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Game Basics
The Concept

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

Values

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

Dice Type Order

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

- 0
- D4
- D6
- D8
- D10
- D12
- D14
- D16
- D18
- D20
- D22
- D24
- D30

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

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

An increase of the number of dice by 1 is expressed as +1D and this always adds one dice of the highest kind in the value e.g. D8 and D6 with +1D would be 2D8+D6.

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

Victory Points

Victory Points (VP) are one form of 'game currency'. Characters gain VP for succeeding in episode steps. They can also gain VP for succeeding in relationship tasks. A VP can be used to roll an extra D10 (Victory Dice) in a roll for a value by the character. They can also be spent to re-roll changes as a

result of gaining experience, levels, coming back into play and going up levels and the effects of being wounded.

Development Points

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

Terms Used in the Game

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

Time and Activity Steps

The time used in the game is as follows:

Period: this is the length of time in the campaign for big actions. Episodes which are the scenarios where events happen occur on average about every other **Period**. This can be a day, a week or a month depending on the requirements of the campaign. Campaigns may change their time period as they go along – perhaps in quiet and busy periods. It only really makes a difference in term sof the way things are described.

Activity Steps: the **Period** above is divided into three **Activity Steps** where characters can do something like dealing with something in an episode or performing some kind of task. If the Period is a day these are something like daytime, evening and night for example.

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

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

Character Design

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

Stages of Named Character Generation

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

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

The following steps can be done in any order:

- Statistics
- Sex
- Disadvantage/s
- Advantage/s
- Personality and Profession
- Spend Development Points

- [Re-Rolls](#)

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

Spending Development Points

Development Points (DP) can be spent to improve a character's abilities. Standard character types have the following DP though some relationship NPCs have different DP listed. A character who is higher than Level 1 when generated will have +D3+4 extra DP per Level.

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

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

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

Extra DP can be gained as follows:

- Extra **Disadvantage** 2 DP (Characters start with one without gaining additional DP) and there is a maximum of 8 voluntarily (it is possible to get more by rolling an ability that costs more DP then the character has and thus being required to take Disadvantages to make up the difference).

If a character rolls an ability s/he already has and the DP cost will be more than s/he has left then the character <u>must</u> take one or more additional **Disadvantages** to gain enough DP even if this results in more than 8.

Re-rolls

A player can re-roll 3 rolls made during character generation to get a different result. This is not allowed once another roll depending on that roll has been made. For example you can't re-roll personality once you have rolled personality traits. If you re-roll a STAT you get three chances to roll a higher value.

Statistics

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

STAT	Code	Examples of Use

Strength	ST	Added to *Hand to Hand* attacks. Used for resisting *Disarm*, *Forced Move, Grapple, Knockback, Persistent Solid, Recoil, Solid Trap* and *Forced Move*. Used for **Lifting**. Used for **Athletic Skill Tasks**.
Dexterity	DX	Used for rolling to hit with *Direct* and *Area* abilities. Used to resist being hit with *Direct* attacks. Used to resist *Persistent Energy, Energy Trap* and *Knockdown*. Used for **Control, Gymnastic** and **Stealth Skill Tasks**.
Toughness	TO	Used for resisting *Damage, Heal* and *Physical Trap*. Used for **Endurance Skill Tasks**. Used for **Comeback** rolls.
Intelligence	IN	Used for hitting with *Indirect* abilities. Used to resist being hit with *Indirect* abilities. Used to resist *Change Appearance* and *Persistent Psychic*. Used for **Computer, Security Systems, Scientific, Technology, Investigation, Research, Tactics, Medical** and **Mystical Skill Tasks**.
Charisma	CH	Used to resist *Psi Blast*. Used for **Leadership** and **Persuasion Skill Tasks**.
Willpower	WP	Used to hit with *Mental* abilities. Used for resisting being hit with *Mental*. Used to resist *Fear, Mind Control, Persistent Physical, Psychic Trap* and *Ward*. Used for Survival and **Perception Tasks**. Used for **Comeback** rolls.
Ego	EG	Used to make Dark relationship tasks. Resists *Sanity Blasting*. Resists Light relationship tasks. Can be used to boost other Dark tasks.
Virtue	VI	Used to make Light relationship tasks. Resists *Sanity Blasting*. Resists Dark relationship tasks. Can be used to boost other Light tasks.

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

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

Occasionally a character may naturally have a 0 STAT because of **Disadvantages** but can't have a negative STAT (reductions below 0 are ignored).

Sex

Roll D10	Value
1-5	Female
6-10	Male

Skills

These are used to solve tasks of particular types. Each skill uses a STAT but a character can have a Val in a particular skill also. Skill Vals start at 0. A Skill reduced by a disadvantage to less than 0 (-1, -2 etc.) means that the character does not roll any dice for his/her skill value and reduces the STAT associated with the skill by that number of levels when performing skill tasks. E.g. a character with ST of D8 and Athletics -2 would roll one D4 for Athletics tasks. Positive values are converted into Dice E.g. +1 = D4, +2 = D6, which are rolled along with the STAT for the skill test. The skills are:

Skill	STAT	Notes
Athletics	ST	Climbing cliffs, running, jumping, throwing.
Computer	IN	Any use of computer systems, programming and hacking.
Control	DX	Driving vehicles and piloting aircraft. Includes familiarity with simple vehicles. Familiarity with complex vehicles is gained from Advantages and Professions. The familiarities are Tracked Vehicles, Helicopters, Aeroplanes, Ships, Drills and Spacecraft

Skill	STAT	Notes
Endurance	TO	Resisting dangerous environments, keeping going, fitness, resisting pain.
Gymnastics	DX	Balancing, tumbling, climbing ropes.
Investigation	IN	Questioning, interrogating, sifting evidence, examining crime scenes.
Leadership	CH	Commanding others, oratory.
Medical	IN	Healing, surgery, first aid.
Mystical	IN	Magic, mythology, religion, philosophy.
Perception	WP	Spotting, searching.
Persuasion	CH	Fast talk, reasoning, bargaining, seduction.
Research	IN	Finding information in books, libraries, internet and archives.
Science	IN	All sciences.
Security Systems	IN	Securing and breaking into sites, picking locks, defeating systems.
Stealth	DX	Sneaking, hiding and infiltrating.
Survival	WP	Living off the land, travelling in the wilderness, tracking, hunting and gathering.
Tactics	IN	Outmanoeuvring enemies in combat, working out plans and tricks.
Technology	IN	Using and fixing machines.

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

Relationships

Player Characters have relationships to other characters which drive their stories. These characters can be PCs or NPCs except that a Mastermind or Black Queen must be an NPC. If a character has a Sidekick (from an Advantage) then s/he can be a Follower, Anima/Animus or Minion in which case ignore the normal Level rules for a relationship. The following tables give possible names for the relationships in each type. The name in bold is used in the rules when distinguishing the relationships. Relationships start at 0 but can become positive e.g. (+1, +2) adding to Virtue when performing Relationship or negative e.g. (-1, -2) adding to Ego when performing relationship tasks.

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

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

These are the relationships for male PCs:

	Light	Dark
Inferior	**Follower**	**Minion**
Equal Male	**Companion**	**Rival**
Equal Female	**Anima**	**Temptress**
Superior Male	**Mentor**	**Mastermind**
Superior Female	**Guide**	**Black Queen**

And for female PCs:

	Light	Dark
Inferior	**Follower**	**Minion**

Equal Male	**Animus**	**Tempter**
Equal Female	**Companion**	**Rival**
Superior Male	**Mentor**	**Mastermind**
Superior Female	**Guide**	**Black Queen**

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

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

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

Relationship	Personalities	Kind of Character
Follower	01-10: Adventurer 11-20: Apprentice 21-25: Everyman 26-30: Explorer 31-40: Exuberance 41-43: Idealist 44-55: Ingénue 56-59: Neurotic 60-64: Peace of Mind 65-70: Reluctant Hero 71-76: Repentant 77-83: Scatterbrain 84-00: Uncontrolled Power (must be a Sidekick or Powered)	01-05: Non-Combatant (0 DP, Level -2) 06-50: Unpowered (8 DP, Level -1) 51-80: Sidekick (12 DP, Level -1) 81-00: Powered (16 DP, Level -1)
Companion	01-05: Adventurer 06-10: Angst 11-15: Animal Nature 16-20: Crusader 21-25: Cynic 26-30: Everyman 31-35: Explorer 36-40: Idealist 41-45: Investigator 46-50: Protector 51-55: Responsibility of Power 56-60: Thrill Seeker 61-100: Same as Character	01-05: Non-Combatant (0 DP) 06-10: Unpowered (8 DP) 11-20: Sidekick (12 DP) 21-00: Powered (16 DP)
Anima/ Animus	01-10: Adventurer 11-15: Angst 16-25: Everyman 26-35: Exemplar 36-45: Idealist 46-55: Ingénue 56-65: Investigator	01-40: Non-Combatant (0 DP) 41-60: Unpowered (8 DP) 61-80: Sidekick (12 DP) 81-00: Powered (16 DP)

Relationship	Personalities	Kind of Character
	66-70: Neurotic 71-80: Protector 81-90: Responsibility of Power 91-00: Thrill Seeker	
Mentor/ Guide	01-12: Crusader 13-20: Curmudgeon 21-35: Exemplar 36-50: Guardian 51-60: Investigator 61-85: Mentor 86-90: Mystic 91-00: Soldier	01-40: Non-Combatant (0 DP) 41-50: Unpowered (8 DP) 51-80: Unpowered (8 DP, Level +1) 81-00: Powered (16 DP, Level +1)
Minion	01-08: Adventurer 09-20: Animal Nature 21-40: Minion 41-50: Outcast 51-60: Reluctant Villain 61-70: Shallow 71-80: Slacker 81-00: Sycophant	01-05: Non-Combatant (0 DP, Level -2) 06-50: Unpowered (8 DP, Level -1) 51-80: Sidekick (12 DP, Level -1) 81-00: Powered (16 DP, Level -1)
Rival	01-15: Adventurer 16-25: Animal Nature 26-35: Majesty 36-45: Bully 46-50: Demolisher 51-65: Glory Hound 66-75: Hunter 76-80: Reluctant Villain 81-90: Retribution 91-00: Thrill Seeker	01-10: Unpowered (8 DP) 11-20: Sidekick (12 DP) 21-00: Powered (16 DP)
Tempter/ Temptress	01-08: Adventurer 09-17: Animal Nature 18-25: Exuberance 26-35: Cynic 36-45: Dominator 46-55: Greed 56-65: Majesty 66-85: Manipulator 86-90: Reluctant Villain 91-95: Shallow 96-00: Thrill Seeker	01-15: Non-Combatant (0 DP) 16-30: Unpowered (8 DP) 31-40: Unpowered (8 DP, Level +1) 41-50: Sidekick (12 DP) 51-90: Powered (16 DP) 91-00: Powered (16 DP, Level +1)
Mastermind/ Black Queen	01-20: Dominator 21-30: Greed 31-40: Inhuman 41-60: Majesty 61-80: Manipulator 81-00: Olympian	01-30: Unpowered (16 DP, Level +1) 31-60: Powered (16 DP, Level +1) 61-80: Unpowered (16 DP, Level +2) 81-00: Powered (16 DP, Level +2)

Abilities

Each thing has **Abilities** which define how it behaves in the game. Each **Ability** has a **Val** and has **Effects** associated with them which indicate when they can be used and what they do. This section describes the meanings of the codes for abilities and what they do in the game. Abilities are gained through other areas of character generation such as **Ability Rolls** and **Professions**.

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

Effect	Class	Meaning
&	Modifier	**Result** can be used with any other **Results**. The ability makes one roll of its Val and applies it to both. The target must **Resist** each **Result** separately.
{}	Modifier	Lists of **Ability** characteristics enclosed in {} must be used all together or not at all.
Absorption (*Type* to **Ability**)	Result	A *Block* against the listed *Type*. If successful the **Ability** of the user also has +1 until the end of the combat.
Accuracy	Result	Added to the chance of hitting with *Direct* or *Area* abilities.
Always On	Duration	The ability is always **Active**. Must have the target *Personal* or *Area Attached*. If such an ability has more than one result then it takes 1 action to shift its result to another option. An *Area Attached* ability that resists other abilities always does so for all targets in the area both friendly and hostile unless it is also *Direct*, *Indirect* or *Mental* in which case the user can choose to protect or not protect each target in the area. If it has an effect on other targets (e.g. *Damage*, *Stun, Drain*) then it does so when the user takes its turn and works on each target who is in the area at the end of any action taken by the user i.e. not on targets who were moved into and then out of the area within the same action.
Area (Template)	Target	The ability works on all targets in the area. Works against a location using **DX** and *Accuracy.* See **Area Ability** rules for the **Defence**. The possible templates are: Cone, Large Cone, Blast, Large Blast, Massive Blast, Line (a line 10 squares long), Long Line (a line 20 squares long), Massive Line (a line 40 squares long and 3 wide), Bombardment, Cylinder (Blast Template), Large Cylinder (Blast Template), Massive Cylinder (Massive Blast Template). When upgrading areas Cone goes to Large Cone, Blast to Large Blast then Massive Blast or Bombardment, Line goes to Long Line then Massive Line and Cylinder to Large Cylinder then Massive Cylinder. When considering them in three dimensions unless an Ability says otherwise (e.g. a *Wall*) a Cone is actually a Cone with a section the same as the template. Blasts are spheres. Lines are 2 squares high, long lines are 3 squares high and massive lines are 5 squares high. A Bombardment is 5 overlapping spheres. A Cylinder has the same height as its diameter. An Area generally traces its attack from the user to the target in Line of Sight so can be stopped by intervening objects like Walls. This is entirely true of Cones and Lines but others go from the user to the target point and then expand from there so can actually hit things where the target point is in Line of Sight of the user and then things are in Line of Sight of the target point. For an ability has Area and *Indirect* no Line of Sight is required for attacks other than those with *Touch* or *Hand to Hand* as the attack as the attack travels in an arc or from another point. If Indirect is use the attack uses **IN** and **Seeking** instead.
Armour (*Type)*	Result	Applies to **Resistance Rolls** against *Damage* of the listed *Type.*
Attached	Modifier	An Area ability which is attached to the user. It moves with the user rather than staying on the target square.
Autofire	Target	Autofire abilities can act as either *Area* (Cone or Blast) or *Direct*. They are –1 when used as Area and when used as Direct they can use their own Val instead of any *Accuracy*.
Backfire	Modifier	If the Result Roll of the ability contains any D showing 1 and no D showing the maximum then roll the Result Number again as the same *Type of Damage* against the user. If the ability has no *Type* it is treated as *Psychic.* The *Backfire* always hits and can't be *Blocked.* When applied to a STAT increase use the value of the whole STAT but the user can choose not to apply the increase to a roll.
Block (*Type*)	Result	When the user is hit by an Effect of *Type* shown the Block generates a **Result Number** against it**.** A **Minor Result** cancels the ability. A *Block* can't be used against a *Persistent* ability that has already had a result on the

