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VILLAINS AND VIGILANTES

ALL-OUT SUPER ACTION!

REVISED AND EXPANDED GAME BY JEFF DEE AND JACK HERMAN!

REVISED EDITION 2000

FANTASY GAMES UNLIMITED

VILLAINS AND VIGILANTES

SUPERHERO ROLE-PLAYING REVISED RULES BY JEFF DEE AND JACK HERMAN

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VILLAINS AND VIGILANTES

SUPERHERO ROLE PLAY

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DEDICATION

We would like to dedicate this book to all the Good Guys who helped shape it, and who suffered through many long months of rules changes in the process. Those of you whom we could remember are listed below:

the Protectors

Dave McIntyre/Aqua Lord
Dean Dowsett/Cyberman
Theresa Gordon/Gemini
Dan Veeneman/Nemesis
Eric Boettcher/Polaris
Rich Reading/Shogun
Mark Watson/Titan
Randy Gaulke/the Bishop
Laura Leukaufe/Flashfire
Cindy Burrell/Mindbender
David Piper/Nomad
Jeanette Burucki/Raven
Ed Dusquenel/Striker
Bill Strickland/Shadow

the Guardians

Bob Weller/Action Man
Frank Scala/Cougar
John Francavello/Flying Cobra
Jeff Jarka/Inferno
Scott Bizar/Mentat
Pete Stettler/Spectre
Stuart Weiser/Wind Lord
Steve McSweeney/Black Glove
Tom Dowd/Darkstar
Charles Byrne/Gorgon
Tim Zorn/Manhunter
Bill Willingham/the Raven
Rob Jones/Straasha

miscellaneous:

Sarah Sullivan/Amazon
Frank Kmilek/Headsman
Peter Sullivan/Miracle Master
John Wagner/Viator
Dave LaForce/Darkstorm
Danny Heldt/Lightning-Fist
Pete Matthews/Super Zarny
John Flanagan/Vulcan

Jack Herman/Mouser
and Jeff Dee/Gauntlet
We are proud to be able to list ourselves among names such as these

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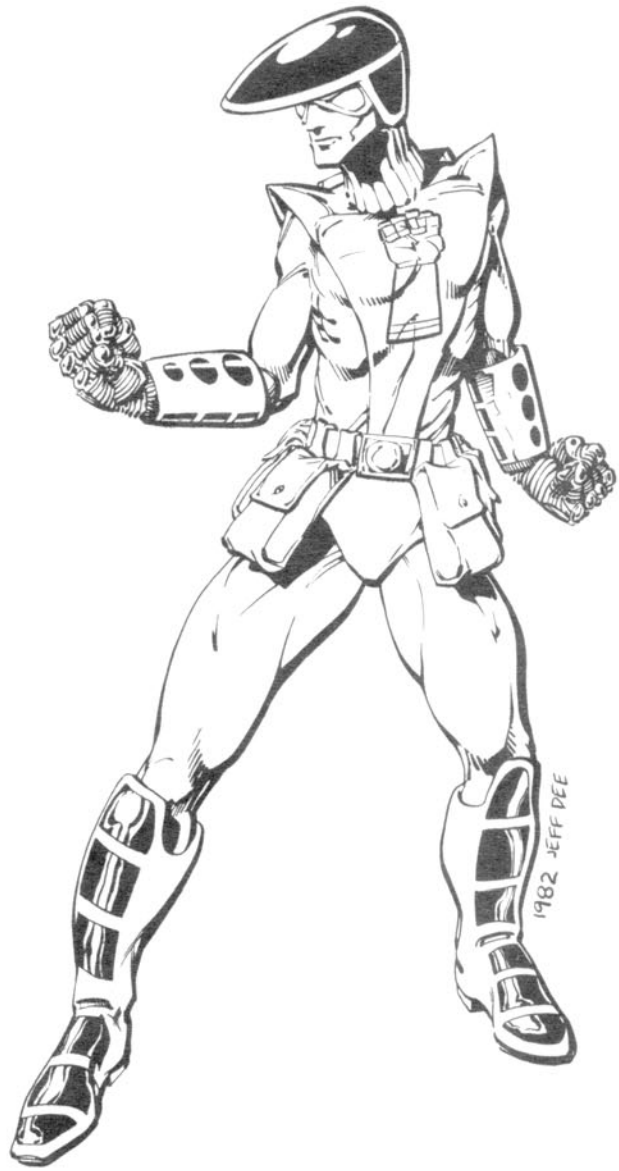


EDITORIAL INTRODUCTION

Villains & Vigilantes was first published back in 1979. In those intervening years it has grown in popularity and has become one of the most popular of the role playing games published by Fantasy Games Unlimited. Just as natural as the growth in popularity of **V&V** is the number of changes and developments within our hobby. These changes have been incorporated into our own campaigns and now, with this new edition of **V&V**, they can be incorporated into any superhero campaign. Though the basic systems have remained the same, many have been streamlined and additional sections offer the gamer far more in the way of background for his or her campaign. Anyway, it is with great pride that we now offer you the revised rules for **Villains & Vigilantes**.

As a note to those of you are unfamiliar with FGU and our policies, please use the character reference sheet included with these rules to make photocopies for non-commercial use. This means that it is expected that you will want copies to keep track of all of your characters and NPCs and that we, as publishers, grant you permission to do this for purposes of U.S. Copyright laws.

Scott B. Bizar
Editor

1. INTRODUCTION

1.1 INTRODUCTION

Villains & Vigilantes is a role-playing game simulating the lives and adventures of comic-book style superheroes. It involves a referee, hereafter called the Gamemaster or GM, and one or more players (as many as the GM feels comfortable with).

It is the Gamemaster's job to create the world wherein the players have their adventures, to play the parts of the inhabitants of his world, and to generally keep the players entertained and the game running smoothly.

Players take the roles of superheroes. But unlike most role-playing games, in **V & V** the character used by the player is **himself** with the addition of super-powers. Each player receives a random set of powers, then creates a costume and a name in order to fight crime and protect society. As the players gain experience, their abilities will increase, along with the difficulty of the tasks they will be called upon to perform.

1.2 EQUIPMENT NEEDED

The following items are highly recommended for use in a **V & V** campaign; some are essential:

This rulebook.

Character Reference Sheets (permission is granted to 'xerox copies of the sheet included with these rules for private use).

Graph paper and scratch paper

Pocket Calculator

Pencil and eraser for each player.

Ruler or yardstick.

Pens, pencils, colored markers, or whatever else the GM finds useful for preparing for a game.

Polyhedradice: 4, 6, 8, 12, and 20 sided, if available. An insert sheet provided in this game contains instructions for adapting the game for play using only the more common 6- and 20-sided dice.

Cardboard counters or (optionally) miniature figures: 25 mm scale.

2. CHARACTERS

Characters are classified into two types: Player Characters who are the alter-egos of each player in the game, and Nonplayer Characters who are created and controlled by the GM, and include everyone else who exists in the game besides the Player Characters

As stated in the introduction, Player Characters in **V & V** are intended to be duplicates of the players themselves with the addition of superpowers, and this is the way the rules are set up. It is strongly suggested that this be followed. It has been our experience that playing oneself in **V & V** is definitely more enjoyable than creating an entirely random character. However, if a player refused to play himself, or if his original character is permanently slain, it is possible to create his character according to the rules given for generating Nonplayer Characters (see 4.3).

Following is the procedure for generating player characters. As each subsection is completed, record the necessary information on the player's character record sheet.

2.1 GOOD AND EVIL

All intelligent characters are classified as being on the side of Good or on the side of Evil. All nonsentient (unintelligent) animals and creatures are allied with neither side, and are thus referred to as being Neutral.

Player characters may be on the side of Good only. If any GM has in his group a player who could be truly classified as Evil, we can only wonder why that player should be allowed to participate at all.

2.2 SEX AND WEIGHT

Record the character's actual sex and weight in pounds on the character record sheet. Neither of these statistics will affect a player's Basic Characteristics, but heavier characters will tend to be able to take more damage in combat.

2.3 AGE AND EXPERIENCE LEVEL

Record the players actual age. All player characters begin the game at experience level one. As characters accumulate experience, they may rise in experience levels and gain more overall ability. This process is more fully described in section 2.9.

2.4 BASIC CHARACTERISTICS

All characters are assigned scores in Five Basic Characteristics. These are: Strength, Endurance, Agility, Intelligence, and Charisma. At the start of the game the GM must assign a score ranging from 3 (extremely low) to 18 (extremely high) in each of the five Basic Characteristics for each of his players; assuming a score of 10 to be completely average. Some guidelines are given below:

Strength

This could be described as 'musculature in relation to physical size'. A very small person needn't have a small Strength score if he's muscled in **proportion** to Mr. Universe. Likewise a very large person won't have a high Strength score if he's mostly flab.

Endurance

Physical fitness. Beware! When you ask a player what his Endurance score should be, he'll probably say, 'Well, I almost never get sick.' Overweight, underweight, athsmatic, etc. players will have rather low Endurance scores. It's difficult to judge whether a player has a **high Endurance: it comes down to deciding whether you want to take his word for it** that he does.

Agility

Balance, coordination, etc. In this case, most people **underrate** themselves. Observing the player for a few minutes should determine whether or not they're right. Again, testing for high Agility is difficult. Don't be swayed by the fact that a player can, for example, juggle. A single acquired skill does not prove a high Agility. However, if the player has an affinity for **many** activities of that sort then a good Agility is probable. Smaller people tend to be more agile than larger ones.

Intelligence

Mental Agility. 'This does **not** mean **knowledge**. Intelligence is a rating of overall cleverness, inventiveness, ability to grasp new concepts, memory, etc. Assuming the GM **knows** his players personally, this should be easy to rate. Caution: accept high grades in school as **evidence**, but not as proof. Likewise, poor grades do **not** necessarily signify low intelligence.

Charisma

This is perhaps the most difficult of all. For a starting player, this is a combined rating of personal 'aura' (ability to win friends and influence people) **plus** the degree to which he behaves according to the Side he's on (for players,that means how 'Good' they are). Later on, Charisma expands to include the character's public image, but that is ignored at the start.

Allow players the benefit of the doubt, but be careful not to allow personal feelings to interfere when assigning Basic Characteristic scores. Remember also that scores on either end of the scale are extemely rare and should be given out sparingly. Have a heart for a player who truly rates below average in all respects.

Record the assigned scores on the player's Character Record Sheet.

2.5 SUPER POWERS

Every character with super powers rolls 1d6 and adds +2 to the result to determine the number of powers they initially receive (all player characters have super powers). When this is done, they select which of the following lists of powers they wish to receive their first super power from, and roll percentile dice to see which power on that list they obtain. After receiving their first power they choose which list they want to roll on for their second super power from (even the same list again if desired) and roll percentile dice again, repeating the process for each power until they've rolled one for each of their super powers. It is suggested that as each power is identified the player should check the description of it in section 2.7, making any mandatory die rolls re-

quired to determine the nature of the power, but saving any **choices** he may have about how the power works until after all of his powers are rolled up.

If, during the course of rolling to find out what powers are received the die rolls indicate a duplication of a power already received, the player has the option of either discarding the result and rolling again **or** taking an increased ability in the same power (see 2.7).

The five lists of super powers are: Powers (innate super abilities), Devices (scientifically synthesized powers), Magic/Psionic Items (supernaturally synthesized powers), Skills (extraordinary learned abilities), and Magic/Psionics (innate supernatural powers). The player should select a combination of types of powers that will create the sort of character he wants to play.

POWERS

01-02	Absorption	53-54	Invulnerability
03-04	Adaption	55-56	Light Control
05	Armor A	57-58	Lightning Control
06-07	Animal/Plant Powers	59-60	Magnetic Powers
08	Animal/Plant Control	61-62	Mind Control
09-10	Body Power	63-64	Mutant Power
11	Chemical Power	65-66	Natural Weaponry
12-13	Darkness Control	67-68	Non-Corporealness
14	Death Touch	69-70	Paralysis Ray
15-16	Disintigration Ray	71	Poison/Venom
17	Devitalization Ray	72-73	Power Blast
18	Dimensional Travel	74	Psionics
19-20	Emotion Control	75-76	Regeneration
21-22	Flame Power	77	Revivication
23-24	Flight	78-79	Size Change
25-26	Force Field	80-81	Sonic Abilities
27	Gravity Control	82	Speed Bonus
28-29	Heightened Agility B	83	Stretching Powers
30-31	Heightened Attack	84-85	Telekinesis
32-33	Heightened Charisma B	86	Telepathy
34-35	Heightened Defense	87-88	Teleportation
36-37	Heightened Endurance B	89-90	Transformation
38	Heightened Expertise	91	Transmutation
39-40	Heightened Intelligence B	92-93	Vibratory Powers
41-42	Heightened Senses	94	Water Breathing
43-44	Heightened Speed	95	Weakness Detection
45-46	Heightened Strength B	96-97	Weather Control
47-48	Ice Powers	98-99	Willpower
49-50	Illusions	00	Wings
51-52	Invisibility		

DEVICES

01-02	Absorption	51-52	Light Control
03	Adaptation	53-54	Lightning Control
04	Android Body	55-56	Magnetic Powers
05-06	Animal/Plant Control	57	Mind Control
07	Animal/Plant Powers	58	Mutant Power
08-09	Animated Servant	59	Natural Weaponry
10-11	Armor B	60-61	Non-Corporealness
12-13	Bionics	62-63	Paralysis Ray
14	Chemical Power	64-65	Poison/Venom
15	Darkness Control	66-67	Power Blast
16-17	Death Touch	68	Psionics
18-19	Disintigration Ray	69	Regeneration
20-21	Devitalization Ray	70	Revivication
22	Demensional Travel	71	Robotic Body
23	Emotion Control	72-73	Size Change
24-25	Flame Power	74-75	Sonic Abilities
26-27	Flight	76-77	Speed Bonus
28-29	Force Field	78-80	Special Weapon
30-31	Gravity Control	81	Stretching Powers
32	Heightened Agility B	82	Telekinesis
33	Heightened Charisma B	83-84	Telepathy
34-35	Heightened Intelligence B	85-86	Teleportation
36-37	Heightened Senses	87-88	Transformation
38	Heightened Speed	89-90	Transmutation
39-40	Heightened Strength B	91-92	Vehicle
41-42	Ice Powers	93-94	Vibratory Powers
43-44	Illusions	95	Water Breathing
45-46	Invisibility	96	Weakness Detection
47-48	Invulnerability	97-98	Weather Control
49-50	Life Support	99-00	Wings

MAGIC/PSIONIC ITEMS

01-02	Absorption	51-52	Lightning Control
03	Adaptation	53-54	Magical Spells
04-05	Animal/Plant Control	55	Magnetic Powers
06	Animal/Plant Powers	56-57	Mind Control
07-08	Animated Servant A	58	Natural Weaponry
09	Armor B	59-60	Non-Corporealness
10-11	Astral Projection	61-62	Paralysis Ray
12	Chemical Power	63	Poison/Venom
13-14	Darkness Control	64-65	Power Blast
15-16	Death Touch	66-67	Psionics
17-18	Disintegration Ray	68	Regeneration
19-20	Devitalization Ray	69-70	Revivication
21	Dimensional Travel	71-72	Size Change
22-23	Emotion Control	73-74	Sonic Abilities
24-25	Flame Power	75	Speed Bonus
26-27	Flight	76-79	Special Weapon
28-29	Force Field	80-81	Telekinesis
30	Gravity Control	82-83	Telepathy
31	Heightened Agility B	84-85	Teleportation
32-33	Heightened Charisma B	86-87	Transformation
34	Heightened Endurance B	88-89	Transmutation
35-36	Heightened Intelligence B	90-91	Vehicle
37-38	Heightened Senses	92-93	Vibratory Powers
39	Heightened Speed	94	Water Breathing
40	Heightened Strength B	95	Weakness Detection
41-42	Ice Powers	96-97	Weather Control
43-44	Illusions	98	Willpower
45-46	Invisibility	99	Wings
47-48	Invulnerability	00	Cosmic Awareness
49-50	Light Control		

SKILLS

01-07	Heightened Agility A	54-60	Heightened Senses
08-15	Heightened Attack	61-67	Heightened Strength A
16-22	Heightened Charisma A	68-74	Natural Weaponry
23-31	Heightened Defense	75-81	Pet
32-38	Heightened Endurance A	82-88	Speed Bonus
39-46	Heightened Expertise	89-93	Weakness Detection
47-53	Heightened Intelligence A	94-00	Willpower

MAGIC/PSIONICS

01-08	Astral Projection	55-67	Psionics
09-17	Flight	68-75	Telekinesis
18-25	Heightened Charisma B	76-83	Telepathy
26-33	Heightened Intelligence B	84-90	Weakness Detection
34-46	Magical Spells	91-99	Willpower
47-54	Pet	00	Cosmic Awareness

After all initial powers are determined, each character rolls once on the table below for a possible weakness.

WEAKNESSES

01-12	Diminished Senses	57-63	Reduced Agility
13-20	Lowered Intelligence	64-70	Reduced Charisma
21-27	Low Self-Control	71-77	Reduced Endurance
28-34	Mute	78-84	Reduced Strength
35-41	Phobia/Psychosis	85-92	Special Requirement
42-48	Physical Handicap	93-00	Vulnerability
49-56	Prejudice		

When all powers and the weakness are determined, the player must select one of the powers to **discard**. It is better to drop a power which will leave you with a remaining set which are interesting and go well together, rather than simply getting rid of some ability which doesn't look very powerful.

Each character also has the option of dropping the weakness he received if he feels that it would hinder him too severely. However, to do so he must drop a **second** power as described above.

When all this is finished, return to the descriptions of all the powers received and make any final decisions required to determine the exact nature of the powers.

The GM should allow modification of power at his own whim or by the player's request, allowing them to operate somewhat differently than described in section 2.7 with the following guidelines:

A character with few powers tends to be less powerful than a character with many. This being the case, the GM is encouraged to upgrade the usefulness of the powers received by a character with few powers, in order to make him capable of contending with more power-

ful characters. Also, random die rolls cannot be expected to consistently produce sets of powers which go well together. In many cases it is advisable to modify one or more powers, perhaps drastically, in order to create an interesting set of abilities. When modified, powers shouldn't be made either more or less useful, except for the reasons stated above, or perhaps as part of a give-and-take situation where one power is diminished in order to increase another.

Optional Rule: Choosing Your Own Powers

This rule is optional only to the extent that the GM needn't feel **obliged** to allow players to write their own sets of powers. However, if a player comes to the GM with a description of the powers he'd like to have, the GM should consider the request, within the context of his own campaign, and allow those powers to be used instead of a random set so long as they do not seem unreasonably powerful.

2.6 FINAL CALCULATIONS

A. Basic Hits

Divide the character's bodily weight by 50lbs., round up and record the result on the character reference sheet.

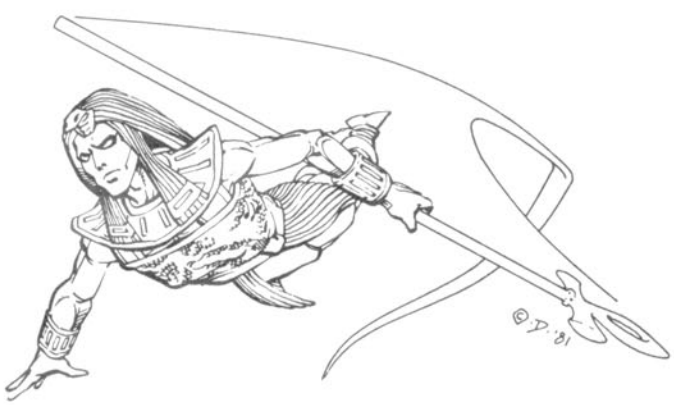
B. Agility Modifier

Depending on the character's bodily weight, there may be some modification on his Agility score. For player characters, assume that an initial Agility modifier for actual weight has already been included in their Agility rating. However, if some power is received which sufficiently alters the character's weight then an additional modification may be necessary. consult the table below:

Character's Weight in Pounds	Agility Adjustment
up to 30	+8
31 to 60	+4
61 to 120	+2
121 to 240	.
241 to 480	−2
481 to 960	−4
961 to 1920	−6
1921 to 3840	−8
3841 to 7680	−10
7681 to 15360	−12
15361 to 30720	−14
30721 to 61440	−16
61441 to 122880	−18
122881 to 245760	−20
245761 to 491520	−22
491521 to 983040	−24

etc.

Record the necessary adjustment on the character's reference sheet, and modify the character's Agility score if required.



C. Basic Characteristics

Below are the tables showing ability modifications for each of the five Basic Characteristics (Strength, Endurance, Agility, Intelligence, and Charisma). Following thereafter are notes explaining each modification.

Strength: Rating	Hit Point Modifier[1]
0 or less	.2
1-2	.4
3-5	.6
6-8	.8
9-11	1
12-14	1.2
15-17	1.4
18-20	1.6
21-23	1.8
24-26	2
27-29	2.2
30-32	2.4
33-35	2.6
36-38	2.8
39-41	3
42-44	3.2
45-47	3.4
48-50	3.6
51-53	3.8
54-56	4
57-59	4.2
60-62	4.4
63-65	4.6
66-68	4.8
69-71	5
72-74	5.2
75-77	5.4
78-80	5.6
81-83	5.8
84-86	6
87-89	6.2
90+	6.4

Endurance: Rating	Hit Point Modifier[1]	Healing Rate[2]
0 or less	.1	.08
1-2	.2	.09
3-5	.4	.1
6-8	.6	.2
9-11	1	.25
12-14	1.4	.3
15-17	1.8	.4
18-20	2.2	.5
21-23	2.6	.6
24-26	3	.7
27-29	3.4	.8
30-32	3.8	.9
33-35	4.2	1
36-38	4.6	1.1
39-41	5	1.2
42-44	5.4	1.3
45-47	5.8	1.4
48-50	6.2	1.5
51-53	6.6	1.6
54-56	7	1.7
57-59	7.4	1.8
60-62	7.8	1.9
63-65	8.2	2
66-68	8.6	2.1
69-71	9	2.2
72-74	9.4	2.3
75-77	9.8	2.4
78-80	10.2	2.5
81-83	10.6	2.6
84-86	11	2.7
87-89	11.4	2.8
90+	11.8	2.9

Intelligence:

Rating	Hit Point Modifier[1]	Damage Modifier[3]	% to Detect Hidden Objects[5]	% to Detect Danger[6]
Nonsentient	1	—	—	30
1-2	.7	−2	2	9
3-5	.8	−1	4	10
6-8	.9	−1	6	11
9-11	1	—	8	12
12-14	1.1	—	10	14
15-17	1.2	+1	12	16
18-20	1.3	+1	14	18
21-23	1.4	+2	16	20
24-26	1.5	+2	18	22
27-29	1.6	+3	20	24
30-32	1.7	+3	22	26
33-35	1.8	+4	24	28
36-38	1.9	+4	26	30
39-41	2	+5	28	32
42-44	2.1	+5	30	34
45-47	2.2	+6	32	36
48-50	2.3	+6	34	38
51-53	2.4	+7	36	40
54-56	2.5	+7	38	42
57-59	2.6	+8	40	44
60-62	2.7	+8	42	46
63-65	2.8	+9	44	48
66-68	2.9	+9	46	50
69-71	3	+10	48	52
72-74	3.1	+10	50	54
75-77	3.2	+11	52	56
78-80	3.3	+11	54	58
81-83	3.4	+12	56	60
84-86	3.5	+12	58	62
87-89	3.6	+13	60	64
90+	3.7	+13	62	66

Agility:

Rating	Hit Point Modifier[1]	Damage Modifier[3]	Accuracy[4]
0 or less	.1	–3	–8
1-2	.2	–2	–6
3-5	.4	–1	–4
6-8	.7	–	–2
9-11	1	–	–
12-14	1.3	+1	+1
15-17	1.6	+1	+2
18-20	1.9	+2	+3
21-23	2.2	+2	+4
24-26	2.5	+3	+4
27-29	2.8	+3	+5
30-32	3.1	+4	+5
33-35	3.4	+4	+6
36-38	3.7	+5	+6
39-41	4	+5	+6
42-44	4.3	+6	+7
45-47	4.6	+6	+7
48-50	4.9	+7	+8
51-53	5.2	+7	+8
54-56	5.5	+8	+8
57-59	5.8	+8	+9
60-62	6.1	+9	+9
63-65	6.4	+9	+10
66-68	6.7	+10	+10
69-71	7	+10	+10
72-74	7.3	+11	+11
75-77	7.6	+11	+11
78-80	7.9	+12	+12
81-83	8.2	+12	+12
84-86	8.5	+13	+12
87-89	8.8	+13	+13
90+	9.1	+14	+13

Charisma (Reaction Modifiers[7]):

Rating	Good Characters from Good	Good Characters Evil	Evil Characters from Good	Evil Characters Evil	Neutrals to Everyone
Negative	–8	+8	+8	–8	+8
0-2	–6	+6	+6	–6	+6
3-5	–4	+4	+4	–4	+4
6-8	–2	+2	+2	–2	+2
9-11	–	–	–	–	–
12-14	+1	–1	–1	+1	–1
15-17	+2	–2	–2	+2	–2
18-20	+3	–3	–3	+3	–3
21-25	+4	–4	–4	+4	–4
26-30	+5	–5	–5	+5	–5
31-35	+6	–6	–6	+6	–6
36-40	+7	–7	–7	+7	–7
41-45	+8	–8	–8	+8	–8
46-50	+9	–9	–9	+9	–9
51-55	+10	–10	–10	+10	–10
56-60	+11	–11	–11	+11	–11
61-65	+12	–12	–12	+12	–12
66-70	+13	–13	–13	+13	–13
71-75	+14	–14	–14	+14	–14
76-80	+15	–15	–15	+15	–15
81-85	+16	–16	–16	+16	–16
86-90	+17	–17	–17	+17	–17

General Notes

Basic Characteristic scores over 90 are possible of course: simply follow the progression established in the earlier parts of the table.

1) Hit Point Modifier

One factor is obtained from each characteristic except Charisma. Record these on the Character Record sheet in the parenthesis provided. The four factors are multiplied together, with the result recorded and then multiplied by the character's Basic Hits (2.6A). The final result (rounded up) is the character's Hit Point score. A character's Hit Point total may increase if any of his Basic Characteristics are raised.

2) Healing Rate

Multiply this factor times the character's Basic Hits (2.6A) and record the result. This is the number of hit points of damage regained by healing per night of sleep. Example: a character with four basic hits received an Endurance score of 16, yielding a healing rate factor of .4; point 4 times 4 basic hits yields a Healing Rate of 1.6 per day. This means that, while the character always heals at least one point, he also has an additional 60% chance of healing a second one each night. This assumes a standard eight hours of sleep, without medical assistance (nor unhealthy conditions). The GM should adjust the character's effective Healing Rate score to reflect modified conditions.

3) Damage Modifier

Two modifiers are obtained, one from intelligence and one from Agility. These are cumulative. The final result is the bonus or minus to any damage result inflicted by the character on an opponent. Record it.

4) Accuracy

A modifier on the character's chances of hitting any target. Record it on the Character Record Sheet.

5) % To Detect Hidden Objects

This is a character's chance to deduce or actually locate the presence of hidden or secret things. This could include secret doors, small bits of evidence previously undetected, seeing through disguises, or even guessing the location of entire secret complexes. One attempt is allowed per object being looked for at no action or movement cost (3.1E, PR=2 if performed outside the character's action phase). This initial attempt employs pure deduction and no actual searching. A character may make additional attempts at a cost of at least one action apiece (the GM must decide whether and how much additional activity is required depending on the nature of the search). As many additional attempts may be made as the character has Intelligence points; multiple characters searching together use the % to detect chances of the individual with the highest score, but may split the action cost equally. If the character(s) **still** have not found what they're looking for, they may have to resort to tearing the place apart. The GM should adjust a character's chances of success to reflect the difficulty of the task. If a player prefers to **guess** where to look then he should be allowed to do so–but each guess will be counted as one attempt to Detect.

6) % To Detect Danger

Whenever a character is about to stumble into a trap, or a trap is about to be sprung on him, or he is about to be put into any sort of great danger, he is allowed a roll to Detect Danger. It has no action or power cost, but is only allowed (and mandatory, unless the character is not concious) when danger is present. A sucessful roll means that the character has detected that something's going on: the GM should then decide what clues are available and give them to the character, making it possible for the character to make some move to protect himself. A character may not normally detect for danger in **advance**; the danger must be present. This ability operates largely on intuition and thus works sporadically at best.

7) Reaction Modifiers

Charisma is a rating of how Good Or Evil intelligent characters are (I.e how much conviction they have in terms of their chosen side) and how **ferocious** nonsentient monsters and animals are. Nonsentients react the same way to everyone, regardless of an individual's side or Charisma.

It's more complex for intelligent characters. When 'Character A' meets 'Character B' for the first time, 'A' and 'B' must roll reaction to each other. 'A' reacts to 'B' based on 'A's' side and 'B's' side and Charisma score (expressed on the Charisma table as, 'for character's of 'B's' side and charisma score, apply this modifier to die rolls determining how a character of 'A's' alignment will react to 'B'). See 3.7.

Player characters are never required to roll to see how they react to anyone, nor does any character need to roll a reaction to a nonsentient unless he's a nonsentient himself. Record the reaction modifiers in the spaces provided on the character record sheet.

D. Carrying Capacity

The maximum amount of weight in pounds that a character can lift and remain standing is computed using the following formula:

$$[\ (S/10)^3 + (E/10)\ ] \times W/2 = \text{Carrying Capacity}$$

Where S= Strength, E= Endurance, and W= Weight in Pounds (in common English, 'One-tenth of the character's Strength score, cubed, plus one-tenth of the character's Endurance score, and that total multiplied times one-half of the character's bodily weight).

Calculate the character's Carrying Capacity and record it on his sheet.

E. Basic Hand to Hand Damage

The type and number of dice rolled to determine the amount of damage inflicted by a character's fist in combat is based on the character's Carrying Capacity. Consult the table below to find the character's Basic Hand-to-Hand Damage dice, and record the information on the character record sheet.

Carrying Capacity in Pounds	Basic HTH Damage
up to 30	1 point
31 to 60	1d2
61 to 120	1d3
121 to 240	1d4
241 to 480	1d6
481 to 960	1d8
961 to 1920	1d10
1921 to 3840	1d12
3841 to 7680	2d8
7681 to 15360	2d10
15361 to 30720	3d10
30721 to 61440	4d10
61441 to 122880	5d10
122881 to 245760	6d10
245761 to 491520	7d10
491521 to 983040	8d10

etc.

F. Movement Rate

The distance that a character can sprint in a single game turn, in inches where one inch equals five feet, is determined by totalling the sum of the character's Strength, Endurance, and Agility scores. Inches of movement can also be expended in a turn through the performance of simple tasks. Record the character's Movement Rate on his character sheet. See also, section 3.1D for explanations of movement.

G. Power

Each character has a power potential equal to the sum of his Strength, Endurance, Agility, and Intelligence scores. The use of Power is fully explained in sections 2.7 and 3.6. Record it on the sheet.

H. Etcetera

The character record sheet has places for recording several other bits of information, but these do not properly fall into this section of the rules. They are discussed in 2.8: Costumes and Secret Identities, 2.9: Charisma and Experience Progression, 6.3: Inventions, Inventing points, and Gizmos, 5.1: Legal Status, and 5.2: Security Clearance.

Player characters start with no cash other than what they have in real life. The GM must strictly control the amount of their own money they can manage to spend on superhero activities. In the 'Origin and Background' section, players should write a short story of how they got their powers (make it up!), while the GM can use that space to record the nationality and skill areas of nonplayers as well. And finally, a blank space is provided for a sketch of written description of the character's costume.

2.7 SUPER POWER DESCRIPTIONS

Following is a list of descriptions of each super power and weakness, arranged in alphabetical order. Each description explains the basic concept of the power or weakness, then details exactly how it behaves in game terms. There are several powers which require a large amount of GM and player input, due to their open-ended nature. It should be remembered, however, that even the more concise descriptions given for other powers are not law; modification is allowed and, in fact, encouraged.

In many cases, certain perimeters of the powers will be determined by the Basic Characteristics of a character with that power. In such instances an abbreviation is used to signify which Basic Characteristic to employ: S=Strength, E=Endurance, A=Agility, I=Intelligence, C=Charisma.

For example, if the range of a certain power is expressed as AxZ, this means that the power's range is determined by multiplying the character's Agility score by two. Unless otherwise stated all ranges, lengths, etc. are expressed in inches where one inch equals five feet in game scale, and durations are expressed in turns where one turn equals fifteen seconds or in phases where one phase equals about one second. Durations expressed in hours refer to hours of game time, not real time.

Also in the descriptions are notes on the amount of game time required to activate or utilize the ability (expressed in turns, action/phases, hours, or movement, see section 3.1D) and the amount of Power the character expends in activating or utilizing the ability. This is called the ability 's Power Requirement, or PR, and must be subtracted from the Character's Power potential as required for the particular ability.

Super powers gained as Devices usually (but don't always) operate on their own built-in 'Power', and their parameters are usually not based on the character's Basic Characteristics. When setting parameters for a device roll 3d8 to determine any Basic Characteristic score required. In some instances, a description will include separate notes for handling Device-versions of the power.

Devices as stated usually operate off their own power 'battery', requiring no power expenditure from the character. To determine the number of uses a Device may have before requiring recharging roll 3d10 and subtract the PR for the ability (results of less than one are rerolled). This is the maximum number of uses available per recharge, and each use of the Device for which the ability requires a Power expenditure takes one charge away from the Device. Recharging is considered automatic overnight assuming a sufficient and applicable power source. The character and GM should work out the type of energy required for recharging; perhaps even a fuel.

Magic/Psionic items may have their own 'Power' as per Devices or draw Power (and effective characteristic scores) directly from the character wielding them, just like a regular super power. This choice should be made by the character involved.

If a character received more than one dose of any particular power the GM should work with the character to come up with a reasonable way of boosting the strength of that particular ability: range, duration, etc. could be multiplied by the number of times the character received the power, damage could be increased, or whole new abilities based on the orignal power could be added. Powers which simply endow the character with combat or basic ability bonuses (natural weaponry, heightened defense, heightened strength, speed bonus, etc.) become **cummulative** if obtained more than once, and if the bonus gained thereby is random then roll the bonus for each dose individually (example: a character with two doses of Heightened Strength A rolls 2d10 twice: scoring an 8 on the first roll and a 15 on the second, for a total bonus of +23).

Special Note: Heightened Characteristics gained as Devices or as Items will give full benefits of the increased Characteristic score (including a possible increased hit point modifier) whenever in operation.

Absorption

This is the ability to collect new powers, characteristics, etc. from the immediate surroundings or from ones opponents. Due to the diversity of forms this power can take, there are no set rules presented here, only guidelines. The gamemaster, and any players who happen to receive this ability, should work together to create a unique and playable power.

STANDARD ABSORPTION CHARACTERISTICS

Absorption has no range, so characters with this power must usually touch who/whatever they wish to absorb from. Absorption may **mimic** what is being absorbed, or it may **trade** one power or characteristic for another, or it may actually remove the absorbed characteristic.

Absorption is generally not permanent, though it can be on occasion. Usually, either the character has a limit to how much he can absorb and loses all that he's accumulated once his maximum is exceeded, or he has a maximum amount that he can have at any one time and loses old absorbed characteristics to gain new ones. It takes one action to absorb. If incoming energies (i.e. attacks from other characters) are to be absorbed, the character must have a saved action to expend when the attack occurs in order to sucessfully absorb. If an incoming attack is absorbed, the character takes no damage from the attack. If the absorbing character must touch an opponent to absorb, he must make a successful HTH attack.

SUGGESTED TYPES OF ABSORPTION

Experience: The character drains experience points from his opponents when scoring a HTH hit. 10 experience points should be drained per point of damage inflicted, instead of normal damage being scored. This should be permanent, but the victim can earn these points back. Alternately, incoming attacks may be absorbed as experience points: 10 points per point of damage absorbed (permanent).

Powers: The character can absorb Super Powers from his opponents (and friends!). These could be absorbed by touch or upon being hit by them. Magic, Devices, and Magical Items may or may not be included (GM's option)'

Hit Points: Hit points are drained from opponents or from incoming attacks; one point is gained per point of damage scored. The victim can replace these points (if stolen) by healing as normal.

Carrying Capacity: The character receives pounds of Carrying Capacity from opponents or from incoming attacks: 100 pounds per point of damage caused/absorbed. This should not be permanent.

Power: The character receives points of Power from opponents or incoming attacks: 2 points of Power per point of damage caused/absorbed. Victims can replace lost Power by resting.

Damage: Incoming attacks only may be absorbed, and each damage point stored for later use as a Damage **bonus**, or as a blast attack as per Power Blast (range + damage = no. of points of stored damage expended).

Substance: The character can absorb the characteristics of whatever substance he comes into contact with. His weight should be multiplied by the structural rating of the substance 'absorbed', and his basic hit points, and Agility score modified accordingly. See section 8.3. The characteristics of the substance are also absorbed so wood could burn, water could evaporate, ice could melt, etc. Thus, this is very similar to the ability 'Chemical Power' with a strong defect.

Knowledge Memories: The character, upon touching his opponent, receives the complete memories and knowledge posessed by his opponent, including habits, mannerisms, beliefs, etc. The character can override impulses from these memories, but how sucessfully must be arbitrated by the GM.

Appearance: Upon touch, the character changes to look exactly like what he touched. This may or may not include clothing and equipment.

A FINAL NOTE ON ABSORPTION

Instances of characters having more than one thing they can absorb are not illegal: how much the character is allowed to do with this power should, as always, be decided by the individual GM. Nor are these examples a comprehensive list: entire new forms of Absorption are possible.

Adaptation:

This is the ability to resist the effects of hostile environments; vacuum, poisonous atmospheres, high gravity, the insides of suns, etc. At a power cost of one per hour, the character can survive and resist the effects of hostile environments. Adaptation is also usable as a defense: each time it is used as the character's defense against any attack one power point must be expended (see 3.2). Adaptation activates automatically at no action or movement cost whenever needed.

Android Body:

The character is an Android: a mechanical/synthetic being of extremely humanoid appearance (though probably not indistinguishable from a true human). He receives a bonus of 2d10 Endurance points and a Body Power. Whenever an Android is struck in combat and takes hit point damage, the number of points of damage taken is the percentage chance that a system or mechanism will be damaged and thus malfunction (roll for this instead of for unconcionsness, see 3.6). Roll percentage dice twice: first for how human the android appears to be (with a roll of 00 indicating totally human appearance), and then for the percentage of damage taken that the android's interior mechanisms can repair; if the android has ten hit points and can repair 60%. for example, then the first six points of damage he takes can be repaired internally and any additional damage must be repaired manually either by the android himself or by an outside agent. The percentage chance of damage being sucessfully repaired equals the mechanic's percentage chance of inventing, and each success repairs points equal to the androids healing rate. Repairs also cost $1000 in equipment/materials/energy per point of repair attempted. Each mechanic can make repairs up to once per day.

Animal/Plant Control

The character can control twice as many hit points worth of animals or plants as he has hit points himself, or at least one of any animal or plant he desires. As the character gains hit points, the number of animals or plants he can control may increase as well Note that if the character takes damage, this power is unaffected; we refer to the **maximum** number of hits he can take, not necessarily his current total. The character must decide at the start what it is that he will control. Plant control is generally taken to mean control of and the ability to animate **all** plantlife. Animal control must be more specific: i.e. 'Control of Dogs' or 'Control of Birds' or perhaps even 'Control of German Shepherds' or 'Control of Eagles'. The difference is that a general ability to control all dogs would attract a mixed group probably including a few poodles and chihuauas but would work on **any** dog around, whereas control of German Shepherds, while yielding a far more limited supply, would work **only** on German Shepherds and thus assure a more effective and impressive following. Animals and Plants can be controlled anywhere within sight and verbal command range. Control is automatic unless the animal or plant to be controlled is already controlled by or allied with another character, or is intelligent. If this is the case, the attempted control is resolved as per a Mind Control attack. One action must be spent each turn to command animal or plant minions; they will delay their actions until commands are received. Devices control 3d8 hits worth of creatures, +4 hits per level over one. Plant control will render controlled plants animate, but not necessarily mobile (GM's option).

Animal/Plant Powers:

The character selects one of the twelve types of animals/plants given on the following table. Immediately apply the Basic Characteristic modifiers. Each character then receives 1d6 of species powers from the appropriate list. Generate each of these randomly by rolling 1d6 plus 1d8.

Type	S	E	A	Type	S	E	A
1 Plant/Fungus	+4	+4	-8	7 Arachnid	-4	+2	+2
2 Insect	—	—	—	8 One-Celled	-4	+2	+2
3 Mammal	—	—	—	9 Crustacean	+4	—	-4
4 Avian	-2	-2	+3	10 Lower Class	-2	+2	—
5 Reptile	+2	+2	-4	11 Mollusk	+2	+2	-4
6 Amphibian	+2	+2	-4	12 Fish	—	+4	-4

Die	Plant/Fungus Powers
2	Lowered Intelligence
3	Plant Control
4	Heightened Agility A
5	Heightened Strength A
6	Diminished Senses
7	Poison/Venom
8	Natural Weaponry
9	Special
10	Heightened Endurance A
11	Armor
12	Regeneration
13	Speed Bonus
14	Reduced Charisma

Die	Insect Powers
2	Insect Control
3	Heightened Endurance A
4	Heightened Agility A
5	Heightened Senses
6	Armor
7	Wings
8	Natural Weaponry
9	Poison/Venom
10	Special
11	Diminished Senses
12	Heightened Strength A
13	Lowered Intelligence
14	Reduced Charisma

Die	Mammal Powers
2	Heightened Intelligence A
3	Wings
4	Reduced Charisma
5	Heightened Strength A
6	Heightened Agility A
7	Heightened Senses
8	Natural Weaponry
9	Speed Bonus
10	Heightened Endurance A
11	Special
12	Lowered Intelligence
13	Diminished Senses
14	Heightened Charisma A

Die	Avian Powers
2	Avian Control
3	Reduced Charisma
4	Diminished Senses
5	Speed Bonus
6	Heightened Intelligence A
7	Speed Bonus
8	Natural Weaponry
9	Heightened Agility A
10	Heightened Senses
11	Special
12	Heightened Endurance A
13	Lowered Intelligence
14	Heightened Charisma A

* One species power for Avians is automatically Wings if the character so chooses.

Die	Reptile Powers
2	Reptile Control
3	Speed Bonus
4	Armor
5	Special
6	Heightened Strength A
7	Heightened Endurance A
8	Natural Weaponry
9	Poison/Venom
10	Reduced Charisma
11	Diminished Senses
12	Heightened Senses
13	Lowered Intelligence
14	Wings

Die	Amphibian Powers
2	Heightened Strength A
3	Heightened Senses
4	Heightened Agility A
5	Poison/Venom
6	Diminished Senses
7	Water Breathing
8	Natural Weaponry
9	Water Breathing
10	Heightened Endurance A
11	Speed Bonus
12	Reduced Charisma
13	Special
14	Lowered Intelligence

Die	Arachnid Powers	Die	One-Celled Organism Powers
2	Heightened Intelligence A	2	Armor
3	Reduced Charisma	3	Water Breathing
4	Special	4	Heightened Strength A
5	Diminished Senses	5	Reduced Charisma
6	Heightened Agility A	6	Diminished Senses
7	Special	7	Regeneration
8	Natural Weaponry	8	Mutant Power
9	Poison/Venom	9	Heightened Endurance A
10	Heightened Strength A	10	Lowered Intelligence
11	Heightened Endurance A	11	Special
12	Armor	12	Stretching Powers
13	Lowered Intelligence	13	Poison/Venom
14	Heightened Senses	14	Heightened Agility A

Die	Crustacean Powers*	Die	Lower Class Organism Powers
2	Lowered Intelligence	2	Regeneration
3	Heightened Agility A	3	Poison/Venom
4	Heightened Strength A	4	Heightened Strength A
5	Heightened Endurance A	5	Reduced Charisma
6	Poison/Venom	6	Special
7	Armor	7	Diminished Senses
8	Natural Weaponry	8	Natural Weaponry
9	Water Breathing	9	Stretching Powers
10	Special	10	Heightened Endurance A
11	Diminished Senses	11	Heightened Agility A
12	Reduced Charisma	12	Lowered Intelligence
13	Heightened Senses	13	Water Breathing
14	Crustacean Control	14	Speed Bonus

* characters with Crustacean powers automatically have at least 30 point Armor, whether they roll the ability or not.

Die	Mollusk Powers	Die	Fish Powers**
2	Heightened Agility A	2	Fish Control
3	Heightened Senses	3	Lowered Intelligence
4	Heightened Strength A	4	Poison/Venom
5	Heightened Endurance A	5	Heightened Strength A
6	Armor	6	Heightened Agility A
7	Water Breathing	7	Speed Bonus
8	Natural Weaponry	8	Natural Weaponry
9	Poison/Venom	9	Special
10	Special	10	Diminished Senses
11	Diminished Senses	11	Heightened Endurance A
12	Reduced Charisma	12	Reduced Charisma
13	Lowered Intelligence	13	Heightened Senses
14	Special	14	Armor

** one species power for Fish is automatically Water Breathing if the character so chooses.

FINAL NOTES ON ANIMAL/PLANT POWERS

If the same power is rolled more than once, the character may either take it at multiple strength or reroll. All the various Control-type powers fall under Animal/Plant Control, so read about them there. The type of animal or plant controlled may be made more specific if the character desires. 'Special' indicates the character has some special power relevant to his species type; sort of an Animal/Plant Body Power. Otherwise, each power and defect listed has its own description elsewhere in this book. If the Animal/Plant Powers ability was received as a Device or Magic Item, then all the abilities received (not weaknesses) will be Device or Item oriented.

Animated Servant:

This is a synthetic companion. Type 'A' was created by magic or psionics. while type 'B' was created thru applied or accidental science. Examples are:

Type A: Golem, Homonculus, Zombie, Living Statue, Animated Furniture, etc.

Type B: Robot, Android, Synthetic Lifeform, etc.

The letter designation exists to record the type of Animated Servant received. The character should decide exactly what sort of thing he wants, and then he and GM must work up a character sheet for it and determine its abilities and shortcomings: its weight, characteristics, whether or not it is intelligent, etc. must all be decided based on (a) what kind of thing it is and (b) how much more power the GM wants to put in the hands of the character.

All animated servants fight at 4th level of experience, but cannot accumulate experience points. All experience they earn is given to the character who owns them. Since they are part of the character's abilities, they are always controlled by that character even if the two are separated. However, this does not mean that they are telepathically linked: each should behave in accordance with its own knowledge and personality.

Armor:

Roll percentage dice and add 30. Any physical, damaging attack striking a character's armor has a percentage chance of being absorbed equal to this Armor Defense Rating. When armor absorbs damage, its Armor Defense Rating is temporarily reduced by the number of points it absorbed. Example 'Crabman' has 68 point armor. A damage causing attack strikes him, inflicting 14 points of damage. He rolls percentage dice and achieves a score of 68 or less, so his armor takes the damage instead (reducing his ADR by 14 points, to 54). Then he's struck again, this time for 22 points. He rolls percentage dice and fails to get less than 55, so the damage sneaks through his defenses and Crabman takes 22 points of damage, though his armor stays at 54 for the time being. Characters may take damage in their Power scores (see 3.2) to reduce the amount of punishment their armor takes.

There are two types of armor that characters might have:

A: Actual biological armor, part of the character's body. This adds to the character's bodily weight: multiply his weight by 3% of his ADR. Thus a character with 100 points of armor would weigh 3 times normal. Natural armor is regrown overnight at a rate of Five times the character's healing rate.

B: Technological or Magical armor, depending on what table granted this power to the character. It's all treated the same, however: the character can repair damage it takes at a rate of one point of damage per intelligence point he has, per day. Each point repaired costs $100 in parts equipment, & power, and assumes adequate facilities for repair are available. Extra sets of armor may be built for emergencies: these cost the armor's ADR times $150 each. It is **not** possible to repair or construct armor past its original ADR without going through the inventory procedure (6.3). The weight of Device or Item armor should be considered irrelevant, but this is left up to the individual character and gamemaster. There is a 40% chance that this sort of armor will have 1 to 4 additional abilities designed into it. These abilities may be chosen by the character, the GM having veto power and the task of setting the parameters of each ability. Damage absorbed by armor with additional powers may damage one of those powers: each time the armor absorbs damage, the number of points taken equals the percentage chance. that system damage is sustained. Armor defends automatically when worn at no power, Action, or movement cost.

Astral Projection:

Characters with this ability are able to separate their 'awareness' from their physical body in a ghost-like state. In this normally invisible form they can fly at a speed in miles per **turn** equal to their own Agility score (i.e. a character with an Agility of 10 can fly at 10 miles per turn, 40 miles per minute, or 2400 miles per hour). Astral characters can pass through any physical substance, but have only the senses of sight and hearing. They may become visible at will, and when visible they speak telepathically to anyone in speaking distance. Astral bodies have no carrying capacity and cannot carry, touch or move physical objects. Whether or not a particular character may utilize any of his other powers while astral, and if so which ones, is up to the individual GM. Magical and mental powers are commonly allowed. Special magical barriers (magic force fields, etc.) and perhaps technological devices specifically designed for this purpose may be used to block the movement of astral beings. The character's body, while astral projection is in use, drops into a coma and hovers at the brink of death, though it will not die if unmolested, unless the astral body fails to return within one hour of the time of its departure. Normally the return is automatic at the end of one hour, and only barriers such as are described above could impede this. Return of the astral body is also automatic if it is knocked unconscious or incapacitated (no hit points left) in combat. It is possible to strike an astral character in combat if the die rolls so indicate. Hit and Power points are shared between the physical and astral bodies, and the power cost for this ability already includes the points of power normally regained per turn of sleep. Releasing the astral body requires an action, but returning is movement only. PR = 12.

