative, Investigation, Knowledge, Move, Spycraft, Stealth, Vision or Will. +2 Reputation for a hero or -2 Reputation for a villain.
53-55	52-54	51-53	50-53	Observant	+1 to Vision rolls to detect hidden characters and objects.
56-58	55-58	54-56	54-58	Persuasive	+1 Social.
59-61	59-61	57-61	59-63	Pilot/Driver	The character is good at piloting or driving vehicles. They know how many vehicles operate and can quickly learn new ones. +2 if using a vehicle in a chase or any other kind of manoeuvring a vehicle.
62	62			Plutocrat Σ	The character is very wealthy and controls an important business. They have excellent access to resources but is a public figure with responsibilities and this makes it harder to maintain a secret ID. +4 Reputation.
63-65	63-65	62-65	65-67	Prepared	The character gets an extra turn before each combat which can be used to take any action that doesn't attack another individual e.g. to move, activate abilities and so on.
66-68	66-68	66-67	68	Relentless	Recovery rolls don't get more difficult for the character after each Knockdown.
69-71	69-71	68-71	69-72	Researcher	If the character gets a chance to prepare for a mission they are good at carrying out research to prepare. So in any mission where the players decide to do something and have a day or two to get ready they have +1 in

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Advantage	Explanation
					Spycraft, Investigation, Knowledge, Social and Solve for that mission.
72-74	72-74	72	73	Rich	The character is privately wealthy and has a nice place to live, good access to resources such as normal vehicles and doesn't need to work for a living. The character finds it easier to maintain a secret ID. +2 Reputation.
75-76	75			Secret Base	The character has a hidden base with good defences and facilities.
77-78	76			Sidekick	The character has a loyal sidekick. For a super roll D10: 1-5: another super who has any source above 1 reduced by 1 6-10: A norm with one source at random increased to 2. This character accompanies the character on missions or helps as required.
79-80	77	73-75	74	Sixth Sense	The character gets a 'feeling' warning of danger. The character is immune to Ambushes and has +1 Initiative.
81-82		76-78		Sleepless	The character doesn't sleep. They can take an extra focus in Between Missions (see section).
83-84	78-80	79-82	75-77	Social Status	The character has a respected position in society which encourages people to believe and trust them. +1 Social and +4 Reputation.
85-87	81-83	83-86	78-82	Speed Reading and Photographic Memory	The character can very quickly read documents. They can also remember details of documents, scenes and the individuals present exactly. +1 Investigation and Knowledge.
88-89	84-85			Super Lab or Sanctum	The character has a lab, sanctum machine shop etc. where they can perform tasks and has apparatus or paraphernalia. The exact kind would depend on the sources the character has already that contain Solve otherwise agree with the referee. The character has Solve and Investigate +1.
90-92	86-90	87-91	83-89	Survivor	The character knows how to survive in the wilderness: build shelters, gather food and drink, make fires, track and hunt.
93-94	91-93	92-94	90-93	Technologist	The character is capable of building gadgets to help with tasks. If the character has a few days they can build a gadget that will grant +1 in any ability that the referee agrees is appropriate for a single mission. So this could be +1 to a skill like Solve or Investigate to solve a particular problem or it could be +1 to an ability which applies against a particular opponent for a single mission e.g. some goggles that give +1 to spot a particular invisible opponent etc.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Advantage	Explanation
95-97	94-96	95-97	94-95	Urban Knowledge	The character is very familiar with the base city where the campaign is set. They know her way around all the streets, knows all the shortcuts and all the useful locations. She is familiar with lots of significant people in the area. When in the city +1 Spycraft, Investigation and Knowledge.
98-100	97-00	98-100	96-00	Vehicle Expert	The character has either one multi-purpose vehicle or a number of vehicles. These are advanced technology beyond what is normal and allow the character to rapidly move in different environments. The character can maintain and develop these vehicles and has a vehicle shop and storage for them.

### Disadvantages

Each character has one major and one minor disadvantage. Those with a \* are allowed a save to avoid their effect each time it comes up. The save is on a D10 and is 3+ for a minor or 5+ for a major disadvantage. These can usually be explained in combination with advantages even if it seems hard e.g. a Rich character who is also Poor would have a wealthy family from whom they are estranged – so they were brought up rich. In these cases the Disadvantage represents the current status and the Advantage the past but there should be a possibility to use the Advantage sometimes in play.

Please note that without a disadvantage characters have an age of 4D8 years with a minimum of 17.

D100	Disadvantage	Minor	Major
01-04	Age	Roll D6. On 1-3 Age is D4+12 years. On 4-6 age is 4D8+30 years.	Roll D6. On 1-3 Age is D4+8 years. On 4-6 age is 2D10+62 years.
05-08	Appearance*	Inhuman. A failed save causes prejudice from members of the public. Reputation -3.	Monstrous. A failed save causes an extreme reaction from members of the public such as panic or can make an angry mob develop. Reputation -6.
09-11	Clumsy*	At critical moments there is a chance the character will do something clumsy such as dropping an important item, tripping, knocking something over. Reputation -1.	
12-16	Dark Relationship*	Character has a dark relationship with an unpowered character who frequently appears in episodes. Reputation -2.	
17-18	Dark Secret (name)	If discovered character gets -6 reputation and rolls a new disadvantage.	If discovered character gets -12 reputation and rolls a new disadvantage.
19-22	Dependant*	Character has a light relationship with an unpowered character who must be looked after and frequently appears in episodes.	

D100	Disadvantage	Minor	Major
23-27	Enemy (name)	Super Villain. An enemy can be built into the character's background but alternatively wait to identify the enemy in play. The enemy will be constantly trying to thwart or defeat the character.	Mastermind. An enemy can be built into the character's background but alternatively wait to identify the enemy in play. The enemy will be constantly trying to thwart or defeat the character.
28-33	Environmental Disadvantage	Choose 1 source to be -1 in a certain kind of environment (e.g. in the dark, in a storm). The referee should agree something suitable – not too rare and linked to what it is.	Choose 1 source to be -2 in a certain kind of environment (e.g. in the dark, in a storm). The referee should agree something suitable – not too rare and linked to what it is.
34-37	Fanatic (cause)*	Has a particular cause that they are driven to work for beyond all else. Reputation -2.	
38-40	Fears (name)*	Must flee from named fear when encountered. Reputation -2.	
41-43	Flashbacks (cause)*	When cause encountered save or stand stunned 1D10 turns.	
44-47	Hated*	A powerful individual, group or type of people hate the character and are always out to damage the characters reputation and make them look bad. Reputation -2.	
48-49	Haunted*	You are equally haunted by your own past and uncanny events around you. You seem normal, capable and in control until strange events start happening. Then you shed your controlled exterior to reveal the barely-concealed neuroses and phobias concealed beneath. You have a mysterious past which has led to this. Often though there's a suggestion that its 'all in you head' and it is common that others may not believe your story. Reputation -2.	
50-52	Hero Worshipper (name). *	The character has a public figure or hero that they hero worships and tries to emulate. They try to meet the hero and win their approval.	
53-54	Irritating*	The character is an especially irritating example of their personality type and often demonstrates this alienating other characters. Reputation -2.	

D100	Disadvantage	Minor	Major
55-63	Limited Power (possibly *)	<p>One of the abilities of the character has a limitation. Choose a suitable one with the referee or if there are multiple possibilities roll randomly between them. If on Conventional Devices the referee will probably require it to apply to more than one similar kinds. Here are some examples:</p> <p>Backfire: save or the ability effects the user as well as the intended target.</p> <p>Circumstantial: the ability has circumstances when it can't be used – about 1/3 of the time for minor or ½ the time for major.</p> <p>Fragile: if is Disarmed (for an Item or Device) or the user is Hurt save or the ability doesn't work for the rest of the scene.</p> <p>Part Coverage: for a defence save each time it would be used or it doesn't work. Could be partial armour for example.</p> <p>Preparation: the character has to take 2 actions (minor) or 3 actions (major) to use the ability.</p> <p>Shots: has the Shots modifier (6) for Minor or (3) for Major.</p> <p>Unpredictable Targeting: for an Aimed ability if it misses the target it attacks another target at random who is nearby including allies and innocent bystanders. For a Blast it is located D10-5 (min 0) squares from the intended target point.</p> <p>Unreliable: save or it doesn't work this scene at all.</p> <p>Weakens: save when it used or it causes the Source it comes from to lose a level for the rest of the scene.</p> <p>Wilful: an ability that has a mind of its own such as a sentient magical item, a computer AI or is caused by a summoned magical entity. The character has a relationship (could be light or dark) with it and relationship tasks are required or it may not co-operate.</p>	
64-65	Misguided (describe). *	Act according to a strange and misguided view of the world. Reputation -3.	
66-67	Notorious*	The character is notorious because of an incident in the past. The public have a negative reaction to them and people will often bring up the incident. Reputation -4.	
68-69	Physical Disability	Inconvenient limitation such as short sighted, allergies, asthma or hard of hearing.	Serious limitation such as a missing limb, blind, deaf, dumb or wheelchair user.
70-72	Poverty	No vehicle and lives in poor housing. Few resources.	Homeless and no resources.



D100	Disadvantage	Minor	Major
72-77	Power Side Effect (possibly*)	<p>One of the character’s significant abilities causes a problem when it is used. Choose a suitable one with the referee or if there are multiple possibilities roll randomly between them. Generally it will cause the effect of another suitable disadvantage or a personality change. The referee may allow a save if the effect is drastic but unpredictable, or it may be less significant and always happens or gradually builds up. Some examples:</p> <p>Age: each episode when it is used makes the character get physically older or younger.</p> <p>Appearance: when the character activates the ability they become Monstrous.</p> <p>Enemy: sometimes (save) the ability summons something dangerous such as using a magic ability that sometimes summons a demon.</p> <p>Environmental Change: sometimes (save) the ability causes a change to the environment which isn’t to the player’s advantage like changing the weather or making it dark.</p> <p>Equal and Opposite Reaction: an ability like Pull or Knockback works on the user if the target resists.</p> <p>Fears: sometimes (save) the ability causes something the character fears to occur.</p> <p>Flashback: sometimes (save) using the ability stuns the character.</p> <p>Permanent: an ability which is Always On or Activate and targets the user is really permanent and can’t be removed. This must be something that makes the character’s life difficult like Shrinking, Growth or Animal Form. The referee needs to calibrate this with the player so that it is awkward but not unplayable.</p> <p>Personality Change: causes a drastic change in the character’s personality for example giving them an aggressive Animal Nature.</p> <p>Physical Disability (1): the ability has a gradual debilitating effect on the user and each use makes the problem worse.</p> <p>Physical Disability (2): sometimes (save) the ability causes a drastic but temporary physical disability such as blindness.</p>	
78-79	Superstitious*	The character has unfounded beliefs believing in signs and omens, engaging in propriety actions and using charms. Reputation -2.	
82-83	Susceptibility	A very rare substance or artefact has a serious effect on the character – for example causing damage or mental effects. Whilst very rare enemies can temporarily acquire it.	A rare substance or artefact has a serious effect on the character – for example causing damage or mental effects. Whilst rare enemies can temporarily acquire it.
84-85	Unsuitable Relationship*	The character has a relationship with an NPC of the wrong kind. So for example a relationship that should be a light character is actually dark. The character tries to maintain this relationship despite everything. Reputation -2.	