Effect	Class	Meaning
		target. The *Block* may have other restrictions (e.g. only against *Direct* attacks) listed. Doesn't do anything to **Environments** even if produced by abilities.
Bullet	Modifier	Damage with the Bullet modifier does not reduce Walls or Traps. If a Bullet gets a **major result** against the wall or trap it passes through it with its result intact. If it beats the wall or trap it passes through it but its result is reduced by 1. Otherwise it bounces off.
Burnout	Modifier	When the user chooses the ability can be up to +4 and up to +4D (e.g. max +4D4) for an action. There is then a risk of the ability burning out (not being useable). Roll D10 and if the result is less than or equal to the total increase the ability burns out. E.g. +2 would burn out on 1 or 2, +D2 would burn out of 1 or 2, +2D2 would burn out on 1-4 and +4D4 would burn out on 1-8. Once an ability burns out roll at the start of each **Period** to see if it recovers. To do this make another burn out roll as above using the same chance again.
Cancel	Result	If the result of the ability gets a result against the target ability it is cancelled. Unless this is Quick it can only work on abilities which are not *Instant*. Does not work on abilities which are *Always On*.
Cascade	Modifier	If a target is hit with a *Direct* attack another target within a number of squares equal to the **Result Number** may immediately be attacked (roll to hit still required) with **Result Number** –1 per target hit until one is unaffected.
Change Appearance	Result	When the user is attacked by all but *Mental* generates a **Result Number** resisted by the attacker's **IN** and *Sense*. If the *Change Appearance* gets a **minor result** then the attack is cancelled. Also frequently can be used in **Security Systems, Stealth, Investigation** and **Persuasion Tasks**.
Change Environment to (Environment)	Result	No **Roll to Hit**. When active changes the **Environment**. **Environment** can be Fog, Heat, Cold, Radiation, Water, Poison or Storm. See rules on **Environments**. *Life Support* of the appropriate kind makes a character immune to that type of environment**.** Some **Environments** oppose one another as indicated in the **Environment** rules. When both are active together their **Result Numbers** cancel so only the effect of the higher remains with a result equal to the difference. Change Environment (Storm or Darkness) can frequently be used for Stealth Tasks. Any change in environment covers an area as follows: • Water – the user chooses a source for the water within line of sight. The source can be welling up like a fountain in a large blast or massive blast on the board or a line or long line on a board edge. If on a board edge this edge will be assumed to be at least slightly uphill. The water will begin flowing onto the board from the chosen source heading downhill. Anyone standing in the flow must resist **Knockback** equal to the value of the ability. The water will also attack any walls in the line of the flow with half its result. The water in line of flow will be one square deep unless it can pile up against something like a wall in which case it will be two squares deep. If the water flows into an enclosed space it will fill it up immediately to a depth of two squares and then another square per turn. The referee will have to use some discretion about how the flow of water runs and fills up spaces. Imagine a rushing river or great fountain of water pouring onto the board. The environment on the surface will be **Water** but under the surface is **Underwater**. • All others – a sphere centred on the user and moving with the user. The size of the sphere is chosen when the ability is activated and can be up to 500 squares in radius.
Close	Range	The ability works normally on targets which are from 2-10 squares from the user. If used at 1 square the Val to hit is reduced by 1. If used at 11-20 squares the Val to hit and Val for result are each reduced by 2.
Complex Activation	Modifier	When the user attempts to activate or deactivate the ability roll D6. On a 3+ s/he is successful. With an ability which is always on or a STAT increase then

Effect	Class	Meaning
		on the roll is made each time the ability or STAT increase is used rather than activated and the roll required is 3+ on a D8.
Concealment (Senses)	Result	Provides **Concealment** and added to **Stealth Tasks** against *Sense*.
Copy Power	Result	Acts like a *Drain* on the target ability. The user gains the **Ability** at the same Val the target has lost in total (e.g. if the target loses 1 than the user has D4, another 1 then D6 and so on). The copy part of the ability has a duration separate to the *Drain* effect but the total number of copied abilities allowed at once is one per 1D in the ability. An ability lost by this can still be *Recovered* or otherwise is regained at the end of the episode.
Counter	Modifier	If the user is targeted by another character with a *Direct* or *Mental* ability that has no result (because of a miss, a *Block* or it is resisted) than this ability may immediately be used if it is in range, for no actions, targeting the character whose ability failed.
D Mod	Modifier	When the immediately preceding effect is used the Val of the ability is modified by e.g. +1
Damage (*Type*)	Result	Resisted by **TO** and *Armour*. Damage (Psychic) is also resisted by *Psi Armour*. A **minor result Reduces** the target's **TO** by 1 and a **major result** also puts the target **Out of Action**. A character whose TO is 0 after taking Damage is put **Out of Action**. Damage which is *Solid*, *Physical* or *Energy* also causes *Recoil*.
Dodge	Result	Adds to resistance rolls to avoid being hit with *Direct* abilities.
Direct	Target	Ability works against a single target in Line of Sight. The attack passes directly from the user to the target. It rolls to hit using **DX** and *Accuracy* vs **DX**, *Dodge, Small* and **Concealment**.
Disabling	Modifier	Count up the number of times the ability is used in an episode step. For a STAT increase the user can choose whether to use it or not each time. At the end of the episode step there is a percentage chance equal to the number of uses that the character will count as Defeated as the use of the ability gradually makes the character sick or disabled. 'Used' means that a roll is made with the ability's Val or that it automatically stops another effect. If Defeated roll D6. On a 1 the character is Killed and on 2-3 Hurt.
Disarm	Result	Resisted by **ST** and **Large**. A **minor result** removes one of the target's *Held Items* and a **major result** can remove any *Item*. An *Area* Disarm works on all of the targets' *Items*. If the **Ability** also has the *Forced Move* effect this indicates the movement of the *Items* rather than the target. Without a *Forced Move* each Item is dropped 1 square in a random direction from the target.
Distant	Range	The ability works normally if the target is 5+ squares away from the user. If an ability uses Distant against a target from 2-4 squares away reduce the Val to hit by 1. If Distant is used at 1 square the Val to hit is reduced by 2. If used at ranges 1-2 it can trigger **Opportunity Attacks**.
Drain (*Type/ STAT or Ability*)	Result	Drain is resisted by *Drain Defence*. Drain (Psychic) is also resisted by *Psi Armour*. A **minor result Reduces** the **Resisting Val** by 1 and a **major result** reduces it by 2. The Drain will list what it works on e.g. a **STAT** like **ST** or an ability like *Armour*. A target that has **TO** 0 after a Drain(**TO**) is **Out of Action**.
Drain Defence	Result	Resists *Drain*, *Copy Power*, *Transform* and *Stun*.
Duplication (Kind)	Result	Creates duplicates of the user including all STATs and Abilities (at current value if reduced), and other characteristics including appearance except when the kind says differently. There are a number of kinds for this ability: • Identical: each use creates one duplicate. The total number of duplicates of a character in existence in any day cannot exceed Val (roll each day when power first activated). Duplicates can be recreated (i.e. defeat does not reduce the number of duplicates available on the day). Once duplicates are in play there is no distinction between an original and duplicates. The duplicates even have the Duplicate ability though they share the same total pool of duplicates. If any duplicate is defeated the max **TO** of the character (during this combat) and therefore all duplicates

Effect	Class	Meaning
		is reduced by 1. If the max **TO** of the character is reduced to 0 and at least one duplicate has been defeated then the character (all duplicates) is defeated. Duplicates can merge into a single individual at touch range averaging current Vals (round down). Whilst there are 2+ instances of the character in existence then no **Comebacks** are allowed- a duplicate which goes **Out of Action** is **Defeated**.
		• Clone: each use creates one duplicate. The total number of duplicates of a character created in on any day cannot exceed Val (roll each day when power first activated). Duplicates do not have the Duplicate ability and cannot attempt **Comeback** tasks. They do not have any abilities with the *Item* modifier. Only the status of the original character is significant for victory and defeat and if the original is defeated so are all clones.
		• Double: each use creates Val duplicates. Duplicates do not have the Duplicate ability, cannot attempt Comeback tasks and do not have any abilities except standard abilities. Each time the ability is used in a combat after the first then all duplicates created have -1 to all STATs. So the first set created will have full STATs, the second will be -1, the third -2 and so on. No set can be created that would have any 0 STATs. Only the status of the original character is significant for victory and defeat and if the original is defeated so are all clones.
Environmental Limitation (*Environment*)	Modifier	An ability that doesn't work in a particular *Environment*.
Environmental Modifier (*Environment*, Modifier)	Modifier	Bonus or penalty in an *Environment*.
Escape	Result	Adds to **Escape Rolls**. Adds to chance of success in **Chase Tasks** if being chased.
Extra Instance	Modifier	Each Extra Instance means that the ability acts as two separate abilities each with the same characteristics and Val. Each instance is damaged or drained separately and can be used separately e.g. to make a **Follow Up Attack** or roll to resist an ability.
Fast Acting	Result	Resisted by a fixed 4. On a minor defeat the character gains one personal action, on a minor success the character gains two extra actions of which one can be targeted and on a major success an extra two actions of any kind. Cannot be used more than once a turn. Note that if this ability is Instant it requires an action to use so the character, in effect, neither loses nor gains an action on a minor defeat but loses an action on a major defeat (i.e. a roll of 1 or 2).
Fear	Result	Resisted by **WP**. On a **minor result** the target can't **Move** any closer or target the cause of the Fear with an ability and on a **major result** must, if possible, use one action to **Move** away from the cause as fast as possible. If not *Persistent* this in in the target's next turn only.
Forced Move (Direction)	Result	Resisted by **ST**, *Large* and *Stand Firm*. On a **minor result** the target moves **1+1 square per point of difference in the result** on a **major result 2+2 squares per point of difference in the result** in the direction shown. This can be Away, Toward, Up or Chosen. If Up succeeds it will cause the target to fall unless the target has Movement (Flight, Limited Flight, Leaping (that rolls successfully to reach the floor) or Swinging (with a point of attachment within range to help) or if lifted by a Forced Move which isn't instant in which case the target will remain at the end point of the move. If held in the air by a non-instant Forced Move then the target's movement counts as 1 if it lacks a movement ability that works in the air. Chosen means the direction is chosen by the user. If a target is held against something by a non-instant Forced Move (e.g. a wall or the ground) then it can't move until it resists.

Effect	Class	Meaning
Fragmentation	Result	The target is transformed into a cloud of small particles such as sand or dust. The target is unaffected by *Solid* effects and can walk through normal walls unless they provide Life Support against Space, Gas or Water. The target treats all his/her own *Solid* abilities as *Physical*. Grapple abilities have a result as for *Trap (Physical)* instead of those of *Grapple* but otherwise has all the normal restrictions of Grapple. Fragmentation applies to all *Movement*. The target must resist Environment (Storm) with **ST** and *Stand Firm* at the start of each of his/her turn and having TO **reduced** for a minor result and being put **Out of Action** by a major result. Any Forced Move or Knockback minor result against the target also causes his/her **TO** to be reduced and a major result being put **Out of Action**. Fragmentation can often be used in **Security Systems and Stealth tasks**.
Gadgets	Result	Creates an ability when activated. Can be used either in combat or before attempting a task. When a task is out of combat (either before or after) the user gets 2 actions to use this ability before attempting the task. When a combat takes place in an environment (not created by an ability) the user is allowed an action to create a Life Support ability and another action (if necessary) to activate it before combat even if before combat actions would not normally be allowed. Resisted by the intended Val of the ability selected by the user modified as on the table below. If the resistance gets a minor result Gadgets is reduced by 1 and on major result 2. If Gadgets gets a minor result the ability is created and on a major result the ability created can immediately be activated within the same action. Effects with a '+' increase the resistance and those with a '−' decrease resistance. Choose exactly one effect from each of the lists below except modifiers where up to two are allowed to make up the ability. Abilities which work on others are always *Held Items* and those which are Personal are always *Items*. Each ability created lasts until cancelled or until the end of a combat or task.