Bionics:

These are mechanical replacement or supplemental body parts. A character with this power may choose one to six (roll 1d6) parts to add or replace, and works with the GM to assign abilities to each of these.

Suggestions are: new arms (more strength), new eyes (additional sensory range), computer brain, metal skeleton, etc. The unique nature of these devices make power cost or number of charges irrelevant: assume they have nuclear, solar, or some other permanent energy source.

Body Power:

This endows the character with a special bodily ability. One body part is chosen by the character, then he and the GM must come up with some reasonable ability for it. Suggestions are blaster eyes, suction hands and feet, glider membranes, feelers (better or extra senses), etc. A power cost per use should be assigned by the gamemaster where applicable, as well as action or movement costs for its use.

Chemical Power:

The character's body takes on the characteristics (some useful, some detrimental) of the chemical element, compound, or mixture of his choice. It is impossible to list here every possible version of this power, so it's left up to the gamemaster to assign reasonable characteristics and abilities based on the character's choice. Allow input from the character and keep in mind the fact that this is intended to be a useful ability, so the advantages must outweigh the defects. When applicable range = Sx2, 2d8 damage are caused, and PR=8 per ranged Chemical attack. Once the character's abilities are determined, there is a 30% chance that his body is **permanently** changed. Otherwise it takes one action to activate this, but nothing to change back to human.

Cosmic Awareness:

This is the ability to mentally tune in on the Universe, allowing the character to ask yes or no questions of the GM. However, each time questions are asked there is a possibility that the 'cosmic input' will affect the character detrimentally.

Before any questions are asked, the character must state exactly how many questions he's going to ask at this time. This indicates the depth of his probe into infinity. Percent dice are rolled, modified as follows:

+10 Per Question to be Asked at This Sitting
-1 Per Point of Power the Character Chooses to Spend on Concentration.
-1 Per Charisma Point the Character Posesses over 10
+1 Per Charisma Point Less Than 10

Apply the modified percentage die roll to the following table:

Modified % die roll:	Result of this attempt:
up to 60	No backlash, proceed with the questions.
61 to 90	Overwhelmed by the vastness of the Universe, the character passes into a trance. Roll a Saving Throw (8.8) once per hour on 1d20 vs. the character's Experience Level to break the trance (each outside party attempting to assist allows an additional roll per hour). During the trance hit points are healed per **hour** rather than per day and Power is regained at a rate of 6 points per minute. No answers are received.
91 to 00	Cosmic Backlash! The character takes 1d6 of damage to Power only per question to be asked and passes out (unconcious). Attempt wake-up rolls (3.8) as normal. No answers are received.
over 100	Mindwarp!! This could manifest itself as anything from a bad dream to permanent insanity--the GM should decide the result based on the degree by which a roll of 100 was exceeded. No answers are received, but some ideas might be inferred from the nature of the Mind warp.

If the character is allowed to proceed with his questions, he has a percent chance of receiving the correct answer equal to (I + Level)x 3%. This chance of success is secretly rolled for by the GM for each question. If the roll is successful, he must truthfully answer that question, but if it fails, he should lie. A percentage dice roll of 96 or higher for this should always be considered a failure.

Each use of Cosmic Awareness takes one action to perform.

Darkness Control:

This allows the character to inhibit the passage of light into areas he is controlling. It doesn't necessarily negate light sources **inside** the area of control, though it could : GM's option. Nor is total blackness always created: the character may filter out any amount of light he desires. The maximum area that a character can cloak in darkness is a sphere with a radius in inches of 1/4 of his Full Power score. The maximum range at which the ability will operate is Ax3.

Characters rendered sightless by being engulfed in darkness may cause themselves injury if they do not use caution when moving about. A save vs. Agility (see 8.3) on 1d20 is required whenever a character moves in darkness recklessly to avoid an accident causing 1d6 of damage.

Creating an area of darkness, or reshaping an old one, cost 2 points of Power. Once created, however, darkness costs no power to maintain. One action must be spent to create darkness, and an additional action is required each turn to maintain it, though reshaping the area may be performed as movement.

An area of darkness can assume any shape the character desires.

Death Touch

The character can kill by simply touching another life-form. This requires a successful Hand-to-Hand mode attack. If contact is made (i.e. a hit is scored) the victim is allowed two saving throws (8.3) on 1d20: once vs. his Endurance score and once vs. his Agility. If both saves are made the victim resists the Death Touch effects totally and the attacker expends no extra Power. If only one save is made, the touch is partially successful and the victim loses all of his remaining hit points, at a cost to the attacker of 10 Power points. If neither saving throw succeeds, then the victim is Killed dead and the attacker is charged 20 points of Power.

Superheroes should be allowed to reroll this power, or have it modified into something less lethal if they don't have enough other powers to fall back on, using Death Touch only when absolutely **necessary.**

Disintegration Ray:

This is the ability to vaporize solids and liquids. Each point of damage scored destroys a point of structural damage regardless of the damage threshold of the target substance; i.e. a hit inflicting 5 points of damage to an iron door (10 structural points per cubic foot) would eradicate exactly half a cubic foot of that iron. See also section 8.3.

Curiously, living things struck with Disintegration energy do not vaporize--they disrupt, taking full damage from the attack, but do not begin to disintegrate until they are no longer living.

Characters with this ability can project beams of Disintegration force S inches, doing 1d20 damage. PR=2 per shot.

Devitalization Ray:

This attack causes damage **only** to the target's Power Potential. Once the target's Power is gone, this attack can no longer affect him.

Use the column for Paralysis type attacks on the combat table. Range= Ex2, PR=3, per shot, doing 3d10 damage.

Dimensional Travel:

This is the ability to travel to alternate planes of existance. A character with this ability cannot necessarily travel from place to place in the 'real' world, nor can he travel to the actual past or actual future. There are three varieties of this power, and the character chooses which one he possesses:

1) The ability to travel to and from one particular dimension, such as Hyper-Space, Nul-Space, another time (see explanation in 2 below), a particular alternate world, etc. The place or dimension must be specified at the start of the game. A character with this version of Dimensional Travel may travel back and forth at will, with no chance of error, spending 4 points of Power per dimensional shift.

2) The ability to travel to any time or place on Earth. In actuality the character is shifting to an alternate plane which **simulates** a time and place on Earth, but it is not the certain future or the actual past. Thus, history cannot be altered nor can the true future be foreseen.

A character travelling through 'time' has a base chance of success equal to thrice his Intelligence score. If he fails to roll that number or less on percentage dice consult the table below:

The Percentage die roll was:	Result
Up to 20 points above the required roll	Plus or minus 2d12 hours
Up to 35 points above the required roll	Plus or minus 1d100 days
Up to 40 points above the required roll	Plus or minus 1d10 years
Up to 50 points above the required roll	Plus or minus 1d100 years
Up to 54 points above the required roll	Plus or minus 1d20 x 1d100 yrs.
Over 54 points above the required roll	Wrong World!*

* the character will find himself stranded on a planet which couldn't possibly be part of Earth's timeline for one reason or another (the GM can have fun creating the world). 'Time Travel' will **not** get the character back home. Finding a way (requiring space or dimensional transportation or both) will be quite an adventure in itself.

The intended place and time of destination must be specified before dice are rolled. Each trip costs 10 points of Power. A character **must**

know his current time and place before attempting Time Travel, otherwise the trip will automatically fail.

3) The ability to travel to and from any dimension **not** imitating a point or place in Earth's timeline. The character may describe his intended destination in as much or as little detail as he desires. Then, his percent chance of success arriving there is equal to his intelligence score plus 1% per point of power expended. There are two exceptions: first, if the GM decrees that the dimension requested simply does **not** exist, the attempt fails (but the power is still expended). Second, if the character has ever been there before his base percentage chance increases to Ix4%.

It is essential that the character know where he presently is in order to leave with any base chance of getting where he wants to go (i.e if you're lost, your base chance = 0% plus whatever Power is expended, as usual). A character has a percentage chance of deducing his location in the multiverse per day of exploration equal to his IQ score.

Any failure to arrive at the intended destination allows the GM to locate the character in some other interesting place. However, this power includes an automatic failsafe which prevents the character from popping up anywhere where an unprotected human is certain to die (i.e. not in vacuum, or inside a solid object, etc.).

FINAL NOTES ON DIMENSIONAL TRAVEL:

The character may choose at the start of the game to have the ability to bring along more cargo than just his carrying capacity would allow. This means that the character creates a portal 5' x 5' (a 1" square) which anyone may use to travel by simply going through it. The portal's diameter can be increased by 1'' per point of Power specifically spent for this. The portal will last until the end of the turn in which it was established, then it winks out. While it exists, characters can move back and forth through it as desired. If a portal is created, then doing so requires one full action. Otherwise the dimensional shift requires movement only.

Diminished Senses:

This is a Weakness. The idea is to give the character an interesting defect, but **not** to make him useless. Based on the character's other abilities, he and the GM should work out a mutually agreeable sensory malfunction which will **affect** the character, but not disable him. He could be blind, color-blind, or simply have a low tolerance for bright lights; or he could be deaf, or unable to sense pain or whatever.

Emotion Control:

The character should choose which emotion he is able to arouse in his victims at the start of the game (fear, love, hate, despair, etc.). Range = 1, PR=8 per successful hit, and it lasts until the victim makes a successful saving throw (8.8) vs. Charisma on percentage dice. One attempt to save is allowed each between-turns phase. Characters under the influence of Emotion Control **must** behave accordingly; the GM is empowered to take control of player characters to ensure this if necessary. If the attack was unsucessful, the target is liable to be aware of the attempt.

Alternately this may be taken as a **radius** attack, affecting all targets to the attacker's sides as well within I inches radius (targets to the attacker's rear will be unaffected), making the power cost per **attempt** instead of per success.

Flame Power:

The character may choose which of the two varieties he posesses:

He may simply have the ability to project flame from his body, like a flame thrower. He could have fiery breath, or project it from his hands, or whatever. To use this as a defense cost one action (to actually intercept incoming attacks). PR=2 per attack but none for defense.

Or, the character's whole body could burst into flames. This gives him an automatic Flame defense while he is burning. It also allows him to fly through the air at a rate of one mile per hour per inch of normal movement. PR=3 to activate the ability, PR=3 per attack, and PR=1 per hour of flight.

In either case, a flame attack has a range of S + E and does 1d12 damage.

Flight:

The character can propel himself through the sky with no visible means of support. His maximum speed in miles per hour equals S x E. If the character can accelerate to 450mph he can shift to 'hyper-flight' and fly faster than the speed of light (in vacuum only; in an atmosphere a character's maximum hyper-flight speed= one-tenth of mph speed times the speed of sound, i.e. character who can fly at 500mph can hyper-flight in an atmosphere at 50 times the speed of sound). PR=1 per hour for regular or hyper-flight.

Flying is movement only, but to shift to hyper-flight takes an action.

Force Field:

The ability to create tangible barriers of energy. They are usually invisible, though they may be luminescent; in either case, they are transparent.

All characters who are able to produce force fields can utilize them in two different ways:

1) Force Screen: Creates force barriers of whatever shape the character desires (walls, spheres, etc.). The maximum area of force that a character can create is a square plane 1' per side per point of Power the character currently has. Force Screens take one action to set up plus an additional action per turn to maintain, maximum range = Ex2. PR = 1/2 of the number of points of damage **repulsed** which originated from any of these attack types:

Force Field	Hand-to-Hand	Ice Powers
Power Blast	Sonic Abilities	Vibratory Powers

plus any other attacks which the GM views as impact/pressure oriented

Any character who is attacked through a Force Barrier receives automatic Force Field defense. A successful hit through the field by one of the attack types mentioned above will puncture the barrier at the point where the attack occurred, and do **full damage** to the Power score of the character projecting the field in addition to striking its intended target.

If used as an attack, the roll to hit for a Force Screen entails catching the target behind/inside the Screen. Except when being used as an attack, a Force Screen can be reshaped at a cost of movement only.

2) Pumelling Attack: The character can project waves of Force Field energy at an opponent. This attacks as per Force Field, but does damage equal to the character's basic HTH damage. Range= Ex2, PR=1 per attack.

Gravity Control:

The character has the ability to control the amount of gravitational pull exerted on objects around him. He can multiply an objects weight by his own Strength score (i.e. a character having a Strength of 10 could make a target weighing 100 lbs. suddenly weigh up to 1000 lbs.). He can also give an object **less** weight, down to **negative** S x the target's original weight (i.e. the character above could make the 100 lb. weight now weigh anywhere down to **negative** 1000 lbs.). Any amount of negative weight will cause an object to 'fall' upwards.

Characters made to weigh more than normal accrue all the normal inconveniences: reduced effective carrying capacity (thus reduced basic HTH damage, reduce jumping distance, etc.), possibly an Agility minus (2.6B), etc. If the additional weight exceeds his Carrying Capacity, he will fall to the ground, unable to move. Whatever surface he is standing on will take damage based on his new weight (roll damage as indicated on the table in 2.6E). The character himself may take damage if his carrying capacity is exceeded, based on the number of excess pounds (see 2.6E once again), and this damage will be taken every between-turns phase during which the excess weight is in effect.

A character made to weigh less than normal (but not a negative amount) may add his weight loss to his effective Carrying Capacity. A character weighing **nothing** will not fall, nor can he move normally: if a surface is available for him to push off from, then he could float through the air at his normal jumping speed, for a near-unlimited disttance, but Agility saves will be required for him to go in the direction he desires.

A character given a negative weight will fall upwards, taking falling damage based on his negative weight score (if he falls up into a ceiling or something), plus gravitational damage as described above if applicable. If given sufficient ballast, he might be pulled back down.

All falling damage taken by a character with modified weight should be based on his **current** weight, not his original.

Gravity control requires an anchor to determine 'up' from 'down'. On a planet that's simple–but in space, a ship or an asteroid or the closet planet must be used (the attacker **cannot** use his own body).

Gravity Control has a range of S, and lasts so long as the target is within this range and the attacker spends one action per turn to maintain it. Power cost is one per positive or negative multiplier applied to the target's weight, or at least one (even against unresisting targets). The subject of any attack made by a character under the influence of Gravity Control receives free Gravity Control defense.

Gravity Control may be established and maintained over inanimate objects using movement instead of actions.

Obviously this is a very difficult power to simulate. The GM should use extreme care when determining the effects of its use.

Heightened Agility:

A: Roll 2d10 and add the result to the character's Agility score.

B: Roll 3d10 and add the result to the character's Agility score.

Heightened Agility has no power cost and merely endows the character with whatever increased Agility score he achieves and all the advantages thereof.

Heightened Attack:

Due to the character's increased combat ability, he may add +1 point per experience level to the amount of damage he scores on any successful attack. This happens automatically at no power or action cost.

Heightened Charisma:

A: Roll 2d10 and add the result to the character's Charisma score.

B: Roll 3d10 and add the result to the character's Charisma score.

Heightened Charisma has no power cost and merely endows the character with whatever increased Charisma score he achieves (and all the advantages thereof).

Heightened Defense:

Due to the character's increased combat ability, all attacks against him are calculated at minus four to their chances of hitting. This is automatic, with no Power cost, but only operates while the character is conscious and mobile.

Heightened Endurance:

A: Roll 2d10 and add the result to the character's Endurance score.

B: Roll 3d10 and add the result to the character's Endurance score.

Heightened Endurance has no power cost, and merely endows the character with whatever increased Endurance score he achieves (and all the advantages thereof).

Heightened Expertise:

Roll percentile Dice:

01-60: Choose one weapon with which the character is an expert.

61-90: Choose a set group of weapons with which the character is an expert (i.e. Martial Arts weapons, Military weapons, etc.).

91-00: The character is an expert in the use of **all** weapons.

When using a weapon with which he is an expert, the character gains a bonus of +4 on his chances of hitting. Note that one's fists and super powers qualify as weapons. There is no power cost, and the bonus is received automatically whenever using an appropriate weapon.

Heightened Intelligence:

A: Roll 2d10 and add the result to the character's Intelligence score.

B: Roll 3d10 and add the result to the character's Intelligence score.

Heightened Intelligence has no power cost, and merely endows the character with whatever increased Intelligence score he achieves (and all the advantages thereof).

Heightened Senses:

The character may choose some type of increased sensory ability, and the GM determines the game effects of it. Some suggestions are:

Night Vision: the character sees as well in darkness as in the light.

'Sixth Sense' : doubled, tripled, etc. Danger Detection and/or Hidden Objects Detection.

Radar Sense: the character can detect objects to the side and behind as well, cancelling bonuses to hit him because of his facing and enabling him to attack in those directions without hindrance also.

Tracking Ability, Lie Detection, Acute Hearing, etc. etc...

It is possible to gain several of these sensory bonuses from the same power: the GM should give the character enough bonuses to make this truly a **super power.**

Heightened Speed:

Roll percentage dice times ten, and add the result to the character's movement rate. The die roll divided by three (round up) is also a permanent bonus on the character's effective Initiative rolls (see 3.1B). Heightened Speed has no power cost and can be used whenever the character expends movement.

Heightened Strength:

A: Roll 2d10 and add the result to the character's Strength score.

B: Roll 3d10 and add the result to the character's Strength score.

Heightened Strength has no power cost and merely endows the character with whatever increased Strength score he achieves (and all the advantages thereof).

Ice Powers:

The character's body generates cold and ice. As an attack it has a range of (S+E) divided by 5 inches, doing 1d12 damage, with a power cost of 5 per attack. The attack creates one cubic foot of ice per point of damage caused by the attack, which clings to the target after the hit is scored. An additional point of damage per cubic foot of ice is taken by the victim during each between-turns phase when ice is still clinging to him. The ice will melt at a rate of one cubic foot each between-turns phase (after calculating bonus damage), unless maintained.

The victim of an ice attack may attempt to free himself from the clinging ice. Multiply the amount of ice by 100 pounds: if the result exceeds the victim's Carrying Capacity he will be rendered totally immobile and thus unable to attack the ice in any manner requiring him to be able to move. See 8.3 for rules to govern the amount of ice that an attack will destroy; note that since the ice is inanimate and undefending any roll to hit except a 20 will be successful.

Ice Armor may be generated around the character's body, providing protection exactly as Armor (see the description of that power). Per inch of movement spent, one point of Armor rating may be generated to a maximum rating of 100, PR=0. This armor will melt off at a rate of 2 points each between-turns phase unless maintained (see below).

Masses of ice may be created, requiring one inch of movement to form each two cubic feet of ice. PR=0. The ice will melt at a rate of one cubic foot each between-turns phase unless maintained.

To maintain ice, 1 point of power must be paid between-turns to halt the melting of each separate ice unit. Maintaining ice is not mandataory, nor can ice be maintained outside the character's range.

Illusions:

There are two different varieties, and the character may choose which one he is able to perform:

A: Holograms. The character can project the illusion of whatever he desires, wherever he can see (i.e. range=near limitless). The power requirement is dependent on the number of sensory impressions the character is able to simulate. For each of the following that the character chooses to be capable of, the power cost of his illusions increases by one:

Visual Illusion
Audible Illusion
Odor Illusion
Taste Illusion
Psionic Illusion

Thus, a character who can create illusions with visual and audible components is charged two power points for each illusion he creates. Each component is explained below:

Visual Illusion: The illusion can be visible to the eye

Audible Illusion: The illusion can produce sounds

Odor Illusion: The illusion will smell right

Taste Illusion: The illusion of a certain flavor: this can only be used to alter the taste of real things, since illusions have no substance.

Psionic Illusion: Telepathy, Cosmic Awareness, etc. will all fail to detect that the illusion is not real.

One action is required per turn to maintain and control the illusion, with power being spent again on each one of those maintainance phases. An existing illusion may be altered (so long as it is not totally changed) at a cost of movement only.

Player characters dealing with illusions must find out for themselves that it's not real, based on the information supplied by the GM. Nonplayer characters are allowed saving throws vs. their IQ scores each time there's a clue that they're dealing with an illusion, though the GM can allow them to realize it instantly if it becomes too obvious.

B: Solid Energy. The character can shape some energy type of his choice (sound, light, electricity, fire, etc.) into solid masses. Each character with this power has a certain number of 'Creation Points' to work with equal to twice his current Power score (12d8 x 2 points for Devices). These he can use in two different ways:

Inanimate: The character can form solid, inanimate objects in whatever shapes he desires. Each creation point used gives the object one structural point and 50 pounds of weight; the density of the object (i.e. its 'structural points per cubic foot' as described in 8.3) is variable at the character's whim, though denser objects must, of course, be smaller in size. PR=2 per item formed, taking only movement to do so; the same applies to reforming existing objects. They may be created at a range of up to A x 2, and dissipate if this range is exceeded.

Animate: The character can form and control mobile masses of solid energy. Each creation point spent creates one hit point and 2" of movement rate (divide total movement between various modes of travel

as desired). They are able to perform attacks doing damage as per Brawling Weapons (multiply the objects hit points by 50 pounds and consult the table given in 3.3 for bonuses to hit and damage caused). These attacks use either HTH mode or the attack type of their particular energy composition, whichever is better, and fight as 4th level characters. It takes one action and 8 points of power to create each animate solid energy illusion, and the character's own actions must be expended in order to enable his creations to act. Range= A x 2, and they disappear if the range is exceeded. Any experience earned by animate illusions goes to their creator.

Creation Points are not energy, merely a guage of how much the character can create at once; so creation points are regained immediately (up to the character's current maximum) whenever a creation ceases to exist. All solid energy illusions have the defense type applicable to the energy from which they were formed, but a successful appropriate special attack to do so will disperse them immediately (examples: a prism vs. light, water vs. electricity, etc.). Animate solid illusions are worth their Hit Points times 8 in experience if defeated, but don't merit additional reward money.

Invisibility:

There is a 5% chance that the character is permanently invisible; otherwise it takes one action to become invisible with a power cost of one per hour. Power expenditure for continued invisibility when required, is payable between-turns.

In addition to all the logical benefits acquired from being invisible, the character will automatically gain a +1 on rolls to hit and -1 to be hit. At the start of each subsequent turn, he will gain an additional +1 to hit and −1 to be hit. These bonuses continue to accumulate until either of the following happens:

1. The character gives away his own position. This could happen by using a visible attack, walking on sand, being **struck** in combat, speaking, or etc.
2. The character is detected by an opponent due to that opponent's successful roll to Detect Hidden Objects.

If an invisible character is located, all invisibility bonuses are temporarily lost except for the initial +1 to hit and -1 to be hit. They can be regained, however, by additional turns passing without the character being detected again (+1 hit and -1 hit, cumulative, each subsequent turn).

To attack an invisible target the attacker must at least shoot in the right direction. If not he misses, even on a roll of one. Invisible characters are transparent only to **normal** light; not to infrared, ultraviolet,etc.

Invulnerability:

Roll 3d10. The result is the number of points of damage the character can ignore per turn. Damage taken between-turns is considered as having been received in the previous turn. Also, damage from certain attacks may not be affected: 'mental blasts', inhaled poison gas, etc. (this requires a GM ruling on a case-by-case basis). 'Carrier' attacks (3.4) cannot deliver their payload unless the initial attack involved succeeds in scoring damage **through** the character's invulnerability. Also see 8.2.

Invulnerability has no power cost and operates automatically.

Life Support:

This is a space suit of super-advanced design, giving protection as indicated on the combat table in addition to providing air, nutrition, and other essentials for effectively unlimited periods of time. Any successful damage scored against a character with Life Support by an attack type which could damage the device has a 1% chance of doing so per point of damage the attack inflicted.

Light Control:

The character's body emits light, from a soft glow to a blinding glare; even infrared or ultraviolet if desired. As a weapon it emits an intense beam of photons/laser light/whatever. It has a range of A x 2, doing 2d8 damage at a power cost of one per attack.

A blinding flash could be created, with a radius of A x 2, attacking everyone in the area with a Special Light attack for blindness (see Special Attacks, 3.4). Blinded victims behave as if encircled in Darkness (check the description of that power) until a successful saving throw vs. Endurance on percentage dice is made, roll each between-turns. If **both** rolls to blind a character were rolls of **one**, that character is permanently blinded. The regular Light attack can also be used as a special attack to blind, doing normal damage as well but affecting only one target. Power cost for a blinding flash is 1 per attack.

The character can also use Light as a defense, requiring one action to 'light up', without additional actions necessary but at a cost of 1 point of power per turn (spend between-turns).

Creation of light for mundane uses costs no power, but may require movement or an action depending on the GM's decision regarding the difficulty of the activity.

Lightning Control:

The character can generate powerful electrical impulses. These can be used as an attack, range = 2 X E, doing 2d8 damage, PR=4 per attack. The character can electrify his own body as a defense requiring one action to start but no power cost or additional action or movement cost to maintain.

Because of his ability to control electricity, the character may attempt to take control of or short-out electrical and electronic circuitry. This requires a successful special hit on the device, plus the following:

To take control: PR=4 per attempt. Save vs. Intelligence on 1d20 to gain control, plus save vs. Agility on 1d20 to avoid mishap every time an attempt is made to make the device do something (this can be ignored if the character becomes skilled in controlling that particular device). Range of control= 2 x E, and each **use** of the controlled device may cost movement or an action (GM's option).

To short-out: PR=4 per attempt, 2 x E range, with a percent chance of success equal to 2 x E%.

Lowered Intelligence:

A subtraction of 3d6 points from the character's Intelligence rating. Assuming that he ends up with a positive Intelligence score he may regain up to 3 points by training, but, if his altered IQ score is zero or less (scores less than zero are counted as zero) he has become an animal and will behave accordingly, so long as this weakness is in effect.

Low Self-Control:

The character is unable to control some aspect of his own powers, emotions, or whatever, resulting in periodic abnormal behavior. The character should choose his own particular type of Low Self-Control, with input allowed from the GM. Examples are:

1. Inability to control the activation of one's powers: a character with Transformation might not be able to transform at will, but must rely on an outside stimulus to trigger the change.
2. Inability to control the effects of one's powers: inability to 'hold back' damage, or increased chances of incidental results on a miss, etc.
3. Inability to control one's own emotions: homicidal tendancies in combat, etc.

Magical Spells:

The power to work magic, and to create new and unique magical forces. The character starts with one beginning spell of his own design (the GM should work with the character to create a useful and reasonable power). From then on he may create new spells according to the Inventing procedure (see section 6.3). The effects, power costs, etc. of each new spell must be outlined by the character, and the GM may modify its parameters or refuse to allow it if the character is asking too much. Each spell should be nearly as powerful as a regular super power.

Magnetic Powers:

The ability to create waves of magnetic force. The 'magnetic capacity' of the character equals S x Level x 50 pounds. This is the maximum amount of metal that the character can manipulate magnetically.

Magnetism can be used as a defense taking one action and one point of power to set up, with a PR of one per attack repulsed thereafter (for devices assume PR=5 with a 10 turn duration). Magnetic defense ties up no magnetic capacity.

The character can fire a Magnetic Blast with a range of S, doing damage based on the number of pounds of Magnetic Capacity employed in the attack (see the table in 2.6E, and magnetic capacity is not **expended** in the shot, but the amount used might be less than the character's maximum if some is already employed in other activities, see below). PR=5 per shot.

The character can manipulate metallic objects, requiring one action and a roll to hit (PR=5) to gain control of the object. Manipulating the object takes movement only thereafter, and the character's magnetic capacity supply is temporarily reduced by the number of pounds of metal controlled. The speed at which metal objects can be moved is equal to one-tenth of the character's remaining Magnetic Capacity, rounded up, in inches per turn. Once control is established it lasts for E turns before fading: extending control for E more turns costs 5 more power, but no actions.

Using a controlled metal object as a weapon costs no additional Power and does damage based on the object's weight and velocity as per a thrown projectile. Use the Hand-to-Hand column on the combat table for this, not Magnetics.

Mind Control:

This is the ability to gain control of another intelligent character's actions. Range equals (1xC)divided by 5 inches, and may require that the character can communicate with his victim. PR=20 if successful. Thereafter, the character has merely to tell his victim what to do, and it will (probably) be obeyed.

Commands such as 'come here' or 'sit down' will be automatically obeyed, but if the character instructs his victim to do something that would normally be against the victim's morals or better judgement, like 'Kill your friend' the subject is allowed an attempt to make a saving throw on percentage dice vs. his Intelligence score to break free of the control. Other characters can also try to 'talk him out of it'-- each action they spend doing so allows the controlled character an additional saving throw (this time vs. his own Intelligence or that of the character trying to help him, whichever is greater).

Mind controlled characters always behave as if Fatigued (see 3.6) since their subsconcious will be constantly fighting the control.

Mutant Power:

The character possesses some sort of new, unique ability. The GM and character must work together to create this new ability, setting its range, duration, PR, action/movement cost etc. This can be **anything** (within the limits set by the individual GM), so use your imagination.

Mute:

The character is incapable of speech and cannot verbally communicate with other characters. Optionally the character may not be unable to speak, but merely reluctant to... if so, the GM and the character should work out a suitable penalty for the character if he opens his mouth.

Natural Weaponry:

Roll 1d6 and consult the table below:

Die Roll:	Result:
1	+1 to hit and +2 damage in unarmed hand-to-hand combat
2-3	+2 to hit and +4 damage in unarmed hand-to-hand combat
4-6	+3 to hit and +6 damage in unarmed hand-to-hand combat

The damage and hitting bonuses may result from the character having martial arts skill, or because he actually has claws or fangs, or etc. Player's option, but remember what list he received this from.

There is also a 20% chance that there is some bonus ability connected with the character's natural weaponry power; the GM and character must work up its specifics.

Non-Corporealness:

The character appears normal but is insubstantial and ghostlike. There is a 5% chance that this is **permanent** for any individual character, otherwise PR=4 per hour. Non-corporeal characters float through the air at ground speed, and are able to pass through all known types of matter as if they weren't there, though Force Fields will contain them.

Characters with this power who are not permanently changed can solidify parts of their bodies, enabling them to touch but not be touched. Movement only is required to change all or some of their bodies back and forth.

Paralysis Ray:

A successful hit causes unconsciousness in the target without hit point loss. Range= E x 2, PR=7 per shot. Once the victim is knocked out, normal wake-up rules apply (see 3.8).

Pet:

The character chooses what type of pet he wants and then the GM determines its specifics and completes a character sheet for it. Pets are nonsentient and cannot accumulate experience points; all experience they earn goes to the character who controls them. Section 8.5 outlines a number of common animal types. Remember, the Pet is controlled by the character, not the GM, and should be allowed to act in a more intelligent manner than it deserves.

Phobia/Psychosis:

An unreasoning fear, fixation, or delusion. The character is allowed input into what his phobia/psychosis might be, but the GM decides its specifics and how it manifests itself in the character. A character with this weakness **must** behave accordingly, or gain reduced experience points from his activities (GM's option on how much less he receives depending on the blatantness of the character's disregard for his weakness, but about one-half seems fair).

Physical Handicap:

The character has some physical limitation (like the loss of the use of his legs, or epilepsy, the loss of a hand or an eye, etc.). The GM should work with the character to get an interesting one, then set its specific effects in game-terms.

Poison/Venom:

This is the ability to utilize some sort of toxin against opponents. The method of application (injection, jet-spray, gas cloud, etc.) must be chosen by the character as well as the poison/venom effects (paralysis, fatigue, damage, death, etc.), with parameters being set by the GM. If this is a bodily ability then the character's body generates E doses of toxin per day. Number of uses per day for devices and items must be set by the GM.

Power Blast:

The character can project powerful energy bolts. Range equals (S + E)divided by 2 inches, doing 1d20 damage with a PR of 1 per shot. To be used as a defense, the character must be able to expend an action in order to actually shoot incoming attacks.

Prejudice:

A stubborn refusal by one's own allies to recognize the character as being on the same side. This results in the reaction modifiers on the Charisma table (2.6 C) from characters on one's side becoming all **negative**.

Heroes subject to prejudice are looked upon by society as dangerous elements, perhaps even as criminals. If their charisma scores are high (reflecting good deeds, etc.) only their enemies will treat them accordingly. Their allies and the people they protect will be convinced that it's all part of 'some sort of plot' and in fact the evidence will tend to become twisted to support this theory. If their charisma scores are low, then the public will be correct in disliking them.

Villains subject to prejudice are outcasts within their own professsion, dangerous competition or (even worse) government agents. If their charisma scores are high, **both** sides will hunt them down. Organized crime doesn't take kindly to such people muscling in on their allies will consider them mere pawns fit only to be used and then double-crossed, or perhaps double agents who are liable to talk to the authorities if they haven't already.

Achieving and maintaining a somewhat average charisma (by operating incognito, accepting no credit for one's own exploits, etc.) will reduce the negative reaction modifiers to agreeable levels. This will restrict heroes from accepting rewards to a great degree, and villains will be forced to operate without flunkies or backing from criminal organizations.

The percent chance of another character overcoming his prejudiced reactions to this character equals that character's intelligence score. Each character encountered may make one check to see through his prejudice, with a failure denying any further attempts by that character until he is presented with better reasons than he had previously.

Psionics:

A paranormal mental ability utilizing psychic energy. Due to infinite number of powers this could include, the character and the GM should work up a unique and interesting mental power. When applicable, Psionics will attack as Mind Control and defend as Willpower. Range, movement/action cost and PR must be determined by the GM.

Reduced Agility:

A subtraction of 2 to 12 points (2d6) from the character's Agility rating. Final results of less than zero are treated as zero. The character may regain up to three Agility points through training, but no more.

Reduced Charisma:

A subtraction of 2d6 points from the character's Charisma rating. Final results of less than zero are treated as zero. The character may regain up to three Charisma points through cash donation, training, or personal valor, but no more.

Reduced Endurance:

A subtraction of 2d6 points from the character's Endurance rating. Final results of less than zero are treated as zero. The character may regain up to three Endurance points through training, but no more.

Reduced Strength:

A subtraction of 2d6 points from the character's Strength rating. Final results of less than zero are treated as zero. The character may regain up to three Strength points through training, but not more.

Regeneration:

The character can heal per turn rather than per night. Up to one action may be spent per turn to regenerate, enabling the character to regain his full Healing Rate in that phase. There will always be some type of damage (GM and character choose what type) that a character is unable to regenerate: keep track of the number of hit points of damage of that type that the character suffers and use the normal healing procedure to regain them.

An unconcious character may regenerate, but does so in place of his normal chance to wake up that turn.

An incapacitated character regenerates automatically between-turns, becoming merely unconcious once **all** of his hit points are regained.

Revivication:

This is the power to restore life to the dead. It can be used only once in any seven-day period, with a 100% chance of success per use minus 10% per day that the subject has been dead (or only −2% per day if the body has been carefully preserved). No range; the character must physically touch the body, and 1d10 game turns are required in the attempt. PR=25 per attempt. A revived character regains the number of points of Power equal to twice his Endurance score, and one day's worth of healing in Hit points. See also 7.2.

Robotic Body:

The character is a robot. Roll percentile dice minus thirty to determine how human-looking the robot is (100 would indicate a totally human appearance). A saving throw vs. this score on percentile dice is required for the robot to be able to disguise itself as a human.

Robots weigh 2 to 5 (1d4 + 1) times more than nomal men (multiply the character's original weight by this amount) and add a bonus of 2d10 points to their Strength scores. They also get an additional free roll on the 'Devices table'. This extra device can run on the robot's own power if desired, and if so, that device may be built in and may only be used by that particular character, or if the device runs on its own battery it may possibly be taken and used by someone else.

Robots have no internal repair capabilities; they must be repaired if damaged (though they can perform the repairs themselves if still in working order) according to the same rules given for Android Body.

Robots may regain one power point per turn if absorbing power from an available electrical power source, plus their internal generators yield 2 points per turn of 'sleep.' A robot can do nothing else while recharging.

Instead of rolling for unconsciousness when hit point damage is sustained, robots check to see if their internal workings are somehow damaged (1% per hit point of damage taken, GM determines the results).

Size Change:

There is a 20% chance that the character is able to change his size **both** up and down. If not, he may choose either (A) changing larger or (B) changing smaller.

(A) Larger: The character has a 20% chance of being able to grow up to any of several different sizes. If so, roll 1d6 +1 and consult the table below to determine the character's **maximum** size, remembering that the character may stop at any other **numbered** size along the way. If able only to grow to one particular size, the character may be permanently changed (there is a 20% chance of this) and may choose whichever of the sizes listed below he desires:

Die Roll	Height Factor	Weight Factor
–	1.5	7
1	1.5	3.4
2	2	8
3	3	27
4	4	64
5	5	125
6	6	216
7	7	343

Height Factor: Multiply the character's movement rates and ranges for all his attacks by this amount to reflect his increased scale, as well as the areas of effect for his attacks if applicable. Divide the **effective** range (when determining range modifications on chances of hitting) by this factor for all attacks **against** the enlarged character.

Weight Factor: Multiply the character's bodily weight by this amount. The effects of increased weight are already covered in section 2.6.

Unless the character is permanently changed there is a PR of 2 to grow, but none to shrink back. Growing is performed as movement only.

(B) Smaller: The character has a 20% chance of being able to shrink down to any of several different sizes. If so, roll 1d6 and consult the table below to determine the character's **minimum** size, remembering that the character may stop at any other size along the way. If only able to shrink to one particular size the character may be permanently changed (20% chance of this) and can choose which of the sizes listed below he desires:

Die Roll	Scale*	Height Factor	Weight Factor
–	3'	2	.125
–	1'	6	.004
1	3"	24	.000074
2	1"	72	.0000027
3	1/4"	288	.00000027
4	Microscopic	special:	see separate explanation**
5	Atomic	special:	see separate explanation**
6	Subatomic	special:	see separate explanation**

*Based on a 6' tall character shrunken to this size: this would be his new height.

Height Factor: This factor indicates the fraction of his full height that the character shrinks to, i.e. 2 = one-half full height, 6 = one-sixth full height, etc. Divide the character's movement rates and his super power ranges and areas of effect by this factor to reflect his decreased scale. Multiply the effective ranges of attacks against this character (for the purposes of range modifications on the chances of hitting) by this factor as well.

Weight Factor: Multiply the character's bodily weight by this amount, but **only** for the purposes of his actual weight: when making calculations using the character's weight to determine his own abilities (carrying capacity, basic hits, etc.) use the character's **normal** weight. The GM may rule that the character actually retains his original weight as well: if so, Weight Factor can be ignored.

Unless the character is permanently changed there is a PR of 2 to

shrink but none to grow back. Shrinking is performed as movement only.

** Special Micro-Sizes:

Microscopic: The character shrinks down to the size of a single cell. Since at this size he will be unable to contend with any opponent not also shrunken to this scale it is unnecessary to modify any of his statistics. The usefulness of this ability is limited only to the imaginations of the GM and the character.
Atomic: The character shrinks down to the size of a single atom.
Subatomic: The character shrinks down so far that single atoms become entire solar systems unto themselves, possibly even possessing habitable and/or inhabited planets.

Final Notes on Size-Changing: Since, at each different possible size, the character is likely to have different Agility, Hit Point, and Power scores, it may be necessary to fill out an entire character record sheet for each size attainable (a single character sheet can be forced to hold two sets of stats with minimal difficultly). It is absolutely necessary to determine ratios between the character's various Hit and Power scores at different sizes so that damage taken and power spent can remain proportionally equal if the character changes size.

Sonic Abilities:

The power to generate and manipulate sound waves. If the character attempts to mimic a certain sound or frequency, the GM must determine his chances of success. The range is S x 2 inches, and it inflicts 1d12 damage in an attack. On a successful special roll to hit (to do so) the character has an S% chance of destroying an object (not including living things): the sonic waves cause objects to shatter like glass. PR = 1 per shot.

Speed Bonus:

Roll 1d10 times ten and add the result to one of the character's movement rates (ground, flying, swimming, etc.).

Special Requirement:

A requirement that the character must fulfill to be able to utilize some or all of his super powers. Examples are:

1. A 'magic word' which must be spoken
2. A secret formula which must be taken to prevent one's powers from going away
3. Powers which operate only at night, or only during the day, etc.
4. Etc.

The GM must specify exactly what the requirement entails, although the character is free to make suggestions.

Special Weapon:

The character possesses some sort of unique weapon and may work with the GM to create its specific abilities. There are no limitations on what the weapon might do except those set by the GM. Range, attack type, damage and/or other effects, number of uses per recharge, etc. must all be delineated. The weapon needn't necessarily **look** like a weapon, nor is it limited to entirely offensive capabilities.

Stretching Powers:

A character with this power can stretch his body to incredible lengths and into an almost unlimited number of shapes. The maximum bodily length or width possible equals (S + E) x 3 inches. The largest area that one's body will be able to cover is a square half that distance per side, or he could expand to fill a cube with a thickness of one-quarter the length of the character's maximum stretch.

While stretching one's legs might enable a character to run faster, stretching one's nose is not very likely to increase a character's sense of smell. However, the character should have fun experimenting and it is the GM's task to determine exactly what his limits are.

PR = 1 per use as a defense, paid immediately when so employed (stretching powers operate automatically as a defense requiring no extra action or movement cost). Normal use of stretching powers employs movement only. A character may employ stretching to increase his ground movement rate to the number of inches per turn equal to one-half of his maximum stretch.

Telekinesis:

This is the ability to move objects without touching them. A character's 'telekinetic capacity' equals his S x Level x 10 pounds. This is the maximum amount of weight that the character can move at once.

Telekinesis can be used as a defense taking one action and a point of power to set up, with a PR of one per attack repulsed thereafter. Telekinetic defense requres the use of the number of pounds of telekinetic capacity equal to the weight of object(s) being defended.

The character can project waves of telekinesis at a target with a range of A x Level, doing damage based on the number of pounds of telekinetic capacity employed in the attack (see the table in 2.6 E; telekinetic capacity is not **expended** in the shot, but the amount used may be less than the character's maximum if some is already being used, see below). PR = 1 per shot, attacking as Hand-to-Hand on the combat table.

The character can manipulate physical objects at will, employing only movement to do so, although his telekinetic capacity will be temporarily reduced by the number of pounds being used. The speed at which objects can be moved equals the character's E x Level inches per turn at a maximum range of A x Level inches. PR = 1 per turn per object being controlled in that turn, paid on the character's first action in the turn with an additional point being spent whenever the character 'grabs' something else.

Using a telekinetically controlled object as a weapon costs no extra Power and does damage based on the weight and velocity of the object as per thrown projectiles.

Telepathy:

A paranormal sense which allows the character to directly communicate with other minds. The maximum range (actually **radius**) for this power is I x 10 inches.

A telepath can automatically detect all thoughts within his range; this is called a 'thought scan' and costs one point of power and an action to perform. A telepath may read the minds of, broadcast his own thoughts to, and act as a 'mental switchboard' for as many willing minds at once as he has Intelligence points. Mental communication takes an action to set up and a point of power (spent between-turns) each turn to maintain.

A person can be tracked by his thoughts: for the telepath to do this requires continued 'thought scanning' (at least once per turn) with a power cost of only one point per person being tracked per hour. The prey is immediately lost if it passes beyond the telepath's range.

Telepaths are able to probe people's minds; sifting through them to take whatever data they desire (assuming that the subject possesses the desired information). In order to attempt such a Mind Probe, the telepath must be close enough to touch his subject, and his total (current Power x 2) + C must exceed the total (current Power) + C of the subject. 1d6 turns of game time and 5 points of power are required for the attempt. If the telepath's score exceeds that of his subject, he may proceed to attempt to probe him (attack as Mind Control). Success is automatic, regardless of relative Power or Charisma or of the roll to hit if the subject **consents** to the Probe. A failure to successfully probe for any reason may allow the subject to feed false thoughts to the Telepath (GM's option).

A telepath can shield his thoughts from being detected, tracked, or read at will. Telepaths defend against Mind Probe as if their current power score was doubled. Also, incapacitated/nonsentient minds are generally assumed to be immune from any Telepathy effects.

Teleportation:

The character is able to instantaneously transfer his body from place to place. Base maximum distance = the character's current Power score in inches per turn at a power cost of one per use. However, the character may choose to increase his maximum range by increasing the power cost per use: for each extra point the character adds to his teleportation's power cost per use, multiply his maximum range by 10 inches. The power cost increase is permanent, and must be paid in full, no matter what fraction of his maximum range the character actually em-

ploys.

For example, a character with a power score of 50 has increased his teleportation's PR by 15 points to 16 per use. This makes his maximum teleportational range 50,000,000,000,000,000 inches, which converts to 47,348,484,848,484 miles (over forty-seven **trillion** miles) or just over 8 light years. Consult 8.1 for all the necessary information to convert inches to miles, etc. The character discussed here could still teleport across the street if he wanted, but he'd still pay the full 16 power points to do so.

Normally a character is able to bring along only himself and as much cargo as his carrying capacity allows. If he prefers, however, he may choose instead, at the start of the game, to have the ability to create a portal 5' x 5' (a 1" square) which anyone may use to travel by simply going through it. The portal s diameter can be increased by 1" per point of extra power spent to do so. The portal will last until the end of the turn in which it was created, then it winks out. While it exists, character's can freely move back and forth through it as desired. If a portal is created, then doing so requires one full action. Otherwise teleportation requires movement only.

For Devices roll 3d8 times four to determine the device's Power score for range purposes, and 5d8 times ten (plus the weight of the character) will determine it's carrying capacity. If it is a **portal**, then the portal is of a set size--add any extra power required to the effective power cost per use.

Transformation:

The character may choose one of the following:

(A) Power Activation: The character normally has no powers except Transformation. When he transforms he receives all the other powers he initially received plus an additional power or two inherent to the Transformation (roll two more powers on whichever tables desired, plus an additional Weakness; the weakness may be discarded if one other power is dropped as well). It takes one action to Transform or to change back, at no power cost.

(B) Weaker Form: The character has the ability to transform into some other form which is significantly **less** powerful than his normal self, though not without its own advantages. A good example would be a vampire's ability to transform into a bat, or a cloud of mist. The character and the GM must work together to determine exactly what the character may transform into. It costs movement only to transform or to change back, at no power cost.

(C) Shapeshifter: The character may choose one or more of the following abilities. For each ability taken, one of the character's **other** powers must be discarded:

(1) Disguise: The character can assume the appearance of any creature of relatively the same size and build. This may include physical abilities of shape assumed (body powers, wings, natural weaponry, etc.). The GM should inform the character whether he has picked up any pertinent abilities once the disguise is assumed. The character will probably be able to simulate the garb of whatever he changes into as well. It takes one action to change, with no power cost.

Characters coming into contact with a disguised character are allowed one saving throw on percentile dice vs. their Intelligence score to see through the ruse, and an additional saving throw attempt whenever the imposter does something to give himself away (GM's decision as to when that occurs).

(2) Inanimate Objects: The character can reform into the shape of any inanimate object of similar size. This could include physical abilities inherent to the shape and structure of the object changed to. The GM must inform the character whether he has picked up any abilities when the change is enacted. The character may or may not be able to change color to match what he becomes, and might not be able to move, speak, etc. while changed (GM and character should decide this at the start of the game). It takes movement only to change or to change back, with no power cost.

(3) Creatures: The character can shapeshift into any of whatever group of creatures is designated at the start of the game (GM and character must define the types of creatures available). There may or may not remain any clue to the character's identity while transformed, and the GM should supply statistics on whatever the character changes into (see section 8.5 for guidelines). It takes one action to change, but changing back costs nothing. No power cost.

Transmutation:

This is the ability to turn things into other things. Exactly **what** can be changed, and what it can be changed **into**, must be worked out by the GM and the character. The power normally operates at a range of 1 x 2", doing 2d8 damage (if applicable) at a PR of 8 per attempt. It is recommended that this power operate in such a way that it will not be automatically fatal to the characters it is used upon. Victims should be allowed wake-up rolls to change back (as described in 3.8) **or** the transformation may be given a time limit. If a character is changed into an inanimate object, then the object could conceiveably be destroyed effectively 'killing' the character. However, if broken, the sundered pieces will **remain** transformed (they do not turn back into pieces of mangled flesh) until they are put back together, at which point they turn back as a unit, bringing the subject back to life.

Vehicle:

The character should choose the type of vehicle he wants and work with the GM to determine its specifics. See 8.6 for guidelines. A supervehicle will, of course, be better than any mundane one, but it is up to the GM and the character to determine its specific special abilities. Note that the vehicles covered in 8.6 are not the only ones available; the character should feel free to choose whatever he wants (thus, flying brooms and surfboards, etc. are possible).

Vulnerability:

This is a weakness. There are two general varieties of vulnerability, and the character chooses which of the two he wants. Thereafter the GM sets the weaknesses specifics:

(A) Vulnerability to a type of attack: The character has either an increased chance of being hit by, or takes extra damage from, some type of attack.

(B) Achilles' Heel: There is some special thing that can be done to this character which will have a special adverse affect on him (examples: the presence of rare mineral, certain types of radiation or colors of light, etc.).

Vibratory Powers:

The power to create powerful patterns of vibration. This has a range of A x 2 and does 2d8 damage when used as an attack. There is also an S x 2% chance that a special attack (to do so) will destroy a device completely by vibrating it apart. PR = 5 per attack.

When the character uses this power as a defense, he is setting up a rapid vibrational pattern through his own body so that attacking forces will slip harmlessly between the very molecules of his body. It takes one action to set up a vibro defense with no power or action cost thereafter. This same capability may be employed to enable the character to pass through solid objects: this costs 2 points of power per use (or 2 uses per charge for devices). Each inch of solid matter moved through has a movement cost equal to the substance s structural point rating (see 8.3), and only movement is employed; no actions are required.

Weakness Detection:

The character must spend one action to determine the weaknesses of his target; range = 1". The character then learns one of the subject's Weaknesses (if any) and also gains a combat bonus of + (Intelligence divided by 3 rounded up) on all attacks he makes upon the subject thereafter. Additional attempts to detect weaknesses on the same subject will reveal more Weaknesses if there are any, but won't give the character any additional bonuses to hit.

A subject's weaknesses are never forgotten. The character may inform others of any Weaknesses he detects, but the combat bonus is non-transferable. Weakness Detection has no power cost.