D100	Disadvantage	Minor	Major
86-87	Unused to Urban Areas	The character is from the countryside and doesn't like cities and doesn't understand the way they operate. The character is used to small towns and villages.	The character is from the wilderness or some other isolated environment and doesn't like significant settlements.
88-94	Vulnerability	The character has -2 resistance to the 'opposite' type of damage that they use if any otherwise another type of damage.	The character has -4 resistance to the 'opposite' type of damage that they use if any otherwise another type of damage.
95-96	Wanted	The character is wanted by the authorities for a crime that would result in a prison sentence. The character is innocent and wants to clear their name but it won't be easy. Reputation -6.	The character is wanted by the authorities for a crime that would result in a prison sentence. The character is guilty but there were extenuating circumstances that the authorities wouldn't understand. Reputation -6.
97-00	Wronged (name)*	An important and powerful individual inflicted a terrible wrong on the character. This wrong must be righted – the manner depends on the personality of the character.	

### Other Abilities

All names get the Source: Normal 1

In this category a character can gain each of the following if they don't have the same ability at a better or equal level already from a different source. Choose up to 6 from:

- Accuracy
- Athletics
- Damage (Solid, Close)
- Dodge
- Drain Defence
- Escape
- Grab (Close)
- Initiative
- Investigation
- Knowledge
- Medic
- Move (Running)
- Recovery
- Social
- Spycraft
- Stand
- Stealth
- Vision
- Will

## Personality

The character has a random personality which should be used to role-play the character. There is a table for light characters such as PC and a separate one for dark characters. A character's personality helps to determine how difficult social and relationship tasks are for them. Also remember that the referee can award VP for acting in line with the character's Personality type and it costs VP to act against personality type to the character's advantage. This means that even a personality that seems weak (like Slacker) can be a good source of VP.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Light Personality
01-03	01-03	01-03	01-03	Adventurer: You seek to experience new things, places and people and lead a life of interest and excitement. You try to help others but are easily bored by the mundane and like an exciting social life. You are brave and curious about things but can be overconfident.
04-06	04-06	04-06	04-06	Angst: You are a sincere and open person who tries to do your best but worries other whether each decision is the right one and agonises over past choices. You want to help people but worry about whether you are up to the task.
07-09	07-08	07-11	07-11	Apprentice: You are just beginning to learn to use your abilities and want to learn more. Beyond this you want to lead a social life and have a good time. You need a mentor but may try to challenge their authority at first. You have the disadvantage of inexperience which may get you into situations beyond your abilities, but you are a quick learner.
10-12	09-10	12	12	Crusader: 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. You obey a chivalrous code: protecting the weak and innocent, allowing enemies to stand and re-arm and so on. Reputation +3.
13-14	11-12	13	13	Curmudgeon: 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 upon and use sarcasm, brutal realism or harsh demands when dealing with others. You see the world as a harsh and dangerous place but are determined to do what you can to protect people.
15-16	13-14	14	14	Cynic: 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. You have been reluctantly drawn into the hero business against your better judgment.
17-19	15-19	15-20	15-21	Everyman: 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.
20-22	20	21	22	Exemplar: 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. You are selfless, energetic and inspiring but find it hard to admit defeat or that you are over matched. You obey a chivalrous code - protecting the weak and innocent, allowing enemies to stand and re-arm and so on. Reputation +4.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Light Personality
23-25	21-23	22-23	23-24	Explorer: You seek to discover new ideas, theories or places and improve the world by expanding knowledge. You tend to be very goal-centred and curious and often fail to recognise the risks involved. Reputation +2.
26-28	24-26	24-28	25-27	Exuberance: 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. You are basically good-hearted and want to protect people but are undisciplined and can be unreliable.
29-31	27-28	29	28	Glory Hound: 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. Appearances of heroism are most important to you, so you tend to show-boat. Reputation +2.
32-34	29	30	29	Guardian: You must protect the world, or at least an area of it, from threats. You value the good of everyone over the survival of yourself and your friends. You are determined, careful and altruistic but others may not be prepared to make the same sacrifices that you are. Reputation +2.
35-36	30	31	30	Hunter: You must seek out powerful villains to prove yourself against. The greater the challenge the better the test. By eliminating villains you will naturally improve the world. Victory is all important to you and you may lose sight of the big picture in your determination.
37-38	31-32	32-36	31-32	Ice Queen: Whilst you have a strong moral code you are aloof, have a frosty demeanour, do not make or value relationships and you are not enthusiastic about teamwork. You rarely show emotions. Maybe if you wish you could defrost somewhat as part of character development.
39-41	33-34	37-41	33-34	Idealist: 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. You believe in chivalry, altruism and honesty. This can make you vulnerable when the world fails to meet your ideals. Reputation +3.
42-44	35-37	42-48	35-40	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. You are honest, sincere and trusting and your innocence can get you into difficulties with callous and cruel opponents. Reputation +1.
45-46	38	49	41	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. You always try to judge what to do by what is for the collective good.
47-49	39-40	50-51	42-43	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. You are focussed and careful. For you justice is more important than any other consideration. Reputation +2.
50-51	41	52	44	Majesty: You lead others because of right of birth or superior ability. You always behave in a way that enhances other's respect for you and show others who is in charge in any situation. You are heroic by nature and expect all others to recognise this and look down on lesser individuals. Reputation +2.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Light Personality
52-54	42-45			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. You can instruct them and they should understand that you know what's best for them. Reputation +2.
55-57	46-49	53-57	45-49	Minx/Rogue: 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.
58-60	50-53	58	50-51	Mystic: You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world and try to maintain balance in all things and that leads you to fight evil that would overthrow the order of the world.
61-62	54-57	59-61	53-56	Neurotic: 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 and want to help them.
63-64	58	62		Olympian: Your godlike abilities set you apart from mere mortals. The antics of mortals can be amusing but heroes shouldn't become attached to them. It is your duty to protect the earth but you mustn't let lesser beings show hubris or seek to challenge your power.
65-67	59-61	63-64	57-59	Outcast: You were rejected by normal society and had to develop the ability to survive alone. Now you are trying to help and find a small group who understands you but be careful as you cannot really trust anyone.
68-69	62-64	65-66	60-63	Peace of Mind: You need to 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. You need to do good deeds to atone for what happened and to make everyone accept you have changed.
70-72	65-69	67-71	64-70	Plucky Girl/Noble Hero: 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. Reputation +3.
73-75	70-72	72-73	71-72	Protector: Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about. You are often aggressive and unforgiving to those who threaten those you care about. Reputation +1.
76-78		74-75		Reluctant Hero: 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.
79-81		76-77		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. You are committed to learning all you can about your abilities and improving them.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Light Personality
82-83	73-75	78	73-74	Retribution: In the past you know that your life was devastated by the actions of villains. They must pay for what they did to you. You are single minded in pursuit of evildoers and especially those that wronged you.
84-85		78-81		Romantic Hero: you initially seem sullen, withdrawn, hard to like and hard to know, but possess a rich inner life and a softer side accessible only to a special few. You possess a personal magnetism, intelligence and sophistication which helps you achieve social and romantic dominance. You often struggle with your own personal integrity and a tendency to be self-centred. You are intensely self-critical and introspective and may be described as dark and brooding. You muse philosophically on the circumstances that brought you to this point, including personal failings.
86-87	76-78	82-84	75-77	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. Whilst basically good-hearted you tend to follow the lead of those you consider more intelligent than you.
88	79-81	85-86	78-80	Shallow: 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. Nevertheless you want the world to stay as it is as it suits you so you are prepared to fight evil whilst maintaining your appearance of course.
89	82-85	87-88	81-84	Shrinking Violet: you are painfully shy and quiet. You tend to walk around with your head down and want nothing more than to blend in with the scenery and avoid all attention You tend to apologise a lot. Maybe in time you can learn to gain confidence and come out of the shadows or maybe the shy exterior just hides your inner strength.
90	86-88	89-90	85-88	Slacker: Other people expect you to work hard at tasks and give you constant grief about responsibility. You are trying to make an effort to be hero but find it hard work. You are lazy and disorganised but also kind-hearted and loyal.
91-92	89-91	91-92	89-91	Soapbox Sadie: you care deeply about all worthy causes: the environment, equality and representation. You tend to lecture people a lot but worry if your idealism is unrealistic or doomed to failure in the real world.
93-95	92-95	93-95	92-95	Soldier: You obey orders, are 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.
96-98	96-00	96-98	96-00	Thrill Seeker: you want the opportunity to do things and go to places that otherwise would have been impossible. You always stretch your abilities to the maximum and always go to the limit. Loving excitement you aren't very focussed on possible risks and consequences.
99-00		99-00		Uncontrolled Power: 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. You are nervous about using your abilities and try to hide them when you can but when pushed you go out of control. Reputation -3.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Dark Personality
01-03	01-02	01-06	01-06	Acolyte: You are just beginning to learn to use your abilities and want to learn more. You are committed to the cause of a master who knows best what is required for the world. You have the disadvantage of inexperience which may get you into situations beyond your abilities but you are a quick learner.
04-05	03-04	07-08	07	Affably Evil: you are unfailingly polite, can be caring about others, offer good advice and are sensitive to the feelings of others. You are never cruel for its own sake. However ultimately you are working on an evil scheme and cannot let anything stand in your way.
06-09	05-08	09-13	08-10	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. You are aggressive and callous. Reputation -3.
10-12	09-12	14-16	11-12	Buccaneer: You seek to experience new things, places and people and lead a life of interest and excitement. You are easily bored by the mundane and like an exciting social life. You are brave and overconfident. You certainly don't want to work for a living and would rather take things from people too dull to appreciate them.
13-15	13-15	17-20	13-16	Bully: You lack confidence in yourself and try to make yourself feel better by tormenting those weaker than you. No matter how much pain you cause somehow you feel worse. You are cruel and vindictive but if overmatched are fundamentally cowardly. Reputation -3.
16-17	16	21-22	17-18	Creepy Loner: you are a strange loner, with a gloomy personality and a creepy aura. You frequently have trouble talking to people, either being too shy to speak or devolving into uncertain stuttering. You have no friends. You may be either deadpan or overly emotional. You have socially unsightly or indeed unacceptable interests or hobbies, such as the occult, or horrific things. Reputation -1
18-21	17	23-26	19	Demolisher: 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 you have the right to do whatever you like. Reputation -3.
22	18			Dominator: 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. You are scheming and often terrifying. Reputation -3.
23-24	19-22	27	20-21	Freeloader: you dodge responsibility and do as little as possible. Without direct supervision you will always slack off, give up or work badly. However, you blame everyone and anything for this rather than yourself. You feel the world owes you a living and are painfully entitled.
25-26	23-25	28-29	22-25	Fundamentalist: your beliefs are right, and anyone who does not believe as you do is stupid, crazy, evil or all three. You are right, they are wrong, and being right is the only thing that matters. You have a tendency to dehumanize or demonize those not in line with your particular brand of belief, which allows you to lie to, abuse and otherwise mistreat those opposed to your beliefs, often in contravention of your own professed creed.