		Result – if marked (P) must have the target Personal:	Range:
		• Accuracy (P) • Armour (1 Type) (P): +1 per additional Type • Block (1 Type) (P) • Damage (Solid, Physical or Energy(Sub Type)) • Damage (Physical), Ignores (Armour): +2. • Disarm • Drain (Energy (Sub Type)/DX, ST or named Ability) • Drain (Energy/TO): +2. • Drain Defence (P) • Forced Move (Away) • Forced Move (Toward) • Grapple • Heal • Knockback • Knockdown • Life Support (1 environment) (P): per extra environment +1 • Move (Leaping, Wallcrawl) (P) • Move (Flight) (P): +1 • Move (Tunnelling): + 2 • Move (Teleport): + 3 • Radio (P) • Sense (P): Enhanced Vision • Sense (P): Exotic +2 • Stops Sense (Type) • Super Strength (P) • Stun • Trap Target:	• Hand to Hand (must be Damage (Solid). • Touch (Personal and Shield must be Touch) • Short • Close • Ranged (must be Damage, Drain, Forced Move, Knockback, Stops Sense, Knockdown or Stun). • Distant (must be Damage (Solid, Radiation or Heat or Stops (Sense) and not an Area). Duration: • Always On (must be Personal and Armour) • Until Cancelled (must be Personal) • Persistent, must be Damage (Heat), Trap or Stops Sense and not Area: -2. • Instant • Time (3): must be Stops Sense and Area Modifier: • Backfire: -1 • Complex Activation: -1 • Illness: -1 • Shots (6): -1 • Uncontrollable: -1 • Unpredictable Targeting: -1 • Weakens: -1 • Bullet (must be Damage (Solid) and range Close, Ranged or Distant): -1 • Poison: +1

Effect	Class	Meaning	
		- Area (Cone, Line or Blast) - Area (Long Line or Large Blast) +1. - Area (Massive Line, Large Cone, Massive Blast, Barrage): +3 - Autofire: +1 - Direct - Personal (all abilities marked P above must be Personal). - Indirect (must be Damage (Solid)). {Indirect Area (Burst)} - Shield (must be Damage, Drain, Forced Move, Knockback, Knockdown, Stun or Trap).	
Gas	Modifier	The ability is caused by an inhaled gas. The ability *Ignores (Armour)*. Targets with *Life Support (Space)* or *Life Support (Gas)* are immune to the ability. The ability is resisted by *Life Support (Poison)*. The ability does not cause *Recoil*. It has *Environmental Limitation (Space, Underwater)*. It does not damage *Traps* or *Walls*. An exception is any Trap or Wall created by the Plant power field. It does not cause *Recoil*. When on a Shield the Shield has its result after the result of the attack regardless of any outcome of the attacking ability.	
Grapple	Result	Resisted by **ST** and *Large*. A **minor result** means the target is grappled. A **major result** means the target is grappled and has their **TO reduced by 1**. A character who's **TO** is 0 after the Grapple **Out of Action**. Whilst grappled the target: - Cannot use *Move* - Cannot use any ability unless it is *Personal* or *Mental* or has a range *Touch or Hand to Hand.* - Cannot use a *Touch* or *Hand to Hand* ability on targets other than the user or the Grappler. *Held Item* abilities are -2 to hit. *Touch* or *Hand to Hand* abilities are -1 to hit. *Hand to Hand* Abilities are reduced by 1. - Has -2 defence against abilities which are *Direct* and *Touch, Short* or *Hand to Hand*. - Is given Cover by the grappler against abilities which are *Direct* or *Indirect* and *Close, Ranged* or *Distant*. Whilst grappling the user: - Cannot move out of the range of the Grapple or it is broken. - Cannot use *Direct* abilities except on the Grappled target. - Has *Hand to Hand* abilities reduced by 1. Except a *Slam* (standard ability). - Cannot use *Held Item* abilities except items which produce the Grapple. - Can carry a target requiring a hit roll with *Strength* against a defence roll using *Strength*. - Is given Cover by the target against abilities which are *Direct* or *Indirect* and *Close, Ranged* or *Distant*.	
Hand to Hand	Range	The ability works normally if the target is 0-1 squares from the user. *Strength* is added to its Val. Can be used to make an **opportunity attack** in the following circumstances: - Opponent at range 0-1 makes a *Ranged or Distant* attack. - Opponent moves to a range of 1 square from the user and then carries on moving in the same action (whether this is toward or away from the user) except with *Teleport*. - An opponent 0-1 square away uses an action to move more than 1 square except with *Teleport*.	

Effect	Class	Meaning
		• Opponent makes a one square move to range 2 and the attacks a target other than the user with a *Ranged* or *Distant* attack. • Opponent picks up an object whilst the object or the opponent is 1 square from the user.
Heal	Result	A **minor result** against the target's **TO** (resistance is not optional and the minimum resistance result is 3) repairs it by 1 and a **major result** by 2. Also used for **Comeback** rolls. Can't be used more than once per turn. If it is not *Personal* can be used for **Medical Tasks**.
Heavy	Modifier	Can only be part of a fixed installation (can't move), a vehicle or can be a field gun moved by its crew and paying x4 movement cost.
Ignores (Effect)	Modifier	The listed Effects don't apply against the **Ability**. E.g. Ignores *Armour* or Ignores *Drain Defence*.
Illness	Modifier	If the ability is used then the character may fall ill. The user can chose whether or not to use a STAT increase. At the end of the combat or task roll D10: 1. Character counts as Hurt. 2. Character has -2 **ST**, **DX**, **TO** and **IN**. S/he recovers each **Period** on a roll of 7+on D10. 3. Character has -2 **ST**, **DX** and **TO**. S/he recovers each **Period** on a roll of 7+on D10. 4. Character has -1 **ST**, **DX** and **TO**. S/he recovers each **Period** on a roll of 7+ on D10. 5. Character has -1 **ST**, **DX** and **TO**. S/he recovers each **Period** on a roll of 6+ on D10. 6-10: Character is OK
Immunity (Effect or Type)	Result	The user is immune to the listed Effects *or Types*.
Indirect	Target	Ability works against a single target and does not require a Line of Sight. It may come in from the user to the target in an arc, or appear from another location. Hits using **IN** and *Seeking* vs **IN** and *Prediction*.
Instant	Duration	The ability is active only in the action it is created.
Insubstantial *(Types)*	Result	The target is unaffected by anything of the types listed. E.g. an Insubstantial (*Solid*) is unaffected by *Solid* effects and can walk through normal walls; an Insubstantial (*Psychic*) is unaffected by *Psychic* effects. Whilst insubstantial a character cannot use abilities of that *type*. Walking through a high-tech wall, a *Wall* created by an ability is resisted by its Val. A **minor result** allows the user to pass through in 1 action. An exception is that a Insubstantial figure isn't unaffected by something which is Insubstantial in the same way. E.g an Insubstantial (Solid) target can take Solid damage from an attacker who is Insubstantial (Solid). A **major result** as part of a normal move. Insubstantial (*Solid*) can often be used in **Security Systems and Stealth tasks**.
Invisible	Modifier	The **Ability** is undetectable to Vision and Enhanced Vision.
Item	Modifier	The **Ability** is produced by an item. If the character loses the item then the **Ability** cannot be used until it is regained. Items are lost if the character is captured. They can be regained in certain other **Episodes**. Items are assumed to contain metal unless listed as *Non-Metal*. Items can be listed as *Held*. Items can be *Disarmed*. Items can be *Unique*. These are gained through gaining abilities and have a **Level**. A *Unique item* can't be used by anyone else and take time to regain if lost. A character can have and carry any number of *Unique Items* without penalty. Items can be *Standard. Standard Items* have no **Level** and can sometimes be gained through **Professions**, are owned by NPCs as a result of membership of a **Group** or as a result of possessing an appropriate **Base**

Effect	Class	Meaning
		Facility. *Standard Items* can be gained by using a **Base Facility** or using a **Purchase Task**. If lost a *Standard Item* is easily replaced but they can be used by other individuals.
		Items can be *Constructed*. A *Constructed Item* is made by PCs using a **Construction Task**. If lost it would have to be rebuilt and can be used by other individuals.
		If a character is in possession of an *Item* (*Standard* or *Constructed*) that s/he has captured then s/he must save at the start of each combat needing 4+ if s/he lacks an attribute necessary to produce the item (i.e. the appropriate **Base Facility** or membership of a group which is allowed the *Item*).
		A character can only use one *Standard* or *Constructed Item* which provides *Armour* at a time and not combined with a Unique Item which provides *Armour* unless the Item says otherwise in **Modifiers**. In other words a character can't wear two armoured suits at the same time. For multiple *Unique Items* providing *Armour* this is rationalised as multiple effects of the same armoured suit (usually treated as Combined –see below – unless each can be used separately).
		A character cannot carry more than two *Standard* or *Constructed* Held Items that are *Ranged* or *Distant*. In other words a character can't carry more than two rifles or carbines. Carrying 2 such items is -1 *Movement*. Two is a bit awkward but possible.
		To use a *Held Item* it must be hand. If *Ranged* or *Distant* it needs two hands.
		Items can be *Combined*. This takes two or more items of the same kind (*Unique, Constructed* or *Standard*) and treats them as a single *Item*. The Referee can decide what's reasonable with this but in general it is possible to combine a Held Item providing a Close, Distant or Ranged attack with one providing a Touch, Hand to Hand or Short attack (some kind of rifle/bayonet or gun/club type arrangement). It is also sometimes possible to *Combine* two *Ranged* or *Distant Held Items* for example in a rifle/grenade launcher type arrangement. This had the advantage of being in hand together but the disadvantage of being lost together with a *Disarm*.
		When a character has an *Item* s/he does not have to carry or wear it – it can be left behind e.g. just because you have access to a space suit or scuba gear doesn't mean you always use it!
Knockback	Result	Resisted by **ST**, *Large* and *Stand Firm*. On a **minor result** the target moves **1+1 square per point of difference in the result** on a **major result 2+2 squares per point of difference in the result** away from the attacker. The target is also knocked down with either result.
Knockdown	Result	Resisted by **DX**, *Large* and *Stand Firm*. A **minor result** knocks the target down. A **major result** knocks the target down and causes them to lose 1 action.
Large	Result	Adds to *Hand to Hand* results, **Lifting** and **Throwing**. Resists *Damage, Knockback, Knockdown, Forced Move* and *Trap (Solid)*. Rolls to hit with Direct against *Large* things use **Val** in addition but the Large Result (if it is the highest) does not influence getting a major result to hit (to add chance to hit to result) and is not rolled again for the result in this circumstances. In other words a large target is easier to hit but not easier to damage as a result of a good hit roll. Adds its Val to the difficulty of any **Stealth Task**.

Effect	Class	Meaning
Leaks	Modifier	If the Ability would normally be stopped by a *Block* instead its **Result Number** is re-rolled with Val -1 but cannot become higher than the original result.
Life Support (*Environment or Modifier*)	Result	The user is immune to ill effects from the **Environment** as long as this **Ability** has a **Val** of at least 1. *Environment or Modifier* can be Heat, Cold, Radiation, Space, Underwater, Poison, Gas or Storm. Resists attacks whose types match the *Environment or Modifier*. Life Support (Poison) also resist Gas. Life Support (Gas or Space) gives immunity to Gas. If Until Cancelled it can still be activated before the start of combat if no preparation actions are allowed hence avoiding resisting the environment. In this case the user loses its first action of the combat.
Luck (Positive or Negative)	Result	The target of this effect is a dice roll made for or against the user: an attack roll, defence roll, a roll for the result of an ability, a resistance roll, an evade roll or a skill roll. The target dice throw must be within range of the ability i.e. an attack rolls and skill rolls are made at the location of the individual making them. Defence rolls, evade rolls and resistance rolls are made a made at the location of the target of the ability. Therefore, if the **Target** of the ability is Personal it can only effect the skill and attack rolls made by the user. In general Luck can't affect rolls which don't directly involve the user such as attacks aimed by another character at a third party. However the result of an *Area* ability has one effect against al targets in the *Area* so if this includes the user the roll will be modified for everyone. The user rolls the Luck **Result Number** only and must accept it. The Luck result replaces the result of the target roll. Can be Positive (highest roll) or Negative (lowest roll). If both are available the user chooses which to use before rolling the Luck result. Luck only activates once for each event e.g. for a single use of an ability taken by an individual. Where a single use produces two rolls (such as a 'to hit' and a result) the user chooses which will have the Luck apply to it. For positive Luck roll the result number of Luck only normally but for negative Luck when rolling take the lowest result shown on any dice. For negative luck the dice rolled have a different relationship to this abilities' value. Convert the dice type as follows: D30:3D4, D24:4D6 D22: 3D6 D20: 2D4 D18: 2D6 D16: 3D8 D14: D4 D12: D6 D10: 2D8 D8: D8 D6: D10 D4: D12 Then add any extra dice. E.g. 2D10 Val converts to 3D8.
Magnetic	Modifier	When the Result is *Forced Move, Disarm* or *Block* then when acting against a *Metal Item* or *Bullet* counts as +2. Can't be used against *Solid Non-Metal*.
Medium	Modifier	Can only be part of a fixed installation (can't move), a vehicle or can be a field gun moved by its crew and paying x3 movement cost.
Mental	Target	Ability works against a single target and does not require Line of Sight. It rolls to hit using WP and *Telepathy* vs **WP** and *Mind Screen*.
Mimic	Result	Creates an ability when activated which must be identical in every respect except Val to an ability possessed by a target character that the user can detect. The target ability can't have the modifiers *Item* or *Held Item* and must come from a Powered Character Power Field except **Magic**. Can be used either in combat or before attempting a task. When a task is out of combat (either before or after) the user gets 2 actions to use this ability before