Water Breathing:

The character has a choice of either of two types of this ability:

(A) The character has no difficulty breathing either water or air. There is a power cost of one per hour, either for breathing water if the character chooses to basically be a land-dweller, or for breathing air if the character decides to live mainly in the sea.

(B) Water is the source of the character's power, making him nearly invincible at sea but, with severe problems if taken away from water.

In the water, any power that the character has spent or lost is immediately replenished, nor does he need to spend power for **anything** while in the water.

Out of water, the character is unable to heal or regain hit or power points. After C hours out of water, the character automatically behaves as if **fatigued**.

Being 'in the water' is meant to imply total immersion in clean water (GM's option to specify fresh or salt water if he desires). Less than total immersion, or polluted/dirty water, will have a lesser effect. PR =0.

Weather Control:

The character has the ability to manipulate air currents, air pressure,

and water vapor. In addition to any other useful things a character might use this ability for, he can change weather patterns to suit his purposes and then bend the weather to his will anywhere within visual range.

To change weather conditions takes one action. The following table shows the score which must be exceeded on 1d20 to change the weather from one condition to another. The number given is also the power which must be spent if the die roll is successful.

CURRENT WEATHER:	WEATHER DESIRED							
	Clear	Cloudy	Rain	T-Storm	Tornado	Hurricane	Snow	Blizzard
Clear	—	2	4	6	8	10	12	14
Cloudy	2	—	2	4	6	8	10	12
Rain	4	2	—	2	4	6	8	10
Thunderstorm	6	4	2	—	2	4	6	8
Tornado	8	6	4	2	—	2	4	6
Hurricane	10	8	6	4	2	—	2	4
Snow	12	10	8	6	4	2	—	2
Blizzard	14	12	10	8	6	4	2	—

Subtract one from the score needed (and power cost) for any weather change for each Basic Characteristic the character has which exceeds 15, with a maximum of a reduction of the chance of success being a roll of 2 or more and the minimum power cost being one per weather change.

Once the weather is changed it will remain for at least six turns before reverting to what it's original state. While any of the weather conditions given on the table above is present (even if it occurred naturally or another character summoned it) a character may utilize it as a weapon or for other purposes (each weather attack takes one action). The statistics of each weather type are as follows:

Weather:	Attack Type:*	Range:**	Damage:	Other:	PR:***
Cloudy	Darkness	A x 3	as Darkness	Obscures vision	1
Rain	special	E x 2	—	by situation	1
Thunderstorm	Lightning	E x 3	2d8	by situation	2
Tornado	Vibratory	S x 2	3d6	High Winds	3
Hurricane	Sonics	S x 3	2d12	High Winds, Rain	4
Snow	Ice Powers	E x 2	1d10	Obscures vision	4
Blizzard	Ice Powers	S x 3	1d12	Snow plus High Winds	5

* see combat table

** maximum range from the attacker to his victim, **not** from the weather source to the target; targets outside the weather's area of effect cannot be attacked.

*** must be expended per attack.

Each utilization of the weather will extend the weather's total duration by six turns. Each turn the weather is left **uncontrolled**, check for a possible incidental effect (between-turns at the end of any turn when the weather was not controlled as if an attack of the appropriate type had **missed** as explained at the end of 3.2).

Slight manipulations of existant weather conditions (light breezes, fog, etc.) can be performed as movement only, with no power cost.

Weather Control Devices **automatically** summon the weather desired, costing an action but without power cost. The character chooses as many weather **types** for his device to control as desired, but when rolling for shots per day the 'base power cost' for any attack will equal the **total** of the power costs for all the weather types usable.

Willpower:

There are two varieties of this power, and the character chooses one of the two.

(A) The character has the ability to control his own bodily and mental functions through sheer force of will. Thus, he is able to ignore pain, withstand torture, hold his breath for extended periods of time, remember small details, maintain intense concentration, ignore distractions, etc. This counts as a defense on the combat table if the character is currently using his Willpower in a relevant manner (GM's option). The character is able to do any of these things as often as he wants, at a PR of one per turn (GM's option to charge an action or movement only to perform any particular feat).

(B) Willpower may be used as one particular **permanent** ability, power, or characteristic increase. The extent of the single permanent bonus must be set by the GM, but it should be better than any one short-term bonus which might be gained with type A. This form of Willpower has no power, action, or movement requirement, nor does it operate as a defense unless that is specified as part of the bonus received.

Wings:

The character possesses an actual set of wings, enabling him to fly (they may be bird-like, bat-like, reptillian, moth-like, bee-like, or even flying-squirrel like; this is up to the character).

Winged characters gain a bonus of +3 to Agility. Airspeed equals the character's new Agility times his ground movement rate (for Devices, roll d100 + 20' ') divided by two, in inches per turn. The PR for winged flight is one per hour.

2.8 COSTUMES AND SECRET IDENTITIES

All characters receive free of charge at the start of their careers a costume able to conceal their identity (if desired) **and** capable of withstanding the character's super powers when used. Thus, a character who uses flame would have an inflammable costume, a character who stretches would have an elastic one, etc. Any Devices or Items the character possesses may be built in as well. Additional or replacement costumes may cost money or even require an attempt to invent (6.3) at the GM's option.

It is sometimes possible for a character to be able to form his own costume through the use of his super powers. If he can come up with a rational explanation of how it's done, this should be allowed. Such costumes have distinct advantages and disadvantages: they can be formed instantly (1' ' of movement required, with no additional power cost) without resorting to the old phone-booth method, but some have the unhappy tendency to disappear if the character is incapacitated or knocked unconcious. Finally, a Device or Item might actually **be** the character's costume.

A character's secret identity is his identity when out of costume, and it is standard procedure for this to be maintained separately from his 'super-identity'. Without having a secret identity to fall back on, it becomes impossible to ever be truly 'off duty', plus the character will probably lose whatever job he had, and he puts his friends and relatives all in serious danger for they immediately become targets for the character's enemies. One way to get out of maintaining a secret identity without endangering one's loved ones is if the character's appearance

is so drastically changed from his previous face and form that no one would ever guess who he used to be. A character should be allowed to take that route so long as he provides a rational explanation for his change in appearance.

Any character with a criminal record (see 4.3G and 5.1) will no longer have his original secret identity, though he may not care or he may take on a new one. For all other characters it becomes a matter of choice, whether or not to maintain a secret identity.

2.9 CHARISMA AND EXPERIENCE PROGRESSION

As a player goes about his activities he will accumulate Experience points and Charisma points. These are calculated as follows:

Experience Points

Opponents (villains) captured and taken to the authorities are worth a certain number of experience points to the player(s) who defeated them. Fighting other heroes earns a player no experience points, nor does he receive any for villains whom he fails to capture. Opponents killed are worth no experience in most cases, unless the GM agrees that the act was absolutely necessary or unavoidable.

To determine how many experience points a villain is **worth**, total his hit points plus his Power score and multiply the result times twice his experience level. This is the number of experience points earned by a player who captures him. If more than one character teamed up to defeat the villain, then the experience value should be divided equally among all characters involved.

Players can also acquire experience points by donating money to charitable organizations (**not** including other player characters). For every ten dollars donated, one experience point is gained. Only money a player actually **earned** can be donated for experience (i.e. gifts or discovered treasures don't count).

The purpose of accumulating experience points is to be able to attain a higher Experience Level. As a player moves up through levels of experience he becomes progressively more capable. Below is a table numbering experience levels up to 25, showing the number of Experience Points required in order to attain them:

Level:	Experience Required:
1	0
2	2000
3	5000
4	9000
5	14000
6	20000
7	27000
8	35000
9	44000
10	54000
11	65000
12	77000
13	90000
14	104000
15	119000
16	135000
17	212000
18	230000
19	249000
20	269000
21	290000
22	312000
23	335000
24	359000
25	384000

To attain each level beyond 25 requires an experience score equal to the previous requirement plus 1000 times the number of the level to be achieved.

Optional Rule: Bonus Experience—

At the end of each game session, the GM may award extra experience points to characters who showed outstanding ingenuity, etc., or who simply lived through an event incredible enough to merit additional points from experiencing it. Bonus Experience shouldn't exceed about 500 points in a session.

Charisma Points

At the end of each session of play the GM may award bonuses or minuses to any players Charisma scores based on the events of that session. Bonuses should be awarded to players who do particularly heroic deeds (even if nobody's around to see them, though high publicity may earn slightly greater bonuses), while acts of cowardice, or illegal or immoral activities, take points away from a player's Charisma score. Long periods of inactivity (or at least no **known** activity) may also reduce a player's Charisma by a slight amount, though generally not down to a below-average score.

It is suggested that Charisma bonuses per session not exceed three points, and then only in extreme circumstances (saving the world, etc.). Charisma reductions can be as severe as the GM decrees, being one of the few ways a GM can keep his players in line. In all fairness, however, Charisma penalties should be given out with care and a player who truly **deserves** a penalty in excess of six points from a single session should probably be invited not to participate in another.

Charisma bonuses can also be earned through donations of cash (again, **not** to another player). For every one thousand dollars donated, one Charisma point is gained. Note that Experience and Charisma **cannot** both be received from the same donation, nor can a player gain any bonuses for donating money he did not earn. Also, Charisma can be earned through Training as described below.

Charisma Modification Qualifying Roll

For each point of Charisma modification a character receives, a 1d20 roll against his current Charisma score is required for that modification to take effect. To earn any point of Charisma increase, the character must roll above his current Charisma score (or roll a 20, which always succeeds). To take any point of Charisma decrease the character must roll less than his current Charisma score (on a roll of 20 in this case the character does not take the Charisma penalty, regardless of his current Charisma score).

Experience Level Bonuses

A. Training: All players are assumed to be constantly training in their spare time, and to be consciously attempting to improve some as-

pect of themselves, even while in the field. At the start of the game, at upon attaining each new level of experience, each player should note under 'Training' on his character record sheet which of the following he is undertaking. The bonus described is received when the next highest level is attained, whereupon new training is initiated (or the same training may be continued), etc.

Type of Training:	**Bonus Received:**
Basic Characteristic (specify which one):	+1 on that characteristic score
Gain Weight:	Trade one point of S or E for additional weight in pounds equal to the value of the point traded (i.e. S 24 reduced to S 23 yields +24 pounds of weight).
Lose Weight:	% Chance of success = (I + E + Level) x 2%. If successful, percentage chance of success 10 equals the percentage of the character's weight that is lost. If the number of pounds lost exceeds the player's S or E scores he may add +1 to the scores that are exceeded.
Combat Accuracy (specify weapon/attack):	+1 to the player's chances of hitting with the weapon or attack chosen.
Combat Damage (specify weapon/attack):	+1 to the damage caused by the player with the weapon or attack chosen.
Education (choose the skill area to be received):	The player receives background in whichever occupation area he is being educated in. An instructor must be located who has skill in that area. See the list in 4.3, but new ones can be made up. See also 6.3.
Animal Training (specify):	The animal/creature being trained may be given one type of training **except** Education, or can be taught highly complex tricks-- simple tricks can be taught in other ways (see 8.5).
Whatever:	If the GM allows it (which he should if it seems reasonable) it's legal.

B. Combat Level: Upon attaining a higher level of experience the player may also gain a better modification on his chances of hitting in combat. Check the Experience Level Modification Table in 3.2.

C. Security Clearance: If the player has a security clearance rating it will change for the better when he attains a higher level of experience. See 5.2.

D. Inventing Points: Each time a player attains a new experience level he will gain additional Inventing Points. This is explained in 6.3.

E. Salary: When a player who was receiving pay as a superhero attains a higher level of experience he may be given a raise (see 4.2).

3. COMBAT

3.1 THE TURN SEQUENCE

A. Surprise

When a successful ambush takes place (allow the victims their chances to Detect Danger) only the attackers roll for initiative (explained below) on the first turn. During the first turn the defenders are allowed no normal action phases, but may perform activities covered in 3.1E.

B. Initiative

All characters involved roll 1d10 and note the total of the die roll plus their Agility score. Characters who total the highest 1d10 + Agility result may go first on that turn. Turns are comprised of phases, and the number received for Initiative is the number of the first phase during which the character may act. Initiative ties are always won by the character with the highest innate Agility score, or by the winner of a toss of the dice.

It is possible to act more than once per turn. All characters are allowed to act again in the same turn **fifteen phases** after their last action was allowed. Thus a character whose total initiative score was 36 could act first on phase 36, again on phase 21, and a third time on phase 6. Each action performed after the first costs 2 points of Power.

Actions needn't be performed on the phase indicated: in fact they needn't be taken at all. A character may delay any action alloted to him. If a character has an action waiting to be performed he may take it at any later point in the turn, even if interrupting another character's action, by simply informing the GM of his intent. There are two restrictions: actions may not be saved for use in a later turn, nor may a character perform more than one action in any given phase.

C. The Combat Sequence

As stated above a turn is comprised of phases; the highest initiative score for the turn is the number of the first phase in that turn. From there the GM counts down the phases with characters proclaiming their actions, movement, and other activities as their phases come up. After the end of phase one the turn is over and any actions remaining are forfieted.

Between turns, before new initiative rolls are made for the next turn, power expenditures and other occurances designated as happening between-turns must be resolved. These will be noted elsewhere. When this is completed initiative scores are rerolled and the next turn begins.

D. Actions

During a character's phase he may move or perform an action or both. Simple activities such as opening a door, pushing a button, etc. can be assigned a cost in inches of movement and count as part of the character's move rather than his action. Complex activities like picking a lock or programming a computer could very well count as the character's action-- and may take several actions to complete. When assigning movement and action costs the GM should keep in mind that a combat turn in **V&V** is a period of only fifteen seconds.

Certain activities are definitely actions unto themselves. Any attack made is an action. Evading (3.2D) is an action. For the action/movement requirement of utilizing the various super powers, consult their descriptions.

A character may expend as many inches of movement per turn as his movement rates allow, dividing his movement as desired among his

actions so long as his maximum rate is not exceeded.

Characters may move and then take their action, or act and then move, but may not move, take an action, and move again in a single phase, nor may more than one action be performed by a single character in a single phase.

E. Activities Allowable Outside the Action Sequence:

Characters may talk freely amongst themselves so long as the GM agrees that they are able to communicate at all, regardless of whose turn it is to act. However, if a lengthy discussion ensues, the GM may rule that those involved have finished their turns.

Characters may change their facing (see 3.2C) at any time, even if it is not their turn to act. If a change of facing is performed not on the character's action phase it will cost him 2 points of power. This is done in order to whirl around and face an attacker who comes from behind. In such situations the GM should require a successful roll to Detect Danger in order for the character to be aware of his assailant. If the character actually saw his assailant run around behind, or if someone else who can see the situation alerts him, then, of course, a roll to Detect Danger isn't necessary. Facing changes may be performed only once per phase, except on a character's normal action phase, when he may perform as many facing changes as he desires. Note that the facing change ought'nt be performed until the attack has been announced, thus keeping the attacker from continuing his move and coming up from behind again on the same phase.

A character may lie prone (i.e. hit the dirt) according to the same guidelines given above for a facing change. A prone character cannot get back up except upon his own action phase.

Any character may cease an activity he is currently engaged in whenever he desires (unless doing so requires movement or an action) at no Power cost.

Other activities may be allowed if the GM so decrees. Characters should never be allowed to take a full action (as defined in part D) at any time besides their alloted action phases. Abilities or defenses which do not require an action to activate could be allowed, with doubled power costs or at least 2 points of power for those not normally requiring power expenditure.

3.2 BASIC COMBAT

Combat can be resolved with pencil and paper only, but it is recommended that battles be fought in miniature on a tabletop or floor, to the scale of 1 inch equalling 5 feet. The locations of buildings etc. can be marked in several ways (anything from flat cutouts to actual HO scale models will do), and each character must have a marker to locate his position, with the direction in which he is facing clearly shown. 1 inch square cardboard counters are standard, though miniature figures can be used if available (and if used they should be mounted on bases 1'' square).

A character's chances of hitting an opponent when he attacks are computed as follows. First, using the Combat Table below, cross-index the type of attack being used with each defense type the target has currently active. The initial base chance to hit will be equal to the smallest number received. If no numbers appear, or if the target has no defense types currently in operation, then the base chance to hit will be equal to the number listed in parenthesis after the attack type.

ATTACK TYPES / DEFENSE TYPES:	Chemical Power (11)	Disintegration (15)	Emotion Control (7)	Flame Power (15)	Force Field (16)	Gravity Control (10)	Hand To Hand (5)	Ice Power (14)	Light Control (8)	Lightning Control (15)	Magnetic Powers (13)	Mind Control (9)	Paralysis Ray (12)	Power Blast (16)	Sonic Abilities (10)	Transmutation (9)	Vibratory Powers (10)
Adaptation	0	–	–	0	–	0	–	0	0	0	0	–	–	11	0	–	0
Android Body	15	–	5	–	–	–	3	–	7	16	–	5	6	–	–	5	–
Astral Projection	3	0	10	5	–	0	0	0	–	6	3	11	2	4	1	0	1
Bionics	12	–	–	–	–	7	3	15	–	16	14	–	8	–	–	7	–
Charisma +	–	–	5	–	–	–	–	–	–	–	–	8	–	–	–	–	–
Charisma –	–	–	9	–	–	–	–	–	–	–	–	10	–	–	–	–	–
Chemical Power	0	13	–	0	–	–	2	0	5	9	10	–	10	–	5	5	5
Disintegration Ray	6	–	–	13	–	–	0	0	–	–	–	–	–	12	8	–	9
Flame Power	9	–	–	–	–	–	1	0	–	–	–	–	–	11	–	–	–
Force Field	0	–	–	0	0	–	0	0	–	0	–	–	–	0	0	–	0
Gravity Control	–	–	–	–	–	0	0	0	–	–	3	–	–	–	–	–	–
Ice Power	8	7	–	0	–	–	1	–	7	–	–	–	–	12	6	–	6
Intelligence +	–	–	6	–	–	–	–	–	–	–	–	7	–	–	–	–	–
Intelligence –	–	–	10	–	–	–	–	–	–	–	–	11	–	–	–	–	–
Life Support	5	–	–	7	–	5	2	7	4	7	6	–	–	8	5	–	5
Light Control	–	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–
Lightning Control	9	–	–	–	–	–	3	–	–	0	0	–	–	–	–	–	–
Magnetic Powers	6	–	–	13	8	5	0	12	–	0	0	–	–	8	–	–	–
Non-Corporealness	0	0	8	0	–	0	0	0	–	0	0	10	–	0	–	3	0
Power Blast	9	–	–	12	15	–	1	7	–	–	–	–	–	0	–	–	–
Robotic Body	15	–	5	–	–	–	2	–	5	17	15	5	6	–	–	5	–
Sonic Abilities	9	–	4	13	14	–	2	4	–	–	–	6	–	13	0	–	–
Stretching Powers	9	13	–	13	14	9	2	10	7	14	–	–	10	14	–	5	0
Telekinesis	10	–	–	14	14	2	1	10	–	–	5	–	–	15	8	–	6
Willpower	–	–	0	–	12	5	0	10	7	–	–	0	6	14	8	5	8
Vibratory Powers	7	10	–	10	–	–	0	4	–	–	–	–	8	8	–	4	0

Charisma +/– and Intelligence +/– refers to the defender's Charisma or Intelligence score in relation to that of the attacker. Thus, an Emotion Control attack has a base chance of hitting of 7 if the defender has the same Charisma score as the attacker, 5 if his Charisma score exceeds that of the attacker, and 9 if it is less than the attacker's, etc.

A. Experience Modification

The relative experience levels of the attacker and the defender may have an effect on the base chance to hit. Cross-index the attacker's and defender's experience levels on the table below and apply the modification given to the base chance of hitting as determined above. Note that this modification applies only to melee combat situations with two characters/creatures against one another. If the attacker is an uncontrolled incident (a tidal wave, collapsing building, etc.) or if the defender is not a living or animate thing (i.e. a wall, a parked car, etc.) this should be ignored. Note that an incident or object being controlled by a character may behave at the level of the character in control if the GM so rules (this will usually be the case).

All nonsentient animals, creatures, and robots fight as fourth level characters.

ATTACKER'S EXPERIENCE LEVEL:	DEFENDER'S EXPERIENCE LEVEL										
	1	2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1	–1	–2	–3	–4	–5	–6	–7	–8	–9	–10	–11
2	–	–1	–2	–3	–4	–5	–6	–7	–8	–9	–10
3	+1	–	–1	–2	–3	–4	–5	–6	–7	–8	–9
4-5	+2	+1	–	–1	–2	–3	–4	–5	–6	–7	–8
6-7	+3	+2	+1	–	–1	–2	–3	–4	–5	–6	–7
8-9	+4	+3	+2	+1	–	–1	–2	–3	–4	–5	–6
10-11	+5	+4	+3	+2	+1	–	–1	–2	–3	–4	–5
12-13	+6	+5	+4	+3	+2	+1	–	–1	–2	–3	–4
14-15	+7	+6	+5	+4	+3	+2	+1	–	–1	–2	–3
16-17	+8	+7	+6	+5	+4	+3	+2	+1	–	–1	–2
18-19	+9	+8	+7	+6	+5	+4	+3	+2	+1	–	–1
20	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	–

B. Range Modification

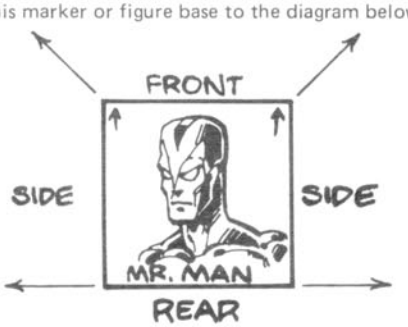
The distance between the attacker and his target may result in a reduction of the base chance to hit. Consult the table below:

TOTAL EFFECTIVE RANGE IN INCHES:	MODIFIER TO HIT:
up to 30	–
31 to 60	–1
61 to 120	–2
121 to 240	–3
241 to 480	–4
481 to 960	–5
961 to 1920	–6
1921 to 3840	–7
3841 to 7680	–8
7681 to 15360	–9
15361 to 30720	–10
30721 to 61440	–11
61441 to 122880	–12
122881 to 245760	–13
245761 to 491520	–14
491521 to 983040	–15

If the attacker moved in the same phase as the attack (but prior to it sequentially) add the number of inches that he moved to the effective range of his attack for the purposes of this modification.

C. Facing Modification

Each character has front, side, and rear facings, easily determined by comparing his marker or figure base to the diagram below:



A character can attack opponents in front of himself without penalty. Attacks made to the character's side receive a - 2 modifier on chances of hitting. A character cannot normally make attacks to the rear.

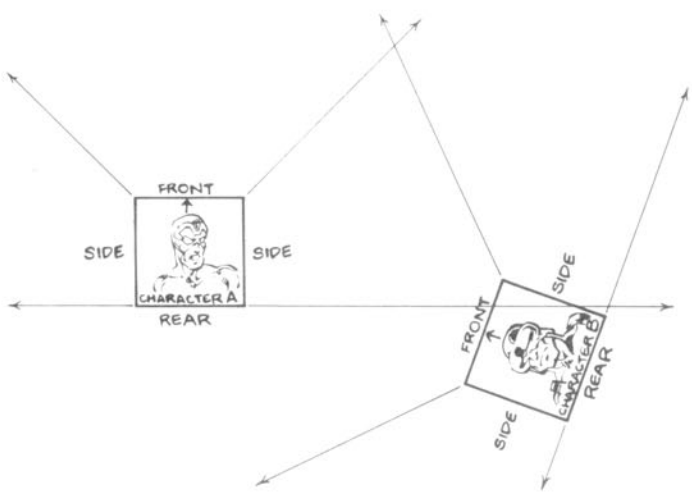
Attacks coming at a character from the front are unmodified. If a character is attacked from the side there is a bonus of +2 on his chances of being hit. If a character is attacked from behind, the bonus is +4. Attacks from above or below count as from behind unless the target is aware of the attacker's presence, in which case the normal facing rules apply.

Attacks upon a target which is lying prone require a special roll to hit (see 3.4) unless the attacker is less than two inches from the target, in which case a normal roll to hit will suffice.

Attacks on a target behind cover (i.e. at least 1/2 concealed behind an obstruction) require a special roll to hit as well (again, see 3.4).

If the attacker is on a line between two of the defender's facings, apply an average of the two possible modifications on the chances of hitting, and vice-versa.

Note the following diagram:



In this diagram, assume A and B are two or more inches apart and B is lying prone.

If A attacked B in this situation, he would have a - 3 modifier on his chances of hitting because B is to his side/rear (since at least part of B's counter is to A's side, A can still hit him from this position). Furthermore, since B is prone and 2 or more inches away, A is required to make a special attack (two successful rolls to hit, see 3.4) on B in order to strike him. If A is able to move before making his attack, it would be worthwhile for him to do so.

If B attacked A in this situation, he would gain a +3 bonus to hit A because he is to A's side/rear. Note that when lying prone, a character's own normal facings still apply. Depending on the situation, A might be able to automatically detect B's presence and turn to face him out of turn (at a cost of 2 points of power as described in 3.1E), or he may be required to roll to Detect Danger.

D. Evasion

Evading is an action, which can be initiated only on a character's Action phase. From that point on, until that character's first action on the next turn, he receives a negative modifier to be hit equal to one-tenth of his current Power score, rounded down. This can be applied against all attacks during the duration which the character is aware of (the standard percentage chance to Detect Danger applies).

Once the final chances of hitting are determined the attacker rolls 1d20. If the die roll is equal to or less than the number required to hit then the attack is a success. A die roll of exactly one is always a hit, regardless of the number required; likewise a die roll of 20 always misses.

If the target of an attack is immobile, unable to defend itself, or etc. (like a brick wall, the broad side of a barn, an unconcious body, etc.) the only roll to hit needed is a roll of anything but a 20. The attacker's bonuses or minuses apply, as well as range and special hit requirements, and any other modifications the GM may decree dependant upon the situation.

E. Combat Effects

Whenever a character is hit in combat he will be affected in some way. Usually this results in the victim taking damage, the amount of which is determined by the nature of the attack with modifiers applied.

When a character takes damage he may lose a number of Hit points or Power points or both. Normally all damage taken is removed directly from the victim's Hit points. However if the victim is alert and aware of the attack (i.e. not asleep, unconscious, incapacitated, paralyzed, taken by surprise, etc.) then he may divert a portion of the damage taken to his Power score instead. The maximum amount of damage that a character can take in Power instead of Hit points from any given attack is equal to one-tenth of his current Power score rounded down. This is called rolling with the punch.

For each hit point of damage taken by a character from an impact-like attack, the character is propelled 1 inch away from his attacker (minus one inch for each Basic Hit point the victim has). Depending on the angle of the attack, he may fly up or down or at any angle. If the blow incapacitated him or knocked him unconscious, each point of Power damage is included as well. See also 8.2.

The effects of having Hit or Power point damage inflicted on a character are explained in 3.6.

If a character wishes to reduce the number of points of damage he inflicts in his target (i.e. pull his punch) he must state, before even rolling to hit, how many points he intends to subtract from the damage score. Thus it is possible to fail to do any damage at all if the amount scored minus the amount held back is zero or less.

On any roll to hit which fails to strike the intended target there is a chance that the attack goes wild and strikes someone or something nearby, or has some other significant effect. The percentage chance of this happening is found on the combat table in parenthesis after the attack type being used. A random effect can either be beneficial or detrimental; GM's option depending on the situation.

3.3 WEAPONRY

Usually the object of any attack is to do damage to the target. The amount of damage inflicted by a character's fists or super powers has already been explained (2.6 and 2.7, respectively) but there are also an assortment of mundane weapons which may show up in any campaign. These are listed below, along with their chance-to-hit modifiers, damage potential, and ranges. All mundane weaponry utilizes the Hand-to-Hand attack type column on the Combat Table for determining the basic chance to hit.

Miscellaneous Weapons:
Melee Weapons

Weapon:	To Hit Modifier:	Damage Caused:
Fist	nil	Basic HTH Damage
Knife/Dagger*	+1	HTH + 1d2
Club/Bludgeon*	+2	HTH + 1d4
Sword	+2	HTH + 1d6
Big Club	+3	HTH + 1d6
Hand Axe/Hatchet*	+1	HTH + 1d6
Battleaxe	+1	HTH + 1d8
Spear*	+3	HTH + 1d4

Melee Weapon Notes: Those marked with an asterisk can be effectively thrown, see the next weapons table. Those not marked, if thrown anyway, have an accurate range of zero, unless the attacker has some special ability enabling him to throw that weapon with skill. Muscle-power range rules apply.

Technological Ranged Weapons

Weapon:	To Hit Modifier:	Damage:	Range:
Pistol	+3	1d8	Ax6
Rifle	+4	1d10	Ax10
Energy Pistol	+2	1d10	Ax3
Energy Rifle	+3	1d12	Ax5
Shotgun	+2	2d6	A
Automatic Weapons:			
Per Extra Bullet	+1	—1	

Ranges given are the maximum effective range. Projectiles may travel farther than that, but beyond effective range a hit is possible only on a roll of one.

For automatic weapons on automatic mode, the modifier to hit is dropped and replaced by a bonus of +1 per extra bullet spent. On a hit, roll the normal damage for each bullet, subtracting from each die one point per extra bullet spent. Each die represents the effects of one bullet, and any bullet which (after modification) scores less than one point of damage misses the target entirely (roll for the possibility of an incidental result for each bullet that misses). The attacker's damage modifier is applied only to the very first bullet.

Muscle-Powered Ranged Weapons

Weapon:	To Hit Modifier:	Damage Caused:	Range:
Knife/Dagger	+2	HTH + 1d2	A
Hand Axe/Hatchet	+1	HTH + 1d6	A/2
Spear	+1	HTH + 1d4	A
Boomerang	+2	HTH + 1	A (Ax2)
Bolas	+3	HTH + 1d3	A
Bow	+4	HTH + 1	Ax3
Crossbow	+5	HTH + 1d3	Ax4

Muscle-Powered Ranged Weapon Notes: The range given is the maximum distance at which the attacker may hit accurately. It is perfectly feasable for a character to be able to actually propel his projectile farther than that (see 8.4), but beyond accurate range the attack loses its modifier to hit and does only the amount of damage indicated by its weight (see Brawling Weapons, below), unless the die roll to hit is a one, in which case it inflicts full normal damage.

The range of a Boomerang is double without return. If return is used, make a saving throw vs. A on 1d20 to successfully retrieve it.

Explosives

Weapon:	To Hit Modifier:	Damage:	Blast Radius:	Weight:
Hand Grenade	+2	1d10	2''	2 to 3 lbs.
Small Bomb	+3	1d12	3''	3 to 5 lbs.
Medium Bomb	+4	1d20	5''	5 to 10 lbs.
Large Bomb	+5	2d20	8''	10 to 20 lbs. and up
Small Nuclear Bomb	+10	1d100	12 "	20 to 50 lbs.
Medium Nuclear Bomb	+15	2d100	1/2 mile	50 to 100 lbs.
Large Nuclear Bomb	*	4d100	?	Over 100 lbs.

Explosions attack all characters and objects within their radius simultaneously, doing the damage indicated to anyone and anything hit. They can be contained if encased within or covered by an object or character which then survives the maximum damage of the explosion (an object must not even be breached, and a character must remain conscious during and after the blast), plus if the containment isn't held down by something check to see if it's blown off (see Combat Effects, 3.2E). If not successfully contained, the explosion takes full effect.

The possibility of any explosive device being a dud is generally 5%, though the GM may modify this depending on the situation. The weight given is average for the full device, not just the weight of the explosives.

Brawling Weapons

Weapon Weight in Pounds:	To Hit Modifier:	Damage Caused:	Range:
up to 30	–	1 point	A
31 to 60	–	1d2	Ax2
61 to 120	+1	1d3	Ax3
121 to 240	+1	1d4	Ax4
241 to 480	+2	1d6	Ax5
481 to 960	+2	1d8	Ax6
961 to 1920	+3	1d10	Ax7
1921 to 3840	+3	1d12	Ax8
3841 to 7680	+4	2d8	Ax9
7681 to 15360	+4	2d10	Ax10
15361 to 30720	+5	3d10	Ax11
30721 to 61440	+5	4d10	Ax12
61441 to 122880	+6	5d10	Ax13
122881 to 245760	+6	6d10	Ax14
245761 to 491520	+7	7d10	Ax15
491521 to 983040	+7	8d10	Ax16
etc.	+8	9d10	Ax17

This covers everything from hitting someone with a chair to hitting someone with a tank or a small building. The chance to hit modifier applies to using the object as either a bludgeon or a projectile (thrown). If used as a bludgeon, add the attacker's Basic HTH damage to the amount indicated above. If thrown, use the object's damage potential only. The range given is the maximum distance that the object can be thrown accurately (as explained for muscle-powered ranged weapons). It is entirely possible that the attacker may not even be able to throw the object its full effective range; see 8.4.

Velocity Damage Bonus:

Projectile Velocity (inches per turn):	Bonus Damage:
up to 30	nil
31 to 60	+1d4
61 to 120	+1d8
121 to 240	+2d8
241 to 480	+2d10
481 to 960	+3d10
961 to 1920	+4d10
1921 to 3840	+5d10
3841 to 7680	+6d10
7681 to 15360	+7d10
15361 to 30720	+8d10
30721 to 61440	+9d10
61441 to 122880	+10d10
122881 to 245760	+11d10
245761 to 491520	+12d10
491521 to 983040	+13d10
etc.	+14d10

Apply the bonus given to the damage scored in ramming or thrown brawling weapon attacks. Do not apply to normal muscle-powered or technological ranged weaponry.

3.4 SPECIAL ATTACKS

A Special Attack on any target requires two successful rolls to hit to succeed. If either roll fails, the Special Attack fails. Special Attacks may be called for in various situations or may be performed whenever desired by a character to achieve a special result. Usually this entails striking the target in a particular spot on his body, thereby achieving better or special results. Note that though two rolls to hit are made there is no additional cost of any kind. If a special attack is to be made it must be declared by the attacker before rolling to hit.

It is also important to mention here that the use of any super power will normally have only the effects covered in its description, and no others. Thus, a Flame attack does damage to its target but doesn't necessarily set him ablaze. To avoid the sometimes cruel side-effects of various powers, Special rolls to hit will be required to achieve them as well (a special attack of this kind would have its normal effects as well). In all cases, unnecessary cruelty by the players or against them should be strictly avoided.

Described below are the effects of successful hits against some common body-area targets:

Head: A successful hit here multiplies the victim's chances of being knocked unconscious by four (see 3.6).

Eye(s): A hit on the victim's eyes yields a 2% chance per hit point of damage inflicted of blinding the opponent, the situation may modify the basic percentage chance. The blindness may be permanent or temporary; GM's option, but permanent blindness should be rare.

Throat: A successful hit here yields a 2% chance per hit point of damage inflicted of rendering the victim temporarily mute. In addition, a neck hold may be used to choke the victim: normally a character can go without breathing for a number of turns equal to his Endurance; after half that time he will pass out.

Arm: Hitting the opponent's arm yields a 2% chance per hit point of damage inflicted that the arm will be disabled (sprained/broken). The victim will furthermore require a saving throw vs. Agility on 1d20 to avoid dropping anything held in that arm or its hand.

Hand: Hitting the targets hand may disable that hand (2% per hit point of damage inflicted); how disabled the hand becomes is up to the GM. Even if the hand isn't disabled, the victim must make a saving throw on percentage dice vs. Agility to avoid dropping whatever the hand is holding.

Leg: If the victim's leg is hit, there's a 2% chance per hit point of damage inflicted that the leg will be disabled. A character with one leg disabled limps along at A inches per turn (and saves vs. A on 1d20 each time he moves to avoid falling down), while a character with both legs disabled crawls at one-tenth his normal rate.

Item or Device: A successful hit on any item in the possession of the target inflicts structural damage on the item. Of course, the victim is able to roll with the punch as usual, as explained in 3.2.

Carrier Attacks

In a carrier attack, two rolls to hit are also required. However in this instance roll first for the carrier attack: if it hits it takes full effect and allows the payload attack to be resolved. If the first roll misses, the payload attack is ignored. Example:

Taserman's fists inflict a paralysis effect when they hit. The fist/HTH attack is resolved first (the carrier) and if a hit is scored then he may perform his Paralysis attack.

3.5 MULTIPLE ATTACKS

It is possible to attack more than one target in a single phase, so long as the attacker can see them all and doesn't move between attacks. Roll to hit on each target: if the roll to hit for any of the targets is a miss then the attacker's timing is off and all the attacks miss. Resolve all the attacks as a single action but spend Power for every shot (up to and including the first miss rolled) if the attack used has a Power cost. The attacker must declare beforehand how many attacks he is going to make, on which targets, and what attack is being used.

There is also a power cost of 2 per additional attack, up until, and including, the first miss. Extremely accurate or powerful characters utilizing multiple attacks can get out of hand. . . the GM is free to limit the maximum number of attacks to keep things under control; I.e. a character could make one blast attack from each hand, or use two fists, or a martial arts character could punch and kick a maximum of four times total, and so on. Generally, at least two attacks can be made at once with any attack mode.

3.6 HIT POINTS vs. POWER POINTS

Every character has a certain number of Hit points and Power points. Hit points represent the amount of damage a character's body can absorb before being wasted. A character with no Hit points remaining has been beaten to a pulp, and any additional damage sustained once a character's Hit points are gone must come out of the character's Power score. No Hit points equals incapacitation.

Power points represent the amount of bio-energy/adrenalin that the character has, and Power is normally used to fuel the use of one's super powers or to perform other strenuous feats. A character with no Power remaining is fatigued, and immediately receives the following penalties:

1. All movement (except that which employs devices/items or other forms of transportation) is cut to one-half normal speed.
2. All Basic Characteristics, for purposes of saving throws, are cut to one-half. Device and Item bonuses are not halved.
3. The character's effective Carrying Capacity is cut to one-half.
4. All damage inflicted (except that which is caused by devices or items) is cut to one-half, rounded up.

In addition, any further Power expenditures are extracted from the character's Hit points once the character's Power is gone.

Note that a character might run out of Power part-way through an action; spend the extra required Power cost from the character's Hits as usual, but Fatigue will not set in until after the action is complete.

Whenever a character takes damage to his Hit points, there is a 1% chance per point of damage sustained that he will fall temporarily unconscious.

See also 3.8, Waking, Resting, and Healing.

A character with no Hit points or Power points left is dead. Once dead, the character's Basic Hits are his Body's structural points (with a structural rating of 1 for flesh); excess damage after death goes into Basic Hits. A corpse with no Basic Hits remaining is damaged beyond repair.

3.7 REACTIONS, LOYALTY, and MORALE

The following tables are presented to aid the GM in determining the actions/motivations of his non-player characters. They are not at all necessary to play, nor should the GM accept the results received if they are clearly inappropriate.

So long as these tables do not take the place of intelligent and creative thought they are indeed handy tools.

See also 2.6, part C, note 7.

Reaction Table: 1d20 modified by person reacted to[1]		Next Reaction Modifier:	Loyalty:
01-02	Violent Hostility	−8	−3
03-05	Hostile though Non-Violent	−4	−2
06-08	Mildly Hostile, Suspicious	−2	−1
09-12	Neutral	−	−
13-15	Agreeable, Interested	+2	+1
16-18	Enthusiastic	+4	+2
19-20	Very Enthusiastic	+8	+3

Loyalty Table: 1d20 modified by Next Reaction Modifier[2]		Next Loyalty Modifier:	Reactions:
01	Treacherous; will never become more loyal; a traitor	−*	−6
02-03	Disloyal	−8	−4
04-05	Uncertain	−4	−2
06-08	Slightly Uncertain	−2	−1
09-12	Average Loyalty	−	−
13-15	Above Average Loyalty	+2	+1
16-17	Loyal	+4	+2
18-19	Very Loyal	+8	+4
20	Enthusiast; never again checks loyalty; a permanent follower	−*	+6

Loyalty should be determined only for underlings and followers. The GM rolls loyalty at whatever point he feels the character's loyalty is being tested: under interrogation, in a battle going bad, leader's virtue is questioned, etc.

[1] Initial reaction is subject to the charisma modification of the person reacted to. All subsequent reactions are modified mainly by the Next Reaction Modifier, with Loyalty modification on all reactions staying constant unless Loyalty changes.

[2] Initial loyalty is subject to the Next Reaction Modifier from the last Reaction rolled. All subsequent loyalty rolls are modified mainly by the Next Loyalty Modifier, with Reaction modification on all loyalty rolls staying constant unless Reaction changes.

* This loyalty rating may change if the GM feels that the character's feelings have been sorely tested; in that case, roll a new loyalty score totally unmodified.

Morale

To lose morale in the face of adversity (check each time things get significantly worse), a character must roll ten or less on 1d20 with loyalty modifiers from both Reaction and Loyalty applied. Treacherous characters will automatically lose morale, while Enthusiastic characters will never do so.

Player characters need never check morale.

Results of Lost Morale: percentile die roll modified by all Reaction and Loyalty modifiers

01-10	Suicide. If unable, then Goes Berserk
11-28	Unconditional Surrender
29-50	Goes Berserk; automatic roll of 10 for initiative for 1d6 turns, not saving or delaying any actions, fleeing if the opportunity presents itself. When the frenzy is ended will surrender unconditionally if not yet escaped.
51-72	Conditional Surrender: if conditions not met, roll again for new idea.
73-90	Runs Away as swiftly as possible
91-00	Attempts to engineer a clever escape

3.8 WAKING, RESTING, and HEALING

An unconscious character (one who still has hit points) has a chance of waking up each turn. His first action phase on each subsequent turn after becoming unconscious is used to attempt a wake-up roll: this is a saving throw on percentile dice vs. the character's Endurance score. If successful, the character is able to resume activity on his next phase. If unsuccessful, the character may roll again on his first action phase on the next turn, etc. Other characters may also attempt to awaken him: for each action they spend in doing so, another wake-up roll may be attempted.

An incapacitated character (one with no hit points remaining) rolls to wake up only once per hour, though others may attempt to awaken him exactly as described above. Upon waking up the incapacitated character may attempt to regain some of his lost hit points (see below).

Regaining Lost Power Potential:

For each minute of rest, a character regains one point of Power, up to a maximum of his original score. No strenuous activity may be undertaken while resting; a character who is unconscious or incapacitated is counted as being at rest. Per hour a character remains active past his normal time of sleep two points of Power are lost, which can only be regained during sleep at a rate of 2 per hour of sleep past eight hours.

Healing Hit Point Damage:

This is explained in 2.6 part C, note 2. Medical assistance will multiply the patient's effective healing rate by one-tenth of the attending physician's IQ score; a non-physician making the attempt multiples the character's effective healing rate by one-twentieth of his IQ. A character waking up from incapacitation will always receive at least one hit point.

4. CREATING A CAMPAIGN

4.1 BACKGROUND

V&V, like any role-playing game, requires a setting wherein the players have their adventures. It is up to the GM of each particular campaign to create this setting. These rules are geared toward adventures on a world very much like present-day Earth, with the addition of super-powered individuals. This is certainly the easiest setting to create, since it allows the GM to utilize already existing maps of real cities and countries, news items from real life, real people as nonplayer characters (governors, mayors, reporters, celebrities, etc.) and so on. It is also, by far, the most common setting for superhero adventures as anyone who reads the comics should know. But even a **V&V** world mimicing contemporary Earth requires work -- such a place might have a slightly different history, or contain any number of undiscovered lands or beings, or be slightly altered geographically or politically, etc. It will, for the most part, have the same level of technology, but far more advanced devices and sciences should be possessed by certain organizations and individuals.

For those who want something a little different (and more difficult) a campaign can be set almost anywhere/anywhen. Some of the most common alternate superhero settings are outlined below:

World War I/World War II

This choice offers an abundance of historical data on which to base your campaign, with two drawbacks. First, your players will undoubtedly have access to records of events that happen in the future of the date of your campaign, and can thus always attempt to be in the right place at the right time. Second, their actions could easily change the events of the period, and eliminate the usefulness of any records of what really happened thereafter. However, if the GM can cope with these problems then adventures set in these time periods would be highly interesting and enjoyable. Of course, the players would probably be required to roll up random characters rather than playing themselves.

Outer Space Contemporary

A campaign of this type would take place in modern times, but the players for one reason or another would spend their time wandering through space instead of on the Earth. The GM would be required to come up with many alien planets and races, but the players could still play themselves rather than randomly created individuals.

Outer Space Future

This would be similar to the above, except that Earth, would (probably) be more technologically advanced and have contact with other starfaring races. Also, the players would be required to roll up random characters rather than playing themselves.

Outer Space Long Ago/Far Away

Same as the above except that Earth would be totally ignored.

Planet Earth Near Future/WW III

This would be set on an Earth ten or more years in the future, possibly during or slightly after a global war or disaster. The players might even be allowed to play themselves, though somewhat older.

Gangbusters

A campaign set in the roaring 20's, with the players enforcing prohibition and/or mainly combating the underworld. Players would roll up random characters. See **Gangster!** for notes on this period.

Etcetera

With work, the GM could base his campaign literally anywhere. More specific guidelines on how this might be done cannot feasably be presented here, so you're on your own if you want to try something really wild. Simply modify the rules herein to suit your needs.

Wherever you set your campaign, be sure to lay enough groundwork before the first session of play to make yourself comfortable with the setting. Of course, you can't think of everything right from the start, but do enough preparatory work so that you can extrapolate a logical answer, within the framework of your game-world, if the players ask you about things you hadn't thought of. As the game progresses you will see your setting expand and evolve in response to your players' activities and your need to formulate new plot ideas.

An important facet of a **V&V** game, but one which is too often, ignored, is the personal lives of the characters. Most superheroes spend their free time doing pretty mundane things, yet events from their day-to-day lives can be turned into goldmines of plot ideas and background information. Of course, care must be taken when dealing with the personal life of one of your players to do so in good taste and without snooping; work with the player to develop the cast of characters who inhabit his daily life, working out their personalities and roles, and character record sheets for them as well if they become involved in anything requiring that much detail. Once these characters are available for you to use, start working them into game events; this will be covered in section 4.4.

The importance of the GM being familiar with comics and the way things work therein cannot be overly stressed. We do not suggest that the GM should copy the world of a particualr comics group in designing the background of his own campaign, however. Though it would be simple to do at the start, the possibility exists for events in your campaign may contradict what you read in those comics in the future, and at that point you diverge from their storyline anyway. So you might as well start from scratch. Still, elements from existing comics which interest you can be used, if done so with care. Obvious ripoffs will only advertise a lack of imagination of the GM's part, which is not good. If you have to swipe, do so creatively.

One final aspect of a **V&V** campaign is the player superhero group's motif. While there is no reason why the players couldn't simple roll up their characters independently and come out with a mixed group of individuals having nothing in common with one another, they should have the option of planning in advance and trying to forge a group with a single dominant theme, such as a group of all mutants, all aliens, all magical types, all with the same exact origin (i.e. they received their powers simultaneously), all patterned after dieties, etc. This is simply a matter of taste.

In conclusion, it is important to remember that the players are going to have to work within whatever framework you set up. Therefor, in the interest of maximum player enjoyment, it is a good idea to find out what they are interested in doing. A **V&V** campaign can be very science fiction or fantasy oriented, or require a lot of detective work, etc. Try to work up an environment that suits the interests of your players.

4.2 ORGANIZATIONS

We'll discuss organizations separately from other background factors simply because they deserve special attention. Just about all super-hero comics eventually bring these into their plots at one time or another. We're not talking about entire governments, nor mundane things like fast food chains or the PTA. We're talking about governmental departments and private industries and organizations that have sufficient resources or importance to deal on the superhero/villain level. Usually these must be made up by the GM; though the CIA, FBI, Mafia, etc. could be used, or with a little imagination your favorite (or least favorite) civilian enterprise could be transformed into a front for just about anything, or even into a full-fledged organization of the type we are discussing.

Organizations are used in **V&V** as in the comics: to generate plot ideas, helping or confronting the players as the case may be, and to provide a source of new allies and enemies.

Characters who find themselves employed by an organization of this type receive a salary of $300 times the character's Experience Level per week, but are also generally restricted from accepting reward money.

Factors which must be considered for each organization are:

1. Whose side is it on? Are they good guys or bad guys, or a special case?
2. What is their main interest or area of specialization, if any? Is it an industry, a research foundation, a religion, a syndicate, or what?
3. What are its resources in terms of cash, technology/magic, and super-powered individuals?
4. What is it after, and what does it offer to outsiders? Will it offer help to anyone in need, or does it require compensation for its assistance? What are its goals and motivations.
5. Where is the organization located, and what kind of setup does it have there? Does it have more than one location (i.e. branch offices)? And are these installations secret from the public?
6. Create character sheets for each of the major personalities in the organization. They needn't be super-powered, but don't waste time doing up the statistics of each individual technician and secretary. Do sheets for characters whose statistics will be important in your game.

Presented here as examples are descriptions of two organizations created for the authors' campaign:

CHESS (the Central Headquarters of Espionage for the Secret Service)

CHESS was formed by the U.S. government as an extension of the CIA and FBI, specially equipped to deal with super-menaces. Since its activation, however, CHESS has risen to a position of superiority over all other agencies while still remaining unswervingly loyal and steadfastly diligent in its appointed task. The heirarchy is organized along the lines of (you guessed it) a chessboard. Each rank corresponds to a particular piece, except that female CHESS agents have their own separate set of titles. This is explained below:

Pawns: These are not agents, but rather highly sophisticated android replicas of human beings. They are utilized to foil assassination attempts and generally confuse CHESS' opponents. They are also occasionally lent out to superheroes to aid them in preserving their secret identities (though of course the superhero must reveal his identity to CHESS in order to have the pawn created and programmed. Advanced thought-transfer technology allows Pawns to have full memories and personality of the person they replace, and any memories the Pawn accumulates during the impersonation can be transferred back to the original person as well. There are two major drawbacks. Damaged Pawns are easily distinguished from true humans, and they have a slight tendency to go crazy (1% chance per day of activity, cumulative, until reprogramming). Crazy Pawns are liable to do almost anything.