D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Dark Personality
27-30	26-29	30-33	26-30	Greedy: 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. You don't care who suffers for your wealth.
31-34	30-33	34-35	31-32	Jerkass: You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. You can get away with this because you are too cool for all the losers around you. You are sneering, self-centred, sarcastic and mean. You are completely tactless and always rude to your inferiors (pretty much everyone).
35-37	34-36	36-38	33-36	Liability: 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. You are basically self-centred, undisciplined, unreliable and heartless.
38-41	37-40	39	37	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. You prefer it if the enemy don't even know you are behind things.
42-45	41-43	40	38	Merciless: You are logical, cold and superior. You care nothing for others – only for your big schemes. You are good at big picture plans but often treat sub-ordinates so badly they can betray you.
46-49	44-50	41-49	39-52	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. You are snivelling and cowardly when overmatched but cruel when winning.
50-53	51-54	50	53	Narcissist: you are vain, pompous and totally self-centred. You consider yourself the best at everything despite any evidence to the contrary. It is all about you – every one else is just a bit player in your story.
54-57	55-56	51-52	54	Notorious: You want people to notice you. You want notoriety and be talked about, in the news and recognised by everyone. As you are the best at what you do you deserve attention. You don't care about what outrageous acts you do and care nothing for who suffers for your success. Reputation -3.
58-59	57-58	53-54	55-56	Pariah: You were rejected by normal society and had to develop the ability to survive alone. Now you will have your revenge on the 'normal' people who shunned you. You trust no one and owe them nothing. Reputation -3.
60-61	59-60	55-60	57-63	Perky Minion: You are upbeat, cheerful, enthusiastic and energetic. You try to find a mastermind to follow and will then consider all their plans to be complete genius and be an enthusiastic participant. You often fall madly in love with the mastermind though this is unlikely to be reciprocated. Despite your strange behaviour your loyalty makes the mastermind keep you around. You make an excellent comic foil to gloomy villain types.
62-65	61	61		Predator: You must seek out powerful enemies to prove yourself against. The greater the challenge the better the test. The more heroes you defeat the greater will be your reputation.
66-69	62-64	62-69	64-65	Reckless: you are supremely overconfident and careless of your life and those of others. You aren't able to imagine that you would ever lose or



D100 Supers	D100 Norms	D100 Super Sidekick	D100 Norm Sidekick	Dark Personality
				fail and don't care about other people. You enjoy the thrill of danger, of the chase and of violence.
70-73	65-66	70-73	66-67	Reluctant Villain: You didn't want to be a villain but have been forced into it by events and now you think there is no way back for you. You try to moderate the evil things you need to do when you can and always regret what your life has become.
74-77	67-71	74-75	68	Revenge: In the past you have been thwarted too often by heroes and do-gooders. Now they must pay for what they did to you. You are single minded in pursuit of those that got in your way.
78-81	72-77	76-79	69-73	Scoundrel: 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. You are both manipulative and cruel. Confusing people amuses you and you don't mind hurting others.
82-84	78-82	80-84	74-79	Simpleton: You don't go in for complex thought. You tend to say as little as possible. You follow the lead of your master unquestioningly. Whilst not actively cruel you don't really care about other people.
85-88	83-87	85-90	80-88	Stormtrooper: You obey orders, are loyal to the cause and maintain discipline. You don't judge if the orders are good or evil as long as they are given by your superior. In turn you expect orders to be obeyed by your sub-ordinates. You are prepared to innovate when given the latitude to do so by your orders or if you are in supreme command. When in command you are goal centred, determined and ruthless.
89-91	88-91	91-94	89-93	Sycophant: 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.
92-94	92-93	95-97	94-95	Ticking Bomb: you are always on a short fuse. At any moment you can be triggered to acts of violence if you are thwarted. You exude an aura of glowering menace. Once you are let loose there are no limits to what you will do. Reputation -3.
95-97				Titan: Your godlike abilities set you apart from mere mortals. The antics of mortals are an embarrassment and such ants are irrelevant. It is your duty to remake the world and crush those that get in your way.
98-00	94-00	98-00	96-00	Tormented: the world needs to be remade and you know what needs to be done but are tormented by the high price to individuals. Nevertheless, you know you have to grit your teeth and accept that some people will pay a heavy price for the new order. This is your burden to bear.

## Description

The abilities and sources a character has should be described in whatever way desired with the agreement of the referee. Try to think up interesting ideas as a good description will be easier to use with Stunts. For example, describe what each ability actually does e.g. Enhanced Senses could be IR Vision, Sonar etc. Also decide details like where the character lives and are they studying or working anywhere.

## Character Chart

Start to make a character chart with boxes to show some further details and arrows labelled to show them. More can be added in play. A character should start with:

2-3 Relationships giving the name of the individual and what is at stake in the relationship.

1-2 Locations that are important to the character and why.

1-2 Aims of the character.

## Ability Result

Note when an ability is listed as resisting an ability that's just the standard ability that resists it. If a target has a different ability that can resist it can be used instead. A target can chose not to resist an ability. Abilities marked \* can be used actively at level 0. Some abilities cause **Conditions** shown in bold.

Modifiers for an ability are listed after it in () – see Modifiers in the next section for details.

Ability Result	Effect
Absorption (Type)	Resists a Damage ability which has hit the user which is of a listed type. If the Damage gets no Successes the level of the Source that contains the Absorption increases by 1 for the rest of the scene.
Accuracy*	Resisted by Dodge. Used with an Aimed attack and hits on 1+ Success.
Ageless	The character does not age.
Animal Forms (Kind)	Resisted by Drain Defence. Target living thing is transformed into an animal form on any Success. Which actual animals should depend on the theme of the character. Usually just one kind of animal is allowed if the ability is Flexible the character has 3-5 kinds they can use. The character should choose an area the animals are from e.g. desert, arctic, forest, jungle. The animals have survival skills appropriate to their environment. The form chosen has certain abilities which replace the target's own each with their own level. The referee needs to agree the animals allowed and will probably restrict some forms by size (e.g. no insects and no massive things like whales). When transforming the target should be in the right environment i.e. no turning into a whale whilst in the air and falling on someone! The following are examples: Bird of Prey: Move (Flight) 3, Accuracy 2, Dodge 3, Will 1, Escape 0, Stealth 0, Athletics 0, Drain Defence 1, Armour 0, Vision 3, Stand 0, Initiative 3, Damage (Close, Solid) 0 Large Predator: Move (Run) 2, Accuracy 2, Dodge 1, Will 1, Escape 2, Stealth 1, Athletics 1, Drain Defence 1, Armour 2, Vision 1, Stand 3, Initiative 1, Damage (Close, Solid) 2 Small Predator: Move (Run) 2, Accuracy 2, Dodge 3, Will 1, Escape 2, Stealth 3, Athletics 2, Drain Defence 1, Armour 0, Vision 2, Stand 0, Initiative 2, Damage (Close, Solid) 1 Small Water Animal: Move (Swim) 1, Life Support (Air), Accuracy 1, Dodge 1, Will 1, Escape 1, Stealth 1, Athletics 0, Drain Defence 1, Armour 0, Vision 1, Stand 0, Initiative 1, Damage (Close, Solid) 0
Animate Plants	Can use an action to move a plant terrain feature such as a tree or area of bushes up to level squares. Once the plants are moved they will stay moved. The plants can be anywhere on the battlefield. Can use an action to get a tree to attack as Damage (Solid, Short) or Grab (Short) or smaller vegetation as Trap (Close) or Hindrance (Close). The referee should decide what else is possible in the circumstances.
Armour	Used to resist Damage.
Athletics*	Used to climb, jump, balance, lift, sprint and run long distances. Resisted by the difficulty of the task.

Ability Result	Effect
Barrier	Creates a robust barrier (like an object) with its level. Can have the modifiers Transparent (can be seen through), Invisible (it and things seen through it are Invisible).
Body Moulding	<p>The user can drastically alter the body of the target. This can be resisted with Armour, Recovery or Drain Defence. It doesn't work on a target with Force Field or Insubstantial (Solid). A way of imagining what is possible is that the user can rearrange the target's fat, muscle and skin as though it was clay but not change the way their organs work or alter their skeletons. If the user gets at least 1 success the target is <b>Transformed</b>: Effects allowed are adding or removing the following:</p> <ul style="list-style-type: none"> <li>• Disadvantage: Appearance Inhuman</li> <li>• Change skin or hair colour</li> <li>• Change appearance to look like someone else but not a particular person</li> </ul> <p>With at least 2 successes:</p> <ul style="list-style-type: none"> <li>• Advantage: Attractive</li> <li>• Disadvantage: Appearance Monstrous</li> <li>• Change appearance to look another specific person</li> </ul> <p>With 3+ Success</p> <ul style="list-style-type: none"> <li>• <b>Knockdown</b></li> </ul>
Body Transformation	The character can drastically alter their weight by adding and removing adipose tissue. They can distribute this as desired to alter their appearance, become either extremely bulky, extremely thin or anything in between. In large form the target counts as having the following abilities Damage (Solid, Close), Stand and Protected.
Bulletproof	The user is immune to damage with the Bullet modifier.
Change Appearance	Resisted by Drain Defence. Can use an action to change the target to look like another person and also change their voice to match. Doesn't fool Telepathy or tracking Scent but otherwise can only be told from the person copied by actions taken or by questioning. Can have the modifier Identity which means that only two forms are allowed – a superhero appearance and a normal appearance.
Charm	Resisted by Will. On any Success the target is <b>Charmed</b> . The target believes the user is a good friend or ally. The target will want to protect the user. Doesn't make the target hostile to its former allies. The target can make a Will vs 1 roll to end this effect if the user does something to make the character doubt they are really friends or if another ally makes a Social roll vs 1 to persuade them to save.
Clairvoyance	Can use an action to detect things without needing Line of Sight. Resisted by Stealth. Useful for tasks involving scouting or searching though can be inaccurate. Whilst in use the user stands still not sensing anything from their current location. Often has the modifier Astral Form and if so the user's physical body becomes inactive as their astral form moves through another plane such as the spirit world.
Clone	The user can use an action to create an exact clone of themselves in an adjacent square. The clone has all the character's abilities that don't have the Source Item or Devices and it can't create Clones. The total number of clones in play can't exceed level x 3.
Contagion	Resisted by Recovery or Toughness. On a Success the target is Sick. On 2+ Success the target is also Contagious. Whilst Contagious the target has the ability Contagion (Always On, Blast). Contagion is removed when the <b>Sick</b> Condition is removed.
Copy Power	Chooses a Power (i.e. source Power) and copies it. The Level of the Power is the lower of the Copy Power or the target Power. The user has all the abilities of the Power Source. Lasts for the rest of the scene. The user can only copy one source at a time.

Ability Result	Effect
Cyberpathy	The character has the ability to mentally interact with computers. The ability is resisted at Level 1. The user can take control of computer-controlled devices such as robots. On any success the user chooses the robots actions.
Damage	Resisted by Armour. Damage has a type: Acid: 1 Success = <b>Stun</b> , 2+ Success = + <b>Hurt</b> and <b>Persistent</b> Cold: 1 Success = <b>Slow</b> , 2+ Success = + <b>Hurt</b> , 3+ Success = <b>Knockdown</b> . Electricity: 1 Success = <b>Stun</b> + <b>Hinder</b> , 2 Success = + <b>Hurt</b> , 3+ Success = <b>Knockdown</b> . Entropy: 1 Success = <b>Hurt</b> , 2+ Success = <b>Knockdown</b> Heat: 1 Success = <b>Stun</b> , 2+ Success = + <b>Hurt</b> and <b>Persistent</b> Physical: 1 Success = <b>Stun</b> , 2 Success = + <b>Hurt</b> + <b>Hinder</b> , 3+ Success = <b>Knockdown</b> Radiation: 1 Success = <b>Hurt</b> , 2 Success = + <b>Hinder</b> , 3+ Success = <b>Knockdown</b> Solid: 1 Success = <b>Stun</b> + <b>Recoil</b> , 2 Success = + <b>Hurt</b> , 3+ Success = <b>Knockdown</b>
Darkness	Creates complete darkness that Vision doesn't work through. Resisted by Light (standard daylight condition are L2 and indoor light is L0) and any Success makes it Dark.
Density Increase	Acts to resist Resists Damage (Solid and Physical), Life Support (Physical), as Stand and can be used as Damage (Solid, Close).
Detect (Type)	Resisted by range – 100 metres (L1), 1 km (L2), 10 km (L3), 100 km (L4). The character uses an action and on a success knows the location of the nearest thing of that type and will continue to know its location whilst it remains within 100 km. Another use can detect the next closest. The character can keep track of level instances at a time.
Disarm	Targets an Item or Devices source and is resisted by it. On a success a Devices Source can't be used for abilities which are Close, Short or Ranged. An Item source can't be used at all. The target can use an action to use the source against the Disarm and any success ends this effect. Against mooks that rely on weapons the referee will probably treat this as a <b>Knock Out</b> .
Disintegrate	Works on inanimate objects other than those which are the Foci, Items or Devices of Names. Does work against things created by the abilities of named characters. When used against Barriers, natural walls, items, vehicles, equipment and robot mooks for example rolls vs their resistance. Any Success makes them disintegrate. Items without a normal resistance such as hand-held objects have Level 0 resistance. Robots and vehicles use Armour. Unless it has a modifier like Blast it effects 1 square of something like a wall or all the possessions of a single target such as a character (including a squad of mooks). Can have the modifier Individual which means that it works on an individual object even if other objects are within the area of effect – for example would work on a target's gun but not everything else they were wearing or carrying at the time. If mooks have their items disintegrated and they rely on weapons the referee will probably treat it as a <b>Knock Out</b> .
Dismiss	Targets an ability with the Activate or Concentrate modifier and is resisted by it. Any success ends the activation. May have modifiers specifying what it can dismiss.
Dodge*	Used to resist being hit with Aim abilities and is used actively against things like pitfalls and mechanical traps.
Door	The character can create a door up to Level squares wide and high in any wall or barrier including a floor or ceiling. Must be used on such a wall or barrier not on something like the ground or in the air. Whilst the door is active anyone can pass through it. If the ability has no range the user is the door and whilst in this form Damage, Traps, Hindrance, Grabs – in fact anything with any kind of physical substance, aimed at them actually pass through the door instead of affecting them. If it has the modifier Connected they can connect the door to any other door they have currently active and then the doors allows things to pass through one to the other instead of the normal other side of the barrier. The modifier Opaque means that the door cannot be seen through if the user wishes.
Drain	Resisted by Drain Defence. On a Success the target is <b>Drained</b> (Source Accident, Alien, Magic or Mutation and the kind Physiology or Power counts as Level 0). The target can use an action and