Effect	Class	Meaning
		attempting the task. When a combat takes place in an environment (not created by an ability) the user is allowed an action to create a Life Support ability and another action (if necessary) to activate it before combat even if before combat actions would not normally be allowed. Resisted by the intended Val of the ability selected by the user which can be no greater than the Val possessed by the target. If the resistance gets a minor result Mimic is reduced by 1 and on major result 2. If Mimic gets a minor result the ability is created and on a major result the ability created can immediately be activated within the same action. Each ability created lasts until cancelled or until the end of a combat or task.
Mind Control	Result	Resisted using **WP** and *Psi Armour*. On a **minor result** the target cannot take any actions. On a **major result** the user chooses the target's actions. If not *Persistent* active only in target's next turn. Often applies to **Persuasion, Investigation** and **Leadership Tasks.**
Mind Screen	Result	Adds to resistance rolls to avoid being hit with *Mental* abilities. Resists *Ward*.
Move (*Method*)	Result	Causes movement. The methods are Flight; Wall-Crawl; Swinging; Leaping, Tunnelling, Teleport, Running, Climbing, Swimming, Driving and Limited Flight. The number of squares moved is up to the result plus 4 or ½ this distance with a **Hide** action. The special effects of the moves are: **Flight**: move results plus 10 in straight level flight where both actions are used for movement. Can change altitude freely. **Wall Crawl**: can move along any solid surface at any angle. **Swinging**: can be used to change altitude and move in areas where there is something above the character to attach lines to e.g. buildings or trees. **Leaping**: move through the air in a straight line starting and ending on a solid surface. Normal leaping up or down is limited but super abilities aren't. **Tunnelling**: move through the ground. If the character tries to move through a material other than soil, sand or other loose material (e.g. stone, concrete) then tunnelling must overcome the resistance of each block of the material to enter it. To do this roll Tunnelling vs each block and the first against the user fails to get a minor result stops the move. Note that most senses don't work underground so often the user will be moving without a sense. **Teleport:** the user moves without entering any of the intervening spaces. Teleport moves do not trigger **opportunity attacks**. The user must either be able to sense the target square or be very familiar with it. A teleport can't be made into an occupied square deliberately and if this happens accidently the user takes D10 *Damage (Solid) Ignores (Armour)*. If the user takes two actions to teleport then the user can make a Long Distance Teleport with a range depending on the ability's best dice Val: D4: Val x 10 m D6: Val x 100 m D8: Val x 1 km D10: Val x 10 km D12: Val x 100 km D14: Val x 1000 km And so on. **Running:** normal ground movement along a surface. Each space in **Terrain** costs 2. **Climbing:** can move along a surface where there is something to hold on to e.g. a rock face, a wall with hand holds. Worth a full move along something like a ladder but the most surfaces cost 2/square. **Swimming:** move though water either on the surface or beneath it. Below the surface requires *Life Support* after about 4 moves. **Driving**: moves along a ground surface. Result plus 10 where both actions are used for movement and the move is all on a hard, flat surface such as a road and the only manoeuvres are to make gentle turns or drifts.

Effect	Class	Meaning
		Limited Flight: can be used to change attitude freely but no more than 10 squares above a surface.
Negates Penalty (Cause)	Modifier	Negates a penalty to hit with the listed cause.
Non Metal	Modifier	Usually items are assumed to be made of or contain metal as are the projectiles items use (e.g. *Bullets*) when making an attack at a distance. If listed as Non-Metal an item does not have this standard property.
OR	Modifier	Either of the two effects can be chosen when the **Ability** is activated but not both.
Permanent	Duration	Creates something which lasts until it is destroyed.
Persistent	Duration	See *Traps* and *Walls* for the effect of Persistent on them otherwise if the **Ability** gets any **Result** against a target then it lasts on the target with the **Val** of the ability that created it (that is the actual value of the ability not including a bonus as a result of a **Major Result** on an attack roll). For an ability which has multiple effects the whole ability is Persistent if any part of it has a **Result**. It has a new **Result Number** and the target makes new **Resistance Roll/s** each turn after the turn it was created (i.e. it doesn't take effect twice in the same turn) after all of the actions including **Follow Up**s of whatever created it. However if its creator delays (drops to a lower point in the turn order) then the persistent effect doesn't delay but remains on the same point in the turn order. A **Resistance Roll** against an ability having its *Persistent* effect uses the normal abilities that resist it and (if these STATs do not already apply) also: DX for Energy ST for Solid IN for Mental WP for Physical If the ability gets any **Result** it has its usual effects and continues to be Persistent. Otherwise it is no longer Persistent. If a target receives a **Result** from another instance of the same **Ability** it replaces the current Persistent ability. That means the target will resist the new instance when hit (without the extra **STAT** for resisting Persistent) and the currently active Persistent ability is cancelled and replaced with the new (i.e. again the target doesn't resist both the initial ability and its Persistent part in the same turn). This means that attacking a target repeatedly with a Persistent ability doesn't have a greater effect but does make it harder to resist as the target doesn't add the extra **STAT**. A Persistent *Area* becomes Persistent on all targets who are in, or enter, the *Area* whilst it is active.
Personal	Target	The **Ability** targets the user.
Personal Immunity	Modifier	The **Ability** does not affect the user.
Poison	Modifier	The ability is caused by a contact, injected venom. The attack is resisted by *Life Support (Poison)*. It *Ignores (Armour)* except Armour (*Poison*). Armour (Solid) acts as *Block (Poison)* against it. It does not affect non-living things such as most *Traps*, *Walls* and robots. An exception is any Trap or Wall created by the Plant power field. It does not cause *Recoil*. When on a Shield the Shield has its result after the result of the attack regardless of any outcome of the attacking ability.
Pursuit	Result	Add to any **Pursuit** roll. Adds to chance of success in **Chase Tasks** when chasing opponent/s. Adds to chance of success in **Race Against Time** tasks.
Prediction	Result	Adds to resistance rolls to avoid being hit with *Indirect* abilities.
Preparation	Modifier	Requires one more action than normal to activate. In an Ability that is Always On or a STAT increase then the user has one less action in its turn immediately following the ability being used no matter how many times it was used in a single turn.

Effect	Class	Meaning
Psi Armour	Result	Applies to **Resistance Rolls** against *Psi Blasts, Drain (Psychic),Trap (Psychic), Damage (Psychic)* and *Mind Control*.
Psi Blast	Result	Resisted by **CH** and *Psi Armour*. A **minor result Reduces** the target's **CH** by 1 and a **major result** also puts the target **Out of Action**. A character whose **CH** is 0 after taking a Psi Blast is put **Out of Action**. Type is always *Psychic*.
Quick	Modifier	The ability can be activated in response to an opponent's action directed at the user. Roll D6. If the score is 3+ the ability activates breaking into the opponent's action to do so. If the roll fails then the ability activates at the end of the opponent's action. Either way the user loses 1 action in his/her next turn. If the ability has used up all actions next turn then a quick ability can't be used.
Radio	Result	Allows quiet communication with someone else with a Radio including in combat. This represents something like a radio net with mikes rather than standard civilian equipment like a phone. Range for transmission is: D4: 1 km D6: 10 km D8: 100 km And so on
Ranged	Range	The ability works normally if the target is 3-20 squares away from the user. If an ability uses Ranged against a target at range 1-2 then the Val to hit is reduced by 1. If used at range 1-2 can trigger **Opportunity Attacks**. If used at 21+ squares the Val to hit and Val for result are each reduced by 2.
Recoil	Result	Resisted by **ST**, *Large* and *Stand Firm*. On a **minor or major result** the target moves **1 square** away from the attacker. On a **major result** the target is also knocked down. **Damage** which is *Solid*, *Physical* or *Energy* also causes *Recoil*.
Recovery	Result	Targets an Ability or **STAT** except **TO**. Resisted by target **Val** (not optional) and the minimum resistance result is 3. A **minor result** repairs it by 1. A major result repairs it by 2. Also used for **Comeback** rolls. Can't be used more than once per turn against a single target e.g. once on a single **STAT** and once for **Comeback** or a different **STAT**. If someone other than the target uses Recovery on a target which is Out of Action then it can immediately attempt a **Comeback** using the value of the Recovery ability used as well as its own abilities.
Rending	Modifier	If the attack has a result of 6+ it *Ignores (Armour)*.
Resist (Ability/Type)	Result	Increases Resistance rolls against the named **Ability**/*Type*. If negative it reduces any normal resistance e.g. Resist (Fear) -2 would mean counting as having WP reduced by 2 vs Fear.
Reflect (Type)	Result	When the user is hit by an Effect of *Type* the Reflect generates a **Result Number** against it**.** On a **minor result** it is redirected against another target taking its range from the original target. A hit roll is required against the new target using the abilities of the character who performed the reflection. The *Reflect* may have other restrictions (e.g. only against *Direct* attacks) listed.
Resources	Result	Resources represent wealth and the equipment, support and information it can buy. Resources can be applied to any **Task** with the referee's agreement which usually means where there is sufficient time to prepare or where wealth could make a difference. For example Persuasion could be helped by a bribe, building a base or vehicle would be helped by plentiful equipment or technical advice. If a character decided to use Resources in a task then s/he can choose to reroll his/her whole result including any other dice s/he has (usually because the roll failed) once during the task attempt. If the task still fails after a re-roll then Resources are reduced by 1 until they are **Replenished**.
Sanity Blasting	Result	Has no type. Resisted by **EG** and **VI**. Each character that senses the user for the first time in an episode step must resist once. If there are multiple Sanity Blasting things present the character saves only once and against the worst present. On a minor result the higher of the character's **EG** or **VI** is **permanently** reduced by 1. If they are equal then roll randomly for which is

Effect	Class	Meaning
		reduced. On a **major result** the character is also immediately put **out of action**, has **WP** reduced by 1 and instead of any normal **comeback task** gains one with a difficulty of 3D6. A character defeated after going out of action as a result of Sanity Blasting doesn't roll to be **hurt** or **killed** but instead has gone insane recovering on a roll of 8+ on a D10 every 7 **Periods** but on a roll of 1 start rolling every 30 **Periods** instead. Sanity Blasting characters are also **Immune (Sanity Blasting).**
Seeking	Result	Added to the chance of hitting with *Indirect* abilities.
Sense (Method)	Result	The following Senses are available to characters: Vision, Enhanced Vision (Light Intensifying (LI) or Infrared (IR), Mental, Magic or Exotic (Sonar, Radar, Tremor Sense. Electric Sense or Targeting Hearing). Where a Sense gained just says Enhanced Vision or Exotic choose which kind. Unless listed otherwise senses detect anything and have no combat range limit, show details and colour and are affected by all kinds of **Concealment**. • Vision. • IR is not affected by **Fog**, **Darkness** or **Terrain**. Affected by hot things. Can't see things the same temperature as the environment. No detail apart from temperature. • LI is not affected by **Darkness**. No colour. • Mental is not affected by **Environments**, **Terrain** or **Obstacles** but only senses living minds so doesn't sense things like **Terrain**, **Walls**, **Undead**, **Robots**, **Vehicles** etc. It doesn't sense **Abilities** unless they are produced or directed by living minds. • Magic Sense is not affected by **Environments** or **Terrain**. It only works over a distance of up to 15 squares. • Sonar can sense solid objects. It isn't affected by **Darkness, Fog** or **Terrain**. It affected by noisy environments and storms. It is affected by **Obstacles** but can work a bit round corners where sound can bounce around off hard surfaces. It doesn't detect colour or a lot of detail. It doesn't usually work on **Abilities**. • Radar can sense solid objects. It isn't affected by **Darkness, Fog** or **Terrain** It doesn't detect colour or detail. • Electric Sense produces an active electric field and senses objects within it. It is not affected by **Environments, Obstacles** or **Terrain**. It only works over a distance of up to 15 squares. It doesn't sense detail except that it can sense things that produce electric fields and use that to determine what they are e.g. living things, machines etc. • Tremor Sense detects movement which is touching the same surface as the user. It works on targets underground. Its isn't affected by **Darkness**, **Fog**, **Obstacles** or **Terrain**. It doesn't details apart from the weight of things and the forces they apply and can't detect things which are still. It can be confused by a great deal of vibration. It doesn't usually detect **Abilities**. • Targeting Hearing can detect things which make noise. It has a range of 15 squares. It can detect even small noises like breathing but not things which are silent. • Gravity Sense: detects distortions in the gravity field. Detects anything with mass. It is not affected by **Environments, Obstacles** or **Terrain**. It only works over a distance of up to 20 squares. It doesn't sense detail except that mass.
Shield	Target	Activates automatically against an enemy hitting with *Hand to Hand* or *Touch* interrupting the attack do so **before** the result unless the Shield is *Poison* in which case it acts after the result. If the enemy is knocked back or down, recoiled, stunned or put out of action as a result of the Shield then do not roll a **Result** for the enemy's ability. Shield activates at the start of a figure's turn if that figure chooses to maintain a *Grapple* on the shielded target and any of