Rooks: Female CHESS agents of this rank are called Doves. These are the regular field agents, security guards and technicians of CHESS, and are the most common type. Rooks/Doves are generally from 1st to 4th level of experience, with Basic Characteristics averaging 10 to 12 points. Their standard equipment consists of an energy-automatic pistol (technicians are usually unarmed), CHESS I.D. card, communicator and uniform (field agents wear normal street clothes instead, of course).

Knights: Female CHESS agents of this rank are called Valkyries. Knights/Valkyries fill the ranks of the famous CHESS Power Cavalry, the fighting arm of this organization. A Power Cavalry squadron consists of ten agents of this type, generally 5th to 8th level of experience, with Basic Characteristics averaging 12 to 14 points. They wear ADR 50 armor with built-in Power Blast projectors, and ride on Skycycles (VTO/L capability, maximum airspeed = 150 mph). They also carry CHESS I.D. and communicators. CHESS hasn't got a lot of these troops, perhaps 1000 scattered across the country and overseas, so it is unlikely for more than one squadron to appear at a time, if any.

Bishops: Female CHESS agents of this rank are called Angels or, less frequently, 'sisters'. These are the top CHESS agents, of the James Bond variety. Bishops/Angels tend to be anywhere up to 12th experience level, with Basic Characteristics averaging 14 to 16. They have the priviledge of commissioning specialized equipment of their own choosing, usually for a particular assignment but most have certain favorite gear which they keep on hand at most times. Due to this diversity, each also has a personal codename reflecting his/her style, personality, etc. They tend to keep their CHESS I.D. and communicator on hand, but not if they are in danger of being searched. CHESS has approximately three dozen agents of this calibre– too many to be listed individually here!

King and Queen: These codenames (honorific only and not representative of their actual political power) apply to the co-administrators of CHESS; always one male and one female. The King oversees the activities of all male CHESS agents while the Queen coordinates the female branch. Together they control CHESS as a whole. The King and Queen don't personally participate in espionage operations themselves, and thus, don't have to be particularly skilled as agents, but their security clearance scores must be one each and they must be skilled as beaurocrats. It also helps, in order to receive this job, if the person has distinguished him/herself in the service of the U.S. government.

The current King of CHESS is Homer Grimsby, a superlative administrator and former Secret Service agent in spite of his lackluster name. He is now in his late fifties, and a close associate of almost every major political figure in the U.S.

Alexandria Huntington, the current Queen, worked her way up through the ranks of CHESS from a minor Dove agent, and scoffs at Grimsby's credentials. Up until three years ago she was an Angel-level agent (codename: Diana), and she has considered returning to that more exciting position. Instead of doing so, she has on several occasions handled assignments personally in direct violation of standard operating procedures, much to the resentment of Homer. Unfortunately he has never found out until afterward. Alexandria is now in her early forties, and her once-fabled beauty is beginning to fade. When she takes on assignments as Diana she prefers to use an advanced crossbow (with telescopic/infrared sight and an assortment of special-purpose arrows) and other primitive hunting gear.

CHESS Headquarters takes up a small portion of the Pentagon.

Intercrime (the Criminal Elite)

Intercrime is probably the most successful criminal organization to date, specializing in hi-tech weaponry and espionage. Though they have occasionally extended branches into other countries they have a firm foothold only in the United States. They've long sice assimilated many lesser syndicates like the Mafia– without their general knowledge! Their control over these remains slight, to preserve anonymity. Intercrime's primary interest is in acquiring advanced technology of all sorts to sell to terrorists and other criminal organizations. . . sometimes their own! Intercrime indulges in a great deal of research as well as outright theft, to expand their selection of equipment. They don't usually bother with monetary theft, extortion, drug dealing, etc. except when it aids in their operations. These crimes are left to their customers.

Intercrime is not centrally located but maintains fully staffed secret headquarters in all major U.S. cities. Operations are directed from wherever the leader of Intercrime is situated, but he moves around a lot. Standard Intercrime personnel are as follows:

Technicians and Garrison: These are all first through third level characters with characteristics averaging 10 to 12 points. All carry communicators and wear standard Intercrime uniforms. Garrison personnel also carry Disintegration Pistols (as Disintegration Ray but only 1d12 damage).

Assassin Squad: The active agents of Intercrime, or those who handle most operations (except those requiring Power Infantry, see below). Intercrime Assassins can be up to 6th level of experience with characteristics averaging 12 to 14 points. Each wears a black jumpsuit with built-in communicator, infrared goggles, nunchuks (HTH +2 to hit, +1d6 damage, -2 to be hit when applicable), 8 shuriken (HTH +2 to hit, +1 point of damage, range = Ax2), and garrote (HTH +1 to hit, requires a successful hit on the neck from behind, does Power damage only but save vs. E on 1d20 each between-turns after caught or die). Each also has martial arts training, yielding a bonus of +2 to hit and -2 to be hit (when aware).

Power Infantry: The muscle of Intercrime, used only when superpowered or high-tech (such as CHESS) resistance is expected. Power Infantry troops also range up to 6th level of experience, with characteristics averaging 12 to 14 points. Each wears an Invulnerability -8 uniform with built-in communicator and jetpack (max, airspeed =65 mph), and carries a Disintegration Rifle (as Disintegration Ray). Occasionally a number of these will supplement an Assassin Squad expedition, just in case. . .

Subcommanders: Intercrime routinely employs supervillains to act as leaders for missions, bases, and smaller outposts. These won't generally be above average in toughness, since Crimelord (see below) avoids hiring anyone he can't defeat, and besides, really tough villains work better on their own anyway. Intercrime employs too many villains, and their roster changes too often, to list them here.

Leader: This position has been filled by three individuals in as many years. The current leader is known as Crimelord, whose name is seldom spoken and then only in secret or under duress. It is not the purpose of this section to present nonplayer character's statistics, so we won't discuss him in any greater detail here, except to say that he must be extremely tough in order to hold this job.

4.3 GENERATING NONPLAYER CHARACTERS

Nonplayer characters include pedestrians (non-powered individuals), super-powered characters, animals, etc. This section details the standard procedure used to randomly generate one of these. Again, no rules herein are sacred and the GM may modify or forego the die rolls if he knows what result he wants. The die rolls are given to help you if you can't make up your mind, or draw a blank when you need to come up with a quick character. It isn't necessary to work out a complete character sheet for everyone the players meet, only those whose statistics are liable to be necessary. The GM must determine whose are necessary to have, but remember that you can get away with making up the local newspaper boy's Agility score (if required) without worrying about the rest of his statistics.

If you want to create a group of super-types but can't decide how many to include, 2d6 makes a good number.

Nonplayer characters are created along the same lines as player characters, but with random die rolls substituting for statistics assigned based on a real-life individual. Actually, the GM might want to create an NPC based on a real person who doesn't participate in his game; if so, assign the relevant data as required.

A. Good and Evil

We'll assume that the GM already knows whether he needs to create a good guy, bad guy, or animal. See 2.1.

B. Sex and Weight

Super-types are male on a roll of 1 to 4 on 1d6, and female on a roll of 5 or 6, as are soldiers, police, guards, and other adventurous pedestrians. Most pedestrians are male on a roll of 1 to 3 and female on a roll of 4 to 6 on 1d6, as are animals.

The weight of a human male can be determined by rolling 5d6 times ten pounds, where as female humans weigh 5d4 times ten pounds. The weights of various animal types are presented in 8.5.

C. Age and Experience Level

To determine the experience level of any character the players may encounter, roll 4d6 and consult the following table:

	Level of the Highest Level Player–Character Yet Obtained																			
Die	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21+
4	20	20	20	20	20	20	20	20	20	20	1	2	3	4	5	6	7	8	9	10	11
5	18	18	18	18	18	18	18	18	18	1	2	3	4	5	6	7	8	9	10	11	12
6	16	16	16	16	16	16	16	16	1	2	3	4	5	6	7	8	9	10	11	12	13
7	14	14	14	14	14	14	14	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	12	12	12	12	12	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	10	10	10	10	10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	8	8	8	8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11	6	6	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	4	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16	5	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
17	7	7	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
18	9	9	9	9	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
19	11	11	11	11	11	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
20	13	13	13	13	13	13	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
21	15	15	15	15	15	15	15	15	16	17	18	19	20	21	22	23	24	25	26	27	28
22	17	17	17	17	17	17	17	17	17	18	19	20	21	22	23	24	25	26	27	28	29
23	19	19	19	19	19	19	19	19	19	19	20	21	22	23	24	25	26	27	28	29	30+
24	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	1	1-2	1-3	1-4	1-6	1-6	1-8	1-8	1-10	1-10

This indicates the experience level that a super-powered character will be. For adventurous pedestrians (soldiers, policemen, guards, etc.) divide the level indicated by five (and round up). For normal pedestrians, divide it by ten and round up. Of course, all animals, robots, and other nonsentients are automatically fourth level equivalent for combat purposes.

The age of any super-type character is normally determined by rolling 2d6 and adding 12 plus the character's experience level. This system may also be used for certain pedestrian types, but for most pedestrians the following system should be used:

Roll 1d20, and add 1d8 to the age indicated. For higher level pedestrians, also add 8 years to their age per experience level they have achieved past the first.

20-Sided Die Roll	Add 8-Sided Die For Age
1-3	0
4-6	8
7-9	16
10-11	24
12-13	32
14-15	40
16-17	48
18	56
19	64
20	72

D. Basic Characteristics

All nonplayers are initially rated in their Basic Characteristics (Strength, Endurance, Agility, Intelligence, and Charisma) by rolling 3d6 for each characteristic and recording the result on their character reference sheet. If the character has passed the first level of experience however, he will gain bonus training points which can be applied to these basic scores. Roll once below for each level the character has achieved past the first.

d6 Roll:	training bonus:
1	+1 Strength
2	+1 Endurance
3	+1 Agility
4	+1 Intelligence
5	+1 Charisma and reroll
6	+1 Inventing Attempt and reroll*

Nonsentients receive no training bonuses, and may roll modified dice to determine their Basic Characteristics: see 8.5

* For each Inventing attempt made the GM should subtract one from the character's Inventing Point total and roll percentile dice once against the character's inventing percentage. If successful, the GM should make up some reasonable and interesting new invention that the character has already created.

E. Origin and Background

To determine a nonplayer's place of origin, roll percentile dice: there is an 80% chance that the character is a native of the area where he/she/it was encountered (if possible). Otherwise, roll once on the table below to determine where the character is from:

% Die Roll:	Origin:
01-05	American
06-10	German
11-15	French
16-20	British
21-25	Canadian
26-30	Japanese
31-35	Russian
36-39	European
40-43	Central American
44-47	South American
48-51	Middle Eastern
51-55	African
56-59	Asian
60-64	Oriental
65-68	Indonesian
69-72	Australian
73-76	Scandinavian
77-80	Pacific Islander
81-85	Extraterrestrial (the character is from another planet)
86-90	Extra-Dimensional (the character is from another dimension)
91-95	Lost/Hidden Civilization
96-00	Anachronism (the character is from another time).

For each intelligent nonplayer, roll twice on the table below to determine the areas of knowledge he/she is versed in. Each skill area has been left open-ended to allow fine-tuning by the GM. Multiple rolls of the same area may be rerolled, or kept to indicate greater skill in that area. The character's age, Intelligence score, social background, etc. must be taken into account by the GM when determining exactly what the character is capable of doing with his/her skill.

% Die Roll:	Knowledge Area:
01-04	Medical
05-08	Legal
09-12	Research/Technology
13-16	Law Enforcement
17	Fine Art
18	Commercial Art
19	Performing Art
20-23	Social Work/Charity
24-27	Journalism/Broadcasting
28-31	Sports
32-35	Education
36-39	Crime
40-43	Military
44-47	Government/Bureaucracy
48-51	Agriculture
52-55	Scholar (History, Philosophy, Scientific Theory, etc.)
56-59	Scientist (Chemistry, Physics, Astronomy, etc.)
60	Game Designer/Bum
61-64	Communications (Telephone, Postal, Radio, etc.)
65-68	Religion/Mysticism
69-72	Psychology
73-76	Manufacturing
77-80	Business/Sales
81-84	Accounting/Finance
85-88	Inheritor (see below)
89-92	Transportation (Airlines, Trucking, etc.)
93-95	GM's (or Player's) choice
96-98	Roll **Twice** Again
99-00	None

Assuming that the character has a job (for super-types, this means that they hold a job in their secret identity), yearly income equals the character's Age x Intelligence x Charisma, times an additional ten if the job is full-time as opposed to part-time. Most of this goes into paying bills, probably, so in most cases the character's Intelligence score is used as the percentage of yearly income which can actually be saved.

Super-characters also collect a lot of money and gear during their careers, and the total value of what they have on hand at any particular time can be calculated as per yearly (part-time) income, multiplied by the character's experience level. This, then, is the amount of money he/she could scrounge up at any time without borrowing from his/her secret identity.

The GM should secretly roll 4d10 for characters who received a result of Inheritor on the table above to determine at what age they receive their inheritance. If received before the age of 21, the money is most likely put into a trust fund for the character, from which he may borrow. The character may or may not even know he's up for an inheritance until it actually happens: GM's option.

The amount of money inherited = 1d3 + 2 percentile die rolls multiplied together. This could be a lot of money. Actually, if the cash value is incredibly high, it is very likely that the inheritance includes a lot of material possessions (car, boat, house, ancestral manor, family business, etc.).

F. Super Powers

Nonplayer characters with super powers follow the procedure outlined in 2.5 with the GM (or player, if a player is rolling up a character who is not himself) deciding which lists to roll on, which powers to drop, etc. Keep in mind the Basic Characteristics and background information you've just determined about the character.

G. NonPlayer Legal Status

This may apply only to intelligent nonplayer characters, and depends on which side the character is on:

Good Characters: If the GM chooses to give this character a security clearance, compute it as outlined in 5.2. Normally a nonplayer good guy won't be wanted by the authorities or have a criminal record. However, if the character has a background skill in Crime or an appropriate weakness (low self-control, prejudice, etc.) or if the GM simply wants to, these could be determined as per bad guys, below.

Evil Characters: It is unlikely that an evil character has obtained a security clearance, but if the GM wants to assign one for whatever reason then compute it normally (except that if the character is known to be a criminal, add the character's Charisma score instead of subtracting it). An evil character may have a criminal record; a roll equal to or less than the character's experience level on 1d20 indicates that this is so, with a roll of 20 indicating that the character definitely does not have a record. Detailed information on secret identity, powers, etc. can be obtained on characters with criminal records. Evil characters may also be currently wanted by the authorities; a 1d20 roll equal to or less than the character's Charisma score means that this is the case, with a roll of one indicating that the character is definitely wanted and a roll of 20 showing that he defintely is not wanted.

H. Final Calculations

These are completed exactly as for Player Characters, using the procedure outlined in 2.6. Remember that the Agility scores of nonplayer types may require modification as indicated by body weight; note 2.6 part B. Also, work out a story of how the character got super-powers (if it's a super-powered character), name him/her, and decide what the character looks like. You may also want to make note of any personality traits the character may have (make these up), where he/she lives, what the character does for a living, etc. All of these minor details will be useful when you try to work the character into your campaign.

4.4 DESIGNING ADVENTURES

The whole point of any role-playing game is for the player characters to work their way through events set up by the GM, to the mutual enjoyment of all. Each game session is like a story, which must be outlined by the GM before the start of play. The GM should dig into his reservoir of background information, nonplayer characteristics, etc. and shuffle them into a plot. Suppose Dr. so-and-so has been in hiding for the last few weeks after being trounced by the players. What does he want to do next? Will he take revenge, or try another crime despite the players' existence, or what? Deciding what a nonplayer would do is relatively easy, if you take the time to think like him. Achieve that and plotting stories based on an NPC's activities is easy. But some events should be based on the activities of the players as well. If Dr. so-and-so is out hiding somewhere, the players may want to go hunt him down. Thus, it is important for the GM to encourage the players to come to him with ideas of what they want to do, and work out adventures based on that. So with all the material a GM has to work with, it should only take a little work or imagination to come up with interesting things for the players to do. Try to get a variety of everything as well: don't use the same villains too many times in a row, keep introducing new ones. Come up with different crimes for the villains to attempt. Don't drag the same story on for weeks on end, and don't have the same variety of opponents or plots too often. Of course, all of the guidelines can be violated if the group of players enjoy only a particular sort of activity. Maximum player enjoyment should be the GM's primary goal.

The best way to learn how things should happen in **V&V** is to read comic books. This is of utmost importance to the GM, as it is his job to oversee all events in the game, but it would be a good idea for the players to have a minimal familiarity as well. **V&V** is not designed to simulate reality; it simulates comics. Certain assumptions and rules herein admittedly make sense only within the context of comic books, and many may seem totally unbelievable if viewed in terms of reality. So a familiarity with the world of comics is of importance initially on the level of preparing the GM and players to think in those terms. Secondly, the GM should use every source he can think of to get ideas for what to do in his game-- and since **V&V** is a game which simulates the comics, the comics are the best place from which to swipe ideas.

If the GM still can't decide what to set up for his players to do, the following random table of plot ideas may be used. We still strongly reccomend and prefer the use of the GM's and player's own imaginations as a source of ideas, but everyone gets a mental block now and then. Roll 1d20 (or choose) to determine the general type of occurrence, then roll again (or choose) for the specific event. You can even roll several times, to get a more complex plot, by simply combining the results. The suggestions given here have been purposely left open-ended to encourage their creative use.

d20 Roll:	Initial Category:
1-2	Supernatural
3-5	Natural Disaster
6-7	Revoltin' Development
8-12	Ordinary Crime
13-14	Extraterrestrial
15-18	Organized Crime
19-20	High Technology

d20 Roll:	Supernatural Events:
1-4	Supernatural Character(s) Encountered
5-7	Supernatural Creature(s) Encountered
8-9	Player(s) Supernaturally transported to another dimension.
10-11	Player(s) Supernaturally teleported to another location.
12-14	Supernatural Disaster
15-16	Player(s) discover Supernatural Artifact(s)
17-20	Supernatural Crime

d20 Roll:	Natural Disasters:
1-2	Earthquake
3-5	Flood/Tidal Wave
6-8	Severe Weather (Drought, Hurricane, Blizzard, Etc.)
9-11	Fire
12-13	Dangerous Wildlife Abroad
14-15	Outbreak of Disease
16-17	Volcanic Eruption
18-20	Unsafe Building(s)

d20 Roll:	Revoltin' Developments:
1-2	Player(s) Framed for a Crime.
3	Secret Identity of Player(s) discovered.
4	Player(s) captured by a Villain.
5	Player(s) captured by a foreign government.
6-7	Player(s) impersonated.
8-9	Player(s) attacked by another Vigilante.
10-11	Player(s) mistaken for Villains.
12-13	Nonplayer Character(s) change side without warning.
14	Player(s) harassed by the press.
15	Player(s) harassed by the authorities.
16	Player(s) harassed by an angry mob.
17-18	Player(s) harassed by admirers.
19-20	Nonplayer Character(s) try to join Player's group.

d20 Roll:	Ordinary Crimes:
1-2	Mugging or Holdup
3-4	Vandalism/Arson
5-6	Robbery/Looting
7-8	Drug Abuse
9-10	Fighting or Assault
11-12	Murder
13-14	Kidnapping
15	Child Abuse
16-17	Shootout
18	Suicide Attempt
19-20	Riot

d20 Roll:	Extraterrestrial Events:
1-4	Extraterrestrial Character(s) encountered by Player(s)
5-8	Extraterrestrial Creature(s) encountered by Player(s)
9-10	Player(s) transported to another planet
11-13	Space Disaster
14-16	Player(s) discover Alien artifacts
17-18	Extraterrestrial Crime
19	Alien Invasion
20	Space War

d20 Roll:	Organized Crime:
1-2	Local Street Gang(s) cause trouble
3-5	Villain(s) Attack Player(s)
6-9	Villain(s) go on Rampage/Crimewave
10-11	Contract taken out on Player(s)
12-13	Mob War
14-15	Player(s) encounter an Organization.
16-18	Major Crime
19-20	Government/Business Corruption

d20 Roll:	High Technology Events:
1-4	Player(s) encounter High Tech Character(s)
5-7	Player(s) encounter High Tech Creature(s) or mutant(s)
8-10	High Technology Disaster
11-12	Player(s) discover High Technology Device(s)
13-15	High Tech Crime
16-17	Scientist(s) encountered by Player(s)
18-20	Player(s) encounter Time/Dimensional Traveller(s)

Notes On Random Events:

Characters encountered may be either good guys or bad guys, with or without ulterior motives, as it suits the GM. Remember that these things won't usually just happen; work the players into the situation with clues, rumors, and other events. Also, come up with a why and wherefore for each of these events; players don't just find a magic sword under a rock for no reason, nor will an alien being usually walk up and say 'hi, I'm an alien'. People have motivations, and events are the results of previous events, so try to come up with these things and take them into account.

If the GM still feels uncomfortable creating his own adventures, FGU publishes a variety of adventures for use with **V&V**.

5. THE GOVERNMENT

Government reaction to superheroes in comics has ranged from extreme gratitude and friendliness to extreme hatred and paranoia. In many cases, certain groups of characters have been singled out for either worse or better treatment than the rest: mutants, supernatural characters, androids, aliens, and characters with patriotic themes have often received different treatment from other types. This section of the rules has been written to simulate an unprejudiced government somewhere in the middle, which acknowledges the value of superheroes but gives them only the special freedoms they require to do what they do. Superheroes are expected to work by the government's (lenient) rules if they want official sanction or assistance, and the authorities aren't going to put up with any funny business. . . unless they're in on it and have given approval. The government's will is backed up by some sort of advanced peacekeeping force (along the lines of CHESS as described in 4.2, but not necessarily that particular agency), plus a number of patriotic heroes, who have already decided to work for the government in exchange for the advantages that situation provides. The government is definitely on the side of the good guys here, despite how little some players may believe it.

We prefer to ignore whether or not superheroes have to pay taxes. It could be rationalized that taxes are deducted in advance from rewards and other cash received by superheroes, or that they are simply not required to pay taxes; in any case, the players and the GM shouldn't have to worry about it.

There are laws requiring that a defendant's accusers show up at his trial– but vigilantes are exempt from this unless the GM decrees that the case against the villain is too slim to hold unless the superheroes who captured him testify. Usually, there should be enough evidence against any villain to make this unnecessary.

Superheroes don't have to read villains their rights or follow other police procedures-- they are truly outside all restrictions. A fugitive who was caught by police because he had an auto accident outside the local precinct headquarters cannot claim that his car used unnecessary force in apprehending him; the car is a nonentity and not subject to those rules. Superheroes are the same: if a villain is captured by one, it is an act of fate which delivers him to the police.

With all the freedom this public attitude bestows on superheroes, one might wonder who keeps them under control! Who draws the boundaries on their behavior? The answer is that vigilantes work under an unwritten code of behavior, which is self-enforced. That is, if any vigilante/hero gets too far out of line, he can be sure that there is always another hero or group of heroes tougher than he, with more moral integrity, to beat him into shape or into a bloody pulp, whichever comes first. The GM is encouraged to build himself at least one invincibly tough nonplayer superhero to fit this role. The superhero code is more thoroughly discussed in 6.1.

There is still a question of whether or not a character is recognized as a 'good guy' when he deals with nonplayers. The best way of handling this is to roll reactions from characters encountered, taking into account the character's known career (if any) in addition to his Charisma score, and take it from there. If your government is very advanced and efficient it may have a system of cataloging superheroes and verifying their identity; there might even be some form of 'license' required. All this is up to the individual game master.

These initial guidelines apply to modern-day Earth/United States based campaigns closely following the example of most contemporary comics. GM's preferring to relocate in another time or place will simply have to rethink every suggestion given here. Even if you use the guidelines as given, remember that not everyone is going to feel happy about having superheroes around, even if they do have government sanction. At the same time, player superheroes must be free enough to successfully perform their job, or they needn't waste their time. Make sure somebody out there likes them.

5.1 LEGAL STATUS

This section covers several factors, all of which are recorded on the character record sheet under the heading Legal Status.

A. Criminal Record

If the character has ever been convicted of a crime, note this on his character sheet. If the character has two identities, note which identity has the record if any or whether both do. Having a criminal record in **V&V** results in the same thing it does in real life: people tend to distrust convicted criminals. In addition, super-powered characters who have been convicted have their description and powers thoroughly catalogued, as well as all data on their other identities if any, and if known. This data is available to all law-enforement agencies and to recognized superheroes who have a security clearance 10 or less, or who achieve a positive reaction roll. The procedure for determining whether or not a nonplayer character has a criminal record is given in 4.3G. Having a criminal record doesn't necessarily mean that the character was guilty.

B. Wanted Status

A character may be Wanted for any number of reasons but basically it means that the authorities think the character may have been involved in a crime or be able to provide information about one. The evidence may be only circumstantial, and the Wanted character may be totally ignorant and innocent, but he nonetheless becomes fair game for all superheroes. Wanted characters wouldn't still be Wanted if they turned themselves in, would they? The procedure for determining whether or not a nonplayer character is currently Wanted by the law is given in 4.3G.

C. Other

Record anything like official government sanction, employment as a superhero/villain, recognized membership in a superhero/villain group and membership status, current prison sentence and prison location for incarcerated characters, etc. on the character's sheet under this heading.

5.2 SECURITY CLEARANCE

A character's security clearance score represents his position in the government security network; a low score indicates that the character is allowed access to high-security information and files while a high score means that he has minimal access. The absolute best security clearance score is possible is a score of 1, which cannot normally be attained, even if achieved using the calculation below. Security Clearance 1 is reserved for the President and his top selected aides. Any Security Clearance calculated at 20 or more is treated as a 20: this is the worst score that any character given a Security Clearance can have.

A Security Clearance rating may be obtained in several ways, the most common being by becoming employed by the government in a security position (i.e. mailmen have no security clearance scores). This includes any government intelligence agency, government funded and/or controlled superhero groups, etc. During employment a character's Security Clearance score is constantly reviewed and adjusted whenever necessary (see the formula for calculation, below), but if the character ceases employment his Security Clearance remains at its last recorded level for a period of two years, after which it becomes inactive. Employment may consist of only a single mission to obtain a Security Clearance, so long as the government feels that the character requires one to be involved in that mission. Security Clearance scores can also be obtained through high-ranking security officials and through employment by private industries working on security projects (military hardware manufacturers, for example).

Security Clearance Calculation:

Base Score = 40

Subtract the characters':	Modifications:
Experience Level	Subtract half of the character's experience level if he has a criminal record.
Intelligence Score*	Subtract half of the character's Intelligence score if he has the weakness Prejudice.
Charisma Score*	Foreign, alien, nonhuman, etc. characters subtract half of their Charisma score; if known to be from on enemy country or if personally subject to some sort of major public distrust, then do not subtract the character's Charisma score at all.

* The maximum subtraction allowed for either of these is 25 a piece.

In all cases, a concerted effort will be made by the authorities to calculate Security Clearance scores properly. They will avoid interfering with a character's secret identity. Security Clearance modifications should reflect only what is known about the character.

A character's Security Clearance can be suspended during investigations into his activities, or because of minor abuse of his security priviledges, or simply by making an enemy of someone with enough political power to do so. A Security Clearance may be cancelled if the character is convicted of a crime, or defects to an enemy government, or commits any other major abuse of his security status.

5.3 REWARDS

Rewards are the public's only means of expressing their appreciation for the work of superheroes (apart from fan clubs and good news coverage, which cannot finance superhero operations). The government assists by making all reward monies paid for the capture of criminals who are then convicted tax deductable. Rewards are put up by insurance companies, public interest groups, and occasionally wealthy individuals, or a combination of the three. To put up a reward one simply sends the amount offered to the government, stating who it's from (it can be anonymous) and who it's on. Rewards can be retracted at any time up to the time of capture, or are immediately refunded if the criminal was slain or if the hero responsible for the capture is unable to accept rewards.

Reward money can only be collected by the character(s) who personally present the captured crook to the authorities. At the time of the arrest a high-ranking government representative (police commisioner, intelligence agent, etc.) must be present who, after verifying the capture and checking the total reward money offered, is empowered to write a check to cash for the appropriate amount from the government. Almost any bank will accept these checks.

The amount of reward money offered for any villain captured alive can be approximated quickly using the following calculation.

10 x Charisma Score x Experience Level for normal criminals.

100 x Charisma Score x Experience Level for super criminals

All rewards are 1/2 normal amount for villains apprehended while attempting a crime, who were not previously Wanted. In all cases, the criminals reward value as calculated above divided by 100 equals the percentage chance that anyone bothered to post a reward at all.

All police officers, secret agents, and other government-employed characters (including superheroes on the government payroll) are restricted from accepting reward money. Government-employed superheroes instead receive $300 per week per experience level as a salary. Superheroes employed by private individuals or organizations may also be restricted from collecting rewards, and receive pay on a scale set by the gamemaster.

5.4 BOOTY AND TROPHIES

Superheroes are not treasure-hunters and do not normally loot the dens of defeated criminals for useful gadgets. All of the possessions of any criminal, especially those which a superhero might like to obtain, are evidence. A player character who pockets a neat-looking item without going through channels or obtaining permission becomes a thief. Also, lack of any piece of evidence during a trial will generally allow the criminal to go free.

All illegal possessions of a captured villain (most advanced or restricted weaponry, stolen property, controlled substances, and anything considered a threat to national security) are confiscated by the authorities. After the trial, certain types (drugs, counterfeit identification or currency, etc.) are destroyed. Stolen items are returned to their rightful owners, if they can be located. High security documents and technology are assigned Security Clearance codes and sent off to specialists for analysis. What's left, which isn't much (miscellaneous unreturnable merchandise and unrestricted technology), is held for a period of time around one year (it varies state to state, country to country) and then either auctioned off or destroyed. Remember that a lot of a villain's special gear, unless confiscated for security reasons, remains his, even if he is convicted. He won't be taking it to prison with him, though.

As you can see a superhero who wants to line his room with memorabilia is liable to wind up with a pretty meagre and unimpressive collection. Likewise, one who expects to collect heaps of extra techno gear will be sorely disappointed. All contraband marked for destruction is off limits except for false identification, which may be reproduced for the heroes' files. Stolen merchandise that can be returned to it's rightful owner or his estate is also inviolate. A character whose Security Clearance score is high enough may examine captured high-security documents and technology; if he displays the appropriate skill areas and intelligence, he may even be asked to join the research/analysis team. If the character is an acknowledged expert in the field as well, the project is liable to be completely turned over to him. . . though the item remains government property and he will be expected to work in their best interest. Auctionable items that a hero wants as trophies are either given to him, providing he was involved in the particular case and doesn't get a negative reaction from the properties room officer, or (in the case of unreturned valuables) are available at the auction to the highest bidder.

Characters who go ahead and steal anyway are subject to severe Charisma loss, and will probably be hunted down by other heroes as well. A player who turns his character into a hardened criminal should have that character taken from him to become a nonplayer character.

A final point to mention is that grateful individuals may attempt to give gifts to superheroes. This is allowed, even if the hero cannot normally accept rewards, so long as the giver is not taken advantage of and the recipient accepts the gift as just that; a gift, not as a bribe and not as pay. That would result in Charisma loss. For this reason most gifts should be mere tokens of appreciation like autographed pictures, honorary memberships, and the like.

5.5 TRIALS AND TRIBULATIONS

A. Laws of the Land

This section is an outline of the basic laws of the land and it includes definitions of crimes, in legal terms, along with information on the usual penalties that are meted out for proven guilt in connection with these crimes.

It should be noted that the laws and definitions listed are based upon New York State laws. These are often specific and detailed, and certainly more complete in covering all possible crimes than we can be in this limited format.

Article 1—Conspiracy

Section 1.a Conspiracy in the fourth degree: A person is guilty of such a crime when he meets with one or more persons and agrees with those persons to take any action or conduct that constitutes a crime to be performed. This includes any acts to engage in or to cause the performance of the acts leading to the crime.

Section 1.b Conspiracy in the third degree: as with the fourth degree but where the crime is a felony.

Section 1.c Conspiracy in the second degree: as in the fourth degree but the crime must be a class A or B felony.

Section 1.d Conspiracy in the first degree: As in 1.c but the felony must have been actually performed. Conspiracy in the fourth degree is a class B misdemeanor while third degree conspiracy is a class A misdemeanor. Conspiracy of the second degree is a class E felony while conspiracy of the first degree is a class B felony.

Article 2—Attempt

Attempt to commit a crime: A person guilty of such attempt if he engages in conduct which tends to effect the commission of a crime if he acted with intent to commit such crime.

Punishments for such attempts are based upon the class and type of the misdemeanor or felony of the crime attempted. Penalties are generally based upon the level of the crime or one level below the crime attempted (see the usual punishments section at the close of Laws of the Land).

Article 3—Criminal Facilitation

Section 3.a Criminal facilitation in the second degree: Giving aid to a person who the perpetrator believes is planning a crime where this aid provides said person with the means or opportunity to commit such a crime where the crime is a felony. This is a class A misdemeanor.

Section 3.b Criminal facilitation in the first degree: As in section 3.a, but the actions of the perpetrator aid the person in commission of a class A felony. This is a class C felony.

Article 4—Assault

Section 4.a Assault in the third degree: With intent to cause physical injury, through criminal negligence or through recklessness an individual causes physical injury to another person, especially with the use of a deadly weapon or dangerous instrument.
This is a class A misdemeanor.

Section 4.b Assault in the second degree: As in assault in the third degree except that intent is to cause serious injury to another person or is done in commission of a crime where assault is unrelated to this crime, or where the crime involves use of a deadly weapon. This also includes administering drugs to another person without their consent and all assaults on police or firemen who are performing their duties.
This is a class D felony.

Section 4.c Assault in the first degree: As in section 4.a except that the injury must be serious or an attempt to permanently disfigure, disable, or amputate a member or organ of the body of another individual. This also includes serious injuries caused in the commission of unrelated crimes or in the flight from such crimes.
This is a class C felony.

Section 4.d Menacing: The act of by physically menacing and then forcing another person to fear imminent serious physical injury. This is a class B misdemeanor.

Section 4.e Reckless endangerment in the second degree: When any action recklessly engaged in creates a substantial risk of serious physical injury for another person. This is a class A misdemeanor.

Section 4.f Reckless endangerment in the first degree: As in section 4.e, but causes a grave risk of death for another person. This is a class D felony.

Section 4.g Promoting a suicide attempt: Any attempt to intentionally cause or aid another person to commit suicide. This is a class E felony.

Article 5—Homicide

Section 5.a Criminally negligent homicide: When the criminal negligence of a person causes the death of another person. This is a class E felony.

Section 5.b Manslaughter in the second degree: When a person recklessly causes the death of another person or causes or aids another person to commit suicide. This is a class C felony.

Section 5.c Manslaughter in the first degree: As in 5.b but the death of another person was caused when their was intent to cause serious injury to that person or to a third party or when there was intent to cause death but this is not murder as there were extreme emotional disturbances on the part of the party causing the death of another. This is a class B felony.

Section 5.d Murder in the second degree: When a party causes the death of another person while with the intent of causing death to that person or third party. This also includes criminally reckless endangerment where a person is killed by the reckless actions of the perpetrator or where a person is killed in the commission or flight from a robbery, burglary, kidnapping, arson, or escape. This is a class A-1 felony.

Article 6—Kidnapping and related offenses

Section 6.a Unlawful imprisonment in the second degree: This refers to restraint on another person without their consent or due process of law. This is a class A misdemeanor.

Section 6.b Unlawful imprisonment in the first degree: As in section 6.a except that the restraint on the other person results in exposure of that person to risk of serious physical injury. This is a class E felony.

Section 6.c Kidnapping in the second degree: This refers to an abduction of another person. It is a class B felony.

Section 6.d Kidnapping in the first degree: This refers to an abduction where there is an attempt to gain a ransom payment in terms of money or services, or in restraint from any conduct, or when the abduction lasts for more than 12 hours, or when the effort is to inflict physical injury upon the victim or terrorize him or the third party, or when a person dies during such an abduction. Death of the abducted individual is always presumed, even without a body, when the victim was under sixteen years old or incompetent at the time of the abduction, unless the abducted person is safely returned upon termination of the abduction. This is a class A-1 felony.

Section 6.e Coercion in the second degree: Forcing another person to take action, or fail to take action, due to fear instilled in that person by the perpetrator to cause physical injury, damage to property, or expose a secret or asserted fact (whether true or false) or to harm the financial position or reputation of the other person. This is a class A misdemeanor.

Section 6.f Coercion in the first degree: As in 6.e but the action forced upon the coerced party must be a felony, an attempt to cause injury to another party, or a violation of his duty as a public servant. This is a class E felony.

Article 7—Burglary and related offenses

Section 7.a Trespass: A person is guilty of trespass when they knowingly enter or remain unlawfully in or upon premises. This is a violation.

Section 7.b Criminal trespass in the third degree: As in 7.a except that the premise or property is fenced or otherwise enclosed to exclude intruders. This is a class B misdemeanor.

Section 7.c Criminal Trespass in the second degree: As in 7.b except that the premise is a dwelling. This is a class A misdemeanor.

Section 7.d Criminal Trespass in the first degree: As in 7.a but the premise must be a building and the violator must know that he or another participant in the crime possesses an explosive or deadly weapon. This is a class D felony.

Section 7.e Burglary in the third degree: When a person commits trespass with the intent of commiting a crime within the premises. This is a class D felony.

Section 7.f Burglary in the second degree: As in 7.e but the parties are armed with explosive or deadly weapons, cause physical injury to any party not a participant in the crime, uses or threatens use of any dangerous instrument, or enters or stays in the building at night. This is a class C felony.

Section 7.g Burglary in the first degree: As 7.f but the perpetrator displays a dangerous instrument or firearm. This is a class B felony.

Section 7.h Possession of Burglar's tools: This is any tool or instrument adapted or designed, or commonly used, for committing or facilitating offenses involving forcible entry into premises. This is a class A misdemeanor.

Article 8—Criminal Mischief

Section 8.a Criminal mischief in the fourth degree: Whenever a person having no legal right, and no grounds to believe he has such a right, intentionally damages the property or recklessly damages the property of another person and causes such damage of an amount exceeding $250.00 This is a class A misdemeanor.

Section 8.b Criminal mischief in the third degree: As in 8.a but with intent to do such damage. This is a class E felony.

Section 8.c Criminal mischief in the second degree: As in 8.a but the damage must exceed $1500. This is a class D felony.

Section 8.d Criminal mischief in the first degree: As in 8.a but the damage is caused by an explosive. This is a class D felony.

Section 8.e Criminal tampering in the second degree: A person with no right to do so, or reasonable grounds to believe he has such a right, tampers with the property of another individual with the intent to cause inconvenience to that other individual. Tampering with property of gas, electric, sewer, water works, telephone or telegraph companies, or with common carriers or public utilities is also included. This is a class B misdemeanor.

Section 8.f Criminal tampering in the first degree: As in 8.e but where the intent is to cause a substantial interruption of any service provided to the public. This is a class D felony.

Section 8.g Reckless endangerment of property: This involves any action that recklessly endangers or creates a risk of damage to property of another person in excess of $250. This is a class B misdemeanor.

Article 9—Arson

Section 9.a Arson in the fourth degree: Recklessly damagin a building by intentionally starting a fire or causing an explosion. This is a class E felony.

Section 9.b Arson in the third degree: As in 9.a, but the fire or explosion must be intentionally started. This is a class C felony.

Section 9.c Arson in the second degree: As in 9.b but when there is another person, not a participant, present in the building at the time or if the perpetrator has reason to believe that fact or circumstances could make the presence of such a person a reasonable possibility. This is a class B felony.

Section 9.d Arson in the first degree: As 9.c except that the damage must be caused by an explosion. This is a class A-1 felony.

Article 10—Larceny

Section 10.a Definition: To obtain or appropriate property illegally and to deprive the rightful owner of that property. A joint or common owner is not to have right of possession superior to that of his joint or com mon owner or partner in ownership. Obtaining property by false promise is an attempt to defraud and is larceny. Extortion also includes larceny when such extortion obtains property illegally.

The value of such property should generally be determined by market value.

Section 10.b Petit larceny: Any theft of any property is petit larceny. This is a class A misdemeanor.

Section 10.c Grand larceny in the third degree: The property stolen has a value of over $250 or is a public record, secret scientific material, a credit card, is obtained by extortion, or includes firearms.

Section 10.d Grand larceny in the second degree: As in 10.c but the value of goods stolen is $1500. This is a class D felony.

Section 10.e Grand larceny in the first degree: When a person steals property, regardless of its nature or value, by means of extortion committed by instilling fear that the actor or another person will cause physical injury to another person or damage to property. This is a class C felony.

Article 11—Robbery

Section 11.a Robbery in the third degree: Forcibly stealing any property. This is a class D felony.

Section 11.b Robbery in the second degree: Forcible theft of any property if aided by another person, with use or threat of what appears to be a firearm, or causing physical injury to another party not a participant in the crime. This is a classC felony.

Section 11.c Robbery in the first degree: When in the commission of a robbery or the flight from the scene of a robbery, the perpetrator or another party involved in the crime seriously injure another party, is armed with a deadly weapon or uses (or threatens use of) a dangerous instrument, or displays a firearm. This is a class B felony.

Article 12—Other offenses related to theft

Section 12.a Misapplication of property: Unlawful use of the property of another in violation of a lease or rental agreement, etc. This is a class A misdemeanor.

Section 12.b Unauthorized use of a vehicle: Any use of a vehicle without the consent of the owner when the perpetrator knows he does not have such consent. This is a class A misdemeanor.

Section 12.c Theft of services: Any theft of services that may range from use of a hotel room, to a bus ticket, to credit, avoiding payment for any service by any business or utility. This is a class A misdemeanor.

Section 12.d Unlawful use of credit card: This includes the use of any credit card that is stolen, or known to be revoked or cancelled. This is a class A misdemeanor.

Section 12.e Criminal possession of stolen property in the third degree: Any such possession by an individual who knows the property to be stolen and who has the intent of profiting himself or any party other than the owner or who impedes the recovery of such property. This is a class A misdemeanor.

Section 12.f Criminal possession of stolen property in the second degree: As in 12.e but the value of the property exceeds $250 or is a credit card, or he is a business like a pawnbroker who must buy and sell property, or the property consists of firearms. This is a class E felony.

Section 12.g Criminal possession of stolen property in the first degree: As in 12.f but the value of the property must exceed $1500. This is a class D felony.

Article 13—Forgery

Section 13.a Forgery in the third degree: Any attempt to defraud or deceive another person by falsely making, completing, or altering a written instrument. This is a class A misdemeanor.

Section 13.b Forgery in the second degree: As with section 13.a, except that the altered or falsified document must be calculated to be or become a deed, will, contract, assignment or a public record. This also includes public transportation transfers, tickets, or any token used in the place of money, and prescriptions from any physicians. This is a class D felony.

Section 13.c Forgery in the first degree: As in section 13.a except that the altered or falsified written instrument must be money, stamps, securities or other valuable papers (such as stocks or bonds). This is a class C felony.

Section 13.d Criminal Possession of a forged instrument in the third degree: When any forged instrument is used with intent to injure, damage or defraud. The perpetrator must have knowledge that the instrument is forged. This is a class A misdemeanor.

Section 13.e Criminal possession of a forged instrument in the second degree: As in 13.d, except that the forged instrument must be a deed, will, contract, or other document that would make the forger guilty of section 13.b This is a class D felony.

Section 13.f Criminal possession of a forged instrument in the first degree: As in the case with section 13.d, except that the forged instrument must fulfull all the requirements to make the forger guilty of forgery in the first degree. This is a class C felony.

Section 13.g Criminal possession of forgery devices: This implies knowingly possessing or using plates, dies, or any apparatus or equipment in counterfeiting or forgery. This is a class D felony.

Article 14—Official Misconduct and Obstruction

Section 14.a Official misconduct: When any public official, with the intent of gaining benefit for himself or depriving another person of a benefit, uses his legal position of authority to act in a fashion that is an unauthorized exercise of his official functions, or fails to act in the authorized function for the same purposes. This is a class A misdemeanor.

Section 14.b Obstructing governmental administration: This refers to any person who intentionally obstructs, impairs or perverts the administration of any law or other governmental function by an official by use of intimidation by force or any other means. This is a class A misdemeanor.

Section 14.c Refusing to aid a peace officer: Any person who refuses to aid a police official, when the police official has identified himself and commanded such aid is guilty of this offense. This is a class B misdemeanor.

Article 15—Bribery of public officials

Section 15.a Bribery in the second degree: When a person confers or offers to confer any benefit upon a public servant in hopes that the discretion of that public servant will be influenced. This is a class D felony.

Section 15.b Bribery in the first degree: As in section 15.a, except that the bribe must be intended to hinder the investigation of a class A felony or lead to the commission of a class A felony. This is a class B felony.

Section 15.c Bribe receiving in the second degree: This applies to any public official who solicits, accepts, or agrees to accept any benefit upon the understanding that this benefit will influence his exercise of official discretion or duty. This is a class D felony.

Section 15.d Bribe receiving in the first degree: This applies to any official who fulfills the requirements for section 15.c with the addition that the bribe must relate to a class A felony. This is a class B felony.

Article 16—Escape and Resisting arrest

Section 16.a Resisting arrest: A person is guilty of this crime when he intentionally prevents or so attempts to prevent the authorized arrest of himself or another person by a police officer. This is a class A misdemeanor.

Section 16.b Hindering prosecution in the third degree: Any person who renders criminal assistance to a person who has committed any felony is guilty of this crime. This is a class A misdemeanor.

Section 16.c Hindering prosecution in the second degree: As with section 16.b, except that the person assisted must have commited a class C or B felony. This is a class E felony.

Section 16.d Hindering prosecution in the first degree: As with section 16.b, except that the person rendering such assistance must know or believe that the party assisted has committed a class A felony. This is a class D felony.

Article 17—Controlled substances

Section 17.a Criminal possession of a controlled substance in the seventh degree: Any possession that is willingly and knowingly made by the perpetrator of any controlled substance. This is a class A misdemeanor.

Section 17.b Criminal possession of a controlled substance in the sixth degree: As with section 17.a, except that the perpetrator must have intent to sell the controlled substance or have more than one-half ounce of a narcotic preparation. This is a class D felony.

Section 17.c Criminal possession of a controlled substance in the fifth degree: As in section 17.b, except that the controlled substance must be two ounces of a narcotic preparation, one gram of a stimulant, one milligram of LSD, or other such large amounts of narcotic substances. This is a class C felony.

Section 17.d Criminal possession of a controlled substance in the fourth degree: Any second offense of criminal possession of a controlled substance in the fifth degree. This is a class B felony.

Section 17.e Criminal possession of a controlled substance in the third degree: As in section 17.a, but the amounts are larger and the perpetrator must have intent to sell the narcotic drug. This is a class A-III felony.

Section 17.f Criminal possession of a controlled substance in the second degree: As in section 17.e, except that the amounts of the controlled possession are greater. This is a class A-II felony.

Section 17.g Criminal possession of a controlled substance in the first

degree: As with section 17.f, except that the amounts are even greater. This is a class A-I felony.
Section 17.h Criminal sale of a controlled substance in the sixth degree: Any sale of a controlled substance made knowingly. This is a class D felony.
Section 17.i Criminal sale of a controlled substance in the fifth degree: As in section 17.h, but with a set amount of any controlled substance of narcotic. This is a class C felony.
Section 17.j Criminal sale of a controlled substance in the fourth degree: As in section 17.i. except that the purchaser of the controlled substance must, to the knowledge of the seller, be under 18 years of age or the amounts must be in excess of those required under section 17.i. This is a class C felony.
Section 17.k Criminal sale of a controlled substance in the third degree: As with section 17.i. except that the amount of the substance required is greater. This is a class A-III felony.
Section 17.l Criminal sale of a controlled substance in the second degree: As with section 17.k, except that the amount of the substance is still greater. This is a class A-II felony.
Section 17.m Criminal sale of a controlled substance in the first degree: As with section 17.l but with still greater amounts of the substance required. This is a class A-I felony.

Article 18—Gambling offenses
Section 18.a Promoting gambling in the second degree: Any advancing or profiting from illegal gambling activities that are knowingly engaged in. This is a class A misdemeanor.
Section 18.b Promoting gambling in the first degree: As in section 18.a but the perpetrator must be engaged in bookmaking to a level where he takes more than five bets a day with a value of over $5000 or engaged in a lottery or policy scheme where he has the records and more than $500 is involved in the scheme per day. This is a class E felony.
Section 18.c Possession of gambling records in the second degree: Possession of any gambling records used in bookmaking or lottery type operations. This is a class A misdemeanor.
Section 18.d Possession of gambling records in the first degree: As with section 18.c, but the records must reflect a bookmaking operation of more than five bets with more than a total of $5000 bet or a lottery or policy scheme with more than 500 plays. Class E felony.
Section 18.e Possession of a gambling device: Any possession, manufacture, transportation or sale of a slot machine or any other device used in the advancement of unlawful gambling activity.

Article 19—Offenses against public order
Section 19.a Riot in the second degree: Any action taken by five or more persons simultaneously that is tumultuous and violent and will cause or create a grave risk of causing public alarm. This is a class A misdemeanor.
Section 19.b Riot in the first degree: As in 19.a, except that a person, other than one of the perpetrators, suffers physical harm or substantial property damage. This is a class E felony.
Section 19.c Inciting to riot: Any action that urges ten or more persons to engage in a riot, by the above definitions of riot. This is a class A misdemeanor.
Section 19.d Unlawful assembly: This is any assembly of five or more persons with the intent of rioting, which may or may not actually become a riot. This is a class B misdemeanor.
Section 19.e Criminal Anarchy: Any advocation of the overthrow of the state government by violence. This is a class E felony.
Section 19.f Disorderly conduct: Any action that has intent of causing public inconvenience or recklessly creates public risk. This may be fighting, unreasonable noise, obstruction of traffic, or any refusal to obey the lawful order of police for a dispersal when congregated with a group. This is a violation.
Section 19.g Harassment: Any action intended to annoy or harass that may include subjecting another person to physical contact or the threat of such contact, following another person about, or any action that frightens or annoys another person for no real purpose. This is a violation.
Section 19.h Aggravated harassment: As in section 19.g but involving some form of communication, by phone or even telegraph. This is a class A misdemeanor.