Ability Result	Effect
	roll Drain Defence vs 1 to end this effect. Can have modifier Machines which means it also works on Technology and mechanical Conventional equipment.
Drain Defence	Resists Drain and Life Drain (and many similar abilities). Can use an action to roll Drain Defence vs 1 to remove Drained.
Duplicate	The character can use an action to create an exact duplicate in an adjacent square. The duplicate has the same sources, abilities and conditions as the character except that any Items, Devices, Technical Sources or Foci are not duplicated. Whilst any duplicates are in play the user also counts as a duplicate. The maximum number of duplicates in play is equal to level x 3. If a duplicate is Knocked Down it immediately vanishes and all other duplicates are Stunned. If the duplicate has any Sources which aren't allowed then they fall to the floor. If no duplicates are in play then the last one becomes the character.
Energy Protection	Resists damage which is Heat, Cold, Radiation, Electricity or Entropy.
Enhanced Senses	Detects things in line of sight. Ignores Invisibility, fog, smoke and darkness. Resisted by Stealth.
Escape	Used to get rid of Conditions like Trap when it is resisted by them. Also resists things that slow the character down like Hindrance. Adds to the chances of escaping combat.
Extra Arms	The character has a number of extra arms (or similar) limbs listed which can be used normally to hold and manipulate. One extra arm or each pair allows the character to either make an extra attack in the same action with whatever abilities they have at the referee's discretion – for example fire an extra ranged attack or make an extra close range attack or make the Dodge against a single attack 1 lower. If they have the modifier Extended they have Short range.
Fear	Resisted by Will. With 1+ Success the target is <b>Frightened</b> . The target cannot deliberately move closer to the user and is at -1 Level with any ability used against the user. The target can use an action to roll with Will vs 1 to end this effect.
Fog Cloud	Creates an area of fog or smoke. Within the fog normal vision only has a range of 5 and everything is Concealed to Vision.
Force Field	Resists any Solid or Physical Damage Ability, Grab, Trap, Disarm or Hindrance.
Fragmentation	Ignores Damage (Solid) and Traps. Ignores terrain when moving and can climb at normal rates by flowing up a surface up to vertical. Can move through narrow gaps. Can be used as Damage (Physical, Close).
Gas	Resisted at Level 2 (though Live Support can make the target immune). Non-living things are immune. 1 or 2 Success is a <b>Stun</b> , 3+ is a <b>+Hurt</b> .
Gate	Character can use an action to create a gate in an adjacent square and a second gate linked to it which is either in a location they can detect or has already been. Anyone stepping into either gate square immediately emerges from the other square moving in the same direction.
Grab	Resisted by Escape. The target cannot move or attack anyone but the user. Aimed attacks against the user are Level -1 and Dodge is -1. The target can take an action and roll Escape vs Grab to end this status. It also ends if the user uses an ability on someone other than the target. If the target is the same size or smaller the user can move with the target at x2 cost. Also ends if the user moves away. The user can also end it with a Damage (Solid, Close) ability which also gets to make the target fall. Can have the modifier Constrict. This allows the user to do Damage (Solid) attack on a target they have grabbed which automatically hits.
Growth	The user takes occupies 2 x2 x4 squares at up to level 2 or 3x3x8 squares at higher levels. Growth resists Damage, Knockback, Push, Pull and Telekinesis. Ignores Recoil. Can be used as Damage (Solid, Close). User will have the ability to lift large objects in relation to size.
Heal	Resists at L2. 1 Success changes a <b>Hurt</b> to a <b>Stun</b> , 2 Success removes a <b>Hurt</b> , 3 Success turns a <b>Knockdown</b> to a <b>Hurt</b> . If it only targets the user (the default situation) doesn't require any actions – it works automatically at the start of the character's turn. Required an action if it targets someone other than the user or is Activate. Helps prevent Serious Injury at the end of

Ability Result	Effect
	combat and adds to Recovery to recover from wounds. Can have to modifier Slow which means that it only works after combat – to prevent Serious Injury and aid recovery from Wounds..
Hinder	Resisted by Escape. Each Success is a <b>Hindrance</b> . Whilst a target has a Hindrance the level of its Sources is reduced by 1. The target can use an action to remove a Hindrance.
Ignite	Resisted with Drain Defence, Life Support (Heat) or Energy Defence. On a Success causes a Hurt and then acts again at the end of each of the target's turns until it doesn't get a success.
Illness	Resisted by Recovery or Toughness. On a Success the target is <b>Sick</b> . On 3+ Success the target also <b>Knocked Down</b> .
Illusion	Use an action to create an illusion. The illusion can be used to make a character look like someone else, to make the terrain look different, to make mirror images of the character making them hard to hit or to generally confuse a particular target. In general a character can use Enhanced Senses resisted by Illusion to notice flaws in it or Will vs Illusion to ignore it if they have reason to believe it is fake. The referee should rule on this. In general the larger and more complicated an illusion is the less convincing it is likely to be. If used to make mirror images that fool an opponent then any Aimed attack will be aimed at an image unless the attacker rolls a save of 8+.
Immortality	After each scene the character is automatically recovers from Knock Out after an hour. They return after a scene even if killed, they don't age in any game significant period and are immune to disease (and the Sick condition). Resists Fear. Can have the modifier Absolute in which case the character also recovers from deliberate attempts to stop recovery e.g. being disintegrated, dissolved or incinerated. In this case the character doesn't age at all. Absolute Immortality also cannot be Drained or Suppressed.
Immunity Type	The character is immune to the type of damage.
Initiative	Used when rolling for the turn order.
Insubstantial (Types)	Whilst on the user is immune to Damage of the listed types and if this includes Solid is also immune to Traps, Grabs, Disarm and Hindrance unless the attacker is also Insubstantial. The user can walk through Barriers and ignore terrain. The user can't use the same abilities except against Insubstantial targets. Whilst insubstantial Solid the user can't use Armour or abilities from Devices or Items except on themselves.
Investigate*	Resisted by difficulty. The character is skilled at investigating crimes and mysteries. They can use forensics, find clues, has sources and can interrogate witnesses and suspects.
Invisibility	When activated the user can't be seen with Vision and is allowed to use Stealth to hide even if not concealed by anything else. Even if not hidden resists Accuracy from attacks using Vision.
Kinetic Armour	Resist Solid damage.
Knockback	Resisted by Stand. Each success makes the target fly 4 squares from the attacker or the centre of a Blast. Treat this movement as though it has levels itself equal to the number of successes -1 per 4 squares (or part thereof) moved. If the target hits a barrier then it and the barrier takes Damage (Solid) with a Level equal to the move. If the barrier is breached it subtracts 1 from the level of the move and the target goes through it. Otherwise the barrier stops the knockback. Against characters treat as though a Line modifier so they may get out of the way otherwise they get hit as above for a barrier and may also be knocked back. The target also falls.
Knowledge*	Resisted by difficulty. The character has access to detailed information beyond that normally available. For example information concerning locations (e.g. floor plans, access routes), individuals (background, history, strengths and weaknesses). How this is accessed depends on the source for example it could be a link to a supercomputer database, a background where the knowledge was gained etc.
Life Drain	Resisted by Drain Defence. On a Success the target is <b>Hurt</b> . If Life Drain causes a <b>Hurt</b> it cures 1 <b>Hurt</b> (if any) on the user.
Life Support	Comes in several kinds. Resists Damage of the particular type. Physical: resists Physical Damage and can survive in low and high pressure environments.

Ability Result	Effect
	<p>Heat: resists Heat damage and can survive in hot environments.</p> <p>Cold: resists Cold damage and can survive in cold environments.</p> <p>Radiation: resists Radiation damage and can survive in radioactive environments.</p> <p>Gas: character is immune to Gas.</p> <p>Air: character can breath where there is no air such as under water or in space.</p> <p>Electricity: resists Electricity damage.</p>
Lift	Resisted by Stand. Each success allows the user to move the target up to 6 squares up and then drops them.
Light	Creates light. At L2+ it is dazzling. Resisted by Darkness (the ability – normal darkness doesn't resist) and any success makes it light. If the light is dazzling then Accuracy at or through the light using Vision counts as 2 levels lower – this is if it is on the individual or it is a Blast, Cone or Line with Activate or Concentrate so it stays around rather than being a sudden flash of light. If it is Aimed or a normal Blast, Cone or Line (i.e. a flash of light) it can be used to dazzle targets that rely on Vision. It is resisted by Vision and any success means the target is <b>Dazzled</b> (can't use Vision and can use an action to roll Recovery vs 1 to remove this).
Luck	The user has luck dice equal to level. The user can decide to use luck anytime they would use a level actively or for resistance (before any dice are rolled). Add the luck dice to the level of the ability used. Still roll the luck dice when used for resistance but that only matters to find out if they are still available. If any luck dice come up 1 then that luck dice can't be used again for the rest of the scene.
Machine Control	The user can control machines. Resisted at Level 1. Any success establishes control. They can turn them on and off and make any of their mechanisms activate even if unpowered e.g. opening a car door, pulling a trigger. For robots and vehicles they can choose their actions.
Madness	Resisted by Will. Targets use each of their actions to behave in a random, insane and uninhibited way. Named characters can use Will vs Madness at the end of each of their turns to end this effect.
Medic*	The user can provide medical treatment and first aid. Allows the user to roll against the difficulty of an injury (found on the table in combat) to cure it. They can also roll once per day vs Level 1 to remove the <b>Sick</b> condition each day.
Mental Illusion	<p>Use an action to create an illusion taking the image from the mind of a target telepathically. Resisted by Will. Once created the target will find the illusion extremely convincing because it matches their own subconscious ideas and will even imagine it is tangible. This can have a number of effects as decided by the user:</p> <p>Terror: at the start of the target's turn after the illusion was created the target must resist Mental Illusion with Will and get at least 1 Success or be <b>Frightened</b> of it until the start of the target's next turn. If the Will resist gets 2+ Successes the illusion is cancelled. In the user's turn they can make the illusion attack the target psychically using an action (though the target will see it as something else). Attack with Mental Illusion vs Will with 1 Success causing <b>Stun</b> and <b>Recoil</b> and 2+ causing <b>+Hurt</b>.</p> <p>Desire: the illusion is of something that the target especially desires. At the start of its turn the target must resist Mental Illusion with Will and get at least 1 Success or move towards it and when it is reached take no further actions this turn. If the Will save gets 2+ Successes the illusion is cancelled.</p> <p>Expectation: the target sees what they expect to see under the circumstances. This allows Mental Illusion to be used for infiltrating events and getting past security. The target gets to resist with Will vs mental Illusion if something happens which makes it seem implausible or unreal and 1+ Success cancels it.</p>
Mesmerize	Resisted by Will. On any Success target is <b>Paralyzed</b> (can't take any actions and has Level 0 Defence). Target can roll Will vs mesmerize at the end of their turn to end the <b>Paralyze</b> .