Effect	Class	Meaning
		the results listed above breaks the *Grapple*. If the shielded character *Grapples* a target then the Shield works automatically as soon as the *Grapple* hits but **before** its result. This can mean that the Grapple can't roll a result because the target has been knocked back or has recoiled before the *Grapple* can take effect. If a figure with Shield maintains a *Grapple* then the Shield automatically takes effect on the *Grappled* target before any of the characters actions. The result of this never breaks the grapple unless the Shielded character wishes and so the shielded character can choose to ignore any result that would do so (e.g. *Recoil, Knockback, Forced Move*). If a Shielded character is *Trapped* the Shield automatically effects the *Trap* before any of the Shielded character's actions if it has a result which can affect the *Trap*. Some Shields can be *Extended* which means they also work against attack made from 2 squares range.
Short	Range	The ability works normally if the target is 1-2 squares from the user. Can be used to make an **opportunity attack** against any opponent in the following circumstances: • Opponent at range 1-2 makes a *Ranged or Distant* attack. • Opponent moves to a range of 1-2 squares from the user and then carries on moving in the same action (whether this is toward or away from the user) except with *Teleport*. • An opponent 1-2 squares away uses an action to move more than 1 square except with *Teleport*. • Opponent makes a one square move to range 3 and the attacks a target other than the user with a *Ranged* or *Distant* attack. • Opponent picks up an object whilst the object or the opponent is 1-2 squares from the user.
Shots (Number)	Modifier	The ability can be used (have its Val rolled or provide its STAT modifier) up to Number times each episode step.
Slow Activation	Modifier	Requires 2 acts of preparation before it can be used in any combat. On an ability which is Always On the 2 acts of preparation must be made after the first time the ability is used (i.e. its Val is rolled or STAT modifier applied) each combat.
Slow Move	Result	Movement is slowed (reduced) by the **Result Number**.
Small	Result	Resists *Trap (Solid)* and *Direct*. Adds to any *Knockback* or *Forced Move* against the user. Usually applies to any **Stealth or Security Systems Task**.
Speed	Result	Adds to **Initiative**. Roll its Val for every Movement action and add its result to the distance moved NB: add the actual result not use the highest. Is used in **Move Through**.
Stand Firm	Result	Used for **Resistance Rolls** against *Forced Move, Knockback or Knockdown*.
Stops Sense (*Sense*)	Result	Resisted by *Sense*. A **major** or **minor result** means it provides Concealment against the *Sense*. Any **major** or **minor result** for the resisting **Vals** cancels the ability if it is *Persistent*. An *Area* Stops Sense rolls its result against a *Sense* being used in or through it on the first occasion.
Stretching	Result	The maximum distance any limb of the user or the user's head can be from the square they are in (representing the location of the user's body) is the maximum result of the ability + 1 per dice. E.g. for 2D8 it would be 9. This means a 2D8 Stretcher can lift its body 9 squares into the air and then reach up another 9 squares. When judging the range of any attack the user start the range from up to the maximum result of the stretching. E.g. with 2D8 Stretching allows *Hand to Hand* attacks 10 squares away judged from the position of its body. Stretching can be used as both *Move (Leaping)* and *Move (Climbing)*. Stretching acts as *Dodge, Resist (Solid Trap, Grapple)* and *Armour (Solid, Physical)*. When using a *Grapple*: • Adds to the hit roll. • Adds to the result of *Grapple* attacks. • Can use *Direct* abilities as normal.

Effect	Class	Meaning
		• Doesn't have *Hand to Hand* abilities reduced by 1. • Can use *Held Item* abilities as normal. • Can *Grapple* one extra target after the first for each point of Large. E.g. *Large* D4 would be 2 *Grapples*. Stretching often applies to **Security** tasks.
Stun	Result	Resisted by *Drain Defence*. A **minor result** cause the target to lose 1 action. A **major result** causes the target to lose 2 actions. At any time a target can't be losing more than the next 2 actions.
Subtype	Modifier	The *Energy Type* has a Subtype which can be Heat, Cold, Radiation, Electricity or Entropy.
Summon(Group)	Result	Summon a **Group** which is commanded by the user. This could be anything: demons, undead, robots, automata swarms etc. The ability will name the type of **Group**. When activated they will remain until the end of the episode step or until they are defeated. The number of things summoned when the ability is activated is equal to the Result Number. All the creatures summoned must be at least partly in the area of effect. No more than one **Group** can be used per episode step (such as a combat) and no more individuals can be in each group than the maximum **Result Number** plus 2 per extra Dice. E.g. D8 is up to 8 and 2D8 is up to 8+2 = 10. If the ability is drained then anything summoned in excess of the new limits of the ability are immediately dismissed. Individuals which have been **Defeated** or are **Out of Action** still count as part of the Group for the episode step. When activating the ability creates a group smaller than the maximum size further uses can be used to bring the group up to maximum size. If the user is **Defeated** all summoned things are immediately dismissed. Where a group has random abilities roll up the kind of group the user can summon – one type per 1D of ability. The summoner is immune to any global effect produced by the things summoned e.g. Sanity Blasting, Ghoul's Howl.
Super Strength	Result	Added to **ST** for *Hand to Hand* results, **Lifting** and **Throwing**. Allows the character to damage *Walls* with *Hand to Hand* Attacks. Resists *Knockback, Knockdown Forced Move* and *Trap (Solid)*. All the character's *Hand to Hand* attacks cause *Knockback*. The character can perform superhuman feats of strength like lifting cars. When using the standard ability *Throw Object* can throw a large object which is treated as an *Area* (shape of object) rather than *Direct*.
Telepathy	Result	Resists *Trap (Psychic)* and adds to change of hitting with *Mental*. Usually applies to **Security Systems, Persuasion** and **Investigation** Tasks. Allows quiet communication at up to with a range depending on the ability's best dice Val: D4: Val x 10 m D6: Val x 100 m D8: Val x 1 km D10: Val x 10 km D12: Val x 100 km D14: Val x 1000 km And so on.
Thorns	Modifier	Can only be applied to a *Wall*. Figures can try to push through the *Wall* by moving up to the *Wall* and resisting its **Val** with **Strength**. Doing so causes *Solid Damage* to the moving figure equal to the *Wall*'s **Result**. If the *Wall* gets a **Major Failure** the figure moves through to the other side at a cost of 2 move per cube. If the *Wall* gets a **Failure** the figure moves into the wall square and stops or if already in a Wall square and the next square isn't in the *Wall* then moves through at a cost of 2 Move.
Time (Details)	Duration	The **Ability** lasts for a set period of time. E.g. an **Ability** with Time (1 Turn) last from the action it is created until the user acts again. Attacks which target an individual cannot have Time as their Duration.

Effect	Class	Meaning
Touch	Range	The ability works normally if the target is 0-1 squares from the user.
Transform (Kinds)	Result	Resisted by *Drain Defence*. Kinds indicates the possible results of the Transformation (e.g. Tree, Statue). A willing target can choose not to apply *Drain Defence* in excess of D6. A **major result** transforms the target. Whilst transformed the target will have been turned into a tree, a statue or an animal. When transformed: • Target retains **IN**, **WP**, **CH**, **EG** and **VI**. • Character retains skills based on these Stats, loses any skills based on other stats but gains any skills of the thing transformed into based on any stat. • Target retains any *Personal* abilities which are *Block(Psychic), Drain Defence, Duplication, Luck, Mind Screen, Prediction, Psi Armour, Recovery* or *Telepathy*. • Target carries over any effects or losses to abilities or **STATs** and any *Persistent* abilities or *Traps*. • Otherwise has the STATs and abilities of the thing it has been transformed into. A list of things that a target can be transformed into with their STATs and abilities is shown in the **Animals, Plants** and **Statues** sections. Once a target is transformed then it will stay transformed whilst any **Val** of a *Persistent* Transform applies to it. A willing target doesn't have to resist a *Persistent* transformation. The user can add levels to the abilities of the resulting **Transformation**: +2 levels to the abilities per -1 to the Val of the Transformation ability when used. Where the transformed thing has random abilities roll it up and use those whenever the Transform is used.
Trap (*Type*)	Result	Roll for an immediate result. A minor or major result means the target is trapped. Resisted using: *Psychic*: **WP**, *Psi Armour and Telepathy*. *Energy:* **DX** and *Armour (Energy)*. *Solid:* **ST***, Large, Small* and *Super Strength*. *Physical*: **TO** and *Armour (Physical)*. Whilst trapped the target: • Cannot take any action except those which are *Touch* or *Hand to Hand* and aimed at the trap, or are *Personal* or *Mental*. • The target also cannot move except by using *Teleport* if not in a Psychic Trap. The target cannot avoid area effects except using *Teleport*. If a character moves using *Teleport* this doesn't break the trap. • The target cannot use any ability which is *Held Item*. • If in a partial *Solid* trap has -2 defence against *Direct* or *Indirect* attacks. Targets in other traps do not have their defence reduced. A trap lasts on the target until it is broken. It has a Val equal to the Val of the ability that created it (not including any bonus for getting a major result on an attack roll). A trap is a stationary target and no hit roll is made against it either by the target in the trap or by another individual. Attacks used at more than 1 square can't target Partial Traps. Traps take damage from anything that can be used to resist them (see above) and also the following. A single attack uses its own value plus anything that resists the trap at once but each Val only counts once. For example a character couldn't apply BD twice – once with a Hand to Hand attack and once because BD resists a solid trap. • Solid: *Damage (Solid, Physical, Energy)* as long as it isn't *Ignores (Armour)*. *Poison Damage* only works against a trap caused by the Plant field.

Effect	Class	Meaning
		• Psychic: *Damage (Psychic)* or *Psi Blast* • Heat: *Damage (Cold)*, Any Result of Type *Physical* from **Matter Controller Air or Liquid**, *Environment (Water)*. • Cold: *Damage (Heat), Environment (Heat)* • Physical: *Damage (Physical)* except *Gas* or *Poison*. The **Result Number** of the *Damage* is resisted by the **Result Number** generated by the **Val** of the trap. A minor result for the damage reduces the Val of the trap by 1. A major result means the target is no longer trapped (the trap is broken). A target inside a non-partial trap can't be attacked with any ability which could affect the trap. All such attacks hit the trap. A *Solid* Trap listed as Partial means that the target can be attacked without first breaking the trap. Traps which are *Persistent* attack anyone else trying to break the Trap from Touch range. Also a *Persistent* Trap repairs its full Val at the point in the turn it was created i.e. if its Val has been reduced by Damage during the turn but it hasn't been broken it repairs itself.
Type	Modifier	Many **Abilities** have a type which can be Solid, Physical, Energy (*SubType*), or Psychic. This determines in which way defences work against them.
Uncontrollable	Duration	At the end of each turn roll D6. On a 1 the ability activates if inactive or deactivates if active. Only applies to *Personal* abilities or STAT increases. On a **Movement** ability the character must move equal to the result plus 4 away from the starting point in as straight a line as possible but can choose the direction.
Unpredictable Targeting	Modifier	Doesn't apply to abilities which are *Personal* or to STAT increases. If the Result Roll of the ability contains any D showing 1 and no D showing the maximum then roll the Result Number again against a different target than that intended. Roll randomly between figures in range of the user to determine the target. If there are no other targets within range the ability just doesn't work. Another hit roll may be required and another result roll is always required.
Unreliable Result	Modifier	Roll an addition D6 when it is activated. If this dice comes up 1 then the **Result** is 0. For a STAT increase the increase is 0.
Unreliable Value	Modifier	The **Val** of the **Ability** is reduced by D8-4 at the start of each episode step and can't be repaired above this value this step. For a STAT increase the increase is reduced.
Until Cancelled	Duration	The **Ability** lasts until it is cancelled by the user. A user can have one instance of the ability active at a time for every dice the **Ability** has. No more than one instance of the **Ability** may be on a single target at a time. Allowed targets are *Area* and *Personal*.
Uses (Item)	Modifier	The **Ability** uses the listed *Item* and can't be activated if the Item isn't in the possession of the user. This represents an **Ability** where the user can use an *Item* for other than its standard result or effects e.g. a character very skilled at using a pistol. When an ability is activated using such an Item then the *Item* cannot be used for its usual function in the same turn.
Wall	Result	Creates a Wall with dimension equal to its *Area* times half its value +1 per extra dice. E.g. a 2D8 wall would be 5. A Wall is a type of **Terrain**. A Wall can be created with lesser size if wished. A Wall provides Concealment to things partially behind it and blocks **Line of Sight** to things completely behind it. Walls can be created with alterative orientation to make pillars, ramps or bridges. Walls can be created with curves of up to 1 square per 4 squares in length. Anyone who fails to **Evade** or chooses not to **Evade** when a Wall is created is lifted to stand on top of the wall. When created the Wall has its **Val** (NB – in D not a **Result Number**). A wall can be damaged by *Solid, Physical* or *Energy Damage* that does not *Ignore (Armour)* and is not *Poison.* A Wall

Effect	Class	Meaning
		has +1 resistance to *Physical*. Its **Val** is reduced by a **minor result** and the wall is breached by a **major result**. NB: Poison does work on *Walls* created by the **Plant** power field. Walls are *Transparent* to *Psychic. Hand to Hand* Damage has no effect on Walls (except wooden doors in buildings – not those created by powers) unless it has *Super Strength.* Bullet attacks can pass through walls (see Bullet) but not cause a breech. A cube containing a Wall cannot be entered. To get to the top of a Wall square with *Leaping* requires a single move that reaches the top of the Wall. Leaping over a Wall requires enough move to get to the other side in a single move. *Climbing* requires a movement roll which scores at least a **minor result** against the Wall's Val to make any progress and each Wall square counts as **Terrain**. It is not usually possible to cross over a Wall in an *Enclosed Environment* as it goes up to the ceiling. *Teleport* is not blocked by Walls but the user must have a *Sense* that can operate through the Wall. Walls not created by abilities can contain Doors which but may require a **Security Systems Task** to open the Door. Opening a Door is an action. Walls block attacks that pass through their locations unless they are **Transparent** to them. A *Persistent* Wall which is damaged repairs itself at the point it was created in a turn. If it is breached any cube adjacent to an unbreached cube repairs itself at the point it was created to a damaged (-1) state in the same way.
Ward	Result	Creates a ward. Any figure trying to enter or beginning their turn in a Ward square causes the Val of the Ward to attack their WP and *Mind Screen.* On a **minor result** the target cannot enter the location or must attempt to move out of it and then his/her turn ends. On a **major result** the target also has WP reduced.
Weakens	Modifier	Each time the ability is activated in an episode step roll D6. On a roll of 1 or 2 its Val or STAT increase is reduced by 1. It recovers automatically at the end of the episode step.