Article 20—Offenses against the right to privacy
Section 20.a Eavesdropping: Any wiretapping or mechanical devices used to overhear conversation without lawful authorization. This is a class E felony.
Section 20.b Possession of Eavesdropping devices: Any instrument that can be commonly used for a wire tap or for mechanical eavesdropping without proper authorization for such possession. This is a class A misdemeanor.

Article 21—Firearms and dangerous weapons
Section 21.a Criminal possession of a weapon in the fourth degree: Any possession of a firearm, electronic dart gun, gravity knife, switchblade, cane sword, billy club, blackjack, brass knuckles, dagger, dirk, razor, stiletto, or any similar weapon where the weapon or deadly instrument is not licensed with proper permits, and where the party carrying the weapon is either not a citizen of the U.S. or has been convicted of any felony or serious offense, or is not judged suitable to carry such a weapon by licensing authorities. This is a class A misdemeanor.
Section 21.b Criminal possession of a weapon in the third degree: Any individual guilty of section 21.a who has been convicted of any crime or who has an explosive device of any kind, a firearm silencer, a machine gun or other automatic weapon, or who has hidden such a weapon on his person for purpose of criminal use, or who possesses any loaded firearm, shall be guilty of section 21.b. This is a class D felony.
Section 21.c Criminal possession of a weapon in the second degree: This requires the possession of a machine gun or loaded firearm with the intent to use this weapon unlawfully against another individual. This is a class C felony.
Section 21.d Criminal possession of a weapon in the first degree: As in 21.c, but the weapon must be an explosive substance or device and the intent to use the weapon against another party must be established. This is a class B felony.

Superheroes must respect, but not strictly adhere to, all the basic laws of the land. A policeman may attempt to arrest a superhero for breaking any law, though they seldom do unless the act was unnecessary or excessive for the situation or if the officer was asked to do so by a citizen wishing to press charges. A superhero ordered not to break a particular law by a law enforcement officer is expected to do as he's told, or the officer is certain to arrest him. A superhero who resists arrest or fails to turn himself in upon request becomes Wanted, and it's then open season on him for other superheroes. As a general rule, a superhero can get away with most misdemeanors and violations so long as the activities are reasonably important to capturing crooks. Felonies committed by superheroes must be vitally important to their task, and will most likely require an explanation to the authorities. Very minor felonies, if sufficiently explained at the scene, can be ignored; otherwise the hero will be arrested and asked to explain it to a judge. In any case, even if the hero avoids a court battle, the breaking of any law except in the line of duty may result in Charisma loss of an amount set by the GM.

If a superhero is shown to be innocent of a crime for which he is Wanted, all charges against him relating to that crime (including resisting arrest if the hero refused to be apprehended) are dropped. Minor charges against any superhero, if not worth pursuing, will eventually be dropped as well.

An arrested superhero is allowed to continue to conceal his identity until such time as he is actually convicted, unless he is known to have a prior record. The same applies to super villains as well, for fear that the character might actually be a good guy.

B. Assigning Charges

Once a villain is captured the GM should determine exactly what crimes he is charged with. If he was already wanted when captured then he probably has additional charges beyond what the heroes apprehended him for; the GM has a free hand in deciding what they might be, taking into account the villain's favorite activities and the amount of time he's had to do things. If for some reason the heroes apprehend a character who is not wanted and cannot be charged with anything, then that character will be released within a day and the vigilantes will wind up looking foolish; they should probably even lose Charisma.

When a criminal is convicted of two or more crimes that were committed in the same basic crime (such as possession of a deadly weapon and robbery) the two or more sentences imposed may be served concurrently, or they are served at the same time so that the criminal is effectively serving only the longest sentence. But, when such convictions cover unrelated crimes they are to be served consecutively, thus creating longer sentences by adding the lengths of the various sentences imposed.

The sentences imposed for various crimes can be determined by the class of crime on the tables below. Use these tables to find the probable sentence that the defendant will recieve if found guilty.

Class of Crime	Minimum Sentence	Maximum Sentence
A-III felony	1-8 years	life
A-II felony	6-8 years	life
A-I felony	15-25 years	life
B felony	*	25 years
C felony	*	15 years
D felony	*	7 years
E felony	*	4 years

* this minimum is not required and may be set by the judge where the judge deems it necessary for the public safety. The minimum should not exceed one third of the maximum sentence.

Note that the above table is for first offenses in felony cases. Second offenders should be sentenced by the following table:

Class of Crime	Minimum Sentence	Maximum Sentence
B felony	9 years	25 years
C felony	6 years	15 years
D felony	4 years	7 years
E felony	3 years	4 years

Those convicted of misdemeanors or violations will face the following sentences:

Class of Crime	Maximum Sentence
A misdemeanor	1 year
B misdemeanor	3 months
C misdemeanor	*
Violation	15 days

* All misdemeanors of classes, C, D, and E are to have definite sentences, determined by the judge with the maximum sentences determined to reflect the nature of the misdemeanor. In all cases, these sentences should certainly be less than the three months maximum imposed on those convicted of class B misdemeanors.

C. Pre-Trial Activities

Roll 1d10 for the number of weeks after capture that the trial date is set. During that time the defendant is held in a local detention center with security of an appropriate level for the character (see part E). The chances of bail being set hinge upon the judge's reaction roll to the character: a modified reaction roll over 15 indicates that bail is set. The exact amount is left up to the GM/judge, but should provide enough incentive for the character to return. The bail is refunded when the character shows up at his trial.

D. Verdict: The chances of a character being convicted are as follows:
Base = 75% If the defendant is truly guilty.
25% If the defendant is truly innocent.

Add the character's Charisma score if he is Evil, subtract it if he is Good, apply a modifier of up to +/–50% depending on the amount of evidence and testimony available. Every $1000 paid in legal fees adjusts the chances of being convicted by –1%, up to a maximum of twice the Intelligence score of the lawyer hired. If no lawyer is hired, the defendant is assigned a public defender (–0%) at no cost.

The GM should act as judge and set a definite sentence if required, within the limits for the crimes involved. Previously convicted or high-Charisma villains will tend to receive maximum sentences, while repentant/first offender/low Charisma villains will be let off more easily.

All this assumes that the defendant pleads his innocence. Other pleas modify this procedure as follows:

Guilty: A plea of Guilty is generally offered to hasten court procedures, save money, and gain a reduced sentence. This is called plea bargaining. In cases where the defendant pleads Guilty, he is automatically convicted, but the sentence for each of his crimes should be reduced by one level. Thus a character pleading Guilty of a class B felony would be sentenced for a class C felony only. Pleading Guilty to a Violation would reduce the sentence by a few days (GM's option).

Temporary Insanity: This means that the defendant claims to have temporarily lost responsibility for his actions, resulting in behavior which he would not normally perform. Resolve the trial as usual, with relevant character weaknesses (Low self-control, Phobia/Psychosis) counting as additional evidence in the defendant's favor. If still found guilty, the character is sentenced as usual. Otherwise, the judge will assign the defendant to some form of rehabilitation ranging from a short period of observation to psychiatric counselling or both.

Insanity: The defendant claims to be insane. There is a pre-trial investigation by psychiatrists to determine whether the character is insane or not: the chances of the character being found insane equal the character's Charisma plus Level, as a percentage of the maximum number of years of sentence possible (treat Life as 50 years for an A-I felony, 75 for an A-II, and 100 for an A-III). Roll the final result or less on 1d100. Any appropriate Weaknesses (severe Phobia/Psychosis or Low Self Control) multiply the chances of the character being found insane by up to three times. A character not found to be insane must change his plea. A character found insane is still tried, but uses the base 25% chance of conviction as if he is not truly guilty. If convicted the defendant is deemed criminally insane; he is sent to an institution with normal prison security but with the addition of complete psychiatric care facilities. If not found guilty, an insane character is sent to a low-security mental institution until cured.

Mind Control: The defendant claims to have been mentally manipulated into committing the crime(s) by an outside force. Resolve the trial as usual, with a known and respected Telepath being assigned to probe the defendant's mind and testify on what he finds. This testimony provides a positive or negative modifier on the chances of conviction, depending on the nature of the results. If convicted the defendant goes to prison as usual. If not he is released and the real perpetrator of the crime (if identified) becomes Wanted. The real perpetrator is additionally charged with Assault (First Degree) and Coercion (First Degree).

Special Verdict Rules:

On a roll for conviction of 01 to 05, the defendant is automatically convicted, regardless of the chances calculated. On a roll of 96 to 00, the jury automatically judges him innocent. In either of these extreme cases the judge or the prosecutor or the public defender/lawyer may ask for a new trial; this should only be allowed if the verdict is obviously contrariety to all logic and not trustworthy. If a new trial is granted, it takes place 1d10 weeks later.

On a roll for conviction of 48 to 53 the jury is deadlocked, unable to make up its mind. A new trial date is set 1d10 weeks later.

In all second trials, and later ones as well if required, the base chance of the defender being convicted is 50% regardless of his true innocence or guilt.

Death Sentence:

Depending on where the trial takes place, the GM may have the option of invoking the Death Sentence for particularly heinous crimes. The defendant must be facing at least one Life sentence before the Death sentence can be imposed.

A character sentenced to Death is scheduled to be executed within 1d20 weeks after the trial. However, the actual execution may be repeatedly delayed by temporary stay of execution orders as a result of court appeals and public protest by anti-Death sentence activists. Thus, the GM may keep his favorite villains around indefinitely, even if sentenced to Death by the law.

E. Super Prisons

When super-powered characters have existed for any significant period of time, the prison system will become geared up to deal with them. This requires the use of advanced technology to neutralize/counteract/discourage the use of a prisoner's super powers. The number of possible powers and variants is too long for a comprehensive list of counter measures to be presented here, and indeed it shouldn't be necessary to even worry about the methods used, unless the GM chooses to locate game activities in a super-prison environment.

These prisons have several flaws which result in high escape percentages. Primarily, there is the fact that technological measures can only counteract the known powers of any inmate; if not completely understood and measured, escape becomes a proverbial piece of cake. Secondly, breakdowns can occur in equipment, even with multiple backup systems. A split-second may be all that certain villains need to break free, while a total power failure would most likely depopulate the entire prison. Finally, prisons are notorious for being easier to break into than out of. . . so when an inmate has a super-powered ally on the outside his chances of escape soar dramatically.

The flaws are quite beneficial for the GM if he intends to re-use previously captured villains. The GM is free to arrange any prison breaks he needs, whenever he wants them. A reasonable explanation should be prepared of course, and escapes should not be so common as to make the players feel that their efforts were wasted.

F. Rehabilitation

Though this possibility is discussed here out of convenience, it needn't occur only while villains are in prison. In fact, these same guidelines also apply for Good guys going bad. Having nonplayers change sides is an interesting plot twist, if not overused.

The character in question would subtract his current Charisma score from 20 (results of less than one become 1) to determine his new Charisma. If the character had Heightened Charisma on the other side, it now counts as Reduced Charisma for purposes of maximum Charisma score possible. If the character had Reduced Charisma, changing sides erases it.

Most characters who change sides thus begin with relatively low Charisma scores on that side; this signifies that they haven't quite got the hang of their new philosophy, and will have to learn how to behave properly.

G. Parole

Calculate the convict's Charisma times half of his Experience Level. The result is the percentage of his sentence he must serve before being paroled. This is a general calculation at best– good behavior can cut this by up to half, while poor behavior may delay chances of parole indefinitely. Parole is unavailable on sentences of less than six months, and the judge may impose restrictions on parole for particularly nasty villains-- even to the point of denying parole chances completely.

6. BEING A SUPERHERO

6.1 ACTING THE PART

Perhaps the most unique aspect of **V&V** is that players can play characters who are essentially themselves. What distinquishes one player - character from another, even more than his powers, is the personality of the player. The player's personal strenghts and weaknesses, his spunkiness, his fears, his cunning and sense of humor; all these play an even more important part in the game than any of the numbers on his character sheet. Players should have little trouble getting into character. Nearly everything a player does serves to define his character more clearly, which in turn defines the player.

Assuming that your character is, as we suggest, patterned after your real-life self, you literally continue to define your character while living your life. When you play again, all the real-life experiences you've had become part of your **V&V** character. It works the other way 'round, too. . .

You may not be able to fly or have super-strength in real life but the courage, righteousness and nobility your character displays (yes, and the cowardice, self-centeredness or stupidity) is as real as your own personality. In other words, the way you behave in the game is the way you could behave in real life. You are your character. You are your character when the game's over. You remain your character when you get an 'F' on your homework or when you're late for work the third time in one week.

This is the real reward of playing.

There are a few people who don't understand this approach. To them the whole point of playing is the other stuff; the Experience points, the reward money, the Charisma points, the training and inventions. Or simply how powerful their character is. Those things are fun to have, but they are only game mechanics to help simulate super-hero adventures. Just numbers written on a piece of paper. You can't really spend reward money, and you can't hold an experience point in your hand. People to whom each game session is simply another attempt to go up an experience level have what is known as a serious attitude problem. Play for fun. That's the motive behind any game.

A character's personality can, if desired, be patterned after that of a known character from the comics. Even superheroes have role models. This is especially useful for characters which are randomly generated rather than being the true alter-ego of a player. It is not surprising that one's personality might change when dressed in a flashy costume or impregnated with super-powerful energies; comics are a good reference source to find stereotypical superhero personalities. Those guys really have superheroing down pat, and the usefulness of comics to **V&V** players for learning the ropes cannot be overly stressed. Comics are the mythology of the 20th century. Groups of players form the pantheons of that mythology. As a player, you write your own part in these contemporary legends. And any greatness that emerges can be taken home with you.

Be a superhero.

The Superhero Code

This section outlines standard superhero morality and behavior. It is by no means a set of rules on how superheroes must behave; rather it details the ultimate toward which all Good Guys strive.

All superheroes are patriotic to some extent. Though they may not agree with current policies or particularly like current political figures, they do hold their own country dear (or the country in which they now reside, or both). If they didn't support their own country, right or wrong, they'd be villains instead. The degree to which this patriotism is taken varies from hero to hero.

All superheroes support the Intent of, though not necessarily the letter of, the laws of their land. They will break laws if necessary in performing their duties, but never maliciously or in such a way that is obviously and immediately detrimental to a pedestrian. No one is expendable for the common good, though if forced into such a position they will accept the lesser of two evils. . . and then beat the person responsible senseless with that much added satisfaction!

All superheroes strive toward, but might not constantly display, the highest moral values. They believe in the family unit, in loyalty towards one's friends, in mercy and justice. They object to pollution, corruption, and poverty. They never lie. They are not sadistic or cruel, though they enjoy poetic justice when it occurs. They do not seek power or glory, but they can enjoy what they have. If they curse, they are still never vulgar or crude. They do not consider themselves capable of acting as judge, jury, or executioner. Even when aware of their own limitations, they believe that the side of Good will triumph– so they frequently take on more than they can handle-- and WIN! They will give their own lives if necessary to save others.

Yet, they are still only human, even those who are gods or aliens, robots or monsters. Despite the powers and moral virtues, they still have as many foibles and quirks as your or I. But they try to stand for something more.

That's what being a superhero is all about.

6.2 MERCHANDIZING

Heroes can make money in addition to salary or rewards by doing promotional stunts, selling rights to produce posters, toys, or biographies, or engaging in other mundane business transactions which make money for the character based on his fame alone.

Money received from merchandizing may be donated, but this must be announced in advance, and be performed immediately upon receipt of the cash. Merchandizing donations can earn Charisma bonuses only, not Experience.

Each dollar received from merchandizing which is not immediately donated creates a one dollar buffer against the benefits of future donations. For example, if Tiger Man pocketed $10,000 from a television commercial promoting Jungle Life After Shave, the next $10,000 he donated would give him no benefits. After donating that $10,000 however, the buffer would be gone and all additional cash donated would yield normal benefits.

6.3 INVENTIONS, INVENTING POINTS, AND GIZMOS

Characters may attempt to construct devices to supplement their normal powers to aid in accomplishing a particular task. Detailed below are guidelines for this sort of activity.

All characters receive a number of Inventing Points per level equal to their Intelligence score divided by 10 (save fractions). Each inventing point represents one Brilliant Idea, one of which is required for each new invention conceived.

When applicable, (GM's option) inventing points can also be expended in order to decipher codes, escape mazes, comprehend unfamiliar equipment, etc. The GM must determine the relevance of brilliant ideas in situations of this sort on a case-by-case basis.

The following are factors which must be considered by the character and GM for each new invention attempted.

Design

The character must submit to the GM a description of what he wants his device to be able to do and how it works. Scientific feasability is unnecessary; it only has to sound reasonable. Designs which are too vague or poorly thought out may be judged impossible by the GM. See Predestined Failure, below.

Skill

The importance of this factor is variable depending on the amount of knowledge in a particular area the GM feels is necessary for the particular invention to be accomplished. Characters without a relevant skill background must resort to researching the necessary data while inventing; the GM may apply research costs (see below) and should consult the character's Intelligence score as an indication as to how extensive the research will be. If a low Intelligence character trys to research a very complex invention as he goes along, the GM may rule that he cannot possibly succeed. See Predestined Failure below.

Inventions from Outside Sources

Scientists hired (or forced) into building Inventions will do so only in those fields covered by their skill/backgrounds. Considering the necessity of Inventing Points in creating scientific breakthroughs, and the fact that most scientists will be low-level characters, the chances of coercing one into expending his precious brilliant ideas for someone else's benefit, for any reason, are slight. If hired they will ask for the moon and the stars in payment; they may even want a piece of the action, whatever the action happens to be. They will certainly want to publish their results, if successful. They'll want to have all the resources they require arranged for in advance, and so on. Note that scientists assigned to work with government-backed superheroes are generally past their heyday of creative inspiration; they know the current technology, but will have few, if any, Inventing Points remaining. Villains who capture scientists usually do so to obtain new advances the scientist has already succeeded in creating, or they capture them in the midst of an invention so that when it is finished they have it already in their clutches.

The rules given for inventing apply equally to inventions by scientists as well as all other characters. The building of equipment from kits or using existing (and available) technology can be done without Inventing Point cost. The amount of Skill, Time, and Resources required must be set by the GM on a case-by-case basis. See also Equipment, section 8.7.

Scientific Breakthroughs and Disasters

Each attempt to invent carries a 5% chance of resulting in either an unexpected breakthrough in an unrelated area or a severe disaster or accident. Exactly what occurs is up to the individual GM.

Unless handled properly, inventing can severely unbalance any campaign. The GM has veto power over all inventions, even those already created if he feels he made a mistake in allowing them. Inventions can thus develop flaws or unexpected side-effects, and a character may find that his invention has become more trouble than it's worth. Back to the drawing board!

Resources

The character may require specific equipment, components, reference material, energy sources, etc. in order to build his invention. Exactly what is required and how it is to be obtained must be discussed between the GM and character, with possible monetary costs or other requirements (quests for mystic ingredients, positive reactions from a local laboratory technician, etc.) being set by the GM. All these requirements must be met before inventing can begin. Simple inventions will require less in the nature of resources, of course.

Predestined Failure

The GM may rule that an invention is impossible for any of the reasons given above. He may do so as well for devices which are too powerful as conceived, though he may choose instead to simply give the inventor less than he'd hoped for if the invention succeeds. And finally, the GM should discourage inventions which conflict with the inventor's motif by labelling inconsistent inventions impossible as well. Tiger Man should invent things to augment his tiger powers, not a laser rifle. Inconsistent one-shot inventions can be allowed due to their built in limitations; these are explained below.

When the GM rules that any invention is predestined to failure, he should not inform the inventor of this decision. Let the player spend time, money, and energy and learn this for himself.

There are two classes of inventions. New Equipment includes any invention which becomes a permanent addition to a character's powers, and One-Shot Inventions include any special purpose device created for use only against a certain opponent or in particular rare circumstances. The additional rules pertaining to each of these types are detailed below.

New Equipment

A character's chance of successfully inventing new equipment (assuming that all inventing requirements have been met and the GM hasn't decided to rule against the particular invention) equals his Intelligence score x 3%. Each new project costs one Inventing Point as well: if the first attempt to invent fails, additional attempts may be made on the same invention using the same Inventing Point. Failed inventions may require additional or renewed acquisition of Resources for additional attempts; GM's option.

One attempt to invent New Equipment may be made at a time, requiring 2 months of game-time to do the work or only 1 month if the character sits out of adventures to concentrate on his experiments. Failed inventions may be set aside and gone back to at any later time. A renewed attempt may include Design changes without requiring additional Inventing Point expenditure so long as the project is basically the same as in the previous attempts.

New Equipment should not be as powerful as any individual existing super power, though it may mimic the effects thereof. As a general rule, inventions should be about one-quarter to one-third as powerful as any power they mimic. The GM must apply his own judgement when the invention's abilities are unique. Existing inventions can be upgraded by going through the inventing process again, increasing the abilities of an existing invention or other piece of equipment at whatever costs set by the GM, including an additional Inventing Point per attempted upgrade.

One-Shot Inventions

One-shot inventions are of limited usefulness, being designed for highly specific purposes. They cannot be permanently added to any character's regular set of powers, due to size/fragility or whatever (the GM can make up a good reason why if the inventor pesters him). They also tend to become lost or destroyed or are not reusable after their initial task is over. . . especially not against the same opponent, who will be ready for it next time.

Example: Super-Nova is a dangerous flame-using villain who has just escaped from prison. The local hero runs to his laboratory, coming up with a few ideas on what might be useful to invent:

Heat Tracker: A sensor that detects heat trails within a quarter-mile radius, allowing Super-Nova to be tracked and followed by the heated air he creates as he flies.

Flame Retardant Spray: A chemical spray usable for coating a costume or whatever, decreasing normal damage taken from or chances of being hit by Flame attacks.

Foamthrower: Like a flamethrower, but spraying a foamy gelatin with a chance of snuffing Super-Nova's flames.

And so on. Though one-shot inventions have limited lives in a campaign, they are always good for at least one effective use. To create one costs an Inventing Point, but it can be thrown together as soon as the requirements set by the GM are met; i.e. it may take only minutes. One-shot inventions predestined to failure by the GM will simply not do the trick when used in the field, though the creator may have his Inventing Point back since the idea, or at least its execution, was not sufficiently clever to require one.

7. GAMEMASTERING V&V

7.1 EXAMPLES OF PLAY

This section presents two short examples of how a **V&V** game might progress, with particular emphasis on how combat is resolved. Non-combat play consists of merely discussion between the players and the GM (either as referee or playing the parts of nonplayer characters). Die rolls for such activities as Detecting Hidden Objects or Reactions or Inventing and so on may be required, but except in the midst of combat, rolls for Initiative and the like are unnecessary.

Example One:

(see the character statistics for Nomad, Mammoth, and Heater Jenkins)

Nomad finds himself in a rather sticky situation. At a ceremony where he donated some money to a children's hospital, he accidentally lost his interdimensional library card. He saw it picked up by a mysterious-looking man, but in his care not to cause a panic, Nomad failed to catch the man before he got away.

Nomad decided it would be a good idea to ask the local constbulary for assistance. Looking through a book of mug shots he found a photo of the culprit and learned his name was Harvey (alias Heater) Jenkins, a thug who'd been repeatedly under the employ of a man named Maxwell Toth, the Mammoth; a villainous sort with a record of robbery and violent assault. Nomad also checks for and finds a description of Mammoth's known powers. Included in Mammoth's file is a short background of him, stating he came to America with a circus (now defunct) and started his criminal career on the side, rolling the wealthier-looking members of the audience. Nomad suspects that a circus would be the best place to start looking, but there are half a dozen circuses, carnivals, and amusement parks in the area.

Nomad resorts to making a calculated guess in deciding where to look first. He tries for a Detecting Hidden Objects roll, rolling 1d100 for a result of 21. Good roll! Nomad decides that Mammoth is probably travelling with the Gambino Brothers' Circus.

That evening's performance finds Nomad in the audience watching Mammoth do his strong-man act (military-lifting a large automobile--very impressive). Nomad decides it would be best to politely ask for his library card back and avoid trouble.

So after the show Nomad sneaks over to Mammoth's tent. Mammoth and Jenkins (who is with him) are both allowed to try to Detect Hidden Nomads, and both fail. Nomad eavesdrops as Jenkins shows Mammoth the card, which Mammoth decides to keep in case it might be important or valuable. Neither has any idea as to what it might be.

The card is a piece of plastic with alien writing all over it. Mammoth tries to guess its purpose (and makes a saving throw versus his Intelligence on 1d20). He figure that it is some form of official document, and that the line at the bottom is someone's signature. . .

Nomad's heard enough, and decides to beg off his card before they know for sure what they have found. He doesn't want to fight; neither Mammoth or Jenkins are currently wanted for anything anyway.

Mammoth and Jenkins are startled to see a costumed character wearing 3-D glasses stroll into their tent. Nomad is a first level character with mediocre Charisma, so the GM requires a saving throw against Intelligence on 1d100 for either of the villains to recognize him. Both fail. Still, they roll reactions to him at a -1 (Nomad's reaction modifier from Evil). Jenkins' reaction is an 8, Mammoth's is a 4. Neither one likes Nomad very much.

'Hello Mr. Toth, my name is Nomad. I liked your act very much,' he says and they both sneer back. Explaining that the card they found is his, he asks them to give it back.

'No. Get Lost', is Mammoth's reply. He puts the card in his pocket. The GM, sensing imminent conflict, asks Nomad to roll for initiative while he rolls for Mammoth and Jenkins:

Nomad's Agility = 13, + 1d10 (an 8 is rolled) = 21
Nomad goes on phases 21 and 6.
Mammoth's Agility = 8, + 1d10 (a 6 is rolled) = 14.
Mammoth goes on phase 14 only.
Jenkin's Agility = 10, + 1d10 (a 4 is rolled) = 14
Jenkins goes on phase 14 as well.
The turn starts on the highest phase rolled, so Nomad goes first:

21. Not wishing to start the fight, Nomad delays his action.

14. 'Throw the bum out, Jenkins', orders Mammoth. They could act together since they both go this phase, but Mammoth wants to see what Nomad can do. Jenkins tries to punch Nomad, but Nomad sees this and decides to take his delayed action now. Interrupting Jenkins' action, he activates his chameleon-like powers and blends into the tent-flap behind him. Jenkins' action has already started, and not wanting to waste it he follows through with his punch even though Nomad is effectively invisible. With a base chance to hit of 5 from the combat table, a -1 modifier comparing his level against Nomad's, and another -1 because Nomad has just become invisible, Jenkins needs to roll a 3 or less to hit. He rolls a 12 and misses completely.

'He just disappeared'! Jenkins exclaims, but the more experienced Mammoth is not so sure. Still on phase 14 he spends his action trying to Detect Hidden Objects (in this case, Nomad). He rolls a 3 on 1d100 and succeeds. 'Aha! There he is'!

6. His position revealed, and soon to be the subject of further attacks, Nomad decides to go on the offensive. He decides to attack Jenkins, the closest (and probably wimpiest) of his two opponents. Though Mammoth has pointed out Nomad's position to him, Jenkins is still +1 to be hit because of Nomad's chameleon powers. Nomad fires a Vibratory bolt, with a base 10 or less to hit, +1 for invisibility, +1 for Nomad's accuracy, and -1 from the level vs. level modification. Nomad needs to roll an 11 or less on 1d20. He rolls a 7 and hits. He rolls 2d8 damage, +4 for his damage modifier, for a total of 9 points. Jenkins rolls with the blast and diverts 4 points to his Power score instead of Hit points, leaving 5 hit points of damage for him to take. Since he only has 4 he loses them all (plus another point of Power) and is incapacitated. He is knocked back some 5 inches (25 feet) outside the tent in a mud puddle. Nomad spends 7 points of Power this phase: PR = 5 for his Vibratory attack plus 2 more because this is his 2nd action.

No one has any actions left so the turn is over and Initiative is re-rolled:

Nomad's Agility = 13, +1d10 (a 4 is rolled) = 17
Nomad acts on phases 17 and 2.
Mammoth's Agility = 8, +1d10 (a 7 is rolled) = 15
Mammoth goes on phase 15 only.

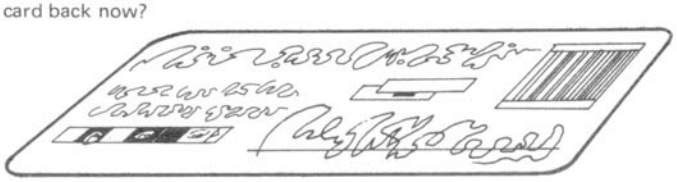
17. Nomad can see that Mammoth is now upset, and that the fight must now begin in earnest. He fires a vibratory bolt this time at Mammoth, with a base chance of 10 or less; +1 for Nomad's accuracy, -3 from the level vs. level table, +2 because Nomad's chameleon-powers are still on (he gains additional invisibility bonuses because this is his second turn of invisibility). He needs to roll a 10 or less, and scores a 6. Rolling his damage, Nomad inflicts his maximum possible score: 20 points. Mammoth is ready for Nomad's attack and rolls with it. 10 points of damage are absorbed by his Invulnerability while 8 go into his Power, leaving 2 Hit points of damage to be taken. He is not incapacitated but there is a 2% chance that he is knocked unconscious; the GM rolls a 94, so no such luck. The 10 points of damage which got past Mammoth's Invulnerability don't even budge him.

Mammoth has shrugged off Nomad's hardest blow! The attack cost Nomad 5 more points of Power +1 for continued Invisibility so he is now down to 52.

15. Mammoth steps up to Nomad (whose position was revealed when he attacked just then) and throws a punch at him. He needs a base 5 or less, -2 for his accuracy, only -1 now for Nomad's chameleon-powers, and +2 from the level vs. level table. He must roll a 4 or less, and he rolls a one. 2d8 basic Hand-to-Hand damage, +1 from Mammoth's damage modifier, achieves a total of 10 points inflicted on Nomad, who rolls with the punch. He can take 5 points off his Power score and 5 off Hits; he does so. He flies two inches straight back, ripping through the tent canvas, and he lands luckily in a pile of hay bales. Thanking the GM for this stroke of luck, he checks his 5% chance to have been knocked unconscious; but no, he's still awake. He's about had it, though. With only 2 hit points left he can't take another shot like that. It's time to end the battle!

2. Sprinting back to the tent and moving in on Mammoth, Nomad opens up a 1 inch square dimensional portal under Mammoth's feet, at a cost of 2 points of power for his second action plus 29 more to control the Gate. Mammoth fails an Agility save on 1d20 to jump clear and falls through it. Nomad has a 60% chance of having sent him to the desired dimension; he rolls percentile dice and is successful. Mammoth has been imprisoned in Limbo.

That leaves one small problem. . . how does Nomad get his library card back now?



NOMAD
Identity: David Piper
Side: Good
Sex: Male
Experience: 296
Level: 1
Age: 15
Training:
Powers: 3
Dimensional Travel: Chance of Success = 31% +1% per power point spent. Creates a 1' ' square portal (+1' ' per additional point of power spent for this purpose)
Vibratory Powers: 26' ' range, does 2d8 damage, 20% destroys devices, PR = 5 per attack/2 to defend or vibrate through matter.
Body Power: can camouflage his body like a chamelion (as Invisibility) PR = 1 per turn.
Height: Intelligence: +17
Diminished Senses: (no depth perception) Must wear special 3D glasses or take a -3 to hit in all attacks.

Weight: 120 lbs.
Basic Hits: 3
Agility Mod.: +2
Strength: 10
Endurance: 11
Agility: 13
Intelligence: 31
Charisma: 12
Reactions From: Good: +1 Evil: -1
Hit Mod. (1) (1) (1.3) (1.7) = 2.21
Hit Points: (7)
Damage Mod.: +4
Healing Rate: .75/day
Accuracy: +1
Power: (65)
Carrying Capacity: 126 lbs.
Basic HTH Damage: d4
Movement Rates: 34' ' a turn
Det. Hidden: 22%
Det. Danger: 26%
Inventing Points: 3.1
Cash: $
Inventing: (93%)
Origin and Background: Was born the member of of a race of inter-dimensional drifters from whom he inherits his intelligence and abilities

MAMMOTH
Identity: Maxwell Toth
Side: Evil
Sex: Male
Experience:
Level: 4
Age: 22
Training:
Powers: 4
Body Power: Weight x 4
Height Strength: +30
Height Endurance: +12
Invulnerability: -10 to damage taken per turn.

Weight: 400 lbs.
Basic Hits: 8
Agility Mod.: -2
Strength: 33
Endurance: 23
Agility: 8
Intelligence: 16
Charisma: 12
Reactions From: Good -1 Evil: +1
Hit Mod. (2.6) (2.6) (.7) (1.2) = 5.6184
Hit Points: (46)
Damage Mod: +1
Healing Rate: 4.8/day
Accuracy: -2
Power: (80)
Carrying Capacity: 7648 lbs.
Basic HTH Damage: 2d8
Movement Rates: 64' ' a turn
Det. Hidden: 12%
Det. Danger: 16%
Inventing Points: 6.4
Cash: $16896
Inventing: (48%)
Origin and Background: (Central European) Preforming Art, Agriculture.
Legal Status: Criminal Record: Robbery/Assault.

'HEATER' JENKINS
Identity: Harvey Jenkins
Side: Evil
Sex: Male
Experience:
Level: 1
Age: 30
Training:
Powers: None

Weight: 170 lbs.
Basic Hits: 4
Agility Mod.' —
Strength: 11
Endurance: 10
Agility: 10
Intelligence: 11
Charisma: 11
Reactions From Good: — Evil: —
Hit Mod. (1) (1) (1) (1) = 1
Hit Points: (4)
Damage Mod.: —
Healing Rate: 1/day
Accuracy: —
Power: (42)
Carrying Capacity: 199 lbs.
Basic HTH Damage: d4
Movement Rates: 31' ' a turn
Det. Hidden: 3%
Det. Danger: 12%
Inventing Points: 1.1
Cash: $3630
Inventing: (33%)
Origin and Background: (American) Criminal, Accounting/Finance.
Legal Status: Criminal Record: Possession/Firearm.
Other Information: carries a Pistol +3 to hit, d8 damage, 60' ' range. hired stooge for Maxwell (Mammoth) Toth, gets paid a $200 a week salary.

Example Two:
(see the character statistics for Lightning-Fist and the Nicotines)

Lightning-Fist has infiltrated the hideout of a motorcycle gang called the Nicotines. He found it deserted. As he examined the place he heard the roar of cycles, signalling the gang's return. Thinking quickly, he hides himself in one of the empty barrels supporting the marble slab which acts as the table in their meeting room. Then he waits and listens, hoping to catch a word about their drug operation.

The gang files in, having just returned from an evening of spreading their own unique form of terror. The leader, Lucky Strike, speaks up, 'Dat was fun, but now we gotta do somethin' about our problem'.

'What problem?' the gang replies.

'Lightnin'-Fist', says Lucky Strike. 'Once we get ridda him there'll be nuttin but smooth sailin'. Den nobody can stop us'.

'Howda we git ridda him?' asks Scar, flashing his switchblade.

'I say we tie one arm to a chopper an' anudder arm to anudder chopper an' . . .'

'Nah, too fancy,' grunts Bruno. 'Gotta take im and pour gas on im and. . .'

Tony speaks up, 'No, no, let's give him to Rico!'

One-eyed Rico draws his machete and smiles obscenely. 'I get his sword,' he proclaims.

'Gimme his 'chuks!' cries Bruno

'Okay,' agrees Lucky Strike, 'but I get his sword'.

'Naw, I said it first,' demands Rico.

The Nicotines fall to arguing over who should get what from Lightning-Fist's arsenal, and Lightning-Fist, mad as hell, makes his move.

Each of the Nicotines is allowed to roll to Detect Danger, but they all fail. Lightning-Fist takes them completely by surprise, so he may roll Initiative while they stand stunned.

Lightning-Fist's Agility = 24, +1d10 (a 10 is rolled) = 34

Lightning-Fist goes on phases 34, 19, and 4.

34. Fist stands up, hefting the marble table top and smashing it on top of Scar, Tony, and Bruno. The maneuver requires a saving throw against Agility on 1d20; Lightning-Fist succeeds easily. Then, he must roll to hit each of them. His base chance is a 5 or less, +4 for his accuracy, +2 for the 500 lb. table top, and +1 for the level vs. level modifier. So, he needs a 12 or less on each of them; he manages to hit Bruno and Tony, but not Scar. He inflicts his normal hand-to-hand damage (1d10) plus 4 for his damage modifier and plus an extra d6 for the table top. 18 points of damage are inflicted, split equally between Bruno and Tony. They take 9 points each, and since they were too stunned to react, neither rolls with the attack and they both drop incapacitated. 'Since you're so interested in my weaponry, why don't you try and take it from me?' Fist growls.

19. Fist pulls out his nunchuku, and strikes at Iggy, Dude, Fang, and Toby. His base chance to hit is 5 or less, +4 from his accuracy, +3 from his nunchuku, +4 from his Heightened Expertise, and +1 from the level vs. level table. He needs to roll 17 or less to hit each of them; since this is a multiple attack, he must not miss a single one or he fails completely. He hits all four. Each hit inflicts 1d10 (basic HTH) plus 1d6 (nunchuku) plus 4 points (bonus) damage: Iggy takes 10 points and is down; Dude is dealt 16 and drops, Fang receives 8 and falls, while Toby is smitten with 8 points as well and also bites the dust. All fail to roll with the attacks and are thus incapacitated. Dude sailed 60 feet, out through the window.

4. Dashing to one corner of the room where Bull, Leon, and 'Wild Bill' stand Frozen in amazement, nunchuks fly. With the same chances of hitting as above but only 3 attacks to make, Lightning-Fist hits them all. Damage rolls of 15, 14, and 12 points respectively are caused and these three are incapacitated as well. They all fly back in various directions.

Lightning-Fist has spent 14 points of power this turn: 2 points each for his second and third actions, 6 for his multiple attack against four opponents, and 4 more for his multiple attack against three opponents.

Only Lucky Strike, Rico and Scar remain standing. The next turn begins with new Initiative rolls:

Lightning-Fist's Agility = 24, +1d10 (6 is rolled) = 30

Fist goes on phases 30 and 15.

Lucky-Strike's Agility = 12, +1d10 (6 is rolled) = 18

Lucky-Strike acts on phases 18 and 3.

Rico's Agility = 12, +1d10 (3 is rolled) = 15

Rico goes on phase 15 only.

Scar's Agility = 14, +1d10 (1 is rolled) = 15

Scar also acts on phase 15.

30. Fist puts away his nunchuks and punches Lucky Strike. Base chance = 5, +2 from natural weaponry, +4 accuracy, +4 Heightened Expertise, and +1 from level vs. level. He needs a 16 or less; he rolls an 8 and connects. 1d10 hand-to-hand damage is caused, +3 with Fist's damage modifier and +4 from his natural weaponry. Lucky takes 12 points and can roll with it, so only 7 go into his Hit points; but with a 7% chance of going unconscious he rolls an 02 and does. He's knocked back 60 feet.

18. Lucky Strike is unconscious and does not get to go.

15. Fist, Rico and Scar all tied for this phase, but Lightning-Fist goes first with the highest Agility. He draws his Katana and makes a multiple attack against Rico: one shot on his machete and one against him. The attack on the machete requires a special roll to hit against Rico; base 5 or less, plus 4 for expertise, plus 4 accuracy, +2 for katana, and +1 for level modification. 16 or less to hit, and two rolls: he hits. Checking to see that he also hits Rico for the multiple attack to succeed, he rolls a 12 and hits there as well. Inflicting 15 points of damage against a steel (structural point level = 11) machete snaps off the machete's blade. The attack on Rico scores 18 points, and even though he can roll with it, he is incapacitated anyway--flying across the room into a wall, through the wall, and out into the parking lot, knocking the cycles down like dominoes.

Lightning-Fist spends two points of Power for this second action, and two more for the multiple attack against Rico. Scar checks his morale, fails miserably, and surrenders unconditionally.

When the police arrive to pick up the Nicotines and their drug shipment, they ask Lighning-Fist: 'How did you manage to defeat twelve men in less than thirty seconds? '

'Ancient Chinese secret,' he replies, and hands the officers a silver shuriken. They look toward where he was standing only a second ago and he is gone.

LIGHTNING-FIST

Identity:
Side: Good — Sex: Male
Experience: — Level: 3
Age: 19 — Training:
Powers:
Height. Strength: +15 — Height. Agility: +10
Natural Weaponry: +2 to hit, +4 damage HTH.
Height Expertise: +4 to hit with all martial arts weaponry.
Height. Senses: (nightvision) (tracking) I save on a d20 per hour, -1 per how old trail is. (sixth sense) Det. Danger x3. (Lie Detection) must peel/hear heartbeat/pulse.

Weight: 130 lbs. — Basic Hits: 3
Agility Mod.: — — Strength: 26
Endurance: 12 — Agility: 24
Intelligence: 14 — Charisma: 15
Reactions From: Good: +2 Evil: -2
Hit Mod. (2) (1.9) (2.5) (1.1) = 7.7 — Hit Points: (24)
Damage Mod.: +3 — Healing Rate: .9/day
Accuracy: +4 — Power: (76)
Carrying Capacity: 1221 lbs. — Basic HTH Damage: d10
Movement Rates: 61' ' a turn
Det. Hidden: 10% — Det. Danger: 42%
Inventing Points: 2.8 — Cash: $950
Inventing: (42%)
Origin and Background: Was taught martial arts secrets by an ancient karate master he saved while helping roust a gang of thugs.

Katana: +2 to hit, HTH +d6 damage (SWORD)
Nunchuku: +3 to hit, HTH +d6 damage (2 SNORT CLUBS CONNECTED BY CHAIN)
Jitte: +2 to hit, HTH +d4 damage (2) (FORKED DAGGERS)
Tanto: +1 to hit, HTH +d2 (DAGGER)
Shuriken: +3 to hit, HTH +1 damage, 24' ' range (15) (THROWING STARS)

The Nicotines:

Name:	Level:	Hits:	Power:	Agility:	Move:	Damage Modifier:	Accuracy:	HTH:	Weapon:
Iggy	1	8	49	11	40' '	—	—	d8	chain
Bruno	1	9	47	12	35' '	+1	+1	d4	knife
Rico	1	11	52	12	38' '	+1	+1	d6	machete
Dude	1	13	56	16	42' '	+1	+2	d4	knife
Fang	1	7	46	17	37' '	—	—	d4	knife
Tony	1	8	56	14	39' '	+2	+1	d6	axe
Bull	1	15	50	11	44' '	—	—	d8	chain
Lucky Strike	1	12	50	12	41' '	+1	+1	d6	pistol
Scar	1	10	53	14	39' '	+1	+1	d6	knife
Toby	1	6	43	12	33' '	+1	+1	d4	club
Leon	1	8	47	14	47' '	+1	+1	d6	chain
Wild Bill	1	7	46	14	36' '	+1	+1	d6	club

New Weaponry:
Chain: +3 to hit, +1d3 damage HTH
Machete: +2 to hit, +1d6 damage HTH

7.2 REPLACING SLAIN CHARACTERS

With the death of a character requiring the loss of all of his Hit and Power points, fatalities are extremely rare in **V&V**. And they should be. As in the comics, the only reason for a character to die in **V&V** is to add drama and interest to the story. It should not be over-used. And the GM should be especially careful to reward good players by not killing them.

However, situations occur when a character is going to die, either by loss of all his Hit and Power points or Death Touch, or GM decree. If the game events dictate that a character ought to die (i.e. being murdered in one's sleep, or stuck in vacuum unprotected, or whatever) the GM has the power to simply kill that character, regardless of Hits or Power points. Even in these cases we suggest that the victim be allowed a saving throw on 1d100 against his current Power to miraculously survive. . . and the GM should then come up with a reason to explain it.

Another fact about comics is that dead people don't stay dead. They regenerate, or are resurrected, or reincarnated, or their death becomes the origin for their new set of powers, or they are cloned or replaced or something else happens to bring them back. The GM can thus bring any character back from the dead whenever he wants. Again, having an explanation why is important.

Player-characters are the stars of any campaign, and should be especially hard to kill. They should be miraculously saved if at all possible, or allowed to come back if not, unless the player chooses to have his character stay dead. A slain player-character brought back from the dead may or may not retain the same super-powers; GM s option. Consider whether he handled his old powers well, whether he was too powerful before or not powerful enough, and whether he even wants to keep his old powers. If his old powers remain, they may still be altered; if he gets new ones, then the cause of his death or resurrection should provide ideas on what his new powers are like.

Slain and revived player-characters always start over from first level. This is to provide incentive not to be killed. They may retain any training and skills they had obtained, but all other statistics are reset to first level.

A player whose character is slain and doesn't come back rolls up his new character as if he were a first-level nonplayer.

7.3 GAME BALANCE

The gamemaster's job is not an easy one. His purpose in a role-playing game is to provide those factors that cannot be taken care of by simple die rolls or pages upon pages of rules; that is, variety. It is the GM's imagination alone which makes a role-playing game enjoyable for the players. His imagination must supply the multitude of minute details which no rule book alone can provide, such as the personalities of non-player characters and descriptions of anything the players can see, down to the color of the walls of a villain's prison cell. Only the human mind is capable of imagining, and imagination is all that can account for these little details in a role-playing game.

The rules in this book are made to be broken. They are simply directions on one way to handle a role-playing game of comic book style super heroes. This is by no means the only possible way. If the GM disagrees with anything stated herein, he should by all means experiment and adapt or reject these rules as suits his tastes and needs. Just because we do things this way does not mean that it must work this way for everyone.

Whether you play these rules 'as-is' or not, it is important to maintain play balance. Take care that the game does not become either too hostile or too friendly to the players. The GM is responsible for the enjoyment of the players. Anything which makes the game less enjoyable should be avoided. A game where the players breeze through events with no chance of failure can be as boring as one where they face odds against which they never triumph. Game Balance is the science of keeping things somewhere between those two extremes, for each individual player as well as for the group in general. Player enjoyment is far more important than any individual rule in this book.

If you've purchased **Villains and Vigilantes** in hopes of being a Gamemaster, you're probably already an avid reader of comics. If not, we strongly urge you to start reading comics as it is essential for any Gamemaster of **V&V** to understand how things work in a comic-book style universe. We drew heavily from the pages of Marvel and DC comics in designing this game, and continue to do so while gamemastering our own campaigns. The use of comics for reference and inspiration cannot be overly recommended or stressed.

Good Gaming and good luck.

8. APPENDICES

8.1 SPEED CONVERSION

Whenever a movement rate is given in 'inches per turn,' dividing it by 4.4 converts is to a speed in miles per hour; movement rates given in miles per hour convert to inches per turn by being multiplied by 4.4.

As a reminder, the following scales are used throughout **V&V**:

1 Turn = 15 Seconds
1 Phase = approximately one second
1 inch = 5 feet

8.2 FALLING

Objects fall at a rate of 100 inches on the first turn, 200 inches on the second, 300 inches on the third, etc. up to a maximum rate of fall of 1000 inches per turn. Falling and the results thereof are always calculated between-turns.

Normal damage taken by a falling object equals the number of inches it fell this turn times the square root of the object's Basic Hits (one per fifty pounds or part thereof). After the first turn of fall, velocity on impact is automatically 200 inches on the second turn, 300 inches on the third, etc. up to a maximum velocity of 1000 inches per turn. Divide the damage taken by Height Factor for Size/Larger characters, multiply it for Size/Smaller ones.

Objects struck by a falling object will take damage if the Basic Hits (or Hit Points if inanimate) of the object falling exceed the Structural Rating of the object struck. If so, subtract the number of points of damage it takes from the final damage taken by the falling object, up to a maximum of 1/2 of the remaining falling damage at that point. If the object hit is completely broken off or broken through by the damage it absorbed, the falling object continues to fall. If not, the object's fall is broken by the obstacle and it comes to a halt. If the obstacle struck was, for example, the ground (structural rating for dirt = 4) and the basic hits of the falling object exceed four, the ground will, as explained above, absorb 1/2 of the falling damage remaining at that instant. Falling damage absorbed by the ground forms a crater.

The falling object takes no damage until it hits something which, even if it absorbs falling damage, does not give way. At that point any falling damage remaining is taken as damage by the falling object.

Falling characters may divide the final damage they take by their remaining Invulnerability scores. Characters falling in Armor may assume that the Armor automatically defends them to the best of it's ability. Any damage avoided through either Armor or Invulnerability automatically becomes damage to the final object struck.

A character falling from a height up to his Agility score in inches may attempt an Agility save on 1d20 (if conscious) to acrobatically cut the final damage he takes. If successful, subtract his Agility score from the final damage result. The allowable fallen distance and points saved by Agility should be multiplied by Height Factor for Size/Larger characters, divided by Height Factor for Size/Smaller ones.

Catching

To catch a falling object requires an Agility save on 1d20 and a Carrying Capacity in excess of the weight in pounds of the falling object. If caught in the air, falling damage is completely negated. If caught at ground level, subtract (the Carrying Capacity of the Catcher/50 (round up) from the damage total. If damage remains, it is taken by the character with less Basic Hits, or shared if they are equal.

8.3 STRUCTURAL POINTS

To break or blast through any material requires that a minimum amount of damage equal to the Structural Rating of the substance be achieved. If successful, all damage inflicted counts against the material; if not, the shot has no effect. A bodily-impact attack (fists, body, ram, etc.) which bounces off requires the attacker to take damage equal to 1/2 of the points he did inflict. Invulnerability, Armor, Rolling with the Punch, etc. all apply. A character can attack physically without risking self-injury by trying to bend/push/pull etc. (i.e. no impact) but this method cuts the effective damage inflicted by one-half (i.e. a push for 12 points of damage would count for only 6 points).