Ability Result	Effect
Mind Control	<p>Resisted by Will. 1 Success allows the user to choose 1 action for the target per turn. 2+ Success the user chooses all actions for the target per turn. The target rolls Will vs Mind Control to end this effect at the end of each of their turns and also before the action if the command would cause personal injury. If it has the modifier Thrall then when it is used on a mook or nameless NPC then no save is allowed at the end of each turn. If it has the modifier Link then whilst active the user actually sees through the target's eyes, hears what they hear – like a remote possession. In this case the user's body takes no actions whilst the Mind Control is maintained and even with 1 Success the user controls all the target's actions. By default the target must be an intelligent sentient being but sometimes lists a different target such as animals.</p>
Move	<p>Always targets the user. Move result +2 Squares. Used to avoid being hit with Cones, Lines, Blasts and Walls. Running or Flight is used for Move Through.</p> <p><b>Running:</b> moving on the ground costs 1 and moving through rough terrain costs 2. The character can jump over a 1 square gap from a standing start. With a run up the character can jump 3 squares. The character can go further with a successful Athletics throw. Climbing cost 3 per square climbed and if the climb isn't easy with plenty of holds then an Athletics roll is needed against the difficulty of the climb to make it. Character can swim at a cost of 3 per square. With Speed can be useful for long distance travel.</p> <p><b>Climbing:</b> as running but climbing only costs 2 per square and no rolls is needed.</p> <p><b>Flight:</b> can move in three dimensions through the air including hovering at 1 per square. Can be used for long distance travel.</p> <p><b>Limited Flight:</b> can move in three dimensions through the air including hovering at 1 per square but no more than 10 squares above a surface.</p> <p><b>Levitation:</b> can move in three dimensions through the air including hovering but all moves cost 2 per square.</p> <p><b>Jump:</b> as running but once during each move can make a jump which only has to start and end the move on a surface and costs 1 per square.</p> <p><b>Glide:</b> can move in three dimensions through the air at 1 move per square but can't hover and must make at least a half move each turn. Unless can find and updraft must go down at least a square each turn.</p> <p><b>Wallcrawl:</b> as running but can move on any surface including vertical walls and ceilings at 1 move per square with no rolls required.</p> <p><b>Swinging:</b> can move up and down and stay in the air but must be below the highest anchor point for a line. Each square costs 1 move.</p> <p><b>Tunnelling:</b> can move underground through earth at 2 per square. Moving through rock or similar costs 5 per square.</p> <p><b>Teleport:</b> move without crossing intervening squares. Must be able to detect target square. Costs 1 move per square. If a teleport has the modifier Distant it can be used to a location that the user knows but which isn't detected and in this case the intervening squares cost 0. If it has the modifier Blink it can be used as Dodge and if it makes an attack miss the user moves up to 3 squares. If it has the modifier Carry (the user can carry up to 2 adjacent allies in the teleport. If it has the modifier Pocket Dimension the user can teleport into and out of a pocket dimension. They can stay in the pocket dimension safely (there is air to breathe but nothing else there of use except what they take in) and then teleport out. However when teleporting out it must be to a known location and the character can't detect out of the pocket dimension. Dimensional means the user can teleport to other dimensions – this is mainly a plot device to be determined with the referee.</p> <p><b>Swimming:</b> move through water at 1 per square.</p> <p><b>Driving:</b> on a flat solid surface such as a road or smooth ground each move gives 2 squares as long as all are in a straight line. Rough terrain costs 2 per square or 1 per square with the modifier All-Terrain. Good for long distance travel.</p>



Ability Result	Effect
Multiform	The character has one or more forms. The abilities of each form are listed separately with bullet points. When multiform is activated choose one of the available forms gaining its abilities.
Paralysing Gas	Resisted by Recovery though Life Support can make the target immune. 1+ Success means the target is <b>Paralyzed</b> . The target can roll Recovery vs the ability at the end of each turn to end this effect.
Petrification	Resisted by Drain Defence. 1+ Success means the target is <b>Slow</b> . 2+ Success means the target must also roll Drain Defence vs Petrification at the start of its next turn and on a failure is petrified. When petrified the target is a solid stone statue and has no actions.
Possession	The character enters the same square as another name or pawn and rolls Possession vs Will. Any failure means the user is <b>Stunned</b> and recoils out of the square. The target is then immune to this Possession for the next 24 hours. With 1 Success the target is <b>Stunned</b> and the user recoils out of the square. With 2+ Successes the target is possessed. The user disappears and now controls the target character only retaining own Will and Knowledge. The possession ends if the target is gains the status <b>Knockdown</b> at which point the user reappears next to the victim. The target can make a Will vs Possession to the end this effect if an action would cause it injury or injure a loved one.
Power Suppression	The target has sources which are Source Accident, Alien, Magic or Mutation and the kind Physiology or Power reduced by the level (min 0).
Protected	If the user takes Damage that causes a <b>Hurt</b> then roll against the Damage and if Protected gets at least 1 success the Hurt is turned to a <b>Stun</b> .
Psi Blast	Resisted by Will. 1 Success is <b>Confused</b> , 2 Success is a <b>+Dazed</b> , 3+ Success is a <b>Knockdown</b> .
Pull	Resisted by Stand. Each success allows the user to move the target up to 4 squares towards the user or the centre of a Blast.
Quake	Resisted by Stand. Doesn't work on flying or swimming targets. With 1+ Success target falls, 2+ is Stunned and 4+ takes a Hurt. Attacks all walls in the area vs their resistance and on any Success they are breached. If enough walls are breached a building will collapse. If it gets 3+ Success vs Level 0 also causes a crack to open up across the area which is one square wide – it may meander and divide as the referee wishes. The crack will be 2D squares (highest) deep. Depending on the terrain is likely to throw up dust as well and may do things like bring down power lines, burst pipes and so on.
Radio	Can communicate at a distance with another character with a radio including in combat. This represents something useable in combat, secret missions and so on.
Recovery*	When taking a Recovery action Resistance starts at Level 0 and goes up 2 for each Knockdown after the first and an additional 1 each time the Knockdown was caused by a Lethal attack. A Success allows the removal of a <b>Hurt</b> and a <b>Knockdown</b> . If all recovery dice are 5 lower than the resistance or worse than the character is <b>Knocked Out</b> .
Reflection of Type	Resisted by a Damage ability which has hit the user which is of a listed type. Any success means the user takes no damage and the result instead applies to the attacker.
Repair Condition	Resisted at Level 0. Each Success allows removing a <b>Confused, Dazed, Dazzled, Drained, Hindrance, Paralyzed, Sick, Slow, Stun</b> or <b>Transformed</b> Condition.
Resist	This ability resists abilities that have particular listed characteristics.
Resurrection	Used on a target that has died. Vs Level 0 if died within a day, Level 1 if within 3 days, Level 2 if within 7 days, Level 3 if within a month, Level 4 if within a year. Any success brings the target back to life and removes all conditions. Only one attempt is allowed per target.
Robot	Robots are immune to psychic abilities such as Psi Blast, Mind Control, Mesmerize, Charm, Telepathy, Sleep and Vertigo. They don't breathe so are immune to abilities delivered by gas and have the equivalent of Life Support (Gas and Air). However, they are vulnerable to Cyberpathy and Machine Control. They have -2 resistance to Damage (Electricity).
Rough Terrain	Creates rough terrain such as broken ground, ice etc. This makes Running and Driving slower in the area.

Ability Result	Effect
Scramble	Resisted by Will. 1 Success = <b>Confused</b> , 2+ Success = + <b>Paralysed</b> . The target can roll Will vs Scramble at the end of each turn to end <b>Paralysed</b> . <b>Confused</b> always ends at the end of the target's turn.
Shrinking	User shrinks to any size down to an ant. Can hide anywhere. Resists Accuracy from attackers who are substantially bigger.
Sleep	Resisted by Will. 1 Success means the target is <b>Stunned</b> and 2+ Successes the target is unconscious until someone uses an action at close range to shake them awake and in the turn after they awake they are also <b>Stunned</b> .
Sleeping Gas	Resisted at Level 2 though Life Support can make the target immune. 1 Success means the target is <b>Stunned</b> and 2+ Successes the target is unconscious until someone uses an action at close range to shake them awake and in the turn after they awake they are also <b>Stunned</b> .
Social*	Resisted by difficulty. The ability to persuade others to give information, leadership and relationships.
Solve	Resisted by the difficulty. This represents a general and flexible way of solving problems such as finding solutions to threats, bypassing obstacles, removing long term conditions or having widespread and lasting effects. Depending on the source this can be that the character uses science to work out a solution, builds a technological device to solve a problem, performs or develops a magical spell or ritual to solve the problem or calls up contacts and associates to help. Whilst this ability is very flexible it is also quite slow and if the problem is complex the character uses paraphernalia such as a laboratory, machine shop or magical workroom in the process.
Speed	When moving gain 4 x Level extra squares before rolling movement dice. So a character with Level 2 Speed moves 10 + Movement not 2 + Movement. Adds its Level to Movement for Move Through. Allows an additional Follow Up attack per level. Additional follow ups can use the same ability.
Spells	This is a versatile ability. This means that it can do almost anything that the referee agrees to including simulating other abilities. However, doing anything with it is always a double stunt so has associated costs. This ability represents access to a variety of magical spells which could be memorised or held in a magic item like a book or staff.
Spycraft*	Resisted by difficulty. The character can get into secure environments bypassing security. They can tail and slip a tail. They are good at spotting threats. They are good at disguise, creating a legend and also detecting that others are using one. They can drive many vehicles and is good at using them to escape and pursue. They know the techniques and methods of passing secret information.
Stamina	The user counts <b>Exhaustion</b> as level lower e.g. with level 2 treats 3 levels of <b>Exhaustion</b> as 1.
Stealth*	Can be used to take an action to hide if the user is concealed by Invisibility, terrain, darkness or poor visibility. When hidden a roll using Vision or Enhanced Vision will be required to detect the individual hiding.
Sting	Resisted by Armour. On any Success target is <b>Paralyzed</b> . Target can roll Recovery vs Sting at the end of their turn to end this effect.
Strength	The character can perform feats of strength like lifting and throwing heavy objects up to 1 ton per level. They can also use Strength as Damage (Solid, Close) which also required the target to resist with Stand and on 2+ successes fall down. It can also be uses as Grab (Close) and as Escape and Stand. If it has the modifier Extended it can be used at Short range.
Stretching	Resists Solid Damage and Traps. The user can use any Close or Short attacks they have as though they were value squares away from their actual location. They can begin moves from up to value squares from their starting point. Can have any Grab ability they have active on up to level targets at once and can attack other targets without breaking a Grab. Can have the modifier Amorphous which means the character can alter their body to squeeze through tiny gaps.