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

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

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

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

Standard Abilities

The following abilities are allowed to all characters. They start at Level 1.

Ability	Range	Target	Duration	Result	Modifiers	Val
Running	Touch	Personal	Instant	Move (Running)		2D6
Jumping	Touch	Personal	Instant	Move(Leaping)	Doesn't add 4 to distance moved.	2D4

Ability	Range	Target	Duration	Result	Modifiers	Val
					Movement up or down costs double.	
Swimming	Touch	Personal	Instant	Move (Swimming)		2D4
Climbing	Touch	Personal	Instant	Move (Climbing)		D4
Punch and Kick	Hand to Hand	Direct	Instant	Damage (Solid)		0
Trip	Hand to Hand	Direct	Instant	Knockdown		0
Wrestle	Hand to Hand	Direct	Persistent	Grapple		0
Slam	Hand to Hand	Direct	Instant	&Damage (Solid) &Knockdown	Only on a grappled target. Breaks the grapple.	0
Disarm	Hand to Hand	Direct	Instant	Disarm		0
Throw Object	Close	Direct	Instant	Damage (Solid)	Adds ST to Val. Must have picked up an object.	0
Normal Senses	Touch	Personal	Always On	Sense (Vision)		D6
Recover	Touch	Personal	Instant	Recovery		D6
Drain Defence	Touch	Personal	Instant	Drain Defence (All)		D6

Resistance

Some Personality Traits, Advantages and Disadvantages give a Resistance with a value. This gives the character the following ability:

Ability	Level	Range	Target	Duration	Result	Val
Resist (n)	Trait	Touch	Personal	Always On	Resist (n)	Varies

Note that value varies and can be negative which would reduce the value of the standard save. If a character has more than one of these applying to the same resistance then amalgamate. A character with a positive and a negative then modify the dice e.g. D10 and -2 is D6. Where there are two positives increase the value of the best by 1 for a D8 or 2 for a D10 e.g. D10 and D8 is D12, D10 and D10 is D14.

Advantages

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

A character can have more than one instance of the same type – increasing each effect by 1. If a character rolls advantages contradicting previously gained disadvantages then reroll results e.g. Old/Young, Attractive/Monstrous, Cunning/Dim Witted, Egotistical/Virtuous. Non-Combatant characters re-roll advantages marked Ø.

Roll	Advantage	Explanation
01	Ally	Character's Companion (Relationship) counts as Allied and will come to help the character in an episode step on a roll of 5+ on D6. When the ally appears in this way don't roll a

Roll	Advantage	Explanation
		Relationship Task. In combat the Referee makes this roll secretly and the Ally will arrive at the start of Turn D10-3 (min 1).
02-03	Artefact Ø	The character has an artefact with unusual powers. Roll D10: On 1-6 it is a *Held Item*, otherwise an *Item*. A *Held Item* has 8 DP and an *Item* 6 DP. Roll for which Power Field the abilities come from re-rolling Gadgeteer or Power Suit. A Held Item can only have abilities that target something other than the user and an Item only the user. An Artefact never adds to existing abilities – they are always separate. The Item has one **Disadvantage**. If an artefact accidently goes over its DP limit it may have additional Disadvantages. The referee can rule on the suitability of particular abilities or **Disadvantages**. If the Artefact is disarmed from the character it may be picked up by an ally or enemy and used. An ally must return the item to the character as soon as reasonably possible. An enemy can keep an Artefact but it will attract its owner to retrieve it. It will have an additional **Disadvantage** (rolled randomly at the time) and a Power Limitation on each ability (rolled randomly at the time) when it is used by anyone other than its owner. If this advantage is rolled again then roll D10 and on 8+ it is another artefact otherwise add 2 DP to an existing artefact.
04-05	Athlete	Athletics+3. If standing and using Running, Leaping, Swinging or Wallcrawl then can use Athletics as well to evade area attacks (instead of DX where DX is allowed).
06-09	Attractive	The character is very appealing. Persuasion and Relationship Tasks +1 or +3 with the opposite sex. In combat if opponent of the opposite sex has the Lustful trait then must save or be distracted and at -2 to hit and to result against character.
10-11	Backing	A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character. The character can choose an agency to be **Allied** to in order to represent them. The Allies will come to help the character in an episode step on a roll of 5+ on D6 with D6+2 Agents and 1 Leader on a 1-2 on a D6. In combat the Referee makes this roll secretly and the Allies will arrive at the start of Turn D10-3 (min 1). Resources D8, Leadership +2. At the end of every 30 **Activity Periods** these resources are always **Replenished**.
12-13	Coder	Computers +2, Security Systems +2, Perception +2. Has +2 when constructing the base features: Cells, Detection Systems (All Types), Master Computer, Security Systems.
14-15	Computer Expert	Computers +3. Has +2 when constructing the base feature Master Computer.
16-17	Contacts	The character has 3 unpowered (8 DP) character contacts. In each episode one contact can be activated to help the character. The contact counts as a PC.
18-19	Comeback Changes	Take an additional 10 DP of abilities (these could be increases to existing abilities) and an extra disadvantage plus any others required as a result of accidently going over the 10 DP cost. If the character makes a **Comeback** then roll a D6 and on 4+ these effects are gained for the rest of the combat.
20-21	Co-ordinated	Athletics+2, Gymnastics +2, Stealth +2. Resist Recoil D8
22-23	Cunning	Stealth +2, Security Systems +2, Tactics +2. Resist Indirect D8
24-25	Determination	When the character makes a **Comeback** s/he increases the value of all his/her abilities which cause an effect on target other than him/herself by 1 for the rest of the battle. This can happen more than once because of multiple **Comebacks**.
26-27	Educated	Medical +2, Research +2, Science +2. +2 at Training and -2 resistance at being Trained.
28-29	Elusive	Elusive. Resist (Any Hit Roll) D8.
30-31	Environmental Advantage Ø	All powers +1D in a random environment or if there is already a positive environment for some of your abilities then that environment
32-34	Extra Effect Ø	One of the character's abilities has an extra effect. Roll randomly for which ability and for what the extra effect is.
35-36	Extra Power Ø	Roll randomly for one power field that the character does not possess and then roll one power on that table.
37-38	Gymnast	Gymnastics +3. Defence penalty for lying down reduced by 1.

Roll	Advantage	Explanation
39-40	High Endurance	Endurance +3. Use Endurance instead of TO for **Comeback** tasks. Ignores the effects of a single period of missed sleep per week. Can use an extra Activity Step in the same **Period** for the same activity.
41-42	Intuition	Investigation +2, Mystical +2, Persuasion +2. Relationship tasks +2.
43-44	Investigator	Investigator +3. +2 at Recruiting Tasks.
45-46	Iron Will	Survival +2, Endurance +2, Athletics+2. +2 on roll to Re-enter play when Hurt. Resist (Fear) D10. Needs less sleep and can have an extra **Activity Step** in each **Period**. Can use an extra **Activity Step** in the same **Period** for the same activity.
47	Lightning Fast Ø	Character treats all his/her abilities as *Quick*. If they are already *Quick* then s/he can re-roll failed *Quick* rolls with the ability.
48	Machine Empathy	Technology +2, Control +2, Security Systems +2. +1 to attacks and results against Robots and Automata Swarms.
49-50	Master Tactician	Tactics +3. Can use a Personal Action as a Tactics Action.
51-52	Mathematician	Science +2, Technology +2, Computers +2. Gain the following ability:

Ability	Level	Range	Target	Duration	Result	Val
Calculate	1	Touch	Personal	Always On	&Seeking &Prediction	D8

Roll	Advantage	Explanation
53-54	Medic	Medical + 3. Can use a Targeted Action when adjacent to a character who is Out of Action to roll Medical vs the Comeback task on the target. On a success reduce the Comeback Task by 1 and on a major success by 2. If the comeback task is reduced to 0 then the target will automatically succeed on the next Comeback attempt.
55-56	Mystic	Mystical +3. Resist (Magic) D10. +2 at constructing a Mystic Library. Can construct a Summoning Portal base feature.
57-58	Natural Leader	Leadership +3. Can use a Personal Action as a Leadership action.
59-60	Observant	Perception +3. Can roll Perception vs opponent's Tactics result if about to be put at a disadvantage (e.g. as a result an Ambush or a Tactics Task). On any success ignore the disadvantage.
61-62	Persuasive	Persuasion +3. +2 to Relationship Tasks.
63	Pilot	Control +3. +2 to ability to hit with vehicle mounted weapons. Has familiarity with Aeroplanes, Helicopters and Spaceships.
64-65	Prepared	Character always gets an extra two Personal actions before combat beyond any normally available. These can be used to activate personal abilities including moving out of the normal deployment area.
66-67	Quick	Gymnastic +2, Stealth +2, Security Systems +2. Choose 1 ability to count as Quick.
68-69	Relentless Ø	Relentless gives the character Resist (Any Result) D8. Gains an extra **Activity Step** each **Period**. Can use an extra **Activity Step** in the same **Period** for the same activity.
70-71	Researcher	Research +3. If succeed in a research task in preparation for an episode get +1 bonus more than usual. +2 at constructing a research Library.
72-73	Rich	Resources 2D8. **Lifestyle Level** Luxurious or if already Luxurious from other causes then +1. Addition rolls increase Resources from Rich to 2D10, then 2D12 and so on and each gives +1 Lifestyle Level.
74-75	Security Expert	Security Systems +3. +2 at constructing the base facilities: Automated Weapons, Cells, Detection Systems (All Types), Security Systems.
76-77	Sidekick	The character has a loyal sidekick. The sidekick has 12 DP and is powered. S/he has a Personality generated on the Follower relationship table or if the character is a Mastermind, Black Queen or has Ego greater than Virtue then on the Minion table. The sidekick is available every episode and gains Levels and DP like a player character but after the character is Level 1 the sidekick stays 1 level below the character. A sidekick counts as a PC but is generated like an NPC (no Relationships). This kind of sidekick can't have advantages which would lead to more characters such as Backing, Sidekick or Ally.

Roll	Advantage	Explanation
78	Sixth Sense	The character gets a 'feeling' warning of danger. The character is immune to Ambushes and always gets at least the normal actions in the first turn of an ambush. The character gets an extra preparation action at the start of each episode step to activate a Personal Until Cancelled ability.
79	Sleepless	Character doesn't sleep. S/he doesn't need to use an **Activity Step** for Sleep.
80-81	Social Status	Character has a respected position in society which encourages people to believe and trust him/her. Leadership +2, Resources D6.
82-83	Special Profession	Choose an additional Profession from those not normally available. In generation wait to see what standard profession the character has if this hasn't be rolled yet. Usually the choice should be related to this first profession. The referee should decide if the choice is reasonable and a step up from normal profession e.g. it isn't impossible that a Pilot should have then become an Astronaut or an Academic a Professor. If the advantage is gained in play then Crime Fighter is always an option. The choices are Professor, Captain of Industry, Internet Entrepreneur, Star Entertainer, Surgeon, Gang Boss, Kung Fu Master, General, Captain or Admiral, Senior Police, Government Member, Great Scientist, Crime Fighter or Astronaut.
84	Speed Reading and Photographic Memory	The character reads quickly and can quickly scan and assimilate information. Research +2, Investigation +2, Science +2. If succeed in a research task in preparation for an episode get +1 bonus more than usual.
85-86	Stealthy	Stealth +3.

Ability	Level	Range	Target	Duration	Result	Modifier	Val
Concealment	1	Touch	Personal	Until Cancelled	Concealment (Vision, Enhanced Vision)	Only if in D4+ Concealment	D4

Roll	Advantage	Explanation
87-88	Super Scientist	Science +3. +2 at constructing any Lab base feature. Choose one vehicle familiarity.
89-90	Survivor	Survival +3. +2 Endurance to resist Environments only.
91-92	Technologist	Technology +3. Can construct high-tech items. An NPC has a base even if not part of a group that normally get one (e.g. independent).
93	Urban Knowledge	All Skills +1 in Urban Environment.
94-96	Vehicle Expert	Character has Technology +3 when building and repairing vehicles and constructing Vehicle Labs. Control +2. S/he can build high-tech vehicles and high-tech vehicle labs. Can build any vehicle including features such as armour, life support, detection systems and weapons without having the necessary labs. An NPC has a random special vehicle. Has all vehicle familiarities.
97-98	Virtuous	Virtue +2
99-00	Wilderness Knowledge	Skills +1 in Wilderness Environment.

Disadvantages

Each character has 1 Disadvantage automatically. Extra disadvantages gain the character 2 DP. A character can have a maximum of 8 voluntarily (it is possible to get more by rolling an ability that costs more DP then the character has and thus being required to take Disadvantages to make up the difference). In addition a character can voluntarily add up to one Limited Ability disadvantage to each non-standard ability in order to increase its level by 1. When doing this the character rolls **twice** on the limitation table and chooses which limitation to take.

Those marked * are allowed a save. If marked IS then the save is made at the start of each episode otherwise when the cause is encountered. The save will be listed on a D6. A character can have more than one instance of the same type – the effects are cumulative. If a save is listed then each extra

instance also makes the save 1 harder. If a character rolls to contradictory results e.g. Old/Young, Attractive/Monstrous, Cunning/Dim Witted, Egotistical/Virtuous then choose one of them to reroll.