When damaged, a substance's Structural Rating indicates its hit

points per cubic foot; the damage inflicted equals the number of hit points worth of substance which are reduced to powder/shards/splinters etc. In most cases, attacks will knock out great chunks of substance as well; The GM can multiply the number of cubic feet actually displaced by the attack by up to 10 times depending on the attack method used.

Listed below are a number of common substances and their average structural rating scores. Specially reinforced objects can be rated up to three points higher, while small pieces and thin sheets of substance can be rated up to three levels lower.

Aluminum	8	Bronze	9
Gold	7	Iron	10
Lead	8	Platinum	10
Silver	9	Steel	11
Titanium	13	Tungsten	12
Bone	5	Brick	5
Concrete	6	Clay/Earth	4
Diamond	18	Glass	2
Granite	6	Ice	2
Marble	7	Quartz	3
Rubber	4	Bamboo	1
Water	1	Soft Wood	1
Hard Wood	3	Adamantium	30
Super-Alloy	14 and up	Machinery	6
Electronics	3	Plastic	3
Flesh	1	Cloth	1
Ballistic Cloth	12	Bulletproof Glass	12

Note: Attempts to damage totally defenseless inert objects need not require an Action to perform- - but should require at least one-third of the character's full movement that turn. Structural damage scores inflicted on the same phase are cumulative.

8.4 LEAPING TALL BUILDINGS AND THROWING TRUCKS

A character can propel his body into the air at a rate per phase equal to his Carrying Capacity minus the weight of any cargo carried divided by 100 inches. Thus, an average, unencumbered man (with Carrying Capacity = 175) jumps at a speed of 1.75 inches per phase. A character may jump slower than his maximum speed at will, but the number of phases he is airborne (see below) cannot exceed his rate per phase; at least not in normal gravity.

A character jumping can remain airborne, moving his jumping rate per phase, for a number of phases equal to his Carrying Capacity minus cargo weight divided by the weight of his own body. To stay airborne for more than half this amount of time, the character must make a Running Jump; this requires him to run a distance on the ground before jumping equal to at least one-half of the total distance his jump will carry him. A running jump may be impossible to achieve if the character's ground movement rate is insufficient. Without a running jump, a standing broad jump is performed which allows the character to remain in the air for up to 1/2 the maximum number of phases calculated above. A character jumping straight (or nearly straight) up will reach apogee and start back down again after 1/4 of his maximum number of phases in the air. Within the limits set here, a character can remain in the air for any fraction of his allowed number of phases. Both this and his rate per phase must be specified at the start of the jump; once airborne, there's no way of changing it.

Characters with Size Change Smaller should calculate their jumping parameters as if they were still normal-sized.

Each jump requires an Agility save on 1d20 in order to achieve the proper trajectory. Failure indicates that he missed the destination he was trying for.

Only when jumping can a character extend his action over multiple phases. When the jump occurs, the character retains any remaining part of his action, which is effectively saved until he wants to take it. . . up until the end of the turn in which he jumped. If the jump continues into the next turn initiative is rerolled and the jumper continues moving at his jumping rate per phase starting on his first action on that next turn.

When the character lands or hits an obstruction, treat it exactly like Falling (8.2) with the character's velocity per turn equalling the total distance he jumped up to a maximum effective velocity of 1000 inches per turn. Falling is always resolved between-turns at the end of the turn in which impact occurs.

Throwing Rules

The maximum distance a character can throw any object equals his Carrying Capacity minus the weight of the projectile divided by 10 inches. For projectiles, actual velocity takes precedence over range. If damage to the projectile itself needs to be calculated, it can be resolved as per Falling (8.2) with the projectile's velocity per turn equalling the distance it was thrown, up to a maximum 1000 inch per turn effective velocity.

8.5 ANIMALS

This section give the general statistics for a selection of common real and mythological creatures. They all share the following: they are Neutral and nonsentient (with the possible exception of some of the mythological ones), fighting as 4th level characters. All weights are given in pounds and movement rate in inches per turn.

The GM is free to adjudicate the use of special animal abilities/weaknesses as he sees fit; they are too many and varied to be explained in any detail here.

Animal Training:

Any character may attempt to train an animal to obey simple commands. Each such training segment requires days of training equal to the total of the animal's Hit Points plus Ferocity score. During that time, the trainer can attempt to teach his animal one facet of a trick. The character's percentage chance of successfully doing this equals his inventing percentage score plus his Charisma score minus the beast's Hit points if the character has no special skill or ability to train animals, and minus the beast's Ferocity score unless it is controlled by, or is the 'super-pet' of, the character attempting the training. A roll of 01 to 05 automatically succeeds, while a roll of 96-00 automatically fails.

Only simple command/response can be programmed; a command 'Kill!' would take one training segment, to insert a signal (for example, a pointing finger) to single out the victim would require another, and to allow for a 'Stop!' command would take another, and to teach the beast to obey only a single individual would take one more training segment.

Entire behavioral patterns (like all of the above rolled into one) can be achieved through personal Training as described in 2.9.

Animal:	Weight:	Agility:	Ferocity:	Hits:	Accuracy:	Damage:	Power:	Movement Rates:
Ape	400	10	10	8	+1	1d8	40	46
Bat, Vampire	2	21	7	3	+5	1d4	48	5, 53 flying
Bear, Grizzly	800	6	16	12	–	1d12	42	56
Bear, Polar	900	6	15	13	–	1d12	41	60
Brontosaurus	100000	1	9	400	–8	5d10	30	60
Cat, Domestic	10	22	12	3	+5	1d4+1	54	22
Cheetah	90	24	14	5	+6	1d10	58	164
Dog, Small	25	20	6	2	+3	1d3	46	32
Dog, Medium	50	14	8	2	+2	1d4+1	42	38
Dog, Large	100	12	10	3	+3	1d8	42	50
Dragon	15000	5	20	120	–1	2d12	35	115, or 288 flying
Eagle	20	21	12	3	+6	1d6+1	53	14, 147 flying
Elephant	10000	1	12	40	–7	2d10–1	33	175
Falcon/Hawk	3	21	12	3	+5	1d4+1	53	6, 63 flying
Horse	1200	8	11	17	–1	1d12	38	147
Leopard, Black	150	12	16	4	+3	1d8+1	48	68
Leopard, Spotted	100	14	15	3	+3	1d8	49	52
Lion	600	8	14	9	–	1d12	42	100
Pteranodon	28	21	17	3	+6	1d6+1	58	17, 179
Pegasus	1500	11	12	30	+1	1d12	41	182, or 500 flying
Rat, Gutter	4	18	13	2	+4	1d4	51	12
Shark	600	8	18	9	+1	2d8–1	46	52 swimming
Snake, Constrictor	150	14	13	4	+2	1d6+1	47	16
Snake, Viper	6	20	15	2	+5	1d6	55	4
Tiger, Indian	700	10	15	14	+2	1d12	45	120
Tiger, Sabre-Toothed	400	10	20	8	–	1d12	50	92
Tiger, Siberian	800	10	15	16	–	1d12	45	130
Triceratops	15000	1	15	60	–6	2d10	36	100
Tyrannosaurus Rex	15000	1	20	60	–5	2d12	41	195
Wolf	125	12	17	4	+3	1d8+1	49	56

8.6 VEHICLES

Vehicles have one hit point per 50 lbs. of weight (rounded up). Hit points mean the same thing to vehicles that they do to living things, which is to say they represent how much damage the vehicle can withstand. Vehicles which have taken damage equal to one-quarter of their total hit point value become inoperate until the damage is repaired. Vehicles which have lost all their hit points are demolished, being no longer anything but a heap of scrap metal.

Listed here is a short selection of common vehicle types, their hit point scores and other important statistics:

					Hit Points:	
Vehicle:	Weight:	Passengers:	Cargo Capacity:	Speed:	Disable:	Demolish:
Motorcycle	500	1 + 1	50	100	3	10
Compact Car	2000	1 + 3	825	80	10	40
Sports Car	3000	1 + 1	500	200	15	60
Mid-sized Car	4000	1 + 3	1000	120	20	80
Full-sized Car	5000	1 + 4	1400	100	25	100
Van	6000	1 + 1*	2200	90	30	120
Motorboat	4500	1 + 5	2200	35	23	90
Lt. Hydrofoil	11000	1 + 12	11000	125	55	220
Lt. Single-Prop Plane	2200	1 + 6	2200	220	11	44
Lt. Twin-Prop Plane	6600	2 + 12	4400	250	33	132
Lt. Twin-Jet Plane	13000	2 + 12	8800	625	65	260
Lt. Helicopter	1650	1 + 3	1650	225	9	33

*additional seats may be installed at reduction of cargo space Weights and cargo capacities are in pounds; the first number listed under passengers indicates the number of pilots/drivers required. Speed indicates normal tip speed in miles per hour.

This is an incomplete list, but the GM need only do minimal research to compile the statistics of any vehicle. Super-powered vehicles are not disabled until they've lost at least half of their hit points.

As may be imagined, simply slugging away at any large vehicle is not the best way to stop it. A hit to a specific part of a vehicle will be far more effective. For example, a fist through the engine of a van may not inflict 30 points of damage, though it would disable that vehicle nonetheless. The GM should consider the Structural Point damage inflicted by any attack to a specific vehicle part and take it from there.

8.7 EQUIPMENT

Any campaign taking place in modern-day Earth has a pre-prepared list of equipment prices; real life. If a character wants to purchase something, you can simply look it up. . . or make a calculated guess. If the campaign takes place anywhere else, the GM is on his own in setting prices for available equipment.

Superheroes, as a rule, do not normally drag great heaps of gear along with them wherever they go. To encourage this sort of behavior in their campaigns, we suggest that each GM carefully consider the following aspects of each purchase:

1. Is it necessary? A character with energy-blasting powers has no need of guns or hand-grenades in combat. If it looks like a character is simply trying to achieve overkill by carrying loads of gear, it's wrong. This only pertains to activities in the field, however; installing any sort of defenses in one's base is perfectly legal.

2. Is it in character? Even if it would make Tiger-Man more useful in combat, he shouldn't carry a laser rifle. A martial-arts character shouldn't take weaponry from out of his field, and so on. Encourage characters to work with what they have, or at least within the framework set by their initial super powers and skills.

Violations in these areas should carry Charisma loss penalties. The GM may even reduce the amount of Experience gained by a character when he uses something out of character without needing to in the situation.

Equipment can be purchased at up to 25% off at sales, auctions and the like. If bought directly from the manufacturers, up to 50% can be saved. Gifts of equipment, or price reductions, in exchange for favors can be treated as Merchandizing.

8.8 SAVING THROWS

All saving throws or 'saves' are rolled on either 1d20 or 1d100 as specified. To successfully make a saving throw, the character must roll equal to or less than the statistic stated, with the dice indicated. Saving throws on 1d20 always succeed on a roll of 1 and always fail on a roll of 20; regardless of the number being saved against. Likewise, saving throws on 1d100 always succeed on a roll of 01 to 05, and always fail on a roll of 96 to 100.

CHARACTER RECORD SHEET

IDENTITY: SIDE:

NAME: SEX:

EXPERIENCE: LEVEL: AGE:

POWERS: TRAINING:

WEIGHT: BASIC HITS: AGILITY MOD.:

STRENGTH: ENDURANCE:

AGILITY: INTELLIGENCE:

CHARISMA: REACTIONS FROM: GOOD: EVIL:

HIT MOD. ( )( )( )( ) = HIT POINTS ( ):

DAMAGE MOD.: HEALING RATE:

ACCURACY: POWER ( ):

CARRYING CAPACITY: BASIC HTH DAMAGE:

MOVEMENT RATES:

DET. HIDDEN: DET. DANGER:

INVENTING POINTS: CASH: $

INVENTING (%): _____

ORIGIN AND BACKGROUND: _____

_____

_____

LEGAL STATUS: _____

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____

_____

_____

VILLAINS AND VIGILANTES
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COMIC BOOK SUPERHERO ROLE-PLAYING ADVENTURE GAMING CREATED BY JACK HERMAN AND JEFF DEE
YOU CAN COMBAT THE FORCES OF EVIL!
ME?
YES, YOU! DON'T JUST SIT THERE WHILE THE VILLAINS RUN RAMPANT...
...FIND THEIR HIDDEN ENCLAVES WITH YOUR SUPER-SENSES...
POW!
...AND BUST YOUR WAY IN WITH POWERFUL FISTS!!
ZOT!
FWUD
USE YOUR INCREDIBLE AGILITY OR INVULNERABILITY TO WARD OFF THEIR ATTACKS AS YOU BLAST AWAY WITH ENERGY BOLTS, OR CONFRONT THEM WITH YOUR MARTIAL ARTS OR WEAPON SKILLS!
DRAG THEM SQUIRMING AND CURSING TO PRISON, TO BE BROUGHT TO JUSTICE!
WONDER COUNTY PENITENTIARY
BECOME A CHAMPION OF TRUTH AND AN IDOL OF MILLIONS!

VILLAINS AND VIGILANTES

2002

FANTASY GAMES UNLIMITED

THERE'S A CRISIS AT CRUSADER CITADEL

AN INTRODUCTORY SCENARIO BY JACK HERMAN AND JEFF DEE

CRISIS AT CRUSADER CITADEL

A

VILLAINS AND VIGILANTES

ADVENTURE

WRITERS: JEFF DEE & JACK HERMAN
ILLUSTRATOR: JEFF DEE

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PREFACE

Crisis at Crusader Citadel is an introductory adventure for use with **Villains & Vigilantes**. As such, the intent is to present a complete, easy-to-follow and instructional scenario. This adventure is not designed to be particularly well suited for use in existing campaigns or with veteran players, though with a little thought, the GM can certainly adapt it for that purpose. The events herein are set to occur in a fictitious location, involving characters whom the GM need not feel obliged to incorporate into his own campaign. The players may either create characters for use in this adventure only or they may use characters they intend to keep for use in a campaign, but in the latter case the events herein should be considered to have never occurred (i.e. no Experience or Charisma will be gained).

The GM should read through the entire contents before preparing to play. No matter how complete any adventure may be there always exists the possibility of player activities violating the foreseen boundaries of a scenario/adventure. Therefore, the GM must be as familiar as is possible with the adventure in question in order to be prepared if he must expand the scenario's parameters to suit the actions of the players.

Crisis at Crusader Citadel is intended for gamemasters only; players should stop reading at this point.

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1. CRUSHER CRIMEWAVE

1.1 GM'S INTRODUCTION

This adventure is designed for six players at the first level of experience. If more than six players are involved, each of the six villains encountered in Part One should have his Experience Level increased by one per extra player. If less than six players participate, delete one of the six villains in Part One for each player lacking. The GM is free to remove whichever villain(s) he chooses, but we suggest that characters with powers similar to those possessed by the players be among the first to go.

COMMON KNOWLEDGE

Read the following information to the players at the start of the adventure. These are facts which are known by all residents of Center City as well as the player characters.

1. The Crusaders are and always have been the primary band of heroes in Center City. They consist of Manta-Man, their leader, with devices for water breathing, flight, paralysis and lightning control, Evergreen, the mystic plantwoman who animates and controls vegetation, Blizzard, a young new hero with Ice and Vibratory powers, Dreamweaver, the mistress of illusion, Enforcer, a super-powered secret agent, and finally, Laserfire, a hero with flame power and Light control.

2. The headquarters of the Crusaders is called the Crusader Citadel, situated in the top four floors of the Harmon Building at the corner of Lake and Center streets in downtown Center City. It is heavily guarded by advanced automatic defensive systems and contains the launch platform for the Crusaders' mini-space shuttle as well as the TEACHER computer system, a near-sentient computer of ultra-advanced design.

3. The only other superheroes residing in Center City at the time of this adventure will be the player characters.

4. The arch-foes of the Crusaders are the Crushers, a loose confederation of many individual villains who have cause to hate the Crusaders for one reason or another. Thus, their membership is constantly expanding and changing.

THE PLOT SO FAR

The Crushers are victorious! They have ambushed, defeated, and captured each of the Crusaders, their most hated enemies, and obtained a secret security code enabling them to bypass the Citadel's defensive systems. Even now they are working to reprogram TEACHER, the last obstacle before their takeover is complete. No alarm has been raised; the Crusaders were lured to secluded ambush sites without witnesses, and TEACHER has been rendered unable to communicate outside the base itself. Only the Crushers know of their victory, and plan to keep it that way until it is too late for anyone to oppose them.

The first phase of this adventure (Part One) deals with the players' attempt to defeat a group of Crushers assigned to steal specialized gear for use in reprogramming TEACHER.

1.2 THE ADVENTURE

Having each just decided to become superheroes, the players trek to the Harrison Building to meet the Crusaders and apply for membership in their prestigious group. They all happen to arrive at about the same time, and so those who have never met before may now do so, and brag to one another about their powers and abilities.

A special note to the GM: As in the comics, heroes meeting for the first time are liable to mistake one another for villains and begin to fight amongst themselves. If this begins to happen, allow events to follow their natural course. The fight is not likely to last long before they sort out the facts, and it is certain to be instructional to the players on how combat is resolved. This is only a practice or introductory game, after all . . . but remember, the Crushers will be watching with interest from the Citadel above, carefully recording the player characters' demonstrated abilities. Also, if the players make any attempt during Part One of this adventure to bypass normal procedures (and Citadel security systems) to enter the Citadel levels of the Harmon Building, proceed directly to Part Two and pick up the action from there.

The standard means of entrance into the Citadel is via a special elevator within the Harmon Building lobby. All of the Citadel's exterior windows are of one-way, reflective plexiglass so peeking in will reveal nothing, and likewise, the doors and hatchways on the building roof are locked and sealed.

If the player characters attempt to gain access to the elevator they will activate the following message, played through a hidden speaker. The voice can be easily recognized as that of Manta-Man:

. . . is a recording. All Crusader personnel are currently involved in individual assignments and the Citadel is closed; TEACHER is on full security alert until our return. If you have important business, please feel free to use the red courtesy phone in the Harmon Building lobby or call our toll free number 1-800-CRU-SADE, and TEACHER will relay your message or aid you in contacting the proper authorities. No prank calls please. We are deeply sorry for any inconvenience our absence may cause. Thank you . . . (click)'

Calling the toll free number or utilizing the red courtesy phone will obtain the following:

'This is TEACHER. Thank you for calling the Crusaders. At the sound of the tone, relate all relevant information. Be advised that you will undergo voice and psycho-inflectional analysis . . . all irrelevant calls will be discontinued. After relating the information, stand by for analysis and response. Do not hang up if response is desired. BLEEP.'

GM's Note: Any prank call, social call, or other unimportant communications will be hung up on as soon as they are detected (applications for membership from new superheroes will be considered to be important). If the player characters cordially introduce themselves and state their purpose, they can therefore expect a reply . . . but will not get one due to Crusher interference. Ten seconds after the player characters finish speaking, TEACHER will hang up. Trying different messages will yield the same result, though any outright lie will signal TEACHER to hang up immediately. The Crushers will be listening in, of course . . .

As the player characters stand around deciding what to do, a van from WCTV (the local television station) drives up to the front door of the Harmon Building. Jessica Anderson, beautiful ace TV reporter, emerges from the van followed by a small camera crew. They proceed to the Crusaders' elevator, passing right by the player characters, though Jessica signals one of her men to ask them to stick around and give a statement; he does so. The crew at the elevator door activate the recording from Manta-Man which the player characters have already heard. Jessica arranges her crew and tapes the following report:

'I'm here in the lobby of the Harmon Building, Ed, and all seems unnaturally peaceful. For the Crusaders are out of town once again, and neither the roar of their mini space shuttle nor the sounds of super-powered conflict have been heard here in Center City for almost a week. But this is not because the city is peaceful; rather, it signals the go-ahead for the most terrifying crimewave ever to sweep this metropolis.

'The Crushers, long-time foes of the Crusaders, prance almost unopposed through our fair community. Already they have assaulted and nearly demolished two businesses dealing in high technology, carting off truckloads of components to an unknown destination for some unguessable purpose. (Note to the GM: delete the names of villains from Part One who have been removed due to any lack of player characters from the following paragraph).

'The police have been unable to stop this band of marauders, said to consist of six known Crushers: the armored FIST, Temper, the brutish Bull, the Shrew, the Vulture, and the Mercury Mercenary.'

'No other Crushers have been seen at these break-ins, but at least four other known Crushers are believed to be on the loose, including the Mocker, their primary mastermind.'

'And the break-ins continue. Detective Victor Broyko of the Center City police force urges calm but admits that without help from the Crusaders or some other superhero group the chances of finally ending this rampage are minimal. Where are you Crusaders? The city needs you. Jessica Anderson, WCTV, at the Crusader Citadel.'

She will then approach the player character group and ask for an interview; the players need not agree to this, but can if they want to; the GM should conduct the interview as Jessica, asking the following questions:

A. Superhero names and abilities.
B. Player characters' purpose here at the Citadel.
C. Do they intend to take on the Crushers?
D. She will follow up on any comment that seems intriguing. Jessica will be very polite (roll reactions for her to each of the player characters, though) and sees this as a major scoop. Jessica is aware of all the Common Knowledge listed in the GM's introduction (see 1.1) plus the following information:

a) The Crusaders went through normal channels to alert the authorities when they left, and there is no indication that their absence is the result of any sort of foul play..

b) The Crusaders' current assignments are secret.

c) TEACHER has been known to go on the fritz before, so the phone response malfunction is not all that surprising. The authorities are contacting a Dr. Ernst Patrovich, TEACHER's designer, to see if he can fix the problem.

d) The businesses which have been hit so far include Newtronics and Bennett Software. Stolen were huge quantities of computer hardware and a few program discs; the authorities are not saying whether or not any pattern or motive is beginning to form.

e) Detective Broyko is heading the Crusher Crimewave task force.

f) The other three Crushers thought to be out running around are Marionette, a mind-controlling female midget, Stormlord, a British weather controlling villain, and the Hornet, with technological insect powers.

Of course, these facts will only come out if the players ask the right questions or if Jessica mentions them in conversation.

The player characters' obvious next move is to contact Detective Broyko and offer their assistance. This is certainly what those around them will be expecting. A phone call to the police or a visit to the local police station will be sufficient to contact Broyko; if the characters begin any activity of this sort, assume that they will find Detective Broyko and arrange a meeting time (the sooner the better in Broyko's opinion).

Roll Broyko's reaction to each of the player characters; the one he likes the best will be treated by him as the group leader, unless otherwise specified by the player characters. Regardless of his personal feelings toward any of them, he will accept help from them all. Broyko simply does not have much choice at this point. The Detective can provide all information known to Jessica plus the following:

A. FIST (short for Flying Infantry Shock Trooper armor, which he has stolen) has Armor with jet boots, life support, and augmented strength, plus a Power Blast device. He has some reputation as a 'Robin Hood' type villain, and other criminals distrust him, though his reputation is mere hype. His real name is Frank Streeter.

B. Mercury Mercenary (or Merc) has Heightened Speed in addition to his modern weapons expertise. He deserves his reputation of being totally ruthless and merciless. His true identity is unknown . . . apparently even to himself!

C. Shiela Brewster is the Shrew, a very tough female boxer. She is reputed to be a drug addict.

D. The Bull is 'Big Bill' Buckford, a psychotic physical juggernaut. He is known to become mindlessly enraged by the sight of the color red. He is a killer.

E. Victor Tuttle, the Vulture, had synthetic avian appendages surgically grafted to his body. He has wings and talons.

F. Temper's identity and actual powers are unknown, but he seems to be able to instill berserk rage in his opponents. Victims of this control later feel emotionally drained.

G. General information on other known Crushers is available upon request. GM: make up characters who are not involved in this adventure, and mix them in among the information on those who are.

H. Dr. Patrovich is arriving in two days.

All the facts listed above can be revealed . . . if the player characters ask the right questions. This should be resolved at the special briefing session which Broyko will organize as soon as he is contacted by the players; this meeting will take place within an hour of contact. There, he will automatically reveal the only remaining place in town where components of the sort being stolen by the Crushers are available is Manning Enterprises, located on the outskirts of Center City. The police have contacted a Mr. J.B. Curtis, head of Manning operations, and have arranged for an ambush to take place there . . . tonight, too, if the Crushers continue to follow the same schedule (GM: they will). Secrecy is of the utmost importance. The police will arrange to keep the news of these new heroes off the air, though at a cost: Jessica Anderson will be at the ambush site for exclusive coverage of the battle. This means that even if the player characters were interviewed, it will not be on the air until after events unfold at Manning Enterprises.

Show the maps of Manning Enterprises to the players. The police will set up three SWAT teams in hidden positions around the building. These men will not move until told to by Detective Broyko, who frankly admits that, not wanting his own men killed, he will probably reserve them for mopping-up duties only. Manning's night shift, including the security guards, will all be removed; the whole operation is up to the player characters. Broyko leaves them the task of setting and springing the ambush however they see fit. It will be a night time operation, with an urgent request from J.B. Curtis that as little property damage as possible be caused. Curtis is rather reluctant about the whole deal; Manning is well known for its technological aid to the Crusaders, and Mr. Curtis is quite upset that the superheroes available to help them should be only newcomers rather than the Crusaders themselves. With Manta-Man always stalking around here as if he owned the place, it would have been nice of him to aid in protecting it! I'm sure I speak for Mr. Manning, Manning Enterprises' president, as well . . . but he is unfortunately away on vacation and cannot be reached at the moment.'

Ms. Anderson and Mr. Curtis will be posted with one of the three SWAT teams outside the building.

MANNING ENTERPRISES MAP KEY:

GM: Ceilings are a standard ten feet high, though a false plasterboard ceiling is suspended two feet below that, giving an eight foot clearance. All desks have a phone/intercom unit, and all rooms except the washrooms have scanning video cameras.

First Floor

A, Accounting Office: This room contains desks for two accountants plus two extra visitors' chairs, and many filing cabinets full of data. It is tax time, so the desks are covered with files full of loose papers and several of the filing cabinets hang open with their contents nearly spilling out onto the floor.

AC, Accounting Computer Center: On the northern wall stands the large computer console used by the Accounting Department, which ties into the main computer in room CM. Smaller computer terminals occupy spaces near two of the accounting computer desks, and there are six filing cabinets in this room stuffed with very old to very recent accounting printouts. The room is generally in the same state of untidiness as room A, and for the same reasons.

AD, Advertising Department: There are two drafting tables here with a pair of small utility cabinets by each. In the center of the room stands a large art file and a light table. In the southwest corner there are a pair of regular filing cabinets and a desk with a reference computer terminal. In the northwest corner stands another large art file. The art tables and light table still hold partially finished layouts and mechanicals for proposed advertisements.

AO, Advertising Office: The central desk is used by the advertising director, and carries a stack of magazines from which Manning ads have been cut and a scrapbook into which they are being pasted. There is also an ashtray holding the butts of three half-smoked cigars. The filing cabinets at the north end of the room hold more magazines, status report copies, old memos, new and used cigars, management files, and so on in no apparent order. There are four guest chairs in the room, the two plusher ones in the southeast corner being reserved for more important visitors. The other desk in the room is for the advertising director's secretary. Her desk and files are immaculately organized, for she is the true brains behind the ad department.

AR, Archives: The door to this room is locked. Within, carefully catalogued, are reference books, company newsletters, important news clippings, etc. arranged library-style on the six shelves shown in the southern end of the room. In the northwest corner is the card catalog file, while the northeast corner is taken up by a desk for visitors. The other desk in the room is that used by the archivist. Signs explaining archive regulations are prominently displayed.

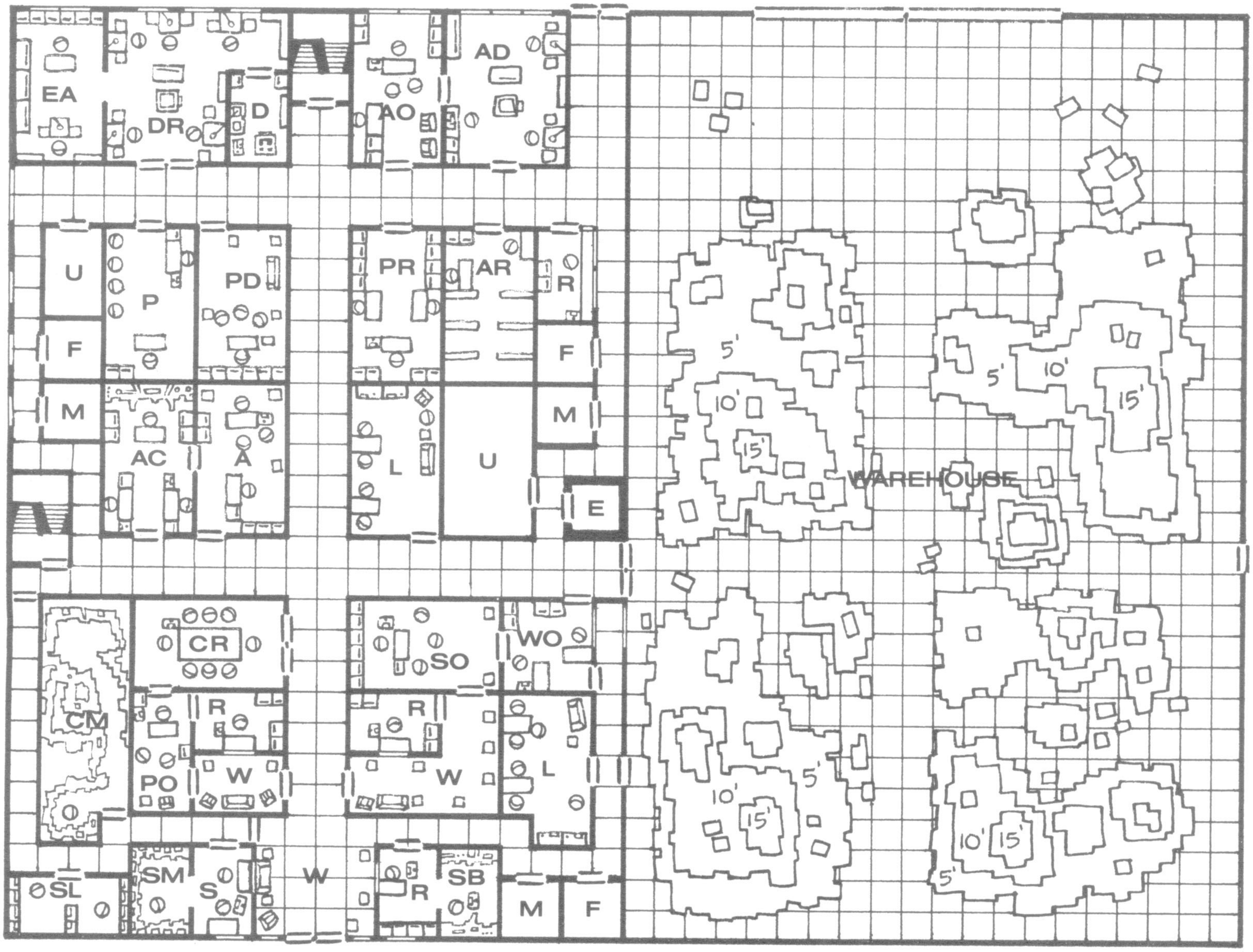
CM, Computer Room: Here is the nerve center of Manning Enterprises. The door is locked. Within is contained a sophisticated, up-to-date computer with phenomenal capabilities, constantly processing the data being sent in from innumerable outside sources. The chair indicated is normally occupied by a computer technician on monitor duty, even during the night shift . . . but, of course, during the ambush, all Manning personnel are absent.

CR, Conference Room: A large meeting table and eight chairs are here, with a general information computer terminal near the chair at the foot of the table. The room is panelled and carpeted, but otherwise vacant and spotless.

D, Darkroom: At the north end of the room (at either side of the darkroom door, which has a red warning light on the outside) stand cabinets of photographic paper and chemicals (some dangerous); the camera itself is near the southeast corner. On the west wall is a sink and developing machine, and on the east wall are shelves of minor equipment plus stacks of negatives and finished photographs. Typical of all darkrooms, the lights in here are red tinted.

DR, Art Department: There are five drafting table setups in here, similar to those in room AD. In the center of the room there is a large art file and light table, and there are shelves of equipment at various points on the walls. Above the door to the darkroom (room D) there is a red warning light which automatically goes on if the red darkroom lights are activated. Projects currently in operation on the tables in this room include photographic touchups, logo design, illustration, and so on.

Scale: 1 square = 5 feet



E, Elevator: This has a standard elevator setup; a call button on the outside with an indicator of the elevator's current location, and buttons on the inside for 1st floor, 2nd floor, Emergencey Stop, Hold Door, and Close Door. The door will open for the last fifteen phases of any turn when activated, unless held of closed with a button, and it takes one full turn to change levels/floors. Maximum load is 2000 pounds.

EA, Executive Artist: The northern wall here is lined with files of reports, reference material, and so on in reasonable order. On the west wall are three large art files of finished work. The south wall holds shelves of art equipment. The Executive Artist has two desks, one standare work desk and a drafting table. The room is untidy, but not to extremes.

F, Ladies' Room: A washroom for females. There are three on this level/floor.

L, Lounge: There are two of these on the first floor. The northernmost lounge is in use by regular employees, while the southernmost lounge is frequented by warehouse workers only. The warehouse lounge is the less tidy of the two, but each holds the following: two lunch tables and a sofa (with a few chairs scattered about), a soda machine, a candy machine, and a coffee maker (perched atop the soda machine).

M, Men's Room: A washroom for males. There are three of these on this level/floor.

P, Payroll Office: The payroll supervisor's desk and his two filing cabinets are at the southern end of the room. Along the west wall are four visitors' chairs, and the remaining desk, filing cabinet, and computer terminal belong to the payroll secretary. Locked in her desk are this week's paychecks.

PD, Personnel Department: MOst of this room is taken up by visitors' chairs, coffee tables, and a sofa for informal discussions. There is a desk for the Personnel Director, and filing cabinets full of job descriptions, applications, reports, etc.

PO, Purchasing Office: Here the buyer for Manning Enterprises meets with dealers and salesmen from other companies to make deals. The room is panelled and furnished with three visitors' chairs (one is an easy chair), with two filing cabinets of requisitions, purchase orders, etc., and a computer terminal, plus a desk for the Purchasing Director. There is a small end table with magazines on it at the south end of the room, next to the easy chair.

PR, Public Relations Department: There are desks here for the Public Relations Manager and two co-workers, with twelve filing cabinets full of reference material, poll results, questionaires, etc, and a computer terminal for the manager.

R, Receptionist: There are four of these rooms, each containing a desk, chair, computer terminal, and filing cabinets of appointment schedules and so on. The southernmost receptionist works the front entrance, the northernmost receptionist watches the back door (and is usually replaced by a security guard during the night shift. . . tonight there is nobody there). The two remaining receptionists double as secretaries for the Purchasing Director and Sales Manager respectively. Each receptionist's window is made of bullet proof glass.

S, Security Headquarters: There are two desks here, the northern-

most of which faces a two-way mirror into the front door waiting room. The other desk is used by the Chief of Security, who has a general data computer terminal on hand as well.

SB, Switchboard: Manning Enterprises' switchboard operator works here, and the mechanisms on the north and south walls are used to transfer, hold, and direct calls to and from this building. There is also a computer terminal here, linking switchboard operations into Manning's central computer (room CM).

SL, Security Locker Room: There are ten lockers here, each containing a security guard uniform, automatic pistol, two clips of 7 bullets each, a billy club, and a walkie-talkie. The locker doors are 1/16 inch thick of steel. The south wall holds two mirrors (one between each set of lockers), and there are two chairs in the room. Each locker has a built-in combination lock.

SM, Security Monitor Station: The north, west and south walls are lined with closed-circuit TV screens, showing all parts of the building. There is a chair for a security guard (not currently posted).

SO, Sales Office: This room contains the Sales Manager's desk and three guest chairs, plus seven filing cabinets filled with sales receipts, catalogs, advertising material, sales projections, etc. There is a computer terminal here plus two planters at the room's eastern end with strange-looking cactus plants growing therein. The room is plushly carpeted and panelled.

U, Utility Room: There are two such rooms on the first floor. The smaller is used by the maintenance crew as a janatorial closet and thus contains a floor polisher and buffer, heavy-duty vacuum, drums of cleaning fluid, extra wastebaskets, etc. The larger of the two utility rooms is reserved for storage, and is lined with shelves holding boxes of pencils, notepads, legal forms, and so on.

W, Waiting Room: There are three waiting rooms on the ground floor. The southernmost is in the main entrance hall, while the purchasing and sales departments each have one waiting room. All contain comfortable furniture for waiting guests, small tables piled with magazines like Modern Programming and Popular Electronics, and planters of small flowering plants. All are tastefully decorated. The main entrance hall also has a large mirror on the west wall, which is in fact a two-way mirror/window from the Security Headquarters (room S).

WAREHOUSE: Shown here are piles of boxes and crates filled with incoming spare parts and outgoing merchandise; the two northern stacks (those nearest to the twin garage doors on the north wall) are the finished units waiting to be shipped out. The clearance in this room is twenty feet, as opposed to the eight foot height for other rooms (no suspended ceiling here); see also the second floor map. There are two electrical one-ton forklifts parked near the garage doors which are being recharged. They have power to operate now, moving a maximum distance of twenty inches per turn.

WO, Warehouse Office: The warehouse supervisor and his secretary have desks here (the supervisor's is at the southern wall). The four filing cabinets have current inventory lists and shipping/receiving schedules. The computer terminal here is used to help compile these records.

Second Floor

B, Budget Director: Along the east and west walls are bookshelves lined with tax references, accounting texts, etc., and a pair of filing cabinets containing cost projections, sales projections, and so on. The Budget Director's desk is faced by three plush visitors' chairs.

C, Chemistry Lab: In the center of the room is a giant chemical processor and packaging machine, with built-in containers of a great variety of raw chemicals. Along the north and west walls are five work tables for Manning chemists, with some experiment set-ups present (though inactive). On the south wall are windows from the viewing corridor, and on the east wall are windows into the environmental chambers (room EC). This room is kept spotless at all times.

CR, Conference Room: Here the Manning bigwigs discuss business. There is a large table with seven chairs, and another chair with a general access computer terminal situated near the head of the table. The room is carpeted and panelled.

D, Decontamination: There are two decontamination set-ups on this level, each consisting of three rooms. The first (southernmost) room is used for changing into laboratory garb, the second, smaller room is an energy sterilizer; special goggles must be worn here (available from racks in the first room) or a character will automatically be blinded temporarily as per Light Control in this room. The third room is filled with a sterilizing vapor (not poisonous) which technicians are obliged to bask in for one full minute before proceeding (the exit doors automatically lock for that period of time). An alarm sounds throughout the building if Decontamination is breached.

E, Elevator: See the description for the first floor.

EC, Environmental Chambers: A corridor leads to access panels at the back of each of these four cubicles; they cannot be opened from the inside. Each is rigged with gravity generators, radiation projectors, and chemical dispensers able to recreate the exact statistics of any known environment. The controls for each are located below their access panels. They are all currently inactive. An alarm sounds throughout the building if any working Environmental Chamber is breached.

EE, Electrical/Electronics Lab: This room is cluttered with computer consoles, built to test the properties of theoretical electrical and electronic circuits. These consoles are also patched through to Manning's central computer. At the east end of the room is a machine for assembling electrical and electronic components, and on the east wall is a window from the viewing corridor.

F, Ladies' Room: A washroom for females. There are two such rooms on this level.

HE, High-Energy Lab: There are three devices here for testing the properties of various energy forms, and a console of remote-controls for the mechanisms in the Radiation Chamber (room R). Shielded windows into room R lie along the west wall, and there are windows from the viewing corridor along the south wall. Sensors continually monitor energy levels in this room, and an alarm sounds throughout the building if safety margins are exceeded. The devices here are not currently active.

L, Lounge: In the south end of this room there is a well-stocked bar. The rest of the room contains four lunch tables with chairs. In the northern corners there are two candy machines. This is the lounge frequented by Manning executives.

M, Men's Room: A washroom for males. There are two such rooms on this floor/level.

MS, Machine Shop: This room holds heavy equipment for designing and forging metal parts. On the eastern wall is an enormous lathe, and near the center of the room stands an automated tool and die machine. In the northwest corner there is a heavy work table. On the west wall is a window from the viewing corridor. The machines in this room are currently inactive.

O, Overseas Operations: Along the east and west walls are bookshelves lined with folders of correspondence from Manning's affiliates and branches in Japan, Peru, and West Germany, as well as a few foreign language texts and other reference books. On the west wall are a pair of filing cabinets of reports. The Overseas Director's desk is faced by three plush visitors' chairs6

P, President: This is Carter Manning's office. On the north, west, and south walls are shelves of books from his personal library, with one whole section devoted to sailing, diving, fishing and other aquatic pasttimes. His desk, in the west end of the room, is flanked by a computer terminal and fancy oak cabinet, locked (GM: the cabinet contains a super-alloy [strength 20] strongbox, wherein is hidden a complete extra suit of Manta-Man's equipment plus maintenance gear). Manning's desk is faced by three plush visitors' chairs. In the east end of the room there are twin couches and a coffee table for informal discussions.

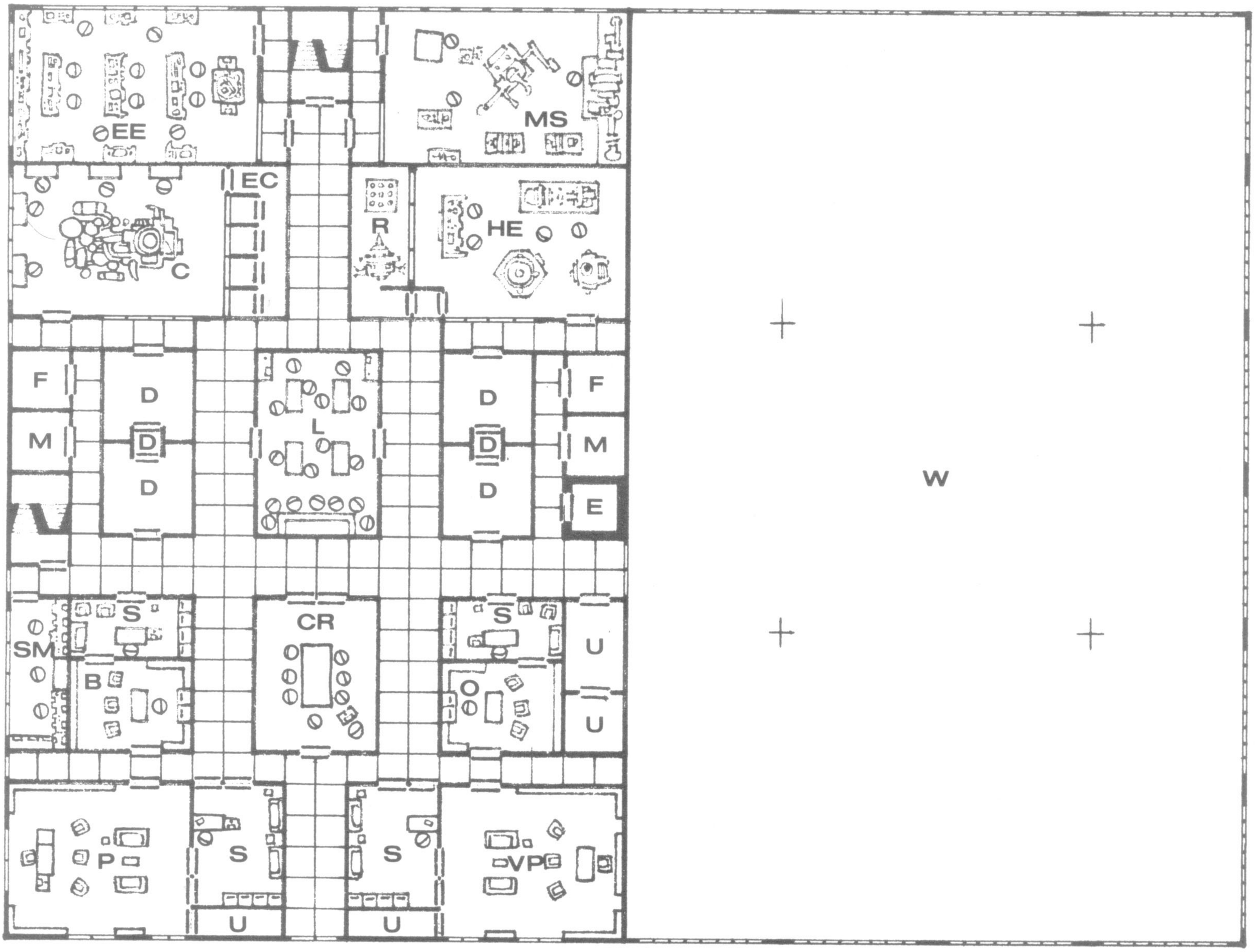
R, Radiation Chamber: The northern end of this chamber holds a micro-reactor, and in the middle of the room sits a multi-wave energy projector. The entryway in the south is shielded by a thich (4 inches) lead wall from the machinery within. There are windows here from the High Energy Lab (room HE), where the Radiation Chamber controls are located.

S, Secretary: There are four secretarial offices on this floor. The two northernmost being occupied by the Budget Secretary and the Overseas Operations Secretary, respectively. The two southernmost secretarial offices are operated by Carter Manning's secretary and J.B. Curtis' secretary. These offices are more lavishly furnished than the northern two, though each generally contains a desk, a computer terminal, filing cabinets, and comfortable seating for visitors, plus a few plants here and there.

SM, Security Monitor: Along the eastern wall of this room are monitor screens for all parts of the building and a desk for the second floor security chief. On the south wall are lockers containing gas masks, fire extinguishers, geiger counters, and other emergency gear. The three chairs here would be occupied by security guards during normal operations.

U, Utility: There are four of these rooms on this floor. The two southernmost are used as closets and storage areas for Manning's president and vice-president respectively. They contain broken furniture, boxes of forms, dust, and so on. Of the other two utility rooms, the larger is used as a storage room and the smaller as a utility closet as described under room U in the first floor room descriptions.

VP, Vice President: This is J.B. Curtis' office, and the door is



locked. On the north, east, and south walls are shelves full of books in no particular order. . . but that is okay because he never reads them. These are all classics collected to impress visitors. Curtis' desk, in the east end of the room, is stacked with management reports and sales figure compilations, and is faced by two plush visitors' chairs. In the west end of the rooma re twin couches and a coffee table for informal discussions.

W, Warehouse: This entire space is taken up by the upper reaches of the warehouse, reaching down to the first floor.

Manning Enterprises Building Structural Data:

All windows except those used for lab observation on the second floor or where otherwise specified are of glass, one quarter inch thick.

Observation and reception desk windows are of bulletproof glass, three eighths inch thick.

All walls, except those surrounding the four labs and decontamination areas on the second floor are of wood-reinforced plasterboard, six inches thick (structural rating = 3).

Laboratory and Decontamination Chamber walls are of six inch thick steel-reinforced concrete (structural rating = 8).

Exterior walls are eight inches thick of brick and mortar (structural rating = 6).

Laboratory and Decontamination Chamber doors are of glass-like transparent superalloy in a steel and rubber frame (superglass structural rating = 14) and are one inch thick.

The back door and the warehouse doors are of one inch thick steel.

All other doors are made of one inch thick hard wood.

Floors and ceilings are of steel-reinforced hardwood, one foot thick (structural rating = 5) except for the floor of the first floor, which is one foot of concrete over dirt/earth.

The players can get answers to most questions about the Manning setup, though, of course, secrets like Manta-Man's costume in Carter Manning's office will not be available to them. They will be presented with sets of keys to all doors in the building except J.B. Curtis' office, and will be instructed on the security systems in the building as well as decontamination procedures. Manning's computer system has secret access codes for each terminal, which will not be revealed, though J.B. Curtis knows them all.

Shortly after the players take their places and settle in to wait for the Crushers, all power and communications lines into Manning Enterprises will be mysteriously cut. Emergency power will only maintain minimal lighting throughout the building and power the storage units of Manning's computer, plus all normal alarm systems will continue to operate. If the player characters have thought to keep in touch with the authorities or one another via radio, such radios will continue to function. Otherwise, they are on their own.

Two minutes after this power cut-off, the Crushers will arrive. Their objectives are the Manning Central Computer and the Electronics lab (rooms CM on the first floor and EE on the second floor). From each of these locations they must take certain components to complete their machine to bypass TEACHER. Each component weighs 200 pounds and requires ten structural points of damage (vs electronics) to break it free from its setting. Crushers too weak to carry these components will be equipped with small handtrucks. Two units must be removed from each of the objective rooms to achieve their goals. The components do not need to be undamaged for the Crushers' purposes; so long as the unit is not totally destroyed it will be fully rebuilt.

The Crushers' approach will be by foot across Manning's rear parking lot (to the north). They will smash through the rear entrance and head for the north stairway, where half of them will head upstairs to room EE and the other half of them will proceed to room CM on the first floor. They will fully expect Manning's normal security staff to be present, and will be suspicious and on their guard if not immediately confronted. When they discover that they are up against superheroes, they will assume that the fellows who showed up at the Citadel that morning are in this group. The GM should allow the Crushers to possess as much initial knowledge of the player characters' abilities as they could reasonably have gleaned from anything they witnessed of the players' activities at the Citadel.

Proceed with the battle.

CRUSHER CRIMEWAVE TEAM

F.I.S.T.
Identity: Frank Streeter
Side: Crushers Sex: Male
Experience: Level: 5
Age: 32 Training: Agility
Powers:
1. Armor Device: ADR = 99, 3 abilites:
a) Jetboots: Max. Flight Speed = 90 mph, costs 1 battery charge per hour
b) Life Support System: as Life Support, but PR = 2 per hour or per use as defense
c) Heightened Strength +14
Note that battery holds 100 charges.
2. Power Blast Device: 14 inch range, 1d20 damage, 20 shots per recharge
3. Prejudice: Reaction modifiers recorded below.