Ability Result	Effect
Suffocation	Resisted by Drain Defence or Toughness. 1 Success is a Stun and 2+ Success is a Hurt. Targets with Life Support (Air) are immune.
Summon (Type)	Use an action to place a mooks group on the map of the listed type in a clear location. The mooks are under the user's control and act at the same time as the user on the initiative chart. They don't get a go on the same turn they are summoned. They stay in play until the end of the scene or until Knocked Out or until the user is Knocked Out. The maximum number that can be summoned per scene is equal to the level.
Super Strength	The character can perform major feats of strength like lifting and throwing heavy objects up to 20 tonnes per level. The user can use an action to pick up a large object. With an object in hand they can throw it which counts as Damage (Solid, Ranged, Blast). They can also use Super Strength as Damage and Knockback (Solid, Close), Grab (Close) and as Escape and Stand. Super Strength adds to Movement for Move Through.
Supress (Source or Ability)	Resisted by Drain Defence. For each Success the target's source of the right kind counts as being a level lower.
Tag	The user tags a target character and chooses <i>attract</i> or <i>repel</i> . Each character within 20 squares of the target must roll Will vs the Tag before each action and if they got no successes must use that action to go as fast as possible toward ( <i>attract</i> ) or away ( <i>repel</i> ) from the target. It doesn't force people to go into situations that cause damage – they will try to move around such obstacles – the aim is to move as far as possible in the direction required. The user can, when the power is activated on a target, specify any number of individuals to be unaffected. The user can only have one Tag around at a time.
Telekinesis	Resisted by Stand for characters and for objects by 5 for objects 1 square or smaller, 6 for objects up to the size of a car, 7 for objects up to the size of a big truck or boat and 8 or more for bigger things (the referee decides exactly). Each success allows the user to move the target which must be in LOS up to 4 squares in any direction. In its turn the target can use an action to use Stand vs Telekinesis to end this effect and otherwise cannot Move. If the user tries to use Telekinesis on multiple targets the Stand/Resistance of each counts as 1 higher for each after the first (all counts as the same instance of the ability so covered by one Concentration. Can have the modifier Minor which means it doesn't work on objects bigger than a square/person. Can have the modifier Solid which means it can also be broken using Escape, or Damage (Solid, Close). Can throw things as Damage (Solid, Ranged) like a Blast except the shape is the same as the thing thrown.
Telepathy	Resisted by Will against an unwilling target. User can detect the location of living creatures and can send messages mentally and silently. Often picks up stray and unguarded thoughts without alerting the target. Can try to forcibly investigate people's thoughts but this takes some time and requires the target, who will be aware it is happening, to stay close by. Can also be useful for investigating psychological flaws and psychiatric problems at some risk to the user. In combat can use an action to predict a target's action giving the user and allies they choose to warn telepathically plus 1 to resist that opponent's actions.
Toughness	If the user has the <b>Stun</b> condition inflicted on them then roll against the level of the cause and if get at least 1 success the <b>Stun</b> is removed.
Tracking Scent	The user can use scent to track like a blood hound.
Transform (Kind to Kind)	Resisted by Drain Defence. Any success turns the target living mook squad into another kind of mook squad under the control of the user. Will list what can be transformed and into what.
Trap	Target is <b>Trapped</b> . Whilst trapped the target can't move. The target can't attack anything except the attack except with psychic type abilities such as Psi Blast. The target can attack the Trap using any Damage ability with Close range that doesn't Ignore Armour or with Escape. Such an attack always hits and rolls its levels vs the trap. Any success breaks the trap. For standard traps any attack from someone else also hits the trap not the target which has Defence 0.

Ability Result	Effect
	Some traps have the Partial modifier. If so attacks from others at Close range can choose to hit the trap or target but other attacks can be aimed at either (against Defence 0) but on a miss hit the other. Area type abilities (e.g. Blast, Cone) hit the trap and the target.
Trip	Resisted by Stand. Any success makes the target fall and the user can choose not to make the target recoil if they normally would.
Undead	Undead are immune to Sleep. They don't breathe so are immune to abilities delivered by gas and don't need to breath so have the equivalent of Life Support (Gas and Air).
Undetectable	The user cannot be detected or targeted by other living things unless they can roll Will vs Undetectable. The ability de-activates if the user attacks and cannot be activated in the same turn as an attack.
Variable Tech	This is a versatile ability. This means that it can do almost anything that the referee agrees to including simulating other abilities. However, doing anything with it is always a double stunt so has associated costs. This ability represents access to a wide variety of technological devices which can be configured in different ways.
Vertigo	Resisted by Will. 1 Success means the target is <b>Confused</b> and 2+ Success means the target is <b>Dazed</b> .
Vision*	Detects things in line of sight. Line of sight can be reduced by things like darkness and fog. Resisted by Stealth. A Success allows Detection.
Weather Control	Flexible – all abilities are stunts. Examples of what it can do: <ul style="list-style-type: none"> <li>• Change the weather in a radius of 100 squares x Level around the user such as altering wind speed, wind direction, rainfall, fog, snow and so on.</li> <li>• Make a gale across the battlefield so strong that movement costs are doubled and anyone in the area must resist it with Stand or recoil a square down wind or if it gets 2+ successes fall too.</li> <li>• Making dense fog or a sandstorm for example that makes Movement, Accuracy and Vision act as though up to Level lower and reduce LOS from Vision to as low as 5 squares and creates conditions to allow hiding without being in terrain.</li> <li>• Causing lightning to hit a target as an Indirect attack.</li> <li>• Create a tornado that is resisted by Stand and pulls targets into the middle at 4 squares per Success and then when in the middle throws them 4 squares into the air per success.</li> <li>• Creates a focussed wind blast as a cone that acts like Knockback.</li> </ul>
Will*	Used to Resist Psi Blast and Mind Control and other abilities.

## Modifiers

The default situation for abilities that only target the user are:

- No range
- Always On

The defaults for abilities which target anything other than the user are:

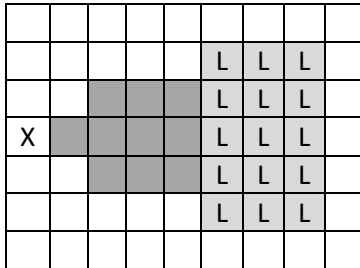
- Instant
- Aimed

Abilities only vary from this is they have modifiers shown in () after them. Durations apply to the ability itself – the effects of an ability vary and are described with it. For example the effects of damage last until they are removed by something else.

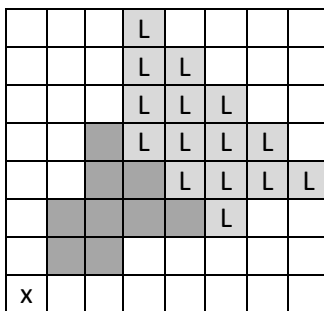
Modifier	Effect
/	The modifiers separated by the / are choices – the user can choose which to use.
Activate	The ability is activated as an action and then stays on for the rest of the scene or until turned off which doesn't take an action or if the user is Knocked Down. If the target is the user this is an ability which is turned on or off. Can also be something away from the user which has the modifier such as a Blast, Line or Wall in which case it stays on those squares.
Aimed	Uses Accuracy resisted by Dodge. Any success the ability has its Result otherwise misses. Must detect the target and have a line of sight to it. The target can choose to be hit without a roll.
Always On	If the Source of the ability is Devices or Items this represents something that the user puts on or takes off taking some time e.g. a suit of armour. It is Always On if the user is wearing it. For other sources it either represents an innate ability that is literally always on or something which the user can blink on at will without taking any actions. The user decides if it is on at the start of a combat for example and it will stay that way until it is turned off. The player should agree with the referee what Always On means exactly for an ability. If an ability would cause problems if it is literally always on than that is a Disadvantage not a default condition.
And	Abilities connected by 'And' use the same modifiers together and work at the same time on the same target. Only use the modifiers that matter in each case – the ones on this list – it doesn't matter if these modifiers that apply only to one ability and are listed in their entry except for helping to describe what is going on.
Autofire	When used up to 20 squares away uses 2 vs Dodge and hits with 1+ Success or can be used on up to three different targets each no more than 1 square apart uses 1 vs Dodge. Over 20 squares (if it has that much range) uses 1 vs Dodge.
Blast	Works on targets in a 3x3 square. Attacks at Level 2 (make one roll against all targets) resisted by Move. Any Success hits. Otherwise the target/s can move 1 square per point missed by and if they are then outside the area they are missed. The user is immune to offensive effects like Damage if it isn't Ranged. A Large Blast is a 5x5 square and a Massive Blast is 9x9. If it has no range listed then the blast is centred on the user. Where a Blast is Activate it attacks each target as it enters the area either as a result of the area being placed on it, being moved onto it or it or moving into it or if it starts the user's turn in the area. This could therefore happen in the user or the target's turn. If a target moves into the area in their turn or started the user's turn in the area then the Blast automatically hits. A Blast can't attack a target more than once in the same Character Turn. In the case of a Blast that is centred on the user and therefore moves with them. if the user's movement places the Blast over a target it attacks them but then if it misses or if it hits it won't attack again that character turn. This means that the if the user moves it on and off a target or puts it over the target again in the same character turn it has no further result.
Bullet	A small projectile. It makes only small breaches in objects, does not cause Recoil and is also Lethal.
Close	Works on targets that are adjacent to the user. Can be used to break Traps if it deals Damage. Can make an <i>opportunity attack</i> if an enemy moves adjacent to the user and doesn't stop moving in an action, starts next to the user and moves more than 1 square in an action or makes a Ranged attack whilst adjacent to the user.
Concentrate	The user has to concentrate on it so cannot create another instance of it or any other Concentrate ability whilst one is active. If the user gains a Condition roll Will vs L1 or the effect ends. It is otherwise the same as Activate. If listed as Additive then the user isn't restricted when creating another instance of the same ability but if concentration is lost then all instances are lost together.
Cone	Works on all individuals or mook groups in pattern has to be aimed either diagonally or orthogonally. See diagram for squares it covers. Attacks at Level 2 (make one roll against all targets) resisted by Move. Any Success hits. Otherwise the target/s can move 1 square per point missed by and if they are then outside the area they are missed.