Roll	Disadvantage	Explanation
01	Antisocial	CH -1
02	Bad at Maths	Science -1, Technology -1, Computers -1. -1 IN for making or resisting Indirect attacks.
03-04	Bad Driver	Control -2. -2 to ability to hit with vehicle mounted weapons.
05-06	Badly Educated	Medical -1, Research -1, Science -1. -2 at Training and being Trained.
07	Clumsy	DX -1
08	Computerphobic	Computers -2. Has -2 when constructing the base feature Master Computer.
09-10	Dependants*IS	Character has D3 Non-combatant NPCs s/he must look after. In any hostage situation or where innocent bystanders are present in an episode with the character save on 3+ or one (or more) of them will be present. When generating them roll D6: on 1-3 the NPC has the extra Disadvantage Young and on a 6 the Disadvantage Old. Personalities are rolled on the following relationship tables. For young NPCs roll D6: 1-2 Minion, 3-6 Follower. Old NPCs use the Mentor/Guide table. Others roll D6: 1: Tempter/Temptress, 2-4: Anima/Animus, 5-6: Companion. The referee may decide that these NPCs are also suitable to act as standard Relationships. The character live at home.
11	Dim Witted	IN -1. +2 resistance to Training.
12-13	Dislikes Technology	Technology -2
14	Doesn't Understand Patterns	Computers -1, Security Systems -1, Perception -1. -2 at constructing the base facilities: Automated Weapons, Cells, Detection Systems (All Types), Security Systems.
15-17	Egotistical	Ego +2
18-20	Enemies*IS	An organisation or individual is hunting the character. Save 3+ in each episode step when a combat is going to take place if the referee thinks the enemies could plausibly be on the other side. In combat the Referee makes this roll secretly and the Enemy will arrive at the start of Turn D10-3 (min 1). In between episodes save on 2+ or the enemy turns up to attack the character when s/he is alone. Roll to see who the enemies are on D8: 1. Mastermind or Black Queen. 2. Agency (D6+2 Agents per attack, 1 Leader on a 1-2 on a D6). 3. Organisation (2D6+2 Members per attack, 1 Leader on a 1-2 on a D6). 4. Monster (Number attacking depends on size: 1 Large, 2 Medium, D6 Small). 5. Lost Civilisation or Aliens (D4+1 members per attack. 1 Leader on a 1-2 on a D6). 6. Costumed Criminals (D4+2 members per attack). 7-8. Powered Character.
21-22	Environmental Weakness	All abilities -1 in a random environment or if there is already a negative environment for some of your abilities then that environment
23-24	Hates Machine*	Technology -1, Control -1, Security Systems -1. Save if trying to operate a machine other than one gained from the character's abilities or don't know how to use it.
25-26	Illogical	Investigator -2. +2 resistance to Training.
27-29	Inhuman Appearance*	The character does not look like a normal human. People may distrust him/her and s/he is highly noticeable and distinctive. Save or fail to get the benefit of a successful relationship, recruiting, persuasion or leadership task unless it is with other individuals with Inhuman Appearance or Monstrous. Save 3+.
30-31	Irritating	Persuasion and Relationship tasks -2
32-33	Lacks Concentration	Research -2 and can't use a bonus for research when attempting another task.
34-35	Lacks Co-ordination	Athletics-1, Gymnastics -1, Stealth -1. Resist (Recoil) -2

Roll	Disadvantage	Explanation
36	Lacks Cunning	Stealth -1, Security Systems -1, Tactics -1. Resist (Indirect) -2
37-38	Large	*Personal, Touch, Always On, Large*, Val D4. This ability cannot be increased except by rolling this disadvantage again. Roll another disadvantage as well.
39-43	Limited Ability	One of the character's abilities has a modifier which limits it. Roll randomly for the ability at the end of character generation. Only on standard ability if the character has no other abilities. Then roll on the Limited Power Table for the modifier.
44-45	Limited Intuition	Investigation -1, Mystical -1, Persuasion -1, Relationship tasks -1.
46-47	Literal Minded	Mystical -2. Resist (Magic) -2
48-49	Low Endurance	Endurance -2. -1 to TO for Comeback rolls.
50-51	Low Social Status*	Character comes from the lower classes of society which blocks off high status activities and locations. Character will be refused entry to events, harassed by law enforcers and so on. Save or fail to get the benefit of a successful Relationship, Recruiting, Persuasion or Leadership Tasks unless they are with other low social status individuals. Save 4+. Leadership -1.
52	Monstrous*	The character looks like a monster. People will often fear and mistrust the character. Save or fail to get the benefit of a successful Relationship, Recruiting, Persuasion or Leadership tasks unless they are with other Monstrous individuals. Save 4+.
53-54	Natural Follower	Leadership -2. Requires both actions to make a Leadership task.
55-56	No Security	Security Systems -2. -2 at constructing the base facilities: Automated Weapons, Cells, Detection Systems (All Types), Security Systems.
57-58	No Willpower	Survival -1, Endurance -1, Athletics-1. -1 on roll to Re-enter play when Hurt.
59-60	Non-Scientist	Science -2, Medicine -2. -2 at constructing any Lab base feature.
61-62	Notorious*	Something in the character's background has made him/her notorious. Many people have heard of him/her and are familiar with his/her appearance. S/he is widely distrusted. Save or fail to get the benefit of a successful Relationship, Recruiting, Persuasion or Leadership tasks unless they are with other Notorious or villainous individuals. Save 4+.
63-64	Obvious	Stealth -2. Reduce any benefit from cover by 1.
65-66	Old	The character is older than normal. TO -1. Old x 1 gives an age of D10+55, Old x2 gives an age of D10+65.
67-68	Poor	**Lifestyle Level** -1 (minimum Poor), -1 *Resources* (if any) and this penalty applies if they are gained later.
69-70	Poor Gymnast	Gymnastics -2. Defence penalty for lying down increased by 1.
71-72	Poor Reader	Research -1, Investigation -1, Science -1. +1 Resistance to Training.
73-74	Poor Tactician	Tactics -2. Requires both actions to make a Tactics task.
75	Puny	ST -1.
76	Slow	Gymnastic -1, Stealth -1, Security Systems -1. -1 chance of success on any roll to activate a Quick ability.
77-78	Small	*Personal, Touch, Always On, Small*, Val D4. This ability cannot be increased except by rolling this disadvantage again. Roll another disadvantage as well.
79	Soft	Survival -2. -1 Endurance for resisting Enviroments.
80-81	Susceptibility*IS	The character is susceptible to a normally innocuous substance. This fact is not widely known but the characters enemies may perform research to discover this fact. The substance is not easily available however. Save 2+. If the save is failed one of them will have: Susceptibility Attack: D10, Touch, Always On, Area (Burst), Drain (ST/Entropy), Ignores (Drain Defence, Block), Attached, Only against the susceptible character.
82-83	Unfit	Athletics -2. -1 to any Movement which doesn't use an Item.
84-85	Unobservant	Perception -2. -1 Tactics for resisting Tactics.
86-87	Urban Based	The character has -1 to Skills when outside an urban environment.
88-91	Vulnerability	Roll for one Type (or Energy SubType) that the character is vulnerable to. Resistance (Type or SubType) -2.
92-93	Weak Willed	WP -1

Roll	Disadvantage	Explanation
94-95	Wilderness Based	The character has -1 to Skills when outside a wilderness environment. In Wilderness Athletics, Endurance, Gymnastics, Mystical, Perception, Stealth, Survival and Tactics +1.
96-00	Young	The character is not an adult. ST -1. Leadership -1. When rolling for profession then roll D6. On a roll of 1-5 use Student instead of profession listed. Young indicates an age of 12+D5, Young x2 an age of 7+D5. A character with Young x 2 also has the ability: *Touch, Personal, Always On, Small*, Val D4. For a Young character the referee should rule that some **Personalities** and **Traits** are not allowed and should be re-rolled for a young character or if the Personality or Trait was gained first then re-roll Young.

D100	Limited Ability
01-05	Backfire
06-12	Complex Activation
13-14	Disabling
15-25	Environmental Limitation (Random *Environment*)
26-35	Environmental Modifier (Random *Environment*, -2)
35-45	Held Item
46-47	Illness
48-65	Item: If the ability came from a power field roll D10 for each other ability from that field. On 4+ it is also dependant on the same item.
66-70	Preparation
71-75	Shots (determine how many by rolling 2D12 as a value)
76-80	Slow Activation
81-86	Uncontrollable if Personal or a STAT increase. Unpredictable Targeting otherwise.
87-92	Unreliable Result
93-96	Unreliable Value
97-00	Weakens

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

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

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

Personality

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

D100	Personality	Description
01-05	Adventurer	You seek to experience new things, places and people and lead a life of interest and excitement. Survival +1, Persuasion +1, Athletics+1, Gymnastics +1, Ego +1. Companion +1, Rival +1, Mentor -1, Guide -1, Temptress/Tempter -1. Light Evolution: Investigator (Altruistic), Explorer (Curious), Crusader (Chivalry). Dark Evolution: Glory Hound (Showboating), Slacker (Socialite), Thrill Seeker (Overconfident). Light.
		1. Altruistic. D10 2. Chivalry. 1. Student. 3. Ego Signature. 2. Wilderness. 4. Lustful. 3. Academic. 5. Overconfident. 4. Thief. 6. Socialite. 5. Entertainer. 7. Showboating. 6. Journalist. 8. Brave. 7. Pilot or Driver. 9. Curious. 8. Soldier. 10. Superficial. 9. Spy. 10. Detective.
06-08	Angst	You are a sincere and open person who tries to do his/her best but worries other whether each decisions is the right one and agonises over past choices. Technology +1, Investigation +1, Science +1, Medicine +1, Virtue +2, Mentor +1, Guide +1, Temptress/Tempter +1, Anima/Animus -1. Light Evolution: Exemplar (Selfless), Protector (Sincere), Responsibility of Power (Altruistic), Idealist (Chivalry). Dark Evolution: Reluctant Hero (Agonising), Cynic (Altruistic), Neurotic (Indecisive). Light.
		1. Chivalry. D10 2. Flashbacks. 1. Academic. 3. Honest. 2. Doctor. 4. Indecisive. 3. Police. 5. Altruistic. 4. Scientist. 6. Selfless. 5. Student. 7. Agonising. 6. Lawyer. 8. Careful. 7. Administrator. 9. Caring. 8. Artist. 10. Sincere. 9. Carer. 10. Clergy (Light).
09-12	Animal Nature	You rely on your instincts and judge situations according to simple self-interest. You seek out what you need and regard others as only useful if they help you toward your goals. Athletics+1, Gymnastics +1, Survival +1, Endurance +1, Stealth +1, Leadership -1, Technology-1, Research -1, Science -1, Ego +2, Companion +1, Rival +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Hunter Unconnected), Thrill Seeker (Lustful), Peace of Mind (Fears). Dark Evolution: Bully, Outcast, Greed. Dark.

D100	Personality	Description	
		1. Aggressive. 2. Lack of Complex Thought. 3. Coward. 4. Fears. 5. Killer Instinct. 6. Lustful. 7. Lazy. 8. Unconnected. 9. Instinctive. 10. Callous.	D10 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Journalist. 5. Occultist. 6. Politician. 7. Student. 8. Thief. 9-10. Wilderness.
13-16	Apprentice	You are just beginning to learn to use your powers and want to learn more. Beyond this you want to lead a social life like normal people your age and have a good time. You need a mentor but may try to challenge their authority at first. Leadership -1, Companion +1, Mastermind +1, Black Queen +1, Mentor -1, Guide -1, Minion -1. Light Evolution: Adventurer (Socialite), Investigator (Quick Learner), Mystic (Accept Guidance). Dark Evolution: Soldier (Inexperienced), Glory Hound (Lustful), Thrill Seeker (Trickster). Light.	
		1. Weak Abilities*. 2. Unpredictable Abilities*. 3. Inexperienced*. 4. Trickster. 5. Lazy. 6. Lustful. 7. Socialite. 8. Hidden Power*. 9. Accept Guidance. 10. Quick Learner.	D10 1. Computers. 2. Kung Fu Fighter. 3. Pilot or Driver. 5-6. Student 7. Artist. 8. Manual Worker. 9. Carer. 10. Nurse.
17-19	Bully	You lack confidence in yourself and make yourself feel better by tormenting those weaker than you. Your powers let you be cruel on an exaggerated scale but no matter how pain you cause somehow you never feel better. Leadership -1, Ego +2, Companion +1, Rival +1, Follower -1, Minion -1. Light Evolution: Slacker (Lazy), Soldier (Callous), Repentant (Fears). Dark Evolution: Demolisher (Aggressive), Sycophant (Superficial), Minion (Coward). Dark.	
		1. Aggressive. 2. Coward. 3. Liar. 4. Cruel. 5. Fears. 6. Lack of Complex Thought. 7. Lazy. 8. Unconnected. 9. Superficial. 10. Callous.	D10 1. Business and Finance. 2-3. Gangster. 4. Journalist. 5. Paramilitary Police. 6. Police. 7. Politician. 8. Thief. 9. Clergy (Dark). 10. Farmer.
Evolved	Crusader	You base your actions on a strong set of principles but are more comfortable in dealing with abstract concepts than expressing emotions. You have infectious energy and can inspire others but can be judgmental and become frustrated by others' weakness. Leadership +1, Investigation +1, Endurance +1, Tactics +1, Virtue +2, Follower +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Temptress/Tempter -1. Light Evolution: Protector (Altruistic), Guardian (Guardian Angel), Idealist (Chivalry). Dark Evolution: Curmudgeon (Judgemental), Cynic (Tactless), Olympian (Unconnected). Light.	