Weight: 190 lbs. Basic Hits: 4
Agility Mod.: — Strength: 26
Endurance: 13 Agility: 11
Intelligence: 16 Charisma: 16
Reactions from Good: -2 Evil: -2
Hit Mod.: 3.36 Hit Points: 14
Damage Mod.: +1 Heal Rate: 1.2
Accuracy: — Power: 66
Carrying Cap.: 1794 Basic HTH: 1d10

Movement Rates: 50'' ground, 396'' air
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 8 Inventing: 48%

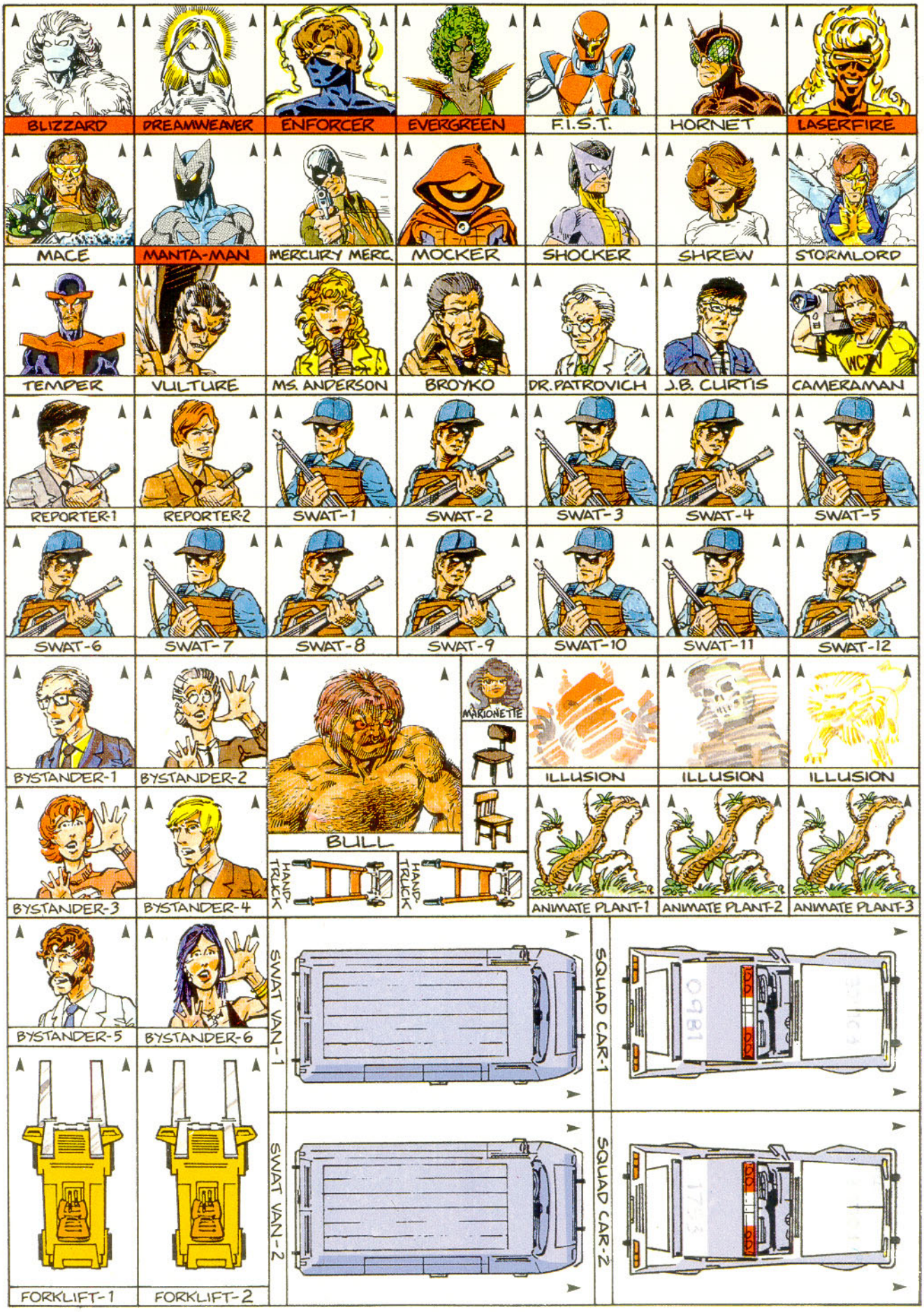
Origin & Background: Frank Streeter was a self-employed inventor of electronic components; but when Newtronics stole the patent from him for several devices incorporated into their Flying Infantry Shock Troop (or F.I.S.T.) powered armor which they had been developing for the U.S. military, he sabotaged their project, stole the wreckage of the prototype suit, and

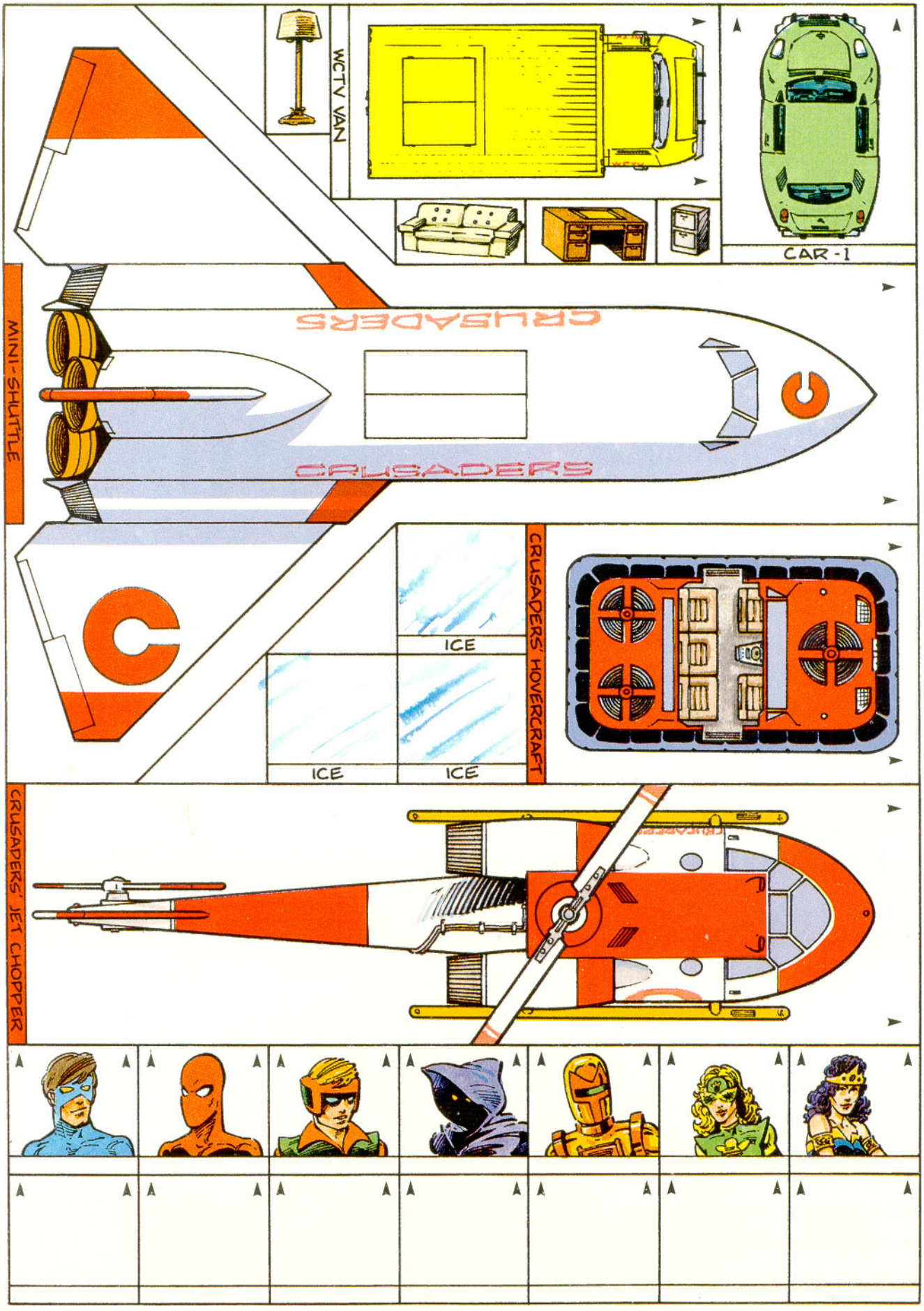
secretly rebuilt it himself. Now, as F.I.S.T., he standardly carries out vendetta missions against the U.S. government, the military, and big businesses whenever he feels that their actions are unjust or immoral. The terrorist nature of his activities have not made him a hero of the public, yet most villains he meets distrust his motives. The primary exception is Mocker, who shares FIST's attitude to some degree. Their major ambition is to destroy the current American regime and establish their own social order.

Combat Tactics: FIST prefers aerial battle — against targets on the ground. He will fly just within range of the ground and blast merrily away until engaged in brawling combat or until his energy charges run out. If forced to fight hand-to-hand, he enjoys demonstrating the improvements he made over Newtronics' original design; he picks up the biggest chunks of matter he can find and hits people with them. FIST checks for morale each time he is hit in combat after his armor's ADR drops below 50, but is a very loyal follower of Mocker (+8 to morale rolls). If he flees, it is as likely for fear of further damage to his suit as for fear of physical harm to himself.

MERCURY MERCENARY
Identity: Unknown
Side: Crushers Sex: Male
Experience: Level: 5
Age: 28 Training: Agility
Powers:
1. Heightened Speed: +750" per turn, + 25 to initiative rolls
2. Heightened Expertise: All modern military weapons, +4 to hit
3. Heightened Charisma: +22
Weapons Carried:
Knife, +1 to hit, +1d2 damage HTH
Pistol, +3 to hit, 1d8 damage, Range = 84''
Auto. Rifle, +1 to hit per extra bullet, -1 to each bullet's damage per extra bullet
3 Hand Grenades, accurate range = 14''

Weight: 190 lbs. Basic Hits: 4
Agility Mod. — Strength: 17
Endurance: 16 Agility: 14
Intelligence: 17 Charisma: 30
Reactions from Good: -5 Evil: +5
Hit. Mod.: 3.9 Hit Points: 16
Damage Mod.: +2 Heal Rate: 1.6
Accuracy: +1 Power: 64
Carrying Cap.: 619 Basic HTH: 1d8
Movement Rates: 797 inches/turn ground
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 8.5 Inventing: 51%


BLIZZARD
DREAMWEAVER
ENFORCER
EVERGREEN
F.I.S.T.
HORNET
LASERFIRE
MACE
MANTA-MAN
MERCURY MERC.
MOCKER
SHOCKER
SHREW
STORMLORD
TEMPER
VULTURE
MS. ANDERSON
BROYKO
DR. PATROVICH
J.B. CURTIS
CAMERAMAN
WCTV
REPORTER-1
REPORTER-2
SWAT-1
SWAT-2
SWAT-3
SWAT-4
SWAT-5
SWAT-6
SWAT-7
SWAT-8
SWAT-9
SWAT-10
SWAT-11
SWAT-12
BYSTANDER-1
BYSTANDER-2
BULL
MARIONETTE
ILLUSION
ILLUSION
ILLUSION
BYSTANDER-3
BYSTANDER-4
HAND TRUCK
HAND TRUCK
ANIMATE PLANT-1
ANIMATE PLANT-2
ANIMATE PLANT-3
BYSTANDER-5
BYSTANDER-6
SWAT VAN-1
SQUAD CAR-1
SWAT VAN-2
SQUAD CAR-2
FORKLIFT-1
FORKLIFT-2


WCTV VAN
CAR-1
MINI-SHUTTLE
CRUSADERS
CRUSADERS
CRUSADERS' HOVERCRAFT
ICE
ICE
ICE
CRUSADERS' JET CHOPPER

Origin & Background: 'Merc', as he is called by his closest associates, does not know his own original identity. His memory goes back only as far as a bloody conflict in South America a year or two ago, during which he was apparently struck by a bolt of lightning.* Unsure of which side he was on (his clothing and identification were too badly damaged) he took the uniform of a nearby casualty, donned a makeshift mask, and almost single-handedly won the battle for the side his new uniform represented.

Merc has made no attempt to remember who he really is, and in fact, avoids anything which might possibly remind him. He prefers to be a man without any allegiances, leaving himself open to hire by whoever holds up the most money. This attitude has made him quite a wealthy man.

His current association with the Crushers is due mainly to his hatred of Enforcer. They have been bitter enemies since their first encounter, ans do Merc is willing to forego more profitable activities for a chance to help destroy the Crusaders.

Combat Tactics: With a minimum of three actions per turn, the Mercury Mercenary generally uses his first action to evade, simultaneously using a part of his movement to leave the battle until his next action. When he returns it is from a different direction, in an attempt to catch an opponent or two from behind. The automatic rifle he carries is his favorite weapon, but he also enjoys placing grenades near his enemies as he runs by at super-speed. He usually fires three-round bursts with the auto rifle.

* Miraculously surviving this incident, he discovered his amazing new ability to outrun and outmaneuver any normal human being. Any morals or sense of decency he had previously possessed were drowned out by the flood of power in his veins.

TEMPER

Identity: Thomas Perry
Side: Crushers — Sex: Male
Experience: — Level: 1
Age: 19 — Training: Intei.
Powers:

1. Absorption: Automatically absorbs two points of power per level from each Emotion Controlled victim on his first phase of each new turn; no action or Power cost, and the absorbed Power is taken from the Victim and added to Temper's Power score.
2. Emotion Control: 14 inch radius, causes uncontrollable anger in victims. Under the influence of this a character cannot delay his actions and takes out his resentment on the closest available target. PR = 8 per attack. Attacks all targets in the radius.
3. Special Requirement: Requires exposure to chemical gas once each day to maintain his powers. If not, his mental illness symptoms reappear as well.

Weight: 170 lbs. — Basic Hits: 4
Agility Mod.: — — Strength: 14
Endurance: 13 — Agility: 12
Intelligence: 14 — Charisma: 11
Reactions from Good: — — Evil: —
Hit Mod': 2.4 — Hit Points: 10
Damage Mod.: +1 — Heal Rate: 1.2
Accuracy: +1 — Power: 53
Carrying Cap.: 344 — Basic HTH: 1d6
Movement Rate: 39 inches, ground
Det. Hidden: 10% — Det. Danger: 14%
Inventing Points: 1.4 — Inventing: 42%

Origin & Background: Emotionally unstable, Thomas Perry was treated with an experimental drug intended to make him maintain control. It worked, but also caused an unexpected mutant reaction in his body which activated his powers. The effect wore off and the drug was tried again under more controlled conditions — but the result was the same and Perry, realizing that the drug gave him powers, stole the remaining doses in the midst of the experiment and fled. The chief physician on the project soon took his own life while destroying his notes, apparently from grief over his failure . . . actually Temper made him do it, but this is unknown to any but Temper himself.

Battle Tactics: To avoid becoming the target of his victims' hostilities, he uses his Anger ability only when he is able to use it and then run out of the area of effect on the same phase. He almost never fights with his fists; unless absolutely necessary, each phase not spent using Emotion Control will be used evading and moving out of the thick of combat. Mocker and Temper are extremely close friends, and enjoy teaming up to insult their opponents; Temper is an enthusiastic follower, never checks morale. If Mocker says to run, however, Temper will then do so.

VULTURE

Identity: Victor Truttle
Side: Crushers — Sex: Male
Experience: — Level: 4
Age: 29 — Training: Strength
Powers:

1. Avian Powers:
a) Heightened Agility, +11
b) Natural Weaponry: +2 to hit, +4 Damage in HTH combat
c) Wings: PR = 1 per hour, Max. speed is 152 MPH
2. Diminished Senses: ½ normal % to detect danger and hidden objects

Weight: 160 lbs. — Basic Hits: 4
Agility Mod.: — — Strength: 8
Endurance: 9 — Agility: 29
Intelligence: 14 — Charisma: 16
Reactions from Good: -2 — Evil: +2
Hit Mod.: 2.464 — Hit Points: 10
Damage Mod.: +3 — Healing Rate: 1
Accuracy: +5 — Power: 60
Carrying Cap.: 113 — Basic HTH: 1d3
Movement Rates: 46" ground, 667" flying
Det. Hidden: 5% — Det. Danger: 7%
Inventing Points: 5.6 — Inventing: 42%

Origin & Background: Victor Truttle was a simple lab technician until a ruthless science foundation tricked him into becoming a volunteer for one of their more heinous experiments. He was put through a series of dangerous and uncomfortable operations which grafted new synthetic parts onto his body, including an operative pair of feathered wings and talons on his hands and feet. They also successfully

altered his physiology to become more birdlike, interfering with his mental state but tripling his reaction speed.
Awakening to this horrible new state of existence, Victor flew off in anguish and has been driven to a life of crime in order to avoid rejoining normal society. He was recently captured by Manta-Man, but escaped from prison just days ago.
Battle Tactics: Vulture's most effective mode of combat consists of dropping non-flying opponents from a great height — but glancing at his carrying capacity will reveal that this tactic is not often used. More commonly, he will utilize his first action each turn to evade, spending the rest of his actions brawling with an opponent — preferably one who flies. Vulture is a dirty fighter; he has to be to compensate for his relative lack of powers. He hates Mocker (Disloyal loyalty rating, always fails his morale rolls) but will not check for morale as long as most of his allies are still present and standing, or as long as his side at least equals his enemies in numbers. If Manta-Man is one of his opponents, he will fight him to the death.

BULL
Identity: 'Big Bill' Buckford
Side: Crushers Sex: Male
Experience: Level: 3
Age: 29 Training: Agility
Powers:
1. Body Power: Triple original weight
2. Heightened Strength: +25
3. Invulnerability: 10 points
4. Phobia/Psychosis: Enraged by the color red. Attacks any moving red object he sees, until he can no longer see it or until it is so badly damaged that its original color can no longer be discerned. He may ignore red-hued objects less than one cubic foot in size, but that is not to say that he would not take at least one swing out of sheer orneriness.

Weight: 540 lbs. Basic Hits: 11
Agility Mod.: — Strength: 39
Endurance: 15 Agility: 6
Intelligence: 6 Charisma: 12
Reactions from Good: -1 Evil: +1
Hit Mod.: 3.402 Hit Points: 38
Damage Mod.: -1 Heal Rate: 4.4
Accuracy: -2 Power: 66
Carrying Cap.: 16,422 Basic HTH: 3d10
Movement Rate: 60 inches ground
Det. Hidden: 6% Det. Danger: 11%
Inventing Points: 1.8 Inventing: 18%

Origin & Background: Big Bill Buckford has been mentally unstable since the age of six when it is reported that he bit the head off his pet dog. His personality has not mellowed much since then. He spent the next few years in and out of various criminal and mental institutions; then at the age of eighteen, he nearly murdered his entire family during a trip to the zoo; supposedly one of them quipped that this was just the place for Big Bill to be. When the police arrived, Bill threw an elephant at them.

He was eventually sedated and brought to court where he was found unfit to stand trial and sent to a medium security mental hospital. One day he told his nurse he was going for a walk and he has not returned since.
Bull supposedly hates the color red because he was hit by a red sports car when he was 'small.' Bill was uninjured, but his icecream cone and the car that struck him were both demolished. The doctors tried desperately to re-attach the driver's lungs, but to no avail.
Combat Tactics: Bull never delays his actions and always attacks the closest thing that he hates and can see, generally using the biggest bludgeoning object available. He is too powerful and mindlessly violent to ever worry about morale. If his allies choose to flee, they must goad him into accompanying them with promises of treats and gifts.

THE SHREW
Identity: Sheila Brewster
Side: Crushers Sex: Female
Experience: Level: 2
Age: 21 Training: Endurance
Powers:
1. Speed Bonus: +60 inches per turn
2. Willpower: Variable Usage, PR = 1/turn
a) Heightened Endurance +16
b) Heightened Agility +12
c) Heightened Strength +8
3. Weakness Detection: Determines one weakness and gains a +6 modifier to hit after spending one action within one inch of opponent.
4. Special Requirement: Drug addict, needs a 'fix' every 12 hours or is unable to perform effectively

Weight: 120 lbs. Basic Hits: 3
Agility Mod.: — Strength: 18
Endurance: 26 Agility: 24
Intelligence: 16 Charisma: 12
Reactions from Good: -1 Evil: +1
Hit Mod.: Hit Points: 44
Damage Mod.: +4 Heal Rate: 2.1
Accuracy: +4 Power: 84
Carrying Cap.: 506 Basic HTH: 1d8
Movement Rate: 128 inches, ground
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 3.2 Inventing: 48%

Origin & Background: Sheila Brewster was expelled from NAFBA (the North American Female Boxing Association) upon discovery of her dealings with a group of mobsters who had paid her to throw an important bout. Hitting the skids, she managed to employ herself as a thug for a Chicago syndicate leader. . . eventually working her way up to a position of great fear and respect in the underworld. Yet, she remained despondent over her ruined boxing career and has turned to drugs in order to cope.
It is likely, though unprovable, that the Shrew is a mutant to some degree, though a large part of her powers are certainly due to intensive daily training.

Combat Tactics: Shrew generally singles out one opponent in any combat, usually another hand-to-hand fighter, and ignores other opponents as much as possible until her chosen target is defeated. Her first objective will be to size up her opponent by use of Weakness Detection.
She will then use fancy footwork (evasion) on her first action of each turn, using all remaining actions to jab away with her fists. Whenever possible, she will always run around behind her opponent before attacking, forcing him to spend extra power to remain facing her. She, on the other hand, will always try to keep her back to a wall.
Sheila is a loyal follower of Mocker (+2 to morale rolls) but finds illusions of all kinds to be particularly unnerving.

AFTERMATH

Defeated player characters will not be captured; the Crushers are far too concerned with getting their equipment to waste time taking extra hostages.

Any Crushers who escape will secretly work their way back to the Citadel to alert their companions. Captured Crushers will refuse to divulge any information about their plot, and will be completely resistent to psionic attempts to glean the information from them thanks to a powerful mindblock implanted by Marionette.

Upon the arrival of Dr. Patrovich, however, he will inform the police and the players that the Crushers could have but one reason to gather the particular equipment they have been collecting — the circumventing of the Crusaders' computer system, TEACHER! The odd behavior of TEACHER and the Crushers' obvious intent can only mean one thing . . . the Crushers have been hiding under the very noses of the player characters all along, within the Crusader Citadel itself.

2. CRUSADER CITADEL

2.1 GM'S INTRODUCTION

The number of villains that the players may have to face in this part of the adventure is variable depending upon the number of villains from Part One who were able to get away. The player characters are up against at least six opponents, plus however many escaped the ambush. If the total number of villains to be faced exceeds the number of players involved, provision is given for some of the captured Crusaders to escape and fight alongside the player characters. One Crusader should escape per Crusher in excess of the number of player characters. These Crusaders must be operated by the GM, and it is his choice as to which of the Crusaders should be so liberated.

If more players are involved than there are villains to fight, each of the villains should have his experience level increased by one per extra player character. Villains escaping from the ambush in Part One should not be given this level bonus.

2.2 THE ADVENTURE CONTINUES

Ernst Patrovich has just delivered his speech, and warns that the Crushers may be able to take over TEACHER within days, even if they failed to get all the parts they wanted from Manning Enterprises. Time is of the essence! TEACHER controls the Citadel's defenses, and has links to many top-security data banks around the world. In the wrong hands, TEACHER is a deadly tool.

At this point, any Crusaders who have escaped arrive at the police headquarters (dripping wet, for it is a dark, stormy morning and raining furiously). They confirm Patrovich's suspicions and meet with the player characters to discuss strategy. They have the following information:

1. The Crushers do not yet control TEACHER, or else the Citadel's own defenses would have prevented their escape.

2. Any Crusaders still in captivity are being held in life-tubes in the Citadel's infirmary, under heavy sedation. Even if they are released, they will be no good for anything for hours, perhaps days.

3. The following six Crushers are definitely at the Citadel:

a) The Mocker, an android with sonic abilities, master of ventriloquism and sarcasm. He is the self-appointed leader of the Crushers.

b) Marionette, a one foot-tall woman with mind-controlling abilities.

c) Hornet, a high-tech villain with an insect motif. He has wings, sonic powers, and multifaceted vision.

d) Shocker, a Japanese villain with lightning control and acid blood.

e) The Mace, a super-powered thug whose main weapon is an electrified mace/flail. He is a highly skilled assassin.

f) Stormlord, a British noble (now disinherited) with weather control and invisibility. He is extremely ruthless.

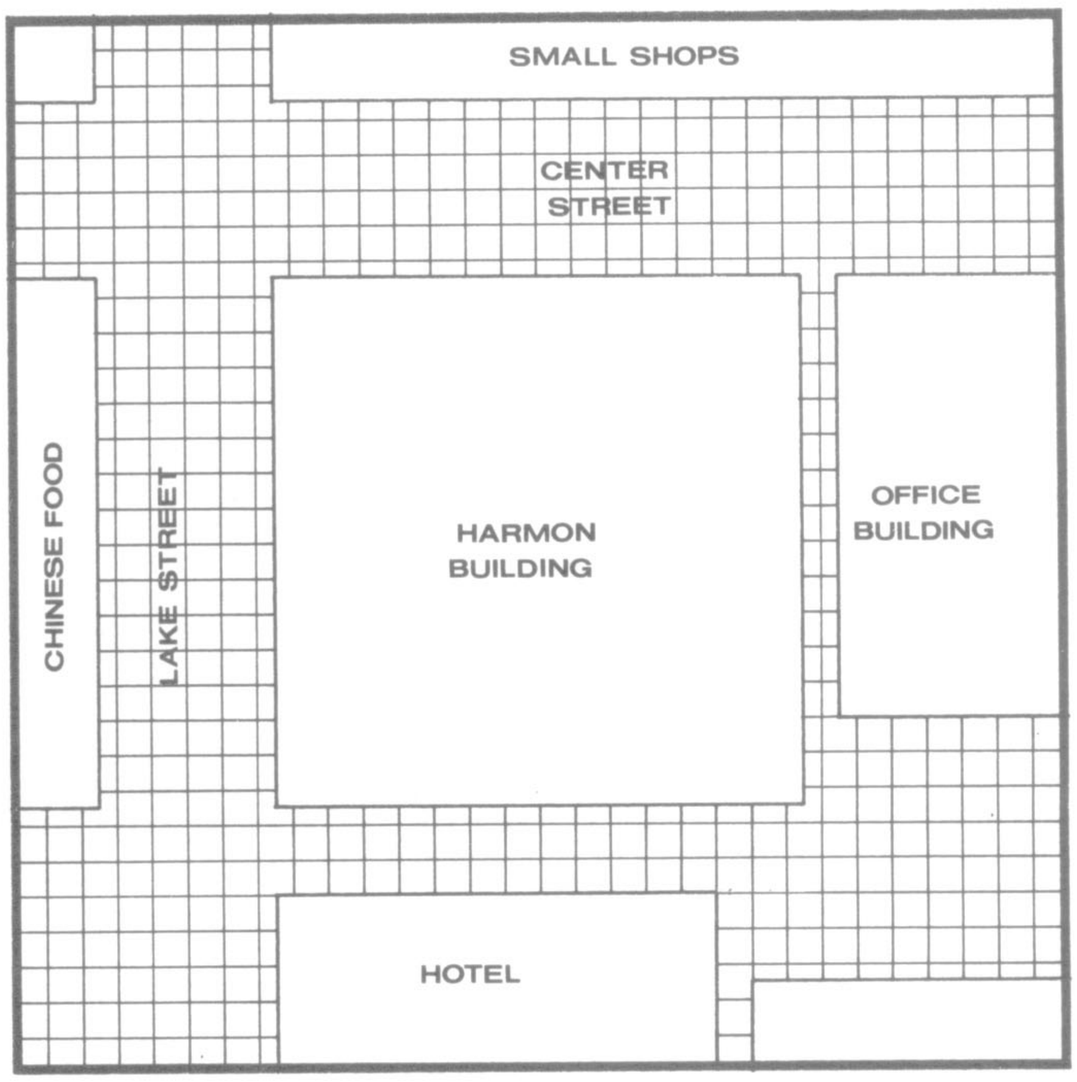
As usual, these points will only come up if the right questions are asked. The Crusaders will be willing to reveal their own abilities to allies, and will treat the player characters as fellow heroes, not as incompetent newcomers . . . especially their leader. This may be modified somewhat by their reaction rolls . . . check these now for future reference.

Maps of the Citadel will be produced by the authorities, so show them to the players now. If any Crushers are present, they will be able to provide detailed information. . . otherwise the player characters can obtain room names only, not detailed interior descriptions.

LOCATIONS & OTHER RELEVANT DATA:

The four stories that make up the Crusader Citadel are the top four floors of the Harmon Building. The building contains thirteen stories of offices. Above those are thirteen stories of condominiums. There is also a two floor basement and underground garage in the building.

Scale: 1 square = 10 feet



CRUSADER CITADEL: MAP KEY

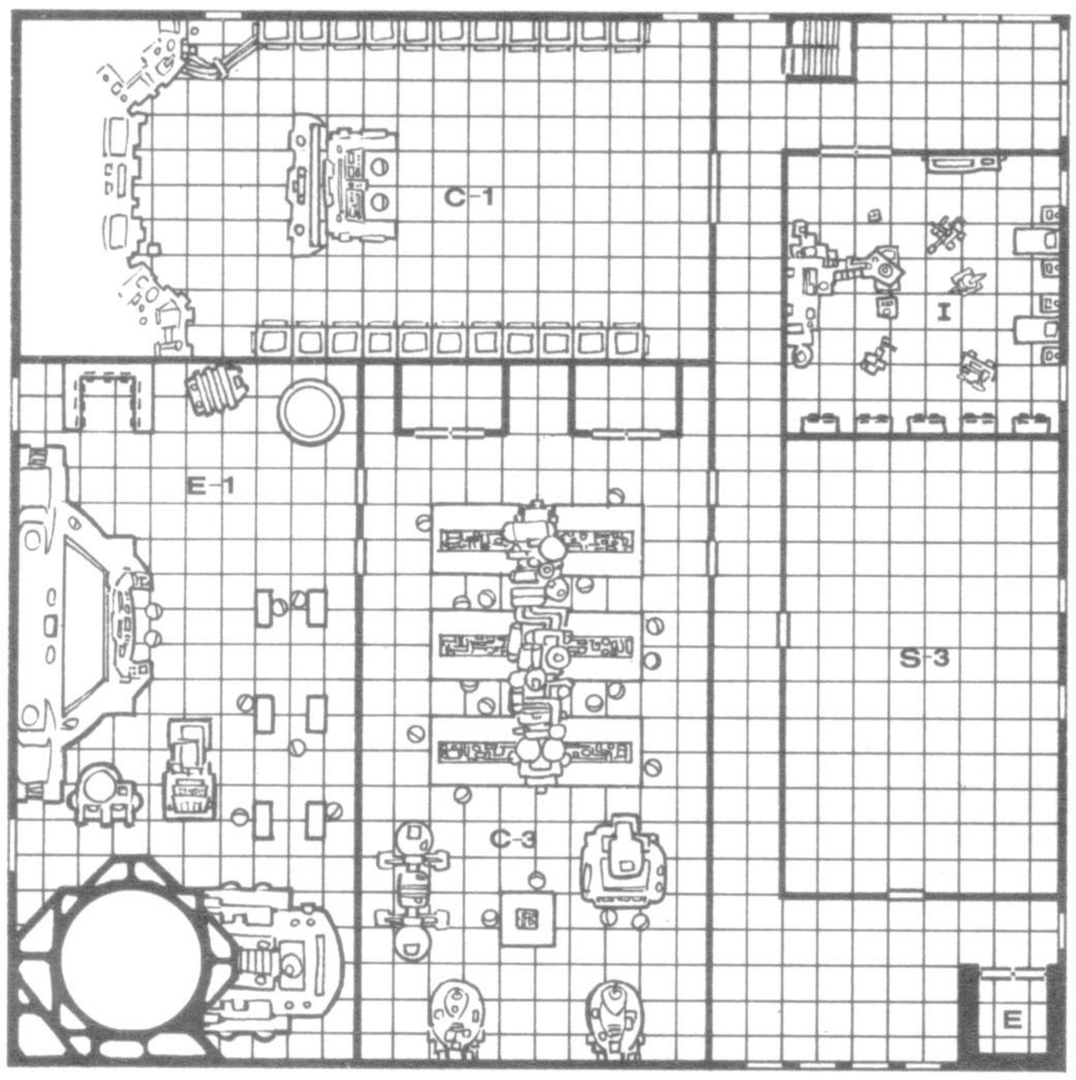
Level One

C-1 Computer Center: All along the western wall is the giant central processing unit of the Crusaders' main computer, storage units line the northern and southern walls.

The center of this room holds an enormously complex computer terminal with a twenty foot television screen for computer displays. This terminal also contains the computer voice (for more information see the section on TEACHER).

E-1 Electronics Lab: Along the north wall (left to right) is a tool storage cabinet, battery recharger and a cannister of battery acid. Along the east wall are various workbenches. In the southernmost section of the room is the tubeway to contain and muffle the shuttle exhaust and the emergency generator, which is partially powered by storing expelled heat energy. Five feet in front of this is an ultraspectral light analyzer and a mold and die machine (for pressing out electronic components). Against the west wall is a micro-viewer which can project enlarged images of an object or call up diagrams from the computer of the headquarters itself or any relevant devices or other inventions of interest, etc.

Scale: 1 square = 5 feet



C-3 Chemistry Lab: On the far north wall there are two cabinets. These contain the more dangerous chemicals (acids, highly poisonous substances, corrosives, adhesives, etc.). In the center of the room are six tables, all with various chemicals interconnected by tubes and hoses, demonstrating numerous experiments in progress. In the south part of the room are a radiation cylinder, another chemical work table, and an electron microscope. Against the southern wall are lightray generators (IR, UV, and others).

I Infirmary: Along the eastern wall are two beds with cabinets of life support equipment. There is another bed near the center of the room with another cabinet next to it. Over this bed, connecting to the western wall, is a medical sensor capable of diagnosing and recommending treatments and prescriptions. Along the southern wall are two cabinets containing assorted medical and first-aid equipment. On the north wall is a visual display showing the life signs of all patients. The floor is dotted with various pieces of large automated medical and surgical equipment.

Also in this room are the bodies of any still-captive Crusaders, in table-sized plexiglass tubes (½ inch thick, SR = 3) filled with a mind-numbing vapor. One roll to wake up is allowed per hour after release, without any chance of being awakened by friends.

S-3 Storage Area: Usually empty.

Level Two

R Recreation Room: The walls of this room are lined with bookshelves. There is a coffee table and comfortable chair in the northernmost section of the room. In the center of the room, along the west wall is a television set, a table and a sofa. Along the southern wall is a table with a reading lamp with a chair on either side. In the eastern section of the room is a circular table and chairs (where the Crusaders play poker on their days off).

K Kitchen: Complete with a refrigerator, stove, oven, dishwasher, trash compacter, microwave oven, food processor, and coffee machine that makes terrible coffee!

P Pantry: The shelves are as shown and are filled with assorted canned goods.

Q Quarters: For Crusaders working overtime with no time to go home in their secret identities. Each room has a bed, a chest of drawers, a night table, cabinets, and a small chair.

T-1 Trophy Room: In the north-west corner is a stuffed dinosaur (from a trip back in time). In the south-east corner is a steel girder twisted into a knot by Magnet-Man (whom they captured). In the south west corner is a display case filled with captured weapons and equipment returned (as replicas) to them by the government. The walls are covered with plaques and medals and other awards given to the Crusaders or to any of the members of that acclaimed body.

G Gymnasium: The walls and floor are padded. In the north-east corner is a horse (gymnastic, not mammalian). In the south-west corner is a trampoline and a weight set occupies the south east corner.

W-1 Weapons Storage: This room contains shelves along the walls which are filled with spare parts and tools for repairing Manta-Man's devices, Enforcer's gun, and they hold a pistol, rifle, shotgun, energy pistol, energy rifle, and automatic weapons.

A Ammunition Room: This room contains ammo for the weapons stored in the Weapons Storage room.

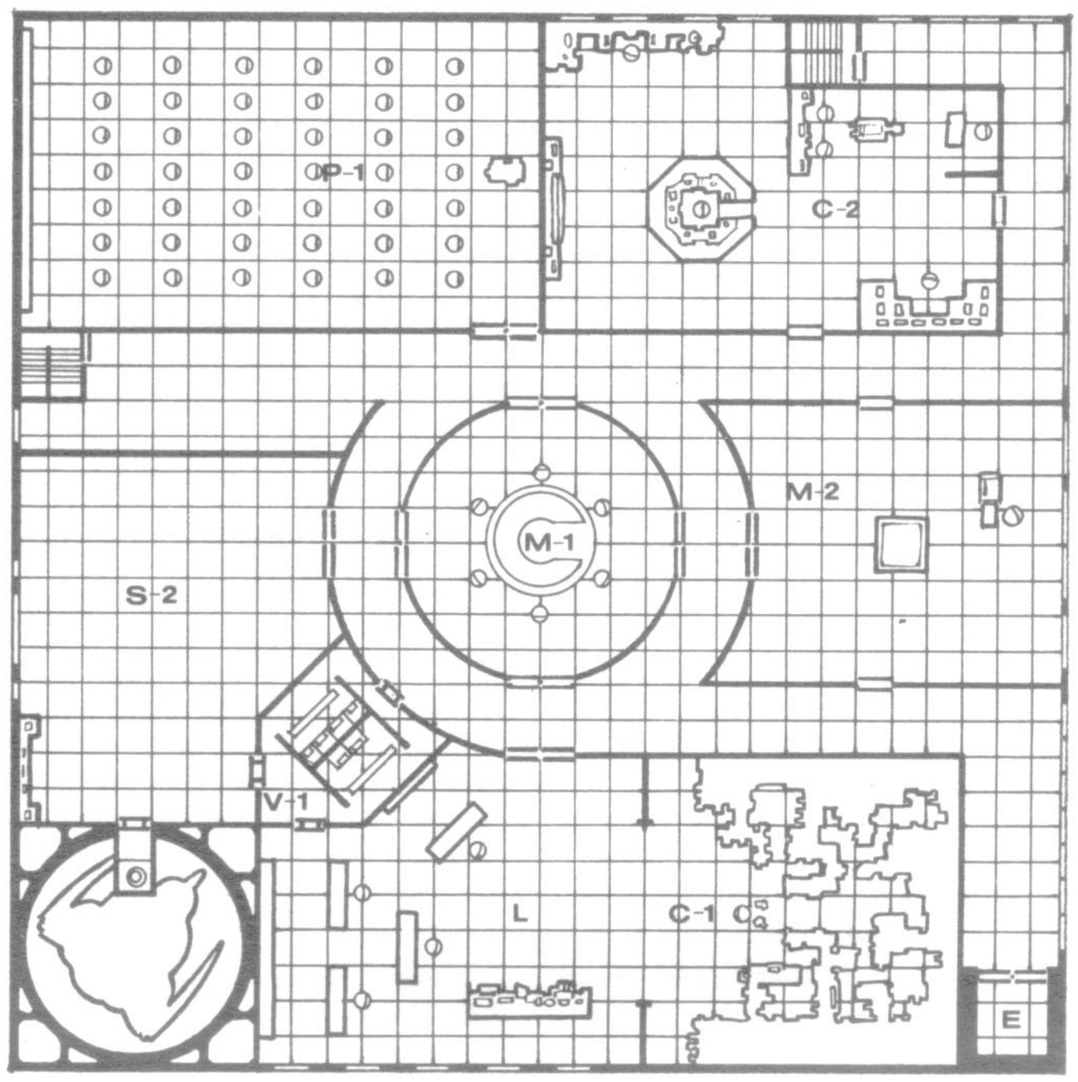
Level Three

M-1 Meeting Room: There are a table and chairs as shown in the diagram.

M-2 Map Room: Map display table fills the center of the room. Maps are stored in drawers in this table. The walls are covered with boards designed for mounting maps. There is also a weather map printer, and a video graphics printer.

P-1 Projection Room: There is a screen on the western wall and complete projection equipment on the eastern end of the room.

S-2 Shuttle Ready Room: On the western wall is the shuttle systems indicator. To the south is the air-lock leading into the shuttlecraft itself.



V-1 Vacuum Suit Locker Room: Lockers here contain six vacuum suits.

L Launch Control Room: There are various control consoles to monitor shuttle take-offs and flight in the atmosphere.

C-1 Launch Computer Room: This computer calculates the shuttle's course and programs it into the shuttle's own computer. This computer is also consulted should the shuttle be launched in a remote control mode.

C-2 Communications Room: In the northernmost section of the room is a short wave radio as well as a mini-tracking station. Near the north-east corner is a small television broadcasting station. On the west wall is a viewscreen for two-way communication. The south-east corner of the room holds the security monitor for the Citadel with a video display of every room (except for the private quarters). In the center of the room is the Emergency Communications Console, which, if activated, sends out an alarm to the authorities and many other local superheroes and friends of the Crusaders.

Level Four

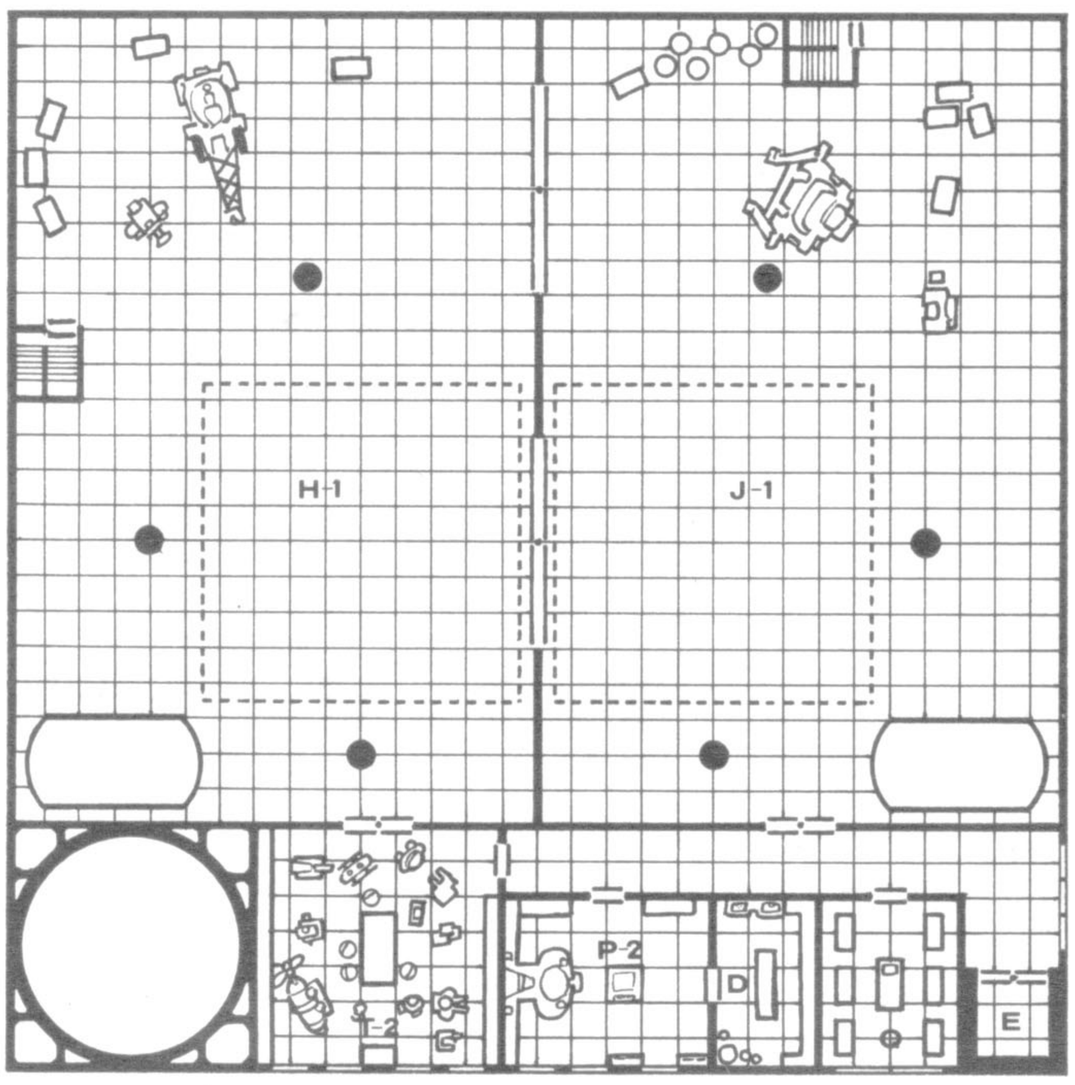
H-1 Hovercraft Hanger and Repair Shop: The indented lines on the diagram show the location of the elevator and hinged roof doors. The northern half of the room is filled with tools and equipment necessary to effect repairs.

J-1 Jet Chopper Hanger and Repair Shop: See H-1.

T-2 Workshop: This is where the Crusaders work on their inventions on benches along the east and west walls and on the work table in the center of the room. Against the south wall is a tooi chest. Various tools and half-built projects (and spare parts) dot the room.

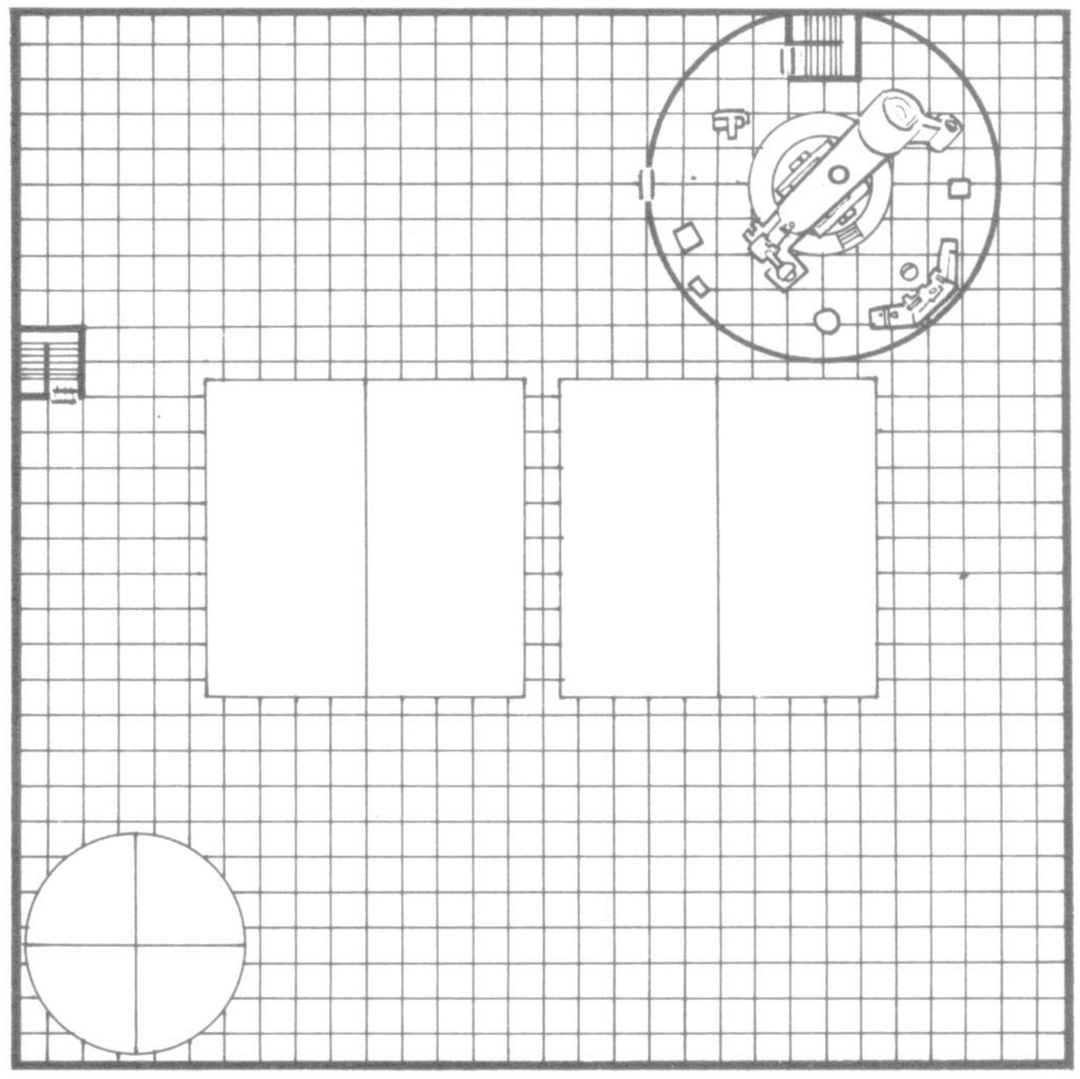
P-2 Photo Analysis Lab: In the western half of the room is a micro-viewer with shelves of photographic developing fluids along the north wall. There is a light table in the center of the room and photo files along the southern wall.

D Darkroom: There is a sink along the north wall and cannisters of developing fluid in the south-west corner. The table in the center of the room has bins of fluid on it and the counters hold newly developed pictures.



Level Five (Roof)

O Observatory: The observatory is equipped with a telescope and miniaturized radio-telescope.



CITADEL STRUCTURAL DATA:

The Citadel's exterior walls are of decorative steel, eight inches thick. All interior walls are of hardwood-reinforced plasterboard, six inches thick with a Structural Rating of 3.

Floors and ceilings are of steel-reinforced concrete, twelve inches thick with a Structural Rating of 8. The ceiling vehicle hatches are made of one half inch thick steel.

All windows are plexiglass (plastic) and are one inch thick.

The elevator doors are made of one inch thick steel, as are the large vehicle acceess doorways (garage doors) on the fourth level, and the air-lock hatches into the mini-space shuttle.

All other doors are one inch thick hardwood.

The walls of the shuttle launch tube are one inch thick titanium.