Modifier	Effect
Continuous	Like Activate except it can't be turned off. Works on a location or another target rather than being attached to an individual. Lasts until something gets rid of it e.g. a wall of earth or ice, a cloud of gas or smoke or a permanent transformation. Either comes to an end because of natural causes over time (e.g. melting or being dispersed by the wind), by being destroyed, by using another ability (maybe with a Stunt) or by using Solve out of combat. The referee should rule.
Delay	The ability can be used as normal but set with a delay so that it will go off after a number of turns chosen by the user.
Dome	Appears at the edge of a 9 x 9 square with a roof 3 squares above (actually dome shaped). It counts as being 1 square thick. Rolls a result (if it has one) against any individual moving into a square with normal movement or starting its turn in it. If placed on top of someone must use Level 1 (make one roll against all targets) resisted by Move. Any Success hits. Otherwise the target/s can move 1 square per point missed by and if they are then outside the area they are missed.
Focus	A particular ability which acts like the Item source (so can be Disarmed). For example an attack which uses a weapon.
Grabbed	Only useable on a target who has been grabbed. Replaces Aimed i.e., doesn't roll to hit against Dodge.
Ignores Armour	Target always counts as having Level 1 Armour no matter if it higher or lower.
Indirect	An ability which is used on others which does not require a line of sight or a roll to hit. The target must still be detected in some way e.g. with Clairvoyance or Telepathy or some kind of weird Enhanced Sense.
Instant	Works when activated then ends.
Lethal	A <b>Knock Down</b> caused by this ability adds an additional 1 to Recovery Difficulty each time and is more likely to cause serious injury.
Line	Works on all individuals or mook groups in a line starting from the user 12 squares (12") long. Lay a ruler down starting at the edge of the user's square to the target square. Any square even partly covered is included. Attacks at Level 3 resisted by Move. Any success has its result otherwise misses and targets moves one side to either side.
Magnetic	Works on or using metal.
Mount	An ability with this modifier depends on the character using a mount. The character ignores Recoil but if Knocked back, Falls or is Knocked down they fall off the mount and can't use the ability until they get back on again. The mount will usually (up to the referee if this is possible) move to get into position to remount.
No Range	The user is the target and no one else.
Persistent	An attack with this modifier acts again at the end of each of the target's turns and ends if it ever has no successes.
Permanent	When this targets the user it is similar to Always On but literally so. Can't be turned off. This is like Always On with a built-in limitation.
Ranged	Works on targets that aren't adjacent to the user normally. If it used whilst an enemy is adjacent then they get an opportunity attack on the user first using a Close ability. Can be followed by a number in which case it can't be used beyond this many squares.
Shield	The ability acts against anyone using a Close ability on the user. It always hits and works before the triggering ability hits. If the user successfully Grabs a target then the shield takes effect immediately and again at the end of each of the users subsequent turns whilst the grab lasts.
Short	Works on targets that are 2 squares from the user. Can make an opportunity attack if an enemy moves 2 squares from the user and doesn't stop moving in an action or starts 2 squares from the user and moves more than 1 square in an action.

Modifier	Effect
Shots (number)	The ability can only be used a number of times in each scene.
Wall	Operates in an area 6 squares long and 3 squares high and 1 square wide. Rolls a result against any individual moving into a square with normal movement or starting its turn in it. If placed on top of someone must use Level 1 resisted by Move. Any success target stays in it and otherwise move to the nearest edge. If it is a Barrier someone who remains in it ends up on top of it.



Cone orthogonal. L for a Large cone only.



Cone diagonal. L for a Large cone only.

## Combat System

### Mooks in Combat

A small number of nameless mooks like a typical guard detail aren't dealt with using combat as the PCs are assumed to be able to handily defeat them. They can appear in the game as an obstacle that the PCs would try to overcome using a description of the ability they intend to use. The referee would assign a difficulty to overcome them depending on the ability chosen and on a success they are bypassed easily – otherwise there is some consequence to failure. If there is no narrative consequence to beating them quickly the referee just narrates their defeat.

Mooks are used in combat when they are supporting named characters as a result of being minions, followers or the results of summoning. They are also sometimes seen alone as a disposable horde as a preliminary to encountering the main named enemies. In this case a certain number will be in play to start with and more will enter each turn until a maximum is reached. This is a good way of avoiding there being too many on the battlefield at once.

Mooks appear as groups of 4 figures taking up 4 adjacent squares called squads. The shape of this doesn't matter – the squad can be in a square, a line etc. as appropriate to the space they are in. The actual number of mooks this represents could be anything from 4 to 8 – it doesn't matter in the game and they are treated together and act together. When they take an action the whole squad is treated as one figure and when they are attacked all are attacked together – so if a mook squad is partly in the area of an ability the whole of it counts as in.

If mooks receive any Condition they are Knocked Out unless the Condition notes otherwise. This can also represent them being disrupted, demoralised, routed or whatever – in any case they take no further part in the scene.

Mook groups come in a variety of different types. These are some examples but their abilities can be varied by the referee. These kind of stats should be used for mooks summoned by characters too:

Soldiers, Guards
Normal 1: Accuracy, Move (Running)
Conventional 1: Armour, Damage (Solid, Ranged, Autofire, Lethal), Damage (Solid, Close, Lethal), Life Support (Gas), Enhanced Senses

Police, Security
Normal 1: Accuracy, Grab (Close), Move (Running)
Conventional 1: Armour, Damage (Solid, Ranged, Lethal), Damage (Solid, Close)

Criminals, Thugs and Gangsters
Normal 1: Accuracy, Grab (Close), Move (Running)
Conventional 1: Damage (Solid, Ranged, Lethal), Damage (Solid, Close)

Ninjas and Martial Artists
Normal 1: Accuracy, Move (Running), Dodge, Damage (Solid, Close), Vision, Initiative
Conventional 1: Damage (Solid, Ranged, Lethal)

Villain Minions
Normal 1: Accuracy, Move (Running), Dodge
Conventional 1: Damage (Electricity, Close)

Combat Robots
Technology 1: Accuracy, Move (Running), Armour, Damage (Solid, Close), Damage (Heat, Ranged), Robot

Robots Drones
Technology 1: Accuracy, Move (Flight), Damage (Heat, Ranged), Robot

Demons
Magic 1: Accuracy, Armour, Move (Flight), Damage (Solid, Close, Lethal), Enhanced Senses, Drain Defence, Life Support (Heat, Gas)

Zombies
Magic 1: Armour, Grab (Close), Damage (Solid, Close), Drain Defence, Life Support (Cold), Will, Undead

Ghosts
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Ghosts 1: Move (Flight), Insubstantial (Solid), Life Support (Cold), Life Drain (Close), Fear (Short, Indirect), Enhanced Senses, Undead
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Animated Plants
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Power 1: Armour, Move (Running), Grab (Close), Damage (Solid, Close), Stand
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Knights
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Normal 1: Accuracy, Toughness
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Conventional 1: Damage (Solid, Close, Lethal), Armour
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Insect Swarm
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Normal 1: Move (Flying), Hindrance (Close, Indirect), Dodge
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### Pawns in Combat

Pawns are controlled by the referee. They have level 0 in abilities and only really move. They may attack Names for narrative purposes but won't be effective. Any Condition means they are Knocked Out unless the Condition says otherwise.

### Stealth, Hiding and Spotting

A character can be hidden if it is concealed by something such as being mostly behind cover, in terrain like vegetation, in darkness, in fog, in smoke or invisible. In this case the character can either begin the combat hidden (see Starting the Combat below) or take an action to hide. Once a character is hidden then enemies can't attack it until they spot it using Vision or Enhanced Vision resisted by Stealth. A character could be hidden to some opponents and not others depending on line of sight and also Enhanced Senses which ignore a lot of kinds of concealment. The referee can also apply modifiers to Stealth depending on how good the concealed position is and what the hiding character has done from there – attacks often make the target a lot easier to spot. If a character is hiding using Invisibility, isn't moving or attacking and the spotter only has normal Vision then spotting them is very hard – the referee should at least add Invisibility level to the difficulty.

### Starting the Combat

A combat can start as an ambush with one side in hiding. If so, the side which is potentially ambushed can choose one character or mook group to make a roll using Vision or Enhanced Senses. This is resisted by the ambushing character that is easiest to spot. If the roll fails then the ambushers get a free turn before initiative is rolled acting amongst themselves in the order they choose.

### Initiative

Each character makes an Initiative roll and is then placed in rank order on an initiative chart. If there are ties between characters on the same side they can choose their order. Otherwise make a roll off to decide ties. Mooks are always put after other characters apart from Summoned mooks which act with their controller. All mooks on the same side act together.

### Scale

The game scale is in squares. One square equals 1.5 metres.

### Conditions

Some abilities place a Condition on the target.

Condition	Details
Charmed	The target believes the user is a good friend or ally. The target will want to protect the user. Doesn't make the target hostile to its former allies. The target can make a Will vs 1 roll to end this effect if the user does something to make the character doubt they are really friends or if another ally makes a Social roll vs 1 to persuade them to save. The user can choose not to Knock Out mooks and pawns with this condition.
Confused	The target's abilities count as 1 level lower. Removed at the end of the target's turn. A second Confused whilst Confused results in a Dazed condition.
Dazed	If a character receives a second Dazed then Knockdown. Can be removed by using an action and rolling Will vs 1 with a Success removing the Dazed.
Dazzled	The target can't use Vision. Can use an action to Roll recovery vs 1 to remove this.
Drained	Source Accident, Alien, Magic or Mutation and the kind Physiology or Power counts as Level 0. Can use an action to roll Drain Defence vs 1 to end this. Treated as a Knock Out for mooks with the kind of sources drained.
Exhausted	A character can have more than 1 level of exhaustion: <ol style="list-style-type: none"> <li>1. Character's Move is -1 Level.</li> <li>2. All character's abilities are -1 Level.</li> <li>3. Character is Knocked Out.</li> </ol> A character recovers exhaustion after a night's sleep.
Frightened	The target cannot deliberately move closer to the user and is at -1 Level with any ability used against the user. The target can use an action to roll with Will vs 1 to end this effect.
Hinderance	Characters sources are -1 Level if they have any Hinderance. A character can have more than one Hinder and each can be removed with an action.
Hurt	If a character receives a second Hurt then Knockdown instead. Can be removed by the Heal ability. Also see the Recovery action.
Knockdown	Character is prone and removes any Stun. The only action they can take is Recovery. A character can't have two Knockdowns at the same time. Success in Recovery removes Knockdown. Record how many times a character is Knocked Down by Lethal as this matters at the end of the combat.
Knock Out	The character takes no further part in the scene and may suffer a longer-term injury.
Paralysed	The target can't take any actions or opportunity attacks and has Level 0 Dodge. The removal method depends on the ability that caused it.
Recoil	The target steps back 1 space from the ability – usually the attacker or the centre of an area. Ends immediately.
Sick	The character's sources are at -1 Level. They must roll Recovery vs Level 1 each day and on a Success removes the condition.
Slow	Character has -1 Level Move and Dodge. They can use an action to roll use Escape vs 1 and on a success ends the Slow.
Stun	Next turn the character must use the next action it has to remove the Stun. If receive a second Stun whilst Stunned then Hurt. Whilst stunned they can't make opportunity attacks. Removed if the character gets a Knockdown.
Transformed	The target's form has changed. Effects vary with the ability.
Trapped	Whilst trapped the target can't move. The target can't attack anything except the trap other than with psychic type abilities such as Psi Blast. The target can attack the Trap using any Damage ability with Close range that doesn't Ignore Armour or with Escape. Such an attack always hits and rolls its levels vs the trap. Any success breaks the trap. For standard traps any attack from someone else also hits the trap not the target which has Dodge 0. Some traps have the Partial modifier. If so attacks from others at Close range can choose to hit the trap or target but other attacks can be aimed at either (against Dodge 0) but on a miss hit the other. Area type abilities (e.g. Blast, Cone) hit the trap and the target.

## Full Turn

A full turn is a few seconds. Each character gets a Character Turn within a Full Turn in Initiative order.

### Character Turn

In each character turn a character has 2 actions. If a character is Stunned they lose their first action and then remove the Stun. An action can be used to:

Use any of their abilities. Can only have a target other the character once per Character Turn
Stand up if knocked down or prone
Hide if concealed
Remove a Condition or Ability that requires an action and a resistance such as Dazed, Drained, Frightened, Knockdown or Slow.
Remove a Hindrance
Pick something up
Interact With an Object: such as activate a device, open a door etc. Getting out or putting away a second held object in a turn.
Recover: only allowed if Knocked Down.

Free Actions:

Drop an object.
Get out or put away one carried object.

## Environments

At the referee's discretion a mission could require going through a dangerous or difficult environment. This needs to happen enough to let characters with Life Support get some value from it. Some characters can change the environment with things like Weather Control. Life Support of the right kind allows characters to ignore the effects. The following are examples:

Environment	Effects
Cold/Heat	Puts attacks at a Penalty to hit and reduces Movement by a Level. If it really cold should make a Damage attack every so often.
Fog/Smoke/ Darkness	Means everything is Concealed to Vision so possible to hide if more than a few squares from an enemy. There will be no line of sight to targets after a number of squares depending on the degree.
Heat	Puts attacks at a Penalty to hit and reduces Movement by a Level. If it really hot should make a Damage (Heat) attack every so often.
Radiation	Attacks as <i>Damage (Radiation)</i> every so often depending on how strong it is.
Rain	Provides concealment at longer ranges. If heavy enough makes Heat attacks worse – especially those with Persistent. Heavy rain may make terrain bad by turning it to mud.
Wind	Tends to blow away gas and smoke. If string enough could slow movement or even attack against Stand to push people or stop them moving.

## Power Stunts

A power stunt is something which isn't specifically described in an ability or abilities that a character has but the referee agrees it is a reasonable thing it should be able to do under the circumstances.

Stunts for example can allow characters to use Modifiers not normally on abilities or to use abilities that are not in their Source but in both cases they should fit in with the description of them. A power stunt also allows a character to push the level of an ability for a turn (usually by 1). Some abilities are listed as Flexible. Rather than having one specific effect they can only be used for Stunts but in return they can produce a wide variety of related effects. Some abilities are Versatile (e.g. Spells). This means it can do almost anything that the referee agrees to but in return everything they do is a Double Stunt. Each Stunt has a cost. The following are examples – a Double Stunt requires two of these:

- All Out: the character makes an all-out attack and won't be able to defend for 2 turns or an all-out defence and won't be able to attack for 2 turns.
- Backfire: the ability also has a negative short-term effect on the character e.g. Damage, Drain related to the ability.
- Collateral Damage: the ability has an effect on the environment, bystanders etc. that the user wouldn't want.
- Consequences: the ability has a long-term negative effect on the character – a disadvantage which will linger for some time until cured in some way.
- Exhaustion: the character gains one level of Exhaustion.
- Victory Point
- Preparation: the character spends a turn getting ready to use the ability.
- Recovery: the character spends a turn recovering from using the ability.
- Unpredictable: there is a risk at random of an unexpected effect.

Double stunts:

- Anything with a Versatile ability.
- Adding +2 Levels.
- Doing the same thing twice in a combat.
- Referee considers it a major difference from what the ability can usually do.

The referee should generally not allow something that would be a triple stunt.

### Attacks Modifiers

The referee can modify the difficulty of hitting because of circumstances. The following are usual:

- Target is prone -2
- Target hasn't spotted a hidden attacker -2
- Whilst moving out of contact +2
- Target is engaged with a friend or ally and is 3+ squares away +2
- When prone if using an attack at range 0-2: +2
- Object in the way of target giving cover: +1 to +3

### Move Through

If a character or vehicle tries to move through an opponent or opponents it must start at least 3 squares use a Running, Flight or be a vehicle. This counts as a Line and has the same Level as the character or vehicles Move (modified by Super Strength and Speed).

If the move through hits it uses its Level as Damage (Solid) but with no Recoil. Super Strength or a Vehicle have Knockback, otherwise it also attacks with its Level vs Stand against a character and on a

Success the target steps back a square and falls. If after this the target is standing up or the target is a wall or similar large object then the attacker is hit by a Damage (Solid) of the same Level and with the same chance of stepping back and falling. If an individual target is still standing or a wall or object isn't breached then the attacker must stop otherwise the attacker must attempt to move on in a straight line for their full half of the rest of the move.

### Falling

Falling counts as a Lethal Damage (Solid) with a level 0 + 1 per 6 squares (or part thereof) fallen.

### Walls and other Terrain

Walls can be created by the Barrier ability, be terrain features plus the sides of vehicles count as walls. No line of sight can be traced through an opaque wall and it blocks most detection though some barriers are semi-transparent providing Concealment (like a hedge or ice wall) or fully transparent (glass for example). A wall or other terrain feature has a resistance to Damage of its level. If damage gets a success against it is breached or destroyed. Walls and terrain are immune to a lot of abilities – the referee decides but in general hand weapon like swords and spears and punching without Super Strength don't work on solid walls but may work on things like wooden walls, windows and doors. The referee can also modify the resistance to different attacks. Bullet attacks cannot breach walls but if they get a result against a wall they pass through it with -1 Level if it is something reasonably solid and can hit targets behind it.

Example Wall/Door/Terrain	Level	Notes
Brush, Light Vegetation	0	Punching or shooting this doesn't really work. Need fire or similar.
Glass Window	0	Can be shattered by bullets.
Plate Glass, Light Wood, Door	0	
Heavy Wood, Reinforced Door	1	Normal punches and hand weapons not likely to work.
Interior Brick, Vehicle Body	1	Normal punches and hand weapons not likely to work.
Exterior Brick	2	Normal punches and hand weapons won't work.
Reinforced Concrete	3	Normal punches and hand weapons won't work.
Ground/Packed Earth	4	Normal punches and hand weapons won't work.
Bunker	4	Needs some kind of armour piercing shell, Super Strength or some kind of very destructive attack.
Light Vehicle Armour	2	Normal punches and hand weapons won't work.
Armoured Door	2-3	Normal punches and hand weapons won't work.
Heavy Vehicle Armour	3-4	Needs some kind of armour piercing shell, Super Strength or some kind of very destructive attack.
Vault Door	5	Needs some kind of armour piercing shell, Super Strength or some kind of very destructive attack.

### Follow Up Attacks

If a name succeeds with an Aimed attack (i.e. both hits and does something to the target they can make one follow up attack using a different ability against the same target or if that target is Knocked Out against another target. They can make the same ability count as a different one by using a Stunt. If there is no legal target of a follow up in range of any ability that could be used then

the character can make the shortest move necessary (up to a full move) that would bring a target into range.

### Recovery

When taking a Recovery action Resistance starts at Level 0 and goes up 2 for each Knockdown after the first and an additional 1 each time the Knockdown was caused by a Lethal attack. A Success removes the Knockdown and the character can stand up. If all recovery dice are 4 lower than the resistance or worse than the character is Knocked Out.

### Knocked Out

Named characters get Knocked Out if they are Knocked Down and it is impossible to recover. The 4th time will also do this (because their recovery would then require more than 10). Each time they are Knocked Down by Lethal it is one harder to recover so this can make this happen sooner. They can also be Knocked Out by a bad result on Recovery as above. The referee can decide that NPCs are Knocked Out if their conditions make it unlikely that they are going to take any further part in the combat.

### Defeat

A side is defeated if the referee thinks they probably can't significantly affect their opponents anymore and their opponents can. Anyone who is Knocked Out or has fled definitely can't. The referee will probably want to count out anyone Knocked Down with a Level 1+ recovery unless they have a high Recovery skill. Also, the referee can count out those with certain conditions such as Paralysed, lots of Hindrance, Drain and so on if they probably aren't going to be any use soon. If the referee says the PCs are defeated, they may argue that they want to carry on. If so, the referee can decide to let them but with an increased risk on lingering injury or other long-term effects.

### Battle Scale: Too Long or Short?

The referee needs to decide how much time to spend on a battle depending on the stakes. If it is taking too long, which can be a problem with large parties of PCs, start to escalate the fight to encourage an ending by any or all of the following:

- Make Recovery go up 3 Levels each time instead of 2.
- Make characters get knocked Out by failing a recovery by 3 or more or even 2 or more.
- Say characters with lots of conditions are Knocked Out.
- Have an in-game time limit such as a count down to an explosion, worsening environment etc.

New such conditions can be imposed each turn the fight goes on.

Equally small groups of PCs (1 or 2) maybe in danger of getting knocked out pretty quickly. If you want the fight to take longer you can do any or all of the following:

- Make Recovery go up 1 Levels each time instead of 2.
- Make characters get knocked Out by failing a recovery by 5 or more.
- Make sure everyone has a chance to Recover at least once before deciding Defeat.

### Lingering Injury

Any character that was Knocked Down in a fight might suffer a lingering injury but this only matters at the end of the fight. Names always fight on until Knocked Out even if their injuries are going to prove fatal! Roll a 1D to see how badly the character is injured on the following table subtracting 2

per Lethal Knockdown they suffered and adding the Level of any Healing ability they have or have applied to them. Add 3 if they weren't Knocked Out.

Roll	Wound	Effects and Recovery
0 or less	If finished the fight Knocked Out then immediately roll Recovery vs Level 1 and on a failure the character is dead. Otherwise it is a Mortal Wound.	Dead characters only recover due to a major plot development. Characters with a mortal wound are disabled and roll Recovery vs Level 1 every 5 minutes or die. If the Recovery roll gets a 10 change to a Serious Wound. Another character can make a Medic roll at Level 1 to turn it to a Serious Wound trying every 5 minutes.
1-2	Serious Wound	Character is disabled. Each week roll a Recovery vs Level 1. On a Success change to a Medium Wound. Another character can make a Medic roll at Level 1 to turn it to a Medium Wound trying every week.
3-4	Medium Wound	Character's levels with physical abilities are -1. Each week roll a Recovery vs Level 1. On a Success change to a Minor Wound. Another character can make a Medic roll at Level 1 to turn it to a Minor Wound trying every week.
5-6	Minor Wound	Character's levels with physical abilities are -1. Each day roll a Recovery vs Level 1. On a Success change to a Minor Wound. Another character can make a Medic roll at Level 1 to remove it trying each day.
7+	OK	None.

Note that other Conditions mostly don't linger – only those that say so in their descriptions.

### Escape

Each defeated character who isn't disabled or dead can then try to escape by using a Movement ability. Each character in the winning side who is in action at the end of the fight can try to catch one fleeing opponent as long as they have an appropriate movement ability to block them (such as not chasing a flying enemy on foot). The referee can modify the difficulty for a less appropriate movement type and remember it is possible to use a Stunt to explain how a pursuit or escape is possible. Roll the pursuers Movement vs the Fleeing character's Movement. If the fleeing character has Escape it makes it harder by its level.

### Between Missions

Usually between missions the referee will allow some time before the next mission. This can represent from about a week to a month with the same game effect. A character can choose to focus on one extra activity as follows gaining the listed benefits. A character can focus on two or more areas if they wish, or on the same area more than once, but each extra focus causes one other area of the character's life to slip with the listed penalties. To gain the benefit in the areas marked \* the character should make a save on 6+ on D10. The referee should modify this depending on the abilities, advantages, disadvantages and personality of the character. They can make the same save to avoid the slip penalty.

Activity	Description	Focus benefit	Slip Penalty
Networking*	Keeping up contacts with the media including online. The character has to have a reputation over -4.	Gain 1 Reputation	If Reputation 4+ then -1 Reputation.
Patrolling*	This is looking for street crime and minor local problems to sort out. The character has to have a Reputation from -6 to 12. It is harder with a Reputation of -6 to -4 and easier with 10+.	Gain 1 Reputation	If Reputation 4 to 12 then -1 Reputation.
Relationships	The character maintains relationships with NPCs. This uses a Relationship (Social) task.	If successful and something interesting was as stake 1 VP.	The relationships the character has get worse.
Research and Development	If the character has a suitable Solve ability the character spends time working on improvements or schemes.	See Solve	The character doesn't achieve anything.
Studying*	If the character is at school or college the character works at that.	If successful the character catches up on slipped work.	The character falls behind on work. Two of these and they start getting bad reports and complaints. Three and they in danger of failing or being thrown out. Also causes relationship problems.
Training*	Characters need to work on their abilities.	Gain 1 XP	Lose 1 VP if have any or if not -1 Level in all Sources next combat.
Work*	If the character is working for a living this is how they make money.	Depending on profession the character increases the amount of money they have available for something and/or improves their relationship with their employer.	Depending on profession the character decreases the amount of money they have available for something and/or damages their relationship with their employer. Enough of a falling out with an employer can result in dismissal.