SHUTTLECRAFT, HOVERCRAFT, & JET HELICOPTER

Shuttle: Weight: 50,000 lbs. 1000 Structural Points (250 Structural Points to render inoperable). Maximum speed in atmosphere is 12,000 mph. Maximum speed outside of atmosphere is 96,000 mph with acceleration at 12,000 mph. It carries 8 passengers and 7000 lbs. of cargo. The Miniature Laser Turret has a range of forty inches and does 2d8 damage.

Hovercraft: Weight is 3000 lbs. 60 Structural Points (15 structural points of damage are required to render it inoperable). Maximum speed is 300 mph. It carries six passengers and 500 lbs. of cargo.

Jet Helicopter: Weight is 10,000 lbs. It has 200 Structural Points (50 points of damage to render it inoperable). Maximum speed is 1000 mph. It carries eight passengers and 1000 lbs. of cargo.

THE CRUSADERS

EVERGREEN

Identity: Unknown
Side: Crusaders — Sex: Female
Experience: — Level: 5
Age: 19 — Training: Agility
Powers:
1. Plant Powers:
a) Heightened Endurance +13
b) Natural Weaponry: +3 to hit, +6 damage in HTH combat
c) Regeneration: Max. 1 action per turn, unable to restore damage lost to heat/flame
d) Poison: On a HTH hit, the victim must roll to Detect Danger or begin to see terrifying hallucinations. One additional roll can be made each between-turns phase. Twenty-nine doses per day.
2. Plant Control: Can animate and control 11 hit points worth of vegetation, within verbal command range. One action is required per turn to command. PR = 0.

Weight: 130 lbs. — Basic Hits: 3
Agility Mod.: — — Strength: 16
Endurance: 29 — Agility: 8
Intelligence: 13 — Charisma: 15
Reactions from Good: +2 — Evil: -2
Hit Mod.: 3.6652 — Hit Points: 11
Damage Mod.: — — Heal Rate: 2.4
Accuracy: -2 — Power: 66
Carrying Cap.: 455 — Basic HTH: 1d6
Movement Rate: 53 inches, ground
Det. Hidden: 10% — Det. Danger: 14%
Inventing Points: 6.5 — Inventing: 39%

Origin & Background: She knows not from where she came, she only knows that her spirit is as old as all the forests there have been since life began.
She knows not why she was summoned, she knows only that she must protect the Earth from those who would abuse her.
She is of the old days, when the Earth was not ruled only by men, but by the elves and dwarves and goblins as well.
Spirit of the Water remember!
Spirit of the Earth remember!
Combat Tactics: Evergreen's primary objective during any fight within the Citadel will be to reach her own room on the Citadel's fourth level, where she can obtain plants to control. If this is not possible, she will do her best to inject venom into as many opponents as possible and allow her teammates to finish them off.
She is aware of Shocker's feelings for her, and to some degree reciprocates them . . . but then, she has still got a job to do and she will do her duty.

ENFORCER

Identity: Eric Forrest
Side: Crusaders — Sex: Male
Experience: — Level: 4
Age: 27 — Training: Endurance
Powers:
1. Force Field: Range = 28 inches. PR = 1 per attack.
2. Heightened Expertise: +4 to hit with pistol only
3. Special Weapon: Pistol, superbly crafted, +4 to hit, +1d8 damage, 78 inch range.
a) Mercy bullets: ½ damage inflicted, save vs. E on 1d20 or paralysis as well.
b) Explosive bullets: 1d20 damage. 1 inch blast radius.
c) Flare bullets: Double damage, also create a 10 inch radius blinding glare as per Light Control.
Six bullets of each variety (including ordinary bullets) are carried with a silencer.

Weight: 170 lbs. — Basic Hits: 4
Agility Mod.: — — Strength: 15
Endurance: 14 — Agility: 13
Intelligence: 17 — Charisma: 8
Reactions from Good: -2 — Evil: +2
Hit Mod.: 3.0576 — Hit Points: 13
Damage Mod.: +2 — Heal Rate: 1.2
Accuracy: +1 — Power: 59
Carrying Cap.: 406 — Basic HTH: 1d6
Movement Rate: 42 inches, ground
Det. Hidden: 12% — Det. Danger: 16%
Inventing Points: 6.8 — Inventing: 51%

Origin & Background: Eric Forrest worked for 'the Company'. He was what is known as a Free-Stationed Representative. Whenever the 'company' had any trouble, anywhere in the world, they would send a man like Eric Forrest to straighten it out. He had even the Company's permission to do anything necessary to put an end to the trouble. Eric Forrest liked his work and was very good at it.
He was a secret agent in good standing.
One job the 'company' gave him was guarding an important scientist, one Doctor Freidrich from some members of another organization who considered the good Doctor to be a problem. This would be Eric Forrest's last job.
Dr. Freidrich was working on a formula to develop a human being's mental force as a way to protect him and make him invulnerable. The formula really did work, but unfortunately, that made the 'company' think that Dr. Freidrich and his formula were both too dangerous to be allowed to remain extant.
Disobeying orders, Eric Forrest tried to protect the Doctor anyway and Dr. Freidrich gave him the only dose of the formula. Despite the formula and Eric's efforts, the Doctor was eventually killed.
Eric Forrest resigned from the 'company'. He did not need to work for them to solve problems as he is extremely good at his work.

Combat Tactics: Enforcer's tactics consist of using force fields to cut off his enemies' escape paths and the firing flare bullets to blind them. Any still in fighting condition he pommels with explosive bullets (for dangerous enemies) and mercy bullets (for small fry).
If the Mercury Mercenary shows up, Eric will concentrate his efforts on him.

DREAMWEAVER

Identity: Donna Weston
Side: Crusaders — Sex: Female
Experience: — Level: 3
Age: 21 — Training:
Powers:
1. Illusions: Visual and Audible components only. PR = 2 per illusion created. Requires one action per turn to maintain (with +2 Power cost each maintenance phase). Alterations cost movement only. Non-players save vs Intelligence on 1d100 per slue to determine that the illusion is not real.
2. Invisibility: PR = 1 per hour, base +1 to hit/-1 to be hit, cumulative per turn left undiscovered.
3. Telekinesis: TK-capacity - 390 lbs., TK defense costs PR1 to set up and per attack repulsed, with one action to establish; range = 39 inches. TK blast damage = 1d6, PR = 1 per attack or per turn, attacks as HTH.

Weight: 120 lbs. — Basic Hits: 3
Agility Mod.: +2 — Strength: 13
Endurance: 15 — Agility: 13
Intelligence: 16 — Charisma: 16
Reactions from Good: +2 — Evil: -2
Hit Mod.: 3.3696 — Hit Points: 11
Damage Mod.: +2 — Heal Rate: 1.2
Accuracy: +1 — Power: 57
Carrying Cap.: 222 — Basic HTH: 1d4
Movement Rate: 41 inches, ground
Det Hidden: 12% — Det. Danger: 16%
Inventing Points: 4.8 — Inventing: 48%

Origin & Background: Donna Weston was a college student participating in deep sleep research experiments as a volunteer when she was propelled into the dream dimension and the electronic monitoring equipment had a mysterious power surge.
Lost, she aroused the anger of her own dreams and was attacked by them. By remaining passive she was able to absorb the dream energy into herself. When she was awakened by the technicians, she soon discovered herself to be changed. She had the ability to become unseen and to move objects about with only thought. Her mind could create images of dream impressions or practically anything else at will.
Using her ability to save her best friend when she was attacked by a mugger, she realized that her powers should not be exploited and should be used to help all other people.
She became Dreamweaver, keeping her real identity secret and hidden. Only she and psychology student Lynda Turner know who Dreamweaver really is.
Combat Tactics: Dreamweaver's favorite trick is to move invisibly among her opponents, creating minor illusions here and there to create confusion, and to use her Telekinesis to knock over this, undo that, and so on.

MANTA-MAN
Identity: Carter Manning
Side: Crusaders Sex: Male
Experience: Level: 6
Age: 30 Training: Agility
Powers:
1. Wings Device: Maximum speed = 18 mph, 16 hours of flight per recharge.
2. Water Breathing Device: Water oxygenerator, 20 hours of use per recharge.
3. Paralysis Ray Device: 30 inch range, 18 shots per recharge, victims fall unconscious
4. Lightning Control Device: 30 inch range, 2d8 damage, 21 shots per recharge. One action required to activate as a defense with no cost in charges.

Weight: 180 lbs. Basic Hits: 4
Agility Mod.: — Strength: 16
Endurance: 12 Agility: 14
Intelligence: 26 Charisma: 18
Reactions from Good: +3 Evil: -3
Hit Mod.: 3.822 Hit Points: 16
Damage Mod.: +3 Heal Rate: 1.2
Accuracy: +1 Power: 68
Carrying Cap.: 477 Basic HTH: 1d6
Movement Rates: 42" ground, 80" flying
Det. Hidden: 18% Det. Danger: 22%
Inventing Points: 15.6 Inventing: 78%

Origin & Background: Carter Manning, a marine biologist and mechanical engineer, was vacationing with his wife on their private yacht when they found themselves under attack by 20th century pirates.
Hopelessly outnumbered and outgunned, Manning's wife was killed and he was tossed overboard to the sharks. The pirates used his boat for a multi-million dollar drug run and then abandoned it.
Miraculously, Manning did not die. Due to an amazing stroke of luck, he was rescued and returned home with the aid of the authorities, who warned him not to interfere.
Manning had other ideas and immediately began design of the tools of his vengeance. He built a miniature aqualung with a perpetual air supply, a cloak which folds out into an airfoil enabling him to float on air, and a super powerful electrical storage battery with a generator of 'Manta Rays' which paralyze their victims.
When the same pirates attempted to storm yet another ship, Manning (now Manta-Man) intervened and rounded up these criminals with little difficulty.
Having gained his revenge, Manning decided that he would now dedicate his life to the cause of justice.

Combat Tactics: Manta-Man provides the air cover for the Crusaders, overseeing the battle in general and organizing his teammates. He favors his Lightning Device over his Paralysis Rays in combat. His first move is always to set up an electrical defense around himself.

BLIZZARD
Identity: Robert Ballard
Side: Crusaders Sex: Male
Experience: Level: 1
Age: 19 Training: Endurance
Powers:
1. Ice Powers: 6 inch range, 1d12 damage, PR = 5 per attack
2. Vibratory Powers: 26 inch range, 2d8 damage, 32% chance to destroy devices on a special attack to do so. PR = 5 per attack. 1 action to set up defense, PR = 2 to pass through solids with 1 inch movement cost per point of structural rating per inch.

Weight: 190 lbs. Basic Hits: 4
Agility Mod.: — Strength: 16
Endurance: 14 Agility: 13
Intelligence: 16 Charisma: 15
Reactions from Good: +2 Evil: -2
Hit. Mod.: 3.0576 Hit Points: 13
Damage Mod.: +2 Heal Rate: 1.2
Accuracy: +1 Power: 59
Carrying Cap.: 523 Basic HTH: 1d8
Movement Rate: 43 inches, ground
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 1.6 Inventing: 48%

Origin & Background: Inspired by the comic book heroes of his childhood, Bobby Ballard decided to use his newly discovered mutant abilities for the cause of justice and joined the Crusaders.
Combat Tactics: Blizzard favors his Ice abilities, using Vibration only if a long-range attack is needed or to destroy devices and pass through solids. He likes to lay down ice on the floors and then send out vibratory waves to knock everyone down.

LASERFIRE
Identity: Larry Fredricks
Side: Crusaders Sex: Male
Experience: Level: 2
Age: 17 Training: Agility
Powers:
1. Flame Power: PR = 3 to activate, PR = 3 per attack, PR = 1 per hour of flight. 24 inch range doing 1d12 damage
2. Light Control: 24 inch range, 2d8 damage with PR = 1 per attack. Blinding flash radius = 24 inches for special Light attack to blind each character within the radius. One action to activate Light defense, PR = 1 per between-turns thereafter.

Weight: 150 lbs. Basic Hits: 3
Agility Mod.: — Strength: 12
Endurance: 12 Agility: 12
Intelligence: 13 Charisma: 17
Reactions from Good: +2 Evil: -2
Hit Mod.: 2.4024 Hit Points: 8
Damage Mod.: +1 Heal Rate: .9
Accuracy: +1 Power: 49
Carrying Cap.: 220 Basic HTH: 1d4
Movement Rate: 36 inches, ground
Det. Hidden: 10% Det. Danger: 14%
Inventing Points: 2.6 Inventing: 39%

Origin & Background: High school student Larry Fredricks was returning home from a basketball game one night when he saw a UFO! Getting a closer look, he saw what appeared to be an oval shaped metallic ship floating over Potter's Field. As he watched, it began giving off a brilliant light.

Gathering his courage, Larry stepped forward to give a friendly greeting to the visitors on behalf of the human race.

Perhaps the alien crew on board had orders not to allow anyone to spot them, or maybe the simple appearance of a human was enough to startle them. In either case, the ship roared off in a blazing spectacle of light.

This light hit Larry and as the glow intensified, he watched himself burst into flames. In fear and panic he ran across the field to throw himself into a stream. Though his clothing had been severely burned and he had been on fire, he had suffered no damage from the experience.

In time he had almost fully explored his new heat/light related powers.

In school, Larry Fredricks was not an academic success. He was no sports hero, but as Laserfire he could be important. He could stand for something. And why not?

Combat Tactics: Laserfire's first move is to 'flame on', then he flies through the battle firing light beams . . . saving his Flame attack for setting fires and other special effects.

THE PLANNING SESSION:

If the escaped Crusaders include Manta-Man, he will take an equal part with the player character leader in planning the assault on the Citadel. However, he is interested in what the player characters can do so he will basically allow them to have their way as far as planning is concerned. If the question of damage to the Citadel itself comes up, he will say 'Don't worry about it.' However, he will object to any plan involving damage to private property or danger to pedestrians.

Any other escaped Crusaders will follow the player character leader's directions (unless Manta-Man is present), giving their own opinion only if asked or if they feel it is absolutely necessary.

The operation must take place within two days, or the army will be sent in to demolish the Harmon Building. It may take place at any time of day or night, players' option, but the thunderstorm is going to be around for at least three days according to the weather reports.

Getting into the Citadel will require smashing through things, as all entrances are locked and even escaped Crusaders cannot open them without force.

THE ATTACK:

Needless to say, by now the Crushers know that something is up and will be on their guard. Mocker and the Mace will be in Computer Central (room C-1 on the first level), working on the computer control device. Stormlord will be flying around up among the stormclouds, providing aerial surveilance. The elevator is currently located down at the Harmon Building lobby, and Hornet is stationed in the elevator shaft to guard that approach to the Citadel. Shocker has electrically plugged himself into the Citadel's basic security sensor setup (detects broken walls, windows, views through video cameras in every room except for the bedrooms, etc.) and is monitoring those functions. He is sitting in room C-2 on Level Three (the communications room), apparently meditating at the security monitor console. Marionette is up on the fourth level watching rooms H-1 and J-1 for an attack from the roof.

The GM should post any leftover villains at various points throughout the building, performing activities appropriate for their personalities and abilities.

Each Crusher has a radio communicator, and will alert his/her allies of any activity.

Proceed with the battle!

CRUSHER CITADEL GARRISON

MOCKER

Identity: Android Mk. R
Side: Crushers Sex: (Male)
Experience: Level: 6
Age: 6 (appears adult) Training: Strength
Powers:
1. Android Body: +13 Endurance
Body Power as per invulnerability, 4 points
45% human appearance
Interior mechanisms heal the first 5 points of damage taken (19%)
2. Sonic Abilities: 28 inch range, inflicts 1d12 damage. 14% chance of destroying non-living objects on a special roll to hit to do so. PR = 1 per shot.

Weight: 190 lbs. Basic Hits: 4
Agility Mod.: — Strength: 14
Endurance: 23 Agility: 12
Intelligence: 19 Charisma: 18
Reactions from Good: -3 Evil: +3
Hit Mod.: 5.2728 Hit Points: 22
Damage Mod.: +2 Heal Rate: 2.4
Accuracy: +1 Power: 68
Carrying Cap.: 480 Basic HTH: 1d6
Movement Rate: 49 inches, ground
Det. Hidden: 14% Det. Danger: 18%
Inventing Points: 11.4 Inventing: 57%

Origin & Background: Android Mark R was constructed in secret by a band of disgruntled research technicians from various corporations (including Newtronics, Program Engineering and Manning Enterprises), utilizing parts and equipment they had stolen from their employers. Their intent was to modify and adapt the stolen parts sufficiently to avoid any patent violations, while creating the prototype for a line of servant and assembly-line androids. Most of the technicians were certain that they would all go to jail if they tried to market the android with its stolen parts, however, and so even though Mark R was completed and functioned better than they had dreamed (though with an unforseen degree of self-awareness and a rather crude sense of humor) the decision was reached to dismantle the android and cancel the project. 'Mocker' (as he immediately renamed himself) would not stand for that and destroyed

the lab, killing all of his creators. He then began to break into the warehouses of the corporations from whose parts he was constructed so that he would be able to make repairs on himself; on one of these forays he encountered FIST and they have been a team ever since.

Combat Tactics: Mocker, as his name implies, enjoys taunting his opponents in combat. He is able to produce a wide variety of rude noises and sound effects with his Sonics device, and will do so whenever possible to irritate and confuse his enemies. He has gained some skill as a ventriloquist as well, so usually the sounds and comments he produces cannot be traced back to him directly; they seem to come from thin air. The rest of the Crushers are aware of Mocker's ability, as are all of the Crusaders; yet even so, in the heat of battle they will not automatically know whether what they hear is real or not. Treat this as an illusion with an audible component only. PR =1, with one action per turn to maintain the illusion (spend one point of power per turn to maintain it as well). He may use sonics in conversation with no PR cost, but if so, then the ventriloquist effect does not apply. Mocker is paranoidly touchy concerning comments about his face; he wears a hood to hide it as best as possible, but has yet to find a way to alter it himself without disrupting his normal functions. He once was befriended by a toymaker who built him a new head resembling a Jack-O'Lantern and presented it to him as a gift. Mocker killed him.

He views himself as the Crushers' leader, though his teammates are seldom organized enough to accept any form of leadership.

HORNET

Identity: Henry Barnet
Side: Crushers — Sex: Male
Experience: — Level: 2
Age: 20 — Training: Endurance
Powers:

1. Flight Device: Maximum speed is 100 mph, 10 hours of flight per recharge.
2. Vibratory Powers Device: 22 inch range, does 2d8 damage, 20% chance to destroy a device on a special attack to do so. 16 shots per recharge. It takes one action to set as a defense and it costs ½ charge to pass thru solids.
3. Cybernetics: Multi-prismatic replacement eyes, no minus to attack to the side, no bonus to be hit from the side, +2 to hit in all attacks. +5% to Detect Hidden and +7% to Detect Danger.

Weight: 160 lbs. — Basic Hits: 4
Agility Mod.: — — Strength: 16
Endurance: 14 — Agility: 18
Intelligence: 12 — Charisma: 15
Reactions from Good: -2 — Evil: +2
Hit Mod.: 4.0964 — Hit Points: 17
Damage Mod.: +2 — Heal Rate: 1.2
Accuracy: +3 — Power: 60
Carrying Cap.: 440 — Basic HTH: 1d6
Movement Rates: 48'' ground, 440" flying
Det. Hidden: 15% — Det. Danger: 21%
Inventing Points: 2.4 — Inventing: 36%

Origin & Background: Henry Barnet was a down on his luck small time hood who was blinded in an explosion attempting to open up a grocery store safe.

He was then approached by an unknown organization who replaced his useless eyes with the experimental cybernetic eyes. They also trained him in the use of his devices. The one condition they set was that when Barnet was given an order by them, he had to obey it, no matter what or he would again lose his sight. This condition has, at times, brought him against the Crusaders.

Combat Tactics: Hornet's tactics are rather straightforward; he flies above his enemies, out of brawling range, and fires down his Vibro-blasts. His intense fear of losing his sight again requires him to check morale whenever threatened in that way (attacks to the head, light bursts, etc.). His first action will be to activate his vibratory defense.

SHOCKER

Identity: Johnny Shakura
Side: Crushers — Sex: Male
Experience: — Level: 3
Age: 22 — Training: Strength
Powers:

1. Lightning Control: 28 inch range, 2d8 damage, PR = 4 per attack. One action to start electrical defense but no cost thereafter. PR = 4 to attempt to control electrical devices, requiring a special attack plus an Intelligence save on 1d20 to control plus an Agility save on 1d20 for each attempted manipulation.
2. Chemical Power: Acid blood, 22 inch range with PR = 8 per attack doing 2d8 damage. Also sprays whenever he takes Hit Point damage; roll to hit each character in a 45° arc, up to two inches away at no cost in actions, movement, or Power. He is permanently changed.

Weight: 190 lbs. — Basic Hits: 4
Agility Mod.: — — Strength: 11
Endurance: 14 — Agility: 10
Intelligence: 13 — Charisma: 12
Reactions from Good: -1 — Evil: +1
Hit Mod.: 1.54 — Hit Points: 7
Damage Mod.: — — Heal Rate: 1.2
Accuracy: — — Power: 48
Carrying Cap.: 260 — Basic HTH: 1d6
Movement Rate: 35 inches, ground
Det. Hidden: 10% — Det. Danger: 14%
Inventing Points: 3.9 — Inventing: 39%

Origin & Background: John Shakura is a half-Japanese, half-American who was living in Japan and working in a chemical plant when he was accidentally thrown into a vat of battery acid. The accident raised the electrical level of his body and caused his blood to become highly acidic.

At first he was unsure of how to use his powers, but he was persuaded by the criminal element to use his abilities to his own (and their) advantage.

Shocker is madly in love with Evergreen and though he may fight her, he will not cooperate in anything that will seriously harm her.

Combat Tactics: Shocker almost never sprays acid on purpose, preferring to stick to more conventional lightning attacks. He will activate his electrical defense and then start in with lightning bolts. He must check morale if he sees Evergreen endangered, and on a failure he must go to her aid . . . whatever the cost!

THE MACE

Identity: Theodore McIntyre
Side: Crushers — Sex: Male
Experience: — Level: 6
Age: 25 — Training: Intel.
Powers:

1. Special Weapon: (spiked mace) total +4 to hit, +1d12 +2 damage HTH. Retractable chain reaches to a maximum 7 inch range. Electrified, the mace allows subsequent lightning type attacks on any hit for an additional 2d8 damage. 12 electrical shocks per recharge.
2. Heightened Defense Device: -4 to be hit, only when Mace is conscious and mobile
3. Heightened Expertise: +4 additional to hit with his special weapon only.
4. Heightened Senses (smell): Tracks by scent 12 inches upwind, 18 inches normally, or 60 inches downwind.
5. Poison/Venom Device: Mace Spray, six inch range, chemical attack for temporary blindness, 3 shots per recharge.

Weight: 180 lbs. Basic Hits: 4
Agility Mod.: — Strength: 15
Endurance: 13 Agility: 12
Intelligence: 11 Charisma: 14
Reactions from Good: -3 Evil: +3
Hit Mod.: 2.548 Hit Points: 11
Damage Mod.: +1 Heal Rate: 1.2
Accuracy: +1 Power: 51
Carrying Cap.: 421 Basic HTH: 1d6
Movement Rate: 40 inches, ground
Det. Hidden: 8% Det. Danger: 12%
Inventing Points: 6.6 Inventing: 33%

Origin & Background: Theodore McIntyre was serving time in prison for assault with a club and theft of his victim's wallet. It was in prison that he realized how much he enjoyed hitting people.
He also worked in the prison machine shop (between fights) and fashioned his first mace weapon there. Using this mace to knock out one of the guards, he made good his escape, dropping his McIntyre identity forever.
Since then he has made vast improvements over his original model mace and is now quite a weapons expert.
Combat Tactics: Mace likes hitting people, particularly his opponents. This he has amply demonstrated. Thus, his tactic is to hit whoever is in range, and he always keeps his mace electrified until it runs out of charges. His mace spray (chamical) is kept for use in emergencies, such as when he has to escape. He has a tendency to single out the first person to strike him in combat, tracking this person down and beating him senseless.

STORMLORD

Identity: Stanislas Laird
Side: Crushers Sex: Male
Experience: Level: 1
Age: 24 Training: Endurance
Powers:
1. Weather Control: see rules for description
2. Heightened Charisma: +28
3. Invisibility: one action required to activate, PR =1 per hour.

Weight: 200 lbs. Basic Hits: 4
Agility Mod.: — Strength: 12
Endurance: 11 Agility: 13
Intelligence: 14 Charisma: 43
Reactions from Good: -8 Evil: +8
Hit Mod.: 1.716 Hit Points: 7
Damage Mod.: +1 Heal Rate: 1
Accuracy: +1 Power: 50
Carrying Cap.: 283 Basic HTH: 1d6
Movement Rate: 36 inches, ground.
Det. Hidden: 10% Det. Danger: 14%
Inventing Points: 1.4 Inventing: 42%

Origin & Background: Master Stanislas Laird was completely disowned by his noble British family after being convicted of jewel theft. After being pardoned, he went to America.
His weather control powers were inherited from his father, a superhero during World War II by the name of Excalibur.
Combat Tactics: Stormlord hovers invisibly above the fight, directing the heavens to do his dirty work . . . since this form of attack cannot be traced directly to him! If things look bad for his side, he has no qualms about abandoning his friends . . . but if he chooses to flee, he will usually kick the weather into full gear (hurricane is his favorite) as a diversion.

MARIONETTE

Identity: Marion Henderson
Side: Crushers Sex: Female
Experience: Level: 4
Age: 23 Training: Strength
Powers:
1. Size Change/Smaller, 1 inch scale, permanent: Height factor = 6, Weight factor = .004. New height is 10½ inches tall
2. Heightened Agility: +8
3. Mind Control: 45 inch range, no communication required. PR = 20 per success.

Weight: (125) ½ lb. Basic Hits: 3
Agility Mod.: — Strength: 12
Endurance: 13 Agility: 21
Intelligence: 16 Charisma: 14
Reactions from Good: -1 Evil: +1
Hit Mod.: 4.4352 Hit Points: 14
Damage Mod.: +3 Heal Rate: .9
Accuracy: +4 Power: 62
Carrying Cap.: 190 Basic HTH: 1d4
Movement Rate: 8 inches, ground
Det. Hidden: 12% Det. Danger: 16%
Inventing Points: 6.4 Inventing: 48%

Origin & Background: Marion Henderson's original ability was a form of transformation but before she ever learned to control it the severe inferiority complex from which she suffered and interacted with her power and reduced her to her present state.
Driven to seek a cure for fear of shrinking away to nothing, she delved deeply into eastern philosophies and became a master of yoga. Her intense self control simultaneously halted (but did not reverse) her diminuation and empowered her to hypnotically enthrall those around her. After years of paranoia, this sudden talent transformed her into the villainess she has become.

Combat Tactics: Marionette generally hides out of sight until she has gained control of one opponent, then she uses him to fight for her and transport her around (riding on his shoulder). If hard pressed, she has no aversion to fisticuffs . . . using her training in eastern martial arts to good advantage.
She absolutely hates any comment about her size and any opponent who makes a crack about this is sure to become her next target.

WITH THE *CRUSADERS* NOWHERE TO BE FOUND, A *CRUSHERS'* CRIMEWAVE SWEEPS THE CITY-- *MOCKER, MARIONETTE, BULL, HORNET, STORMLORD,* THE *MACE, VULTURE,* THE *SHREW, TEMPER, SHOCKER,* THE *MERCURY MERCENARY,* AND *F.I.S.T.!!* ONLY YOU CAN STOP THEM AND UNRAVEL THEIR INSIDIOUS PLOT. THIS IS A COMPLETE ADVENTURE PACK UTILIZING THE *VILLAINS AND VIGILANTES* GAME SYSTEM.

CRISIS AT CRUSADER CITADEL

FANTASY GAMES

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ENCOUNTERS & OCCURRENCES

d20 Roll:	Initial Category:
1-2	Supernatural
3-5	Natural Disaster
6-7	Revoltin' Development
8-12	Ordinary Crime
13-14	Extraterrestrial
15-18	Organized Crime
19-20	High Technology

d20 Roll:	Supernatural Events:
1-4	Supernatural Character(s) Encountered
5-7	Supernatural Creature(s) Encountered
8-9	Player(s) Supernaturally transported to another dimension.
10-11	Player(s) Supernaturally teleported to another location.
12-14	Supernatural Disaster
15-16	Player(s) discover Supernatural Artifact(s)
17-20	Supernatural Crime

d20 Roll:	Natural Disasters:
1-2	Earthquake
3-5	Flood/Tidal Wave
6-8	Severe Weather (Drought, Hurricane, Blizzard, Etc.)
9-11	Fire
12-13	Dangerous Wildlife Abroad
14-15	Outbreak of Disease
16-17	Volcanic Eruption
18-20	Unsafe Building(s)

d20 Roll:	Revoltin' Developments:
1-2	Player(s) Framed for a Crime.
3	Secret Identity of Player(s) discovered.
4	Player(s) captured by a Villain.
5	Player(s) captured by a foreign government.
6-7	Player(s) impersonated.
8-9	Player(s) attacked by another Vigilante.
10-11	Player(s) mistaken for Villains.
12-13	Nonplayer Character(s) change side without warning.
14	Player(s) harassed by the press.
15	Player(s) harassed by the authorities.
16	Player(s) harassed by an angry mob.
17-18	Player(s) harassed by admirers.
19-20	Nonplayer Character(s) try to join Player's group.

d20 Roll:	Ordinary Crimes:
1-2	Mugging or Holdup
3-4	Vandalism/Arson
5-6	Robbery/Looting
7-8	Drug Abuse
9-10	Fighting or Assault
11-12	Murder
13-14	Kidnapping
15	Child Abuse
16-17	Shootout
18	Suicide Attempt
19-20	Riot

d20 Roll:	Extraterrestrial Events:
1-4	Extraterrestrial Character(s) encountered by Player(s)
5-8	Extraterrestrial Creature(s) encountered by Player(s)
9-10	Player(s) transported to another planet
11-13	Space Disaster
14-16	Player(s) discover Alien artifacts
17-18	Extraterrestrial Crime
19	Alien Invasion
20	Space War

d20 Roll:	Organized Crime:
1-2	Local Street Gang(s) cause trouble
3-5	Villain(s) Attack Player(s)
6-9	Villain(s) go on Rampage/Crimewave
10-11	Contract taken out on Player(s)
12-13	Mob War
14-15	Player(s) encounter an Organization.
16-18	Major Crime
19-20	Government/Business Corruption

d20 Roll:	High Technology Events:
1-4	Player(s) encounter High Tech Character(s)
5-7	Player(s) encounter High Tech Creature(s) or mutant(s)
8-10	High Technology Disaster
11-12	Player(s) discover High Technology Device(s)
13-15	High Tech Crime
16-17	Scientist(s) encountered by Player(s)
18-20	Player(s) encounter Time/Dimensional Traveller(s)

Level of the Highest Level Player—Character Yet Obtained

Die	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21+
4	20	20	20	20	20	20	20	20	20	20	1	2	3	4	5	6	7	8	9	10	11
5	18	18	18	18	18	18	18	18	18	1	2	3	4	5	6	7	8	9	10	11	12
6	16	16	16	16	16	16	16	16	1	2	3	4	5	6	7	8	9	10	11	12	13
7	14	14	14	14	14	14	14	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	12	12	12	12	12	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	10	10	10	10	10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	8	8	8	8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11	6	6	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	4	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16	5	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
17	7	7	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
18	9	9	9	9	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
19	11	11	11	11	11	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
20	13	13	13	13	13	13	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
21	15	15	15	15	15	15	15	15	16	17	18	19	20	21	22	23	24	25	26	27	28
22	17	17	17	17	17	17	17	17	17	18	19	20	21	22	23	24	25	26	27	28	29
23	19	19	19	19	19	19	19	19	19	19	20	21	22	23	24	25	26	27	28	29	30+
24	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	1	1-2	1-3	1-4	1-6	1-6	1-8	1-8	1-10	1-10

DEFENSE TYPES: / ATTACK TYPES	Chemical Power (11)	Disintegration (15)	Emotion Control (7)	Flame Power (15)	Force Field (16)	Gravity Control (10)	Hand To Hand (5)	Ice Power (14)	Light Control (8)	Lightning Control (15)	Magnetic Powers (13)	Mind Control (9)	Paralysis Ray (12)	Power Blast (16)	Sonic Abilities (10)	Transmutation (9)	Vibratory Powers (10)
Adaptation	0	–	–	0	–	0	–	0	0	0	0	–	–	11	0	–	0
Android Body	15	–	5	–	–	–	3	–	7	16	–	5	6	–	–	5	–
Astral Projection	3	0	10	5	–	0	0	0	–	6	3	11	2	4	1	0	1
Bionics	12	–	–	–	–	7	3	15	–	16	14	–	8	–	–	7	–
Charisma +	–	–	5	–	–	–	–	–	–	–	–	8	–	–	–	–	–
Charisma –	–	–	9	–	–	–	–	–	–	–	–	10	–	–	–	–	–
Chemical Power	0	13	–	0	–	–	2	0	5	9	10	–	10	–	5	5	5
Disintegration Ray	6	–	–	13	–	–	0	0	–	–	–	–	–	12	8	–	9
Flame Power	9	–	–	–	–	–	1	0	–	–	–	–	–	11	–	–	–
Force Field	0	–	–	0	0	–	0	0	–	0	–	–	–	0	0	–	0
Gravity Control	–	–	–	–	–	0	0	0	–	–	3	–	–	–	–	–	–
Ice Power	8	7	–	0	–	–	1	–	7	–	–	–	–	12	6	–	6
Intelligence +	–	–	6	–	–	–	–	–	–	–	–	7	–	–	–	–	–
Intelligence –	–	–	10	–	–	–	–	–	–	–	–	11	–	–	–	–	–
Life Support	5	–	–	7	–	5	2	7	4	7	6	–	–	8	5	–	5
Light Control	–	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–
Lightning Control	9	–	–	–	–	–	3	–	–	0	0	–	–	–	–	–	–
Magnetic Powers	6	–	–	13	8	5	0	12	–	0	0	–	–	8	–	–	–
Non-Corporealness	0	0	8	0	–	0	0	0	–	0	0	10	–	0	–	3	0
Power Blast	9	–	–	12	15	–	1	7	–	–	–	–	–	0	–	–	–
Robotic Body	15	–	5	–	–	–	2	–	5	17	15	5	6	–	–	5	–
Sonic Abilities	9	–	4	13	14	–	2	4	–	–	–	6	–	13	0	–	–
Stretching Powers	9	13	–	13	14	9	2	10	7	14	–	–	10	14	–	5	0
Telekinesis	10	–	–	14	14	2	1	10	–	–	5	–	–	15	8	–	6
Willpower	–	–	0	–	12	5	0	10	7	–	–	0	6	14	8	5	8
Vibratory Powers	7	10	–	10	–	–	0	4	–	–	–	–	8	8	–	4	0

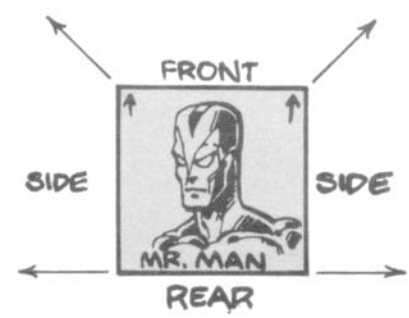
ATTACKER'S EXPERIENCE LEVEL:	DEFENDER'S EXPERIENCE LEVEL 1	2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1	–1	–2	–3	–4	–5	–6	–7	–8	–9	–10	–11
2	–	–1	–2	–3	–4	–5	–6	–7	–8	–9	–10
3	+1	–	–1	–2	–3	–4	–5	–6	–7	–8	–9
4-5	+2	+1	–	–1	–2	–3	–4	–5	–6	–7	–8
6-7	+3	+2	+1	–	–1	–2	–3	–4	–5	–6	–7
8-9	+4	+3	+2	+1	–	–1	–2	–3	–4	–5	–6
10-11	+5	+4	+3	+2	+1	–	–1	–2	–3	–4	–5
12-13	+6	+5	+4	+3	+2	+1	–	–1	–2	–3	–4
14-15	+7	+6	+5	+4	+3	+2	+1	–	–1	–2	–3
16-17	+8	+7	+6	+5	+4	+3	+2	+1	–	–1	–2
18-19	+9	+8	+7	+6	+5	+4	+3	+2	+1	–	–1
20	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	–

TOTAL EFFECTIVE RANGE IN INCHES: MODIFIER TO HIT:

up to 30 . . . . . –
31 to 60 . . . . . –1
61 to 120 . . . . . –2
121 to 240 . . . . . –3
241 to 480 . . . . . –4
481 to 960 . . . . . –5
961 to 1920 . . . . . –6
1921 to 3840 . . . . . –7
3841 to 7680 . . . . . –8
7681 to 15360 . . . . . –9
15361 to 30720 . . . . . –10
30721 to 61440 . . . . . –11
61441 to 122880 . . . . . –12
122881 to 245760 . . . . . –13
245761 to 491520 . . . . . –14
491521 to 983040 . . . . . –15

If the attacker moved in the same phase as the attack (but prior to it sequentially) add the number of inches that he moved to the effective range of his attack for the purposes of this modification.

COMBAT



REVISED EDITION | 2000

FANTASY GAMES UNLIMITED

VILLAINS AND VIGILANTES

SUPERHERO ROLE-PLAYING REVISED RULES BY JEFF DEE AND JACK HERMAN

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VILLAINS AND VIGILANTES

Miscellaneous Weapons: Melee Weapons

Weapon:	To Hit Modifier:	Damage Caused:
Fist	nil	Basic HTH Damage
Knife/Dagger*	+1	HTH + 1d2
Club/Bludgeon*	+2	HTH + 1d4
Sword	+2	HTH + 1d6
Big Club	+3	HTH + 1d6
Hand Axe/Hatchet*	+1	HTH + 1d6
Battleaxe	+1	HTH + 1d8
Spear*	+3	HTH + 1d4

Melee Weapon Notes: Those marked with an asterisk can be effectively thrown, see the next weapons table. Those not marked, if thrown anyway, have an accurate range of zero, unless the attacker has some special ability enabling him to throw that weapon with skill. Muscle-power range rules apply.

Muscle-Powered Ranged Weapons

Weapon:	To Hit Modifier:	Damage Caused:	Range:
Knife/Dagger	+2	HTH + 1d2	A
Hand Axe/Hatchet	+1	HTH + 1d6	A/2
Spear	+1	HTH + 1d4	A
Boomerang	+2	HTH + 1	A (Ax2)
Bolas	+3	HTH + 1d3	A
Bow	+4	HTH + 1	Ax3
Crossbow	+5	HTH + 1d3	Ax4

Technological Ranged Weapons

Weapon:	To Hit Modifier:	Damage:	Range:
Pistol	+3	1d8	Ax6
Rifle	+4	1d10	Ax10
Energy Pistol	+2	1d10	Ax3
Energy Rifle	+3	1d12	Ax5
Shotgun	+2	2d6	A

Automatic Weapons:

Per Extra Bullet	+1	−1

Explosives

Weapon:	To Hit Modifier:	Damage:	Blast Radius:	Weight:
Hand Grenade	+2	1d10	2"	2 to 3 lbs.
Small Bomb	+3	1d12	3"	3 to 5 lbs.
Medium Bomb	+4	1d20	5"	5 to 10 lbs.
Large Bomb	+5	2d20	8"	10 to 20 lbs. and up
Small Nuclear Bomb	+10	1d100	12"	20 to 50 lbs.
Medium Nuclear Bomb	+15	2d100	1/2 mile	50 to 100 lbs.
Large Nuclear Bomb	*	4d100	?	Over 100 lbs.

Brawling Weapons

Weapon Weight in Pounds:	To Hit Modifier:	Damage Caused:	Range:
up to 30	—	1 point	A
31 to 60	—	1d2	Ax2
61 to 120	+1	1d3	Ax3
121 to 240	+1	1d4	Ax4
241 to 480	+2	1d6	Ax5
481 to 960	+2	1d8	Ax6
961 to 1920	+3	1d10	Ax7
1921 to 3840	+3	1d12	Ax8
3841 to 7680	+4	2d8	Ax9
7681 to 15360	+4	2d10	Ax10
15361 to 30720	+5	3d10	Ax11
30721 to 61440	+5	4d10	Ax12
61441 to 122880	+6	5d10	Ax13
122881 to 245760	+6	6d10	Ax14
245761 to 491520	+7	7d10	Ax15
491521 to 983040	+7	8d10	Ax16
etc.	+8	9d10	Ax17

Velocity Damage Bonus:

Projectile Velocity (inches per turn):	Bonus Damage:
up to 30	nil
31 to 60	+1d4
61 to 120	+1d8
121 to 240	+2d8
241 to 480	+2d10
481 to 960	+3d10
961 to 1920	+4d10
1921 to 3840	+5d10
3841 to 7680	+6d10
7681 to 15360	+7d10
15361 to 30720	+8d10
30721 to 61440	+9d10
61441 to 122880	+10d10
122881 to 245760	+11d10
245761 to 491520	+12d10
491521 to 983040	+13d10
etc.	+14d10

VEHICLES

Vehicle:	Weight:	Passengers:	Cargo Capacity:	Speed:	Hit Points: Disable:	Demolish:
Motorcycle	500	1 + 1	50	100	3	10
Compact Car	2000	1 + 3	825	80	10	40
Sports Car	3000	1 + 1	500	200	15	60
Mid-sized Car	4000	1 + 3	1000	120	20	80
Full-sized Car	5000	1 + 4	1400	100	25	100
Van	6000	1 + 1*	2200	90	30	120
Motorboat	4500	1 + 5	2200	35	23	90
Lt. Hydrofoil	11000	1 + 12	11000	125	55	220
Lt. Single-Prop Plane	2200	1 + 6	2200	220	11	44
Lt. Twin-Prop Plane	6600	2 + 12	4400	250	33	132
Lt. Twin-Jet Plane	13000	2 + 12	8800	625	65	260
Lt. Helicopter	1650	1 + 3	1650	225	9	33

SENTENCES

Class of Crime	Minimum Sentence	Maximum Sentence
A-III felony	1-8 years	life
A-II felony	6-8 years	life
A-I felony	15-25 years	life
B felony	*	25 years
C felony	*	15 years
D felony	*	7 years
E felony	*	4 years

* this minimum is not required and may be set by the judge where the judge deems it necessary for the public safety. The minimum should not exceed one third of the maximum sentence.

Note that the above table is for first offenses in felony cases. Second offenders should be sentenced by the following table:

Class of Crime	Minimum Sentence	Maximum Sentence
B felony	9 years	25 years
C felony	6 years	15 years
D felony	4 years	7 years
E felony	3 years	4 years

Those convicted of misdemeanors or violations will face the following sentences:

Class of Crime	Maximum Sentence
A misdemeanor	1 year
B misdemeanor	3 months
C misdemeanor	*
Violation	15 days

* All misdemeanors of classes, C, D, and E are to have definite sentences, determined by the judge with the maximum sentences determined to reflect the nature of the misdemeanor. In all cases, these sentences should certainly be less than the three months maximum imposed on those convicted of class B misdemeanors.

TRAINING

Type of Training:	Bonus Received:
Basic Characteristic (specify which one): Gain Weight:	+1 on that characteristic score Trade one point of S or E for additional weight in pounds equal to the value of the point traded (i.e. S 24 reduced to S 23 yields +24 pounds of weight).
Lose Weight:	% Chance of success = (I + E + Level) x 2%. If successful, percentage chance of success 10 equals the percentage of the character's weight that is lost. If the number of pounds lost exceeds the player's S or E scores he may add +1 to the scores that are exceeded.
Combat Accuracy (specify weapon/attack):	+1 to the player's chances of hitting with the weapon or attack chosen.
Combat Damage (specify weapon/attack):	+1 to the damage caused by the player with the weapon or attack chosen.
Education (choose the skill area to be received):	The player receives background in whichever occupation area he is being educated in. An instructor must be located who has skill in that area. See the list in 4.3, but new ones can be made up. See also 6.3.
Animal Training (specify):	The animal/creature being trained may be given one type of training **except** Education, or can be taught highly complex tricks-- simple tricks can be taught in other ways (see 8.5).
Whatever:	If the GM allows it (which he should if it seems reasonable) it's legal.

ANIMALS

Animal:	Weight:	Agility:	Ferocity:	Hits:	Accuracy:	Damage:	Power:	Movement Rates:
Ape	400	10	10	8	+1	1d8	40	46
Bat, Vampire	2	21	7	3	+5	1d4	48	5, 53 flying
Bear, Grizzly	800	6	16	12	—	1d12	42	56
Bear, Polar	900	6	15	13	—	1d12	41	60
Brontosaurus	100000	1	9	400	−8	5d10	30	60
Cat, Domestic	10	22	12	3	+5	1d4+1	54	22
Cheetah	90	24	14	5	+6	1d10	58	164
Dog, Small	25	20	6	2	+3	1d3	46	32
Dog, Medium	50	14	8	2	+2	1d4+1	42	38
Dog, Large	100	12	10	3	+3	1d8	42	50
Dragon	15000	5	20	120	−1	2d12	35	115, or 288 flying
Eagle	20	21	12	3	+6	1d6+1	53	14, 147 flying
Elephant	10000	1	12	40	−7	2d10−1	33	175
Falcon/Hawk	3	21	12	3	+5	1d4+1	53	6, 63 flying
Horse	1200	8	11	17	−1	1d12	38	147
Leopard, Black	150	12	16	4	+3	1d8+1	48	68
Leopard, Spotted	100	14	15	3	+3	1d8	49	52
Lion	600	8	14	9	—	1d12	42	100
Pteranodon	28	21	17	3	+6	1d6+1	58	17, 179
Pegasus	1500	11	12	30	+1	1d12	41	182, or 500 flying
Rat, Gutter	4	18	13	2	+4	1d4	51	12
Shark	600	8	18	9	+1	2d8−1	46	52 swimming
Snake, Constrictor	150	14	13	4	+2	1d6+1	47	16
Snake, Viper	6	20	15	2	+5	1d6	55	4
Tiger, Indian	700	10	15	14	+2	1d12	45	120
Tiger, Sabre-Toothed	400	10	20	8	—	1d12	50	92
Tiger, Siberian	800	10	15	16	—	1d12	45	130
Triceratops	15000	1	15	60	−6	2d10	36	100
Tyrannosaurus Rex	15000	1	20	60	−5	2d12	41	195
Wolf	125	12	17	4	+3	1d8+1	49	56

LEVELS

Level:	Experience Required:
1	0
2	2000
3	5000
4	9000
5	14000
6	20000
7	27000
8	35000
9	44000
10	54000
11	65000
12	77000
13	90000
14	104000
15	119000
16	135000
17	212000
18	230000
19	249000
20	269000
21	290000
22	312000
23	335000
24	359000
25	384000

REACTIONS

Reaction Table: 1d20 modified by person reacted to[1]		Next Reaction Modifier:	Loyalty:
01-02	Violent Hostility	–8	–3
03-05	Hostile though Non-Violent	–4	–2
06-08	Mildly Hostile, Suspicious	–2	–1
09-12	Neutral	–	–
13-15	Agreeable, Interested	+2	+1
16-18	Enthusiastic	+4	+2
19-20	Very Enthusiastic	+8	+3

Loyalty Table: 1d20 modified by Next Reaction Modifier[2]		Next Loyalty Modifier:	Reactions:
01	Treacherous; will never become more loyal; a traitor	–*	–6
02-03	Disloyal	–8	–4
04-05	Uncertain	–4	–2
06-08	Slightly Uncertain	–2	–1
09-12	Average Loyalty	–	–
13-15	Above Average Loyalty	+2	+1
16-17	Loyal	+4	+2
18-19	Very Loyal	+8	+4
20	Enthusiast; never again checks loyalty; a permanent follower	–*	+6

Results of Lost Morale: percentile die roll modified by all Reaction and Loyalty modifiers

01-10	Suicide. If unable, then Goes Berserk
11-28	Unconditional Surrender
29-50	Goes Berserk; automatic roll of 10 for initiative for 1d6 turns, not saving or delaying any actions, fleeing if the opportunity presents itself. When the frenzy is ended will surrender unconditionally if not yet escaped.
51-72	Conditional Surrender: if conditions not met, roll again for new idea.
73-90	Runs Away as swiftly as possible
91-00	Attempts to engineer a clever escape

STRUCTURAL STRENGTH

Aluminum	8	Bronze	9
Gold	7	Iron	10
Lead	8	Platinum	10
Silver	9	Steel	11
Titanium	13	Tungsten	12
Bone	5	Brick	5
Concrete	6	Clay/Earth	4
Diamond	18	Glass	2
Granite	6	Ice	2
Marble	7	Quartz	3
Rubber	4	Bamboo	1
Water	1	Soft Wood	1
Hard Wood	3	Adamantium	30
Super-Alloy	14 and up	Machinery	6
Electronics	3	Plastic	3
Flesh	1	Cloth	1
Ballistic Cloth	12	Bulletproof Glass	12

VILLAINS AND VIGILANTES
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YOU CAN COMBAT THE FORCES OF EVIL!
ME?
YES, YOU! DON'T JUST SIT THERE WHILE THE VILLAINS RUN RAMPANT...
...FIND THEIR HIDDEN ENCLAVES WITH YOUR SUPER-SENSES...
POW!
...AND BUST YOUR WAY IN WITH POWERFUL FISTS!!
ZOT!
FWUD
USE YOUR INCREDIBLE AGILITY OR INVULNERABILITY TO WARD OFF THEIR ATTACKS AS YOU BLAST AWAY WITH ENERGY BOLTS, OR CONFRONT THEM WITH YOUR MARTIAL ARTS OR WEAPON SKILLS!
DRAG THEM SQUIRMING AND CURSING TO PRISON, TO BE BROUGHT TO JUSTICE!
WONDER COUNTY PENITENTIARY
BECOME A CHAMPION OF TRUTH AND AN IDOL OF MILLIONS!