D100	Personality	Description	
		1. Guardian Angel. 2. Judgemental. 3. Altruistic. 4. Chivalry. 5. Honest. 6. Selfless. 7. Tactless. 8. Inspiring. 9. Unconnected. 10. Energetic.	Evolved From (D12): 1-2. Adventurer. 3. Curmudgeon (Level 3+). 4. Explorer. 5. Investigator. 6. Majesty. 7. Mentor (Level 3+). 8. Peace of Mind (Level 3+). 9. Protector. 10. Reluctant Hero. 11. Responsibility of Power. 12. Soldier.
Evolved	Curmudgeon	You have strong principles but a poor opinion of others who usually fail to live up to your expectations. You tend to consider yourself put open and use sarcasm, brutal realism or harsh demands when dealing with others. Leadership -1, Persuasion -1, Mentor -1, Guide -1, Mastermind +1, Black Queen +1, Follower -1, Minion -1. Light Evolution: Crusader (Honest), Protector (Altruistic), Reluctant Hero (Agonising). Dark Evolution: Olympian (Tactless), Retribution (Vengeful), Hunter (Aggressive). Light.	
		1. Honest. 2. Aggressive. 3. Tactless. 4. Altruistic. 5. Judgemental. 6. Vengeful. 7. Hated. 8. Agonising. 9. Careful. 10. Sarcastic.	Evolved From (D4): 1. Crusader (Level 3+) 2. Investigator. 3. Reluctant Hero. 4. Repentant (Level 3+).
Evolved	Cynic	Your past experiences have left you with a bleak view of human nature. You expect little from others and have lost confidence in the struggle for what is right. Secretly you want to regain your idealism but need to be persuaded. Leadership -1, Persuasion -1, Follower +1, Minion +1, Companion -1, Rival -1. Light Evolution: Adventurer (Unconnected), Reluctant Hero (Altruistic), Investigator (Judgemental): Dark Evolution: Olympian (Unconnected), Peace of Mind (Paranoid), Repentant (Flashbacks). Dark.	
		1. Judgemental. 2. Vengeful. 3. Paranoid. 4. Hated. 5. Flashbacks. 6. Altruistic. 7. Fears. 8. Choose the Wrong Side. 9. Unconnected. 10. Tactless.	Evolved From (D5): 1. Angst. 2. Crusader (Level 3+). 3. Investigator. 4. Repentant (Level 3+). 5. Retribution.
20-21	Demolisher	You seek to destroy institutions and people because you can. When you think about it (which is rare) you believe that the strong have no responsibilities toward the weak and your power gives you the right to do whatever you like. Survival +1, Leadership -1, Investigation -1, Research -2, Science -2, Technical -2, Medical -2, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Bully (Cruel), Outcast (Unconnected), Sycophant (Unreliable). Dark Evolution: None. Dark.	

D100	Personality	Description	
		1. Aggressive. 2. Cruel. 3. Lack of Complex Thought. 4. Killer Instinct. 5. Arbitrary. 6. Overconfident. 7. Unreliable. 8. Unconnected. 9. Random Destruction. 10. Callous.	D10 1-3. Gangster. 4. Entertainer. 5. Occultist. 6. Pilot or Driver. 7. Student. 8-9. Thief. 10. Wilderness.
Evolved	Dominator	The world is badly run at present and only you have the ability to run things properly. Fools and weaklings stand in your way – brush them aside without feeling for your project is more important than a few lives. Leadership +1, Persuade +1, Technology +1, Science +1, Tactics +1, Ego +2. Light Evolution: Manipulator (Scheming), Retribution (Hated), Hunter (Vengeful). Dark Evolution: None. Dark.	
		1. Cruel. 2. Hated. 3. Vengeful. 4. Grasping. 5. Bombastic. 6-7. Power Hungry. 8. Callous. 9. Scheming. 10. Terrifying.	Evolved From (D3): 1. Manipulator. 2. Greed. 3. Majesty.
22-26	Everyman	You are just an ordinary person in an extraordinary situation. You try to maintain that normality by looking at everything in a common-sense way and relating things to normal life. You consider yourself to be a practical person who does what's right without a great deal of fancy talk. Light Evolution: Explorer (Practical), Adventurer (Socialite), Protector (Altruistic). Dark Evolution: Soldier (Lack of Complex Thought), Slacker (Unworldly), Bully (Arbitrary). Light.	
		1. Altruistic. 2. Chivalry. 3. Honest. 4. Socialite. 5. Lack of Complex Thought. 6. Arbitrary. 7. Careful. 8. Energetic. 9. Practical. 10. Unworldly.	D20 1. Business and Finance. 2. Detective. 3. Gangster. 4. Military Officer. 5. Paramilitary Police. 6. Pilot or Driver. 7. Soldier. 8. Technician 9. Wilderness. 11-12. Administrator. 13-14. Carer. 15. Farmer. 16-17. Manual Worker. 18. Nurse. 19-20. Retailer.
Evolved	Exemplar	You try to set a good example to others and lead by showing how things should be done. People may choose to follow you but they will do so because of actions, not words. Leadership +2, Persuasion +1, Technology +1, Tactics +1, Virtue +2, Light Evolution: None. Dark Evolution: Responsibility of Power (Selfless), Protector (Altruistic), Angst (Honest). Light.	

D100	Personality	Description	
		1. Altruistic. 2. Chivalry. 3. Ego Signature. 4. Honest. 5. Overconfident. 6. Guardian Angel. 7. Selfless. 8. Inspiring. 9. Energetic. 10. Careful.	Evolved From (D2): 1. Angst. 2. Responsibility of Power.
27-29	Explorer	You seek to discover new ideas, theories or places and improve the world by expanding knowledge. Technology +1, Science +1, Investigation +1, Mystical +1, Virtue +2, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Minion -1. Light Evolution: Protector (Altruistic), Mentor (Quick Learner), Crusader (Overconfident), Responsibility of Power (Practical). Dark Evolution: Mystic (Curious), Adventurer (Energetic), Olympian (Overconfident). Light.	
		1. Goal Centred. 2. Curious. 3. Altruistic. 4. Unreliable. 5. Unworldly. 6. Tactless. 7. Overconfident. 8. Energetic. 9. Practical. 10. Quick Learner.	D6 1. Academic. 2. Doctor. 3. Scientist. 4. Wilderness. 5. Artist. 6. Technician.
30-34	Exuberance	You like to have fun, make jokes, don't take things seriously and enjoy yourself. At the moment you have power and are trying to enjoy it. Leadership -1, Research -2, Science -1, Mystical -1, Ego +1, Companion +1, Rival +1, Anima/Animus -1, Temptress/Tempter -1. Light Evolution: Apprentice (Inexperienced), Everyman (Lazy), Reluctant Hero (Hidden Power). Dark Evolution: Shallow (Socialite), Slacker (Lazy), Bully (Trickster). Light.	
		1. Showboating. 2. Quitter. 3. Lack of Complex Thought. 4. Ego Signature 5. Lazy. 6. Inexperienced*. 7. Trickster. 8. Unpredictable Abilities.* 9. Hidden Power.* 10. Socialite.	D5 1. Entertainer. 2. Idle. 3. Student. 4. Artist. 5. Retailer.
35-36	Glory Hound	You want people to notice you. You want to gain fame and be talked about, in the news and recognised by everyone. As you are the best at what you do you deserve attention. Research -1, Ego +2, Follower +1, Minion +1, Companion -1, Rival -1. Light Evolution: Majesty (Code of Honour), Adventurer (Showboating), Investigator (Energetic). Dark Evolution: Thrill Seeker (Overconfident), Hunter (Code of Honour), Manipulator (Lustful). Light.	

D100	Personality	Description	
		1. Quitter. 2. Showboating. 3. Lack of Complex Thought. 4. Lustful. 5. Overconfident. 6. Ego Signature. 7. Code of Honour. 8. Socialite. 9. Energetic. 10. Tactless.	D6 1-2. Entertainer. 3. Politician. 4. Military Officer. 5. Idle. 6. Clergy (Dark).
37-38	Greed	You need to gain wealth in order to live a life of luxury. You can never be too rich. Money will get you whatever you want and that will make you happy. Ego +2, Minion +1, Temptress/Tempter +1 Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Manipulator (Liar), Reluctant Villain (Coward), Bully (Callous). Dark Evolution: Dominator. Dark.	
		1. Liar. 2. Coward. 3. Goal Centred. 4. Lustful. 5. Paranoid. 6. Power Hungry. 7. Socialite. 8. Grasping. 9. Scheming. 10. Callous	D10 1-2. Business and Finance. 3. Retailer 4. Entertainer. 5. Gangster. 6. Idle 7. Lawyer. 8. Politician. 9. Thief 10. Clergy (Dark)
Evolved	Guardian	You must protect the world, or an area of it, from threats. You value the good of everyone over the survival of yourself and your friends. Tactics +1, Research +1, Virtue +2, Anima/Animus -1, Follower -1, Companion +1, Mentor +1. Light Evolution: None. Dark Evolution: Responsibility of Power (Caring), Protector (Careful), Crusader (Goal Centred). Light.	
		1. Agonising. 2. Goal Centred. 3. Honest. 4. Selfless. 5. Mature. 6. Guardian Angel. 7. Altruistic. 8. Careful. 9. Sincere. 10. Caring.	Evolved From (D3): 1. Crusader (Level 3+). 2. Protector. 3. Responsibility of Power.
39-40	Hunter	You must seek out powerful opponents to prove yourself against. The greater the challenge the better the test. Victory is what counts, its best not to worry too much about motives. Stealth +1, Security Systems +1, Tactics +1, Persuasion -1, Ego +2, Notoriety +2, Companion +1, Rival +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Glory Hound (Ego Signature), Olympian (Unconnected), Peace of Mind (Hated). Dark Evolution: Animal Nature (Killer Instinct), Retribution (Code of Honour), Bully (Callous). Dark.	

D100	Personality	Description	
		1. Code of Honour. 2. Chivalry. 3. Goal Centred. 4. Ego Signature. 5. Hated. 6. Killer Instinct. 7. Overconfident. 8. Callous. 9. Careful. 10. Unconnected.	D5 1. Detective. 2. King Fu Fighter. 3. Military Officer. 4. Soldier. 5. Spy.
Evolved	Idealist	You live according to an ideal set of values and believe that the world can be a better place through the things that you do. Good cannot come from immoral actions. Leadership +1, Virtue +2. Light Evolution: None, Dark Evolution: Protector (Caring), Angst (Agonising), Crusader (Chivalry). Light.	
		1. Agonising. 2. Altruistic. 3. Chivalry. 4. Honest. 5. Selfless. 6. Guardian Angel. 7. Unworldly. 8. Inspiring. 9. Caring. 10. Sincere.	Evolved From (D4): 1. Crusader (Level 3+). 2. Responsibility of Power. 3. Angst. 4. Ingénue
41-45	Ingénue	You are an innocent who approaches everything in a sincere and open way. You tend to miss the subtext in situations and are easily shocked by bad behaviour. Persuasion +1, Leadership -2, Virtue +2, Mentor +1, Guide +1, Companion +1, Mastermind -1, Black Queen -1, Temptress/Tempter -1. Light Evolution: Angst (Shocked), Explorer (Curious), Investigator (Sincere), Idealist (Altruistic). Dark Evolution: Exuberance (Inexperienced), Scatterbrain (Unworldly), Neurotic (Trusting). Light.	
		1. Inexperienced*. 2. Altruistic. 3. Chivalry. 4. Honest. 5. Trusting. 6. Unworldly. 7. Shocked. 8. Sincere. 9. Caring. 10. Curious.	D6 1. Academic. 2. Computers. 3. Scientist. 4. Student. 5. Artist (assume a roll on 4+ on the artist table). 6. Carer.
46-47	Inhuman	You are logical, cold and superior. You tend to misunderstand others motives and be confused by them but are good at seeing big issues and taking decisive action. Science +2, Mysticism +1, Technology +1, Tactics +1, Persuasion -2, Leadership -1, Ego +2, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Glory Hound (Tactless), Olympian (Judgemental), Soldier (Honest). Dark Evolution: Hunter (Killer Instinct), Retribution (Hated), Manipulator (Power Hungry). Dark.	

D100	Personality	Description	
		1. Goal Centred. 2. Hated. 3. Honest. 4. Killer Instinct. 5. Power Hungry. 6. Tactless. 7. Judgemental. 8. Careful. 9. Unworldly. 10. Callous.	D10 1. Business and Finance 2. Computers. 3. Doctor. 4. Gangster. 5. Kung Fu Fighter. 6. Military Officer. 7. Occultist. 8. Technician. 9. Administrator 10. Detective.
48-52	Investigator	You want to discover the cause of threats and the perpetrators of crimes. You solve mysteries logically through careful investigation and the collection of evidence. Investigation +2, Research +1, Science +1, Mentor +1, Guide +1, Mastermind -1, Black Queen -1, Companion -1, Rival -1. Light Evolution: Explorer (Curious), Crusader (Energetic), Protector (Careful). Dark Evolution: Reluctant Hero (Unreliable), Cynic (Judgmental), Curmudgeon (Sincere). Light.	
		1. Altruistic. 2. Curious. 3. Goal Centred. 4. Overconfident. 5. Careful. 6. Judgemental. 7. Unreliable. 8. Energetic. 9. Practical. 10. Sincere.	D8 1. Academic. 2-3. Detective. 4-5. Journalist. 6. Police. 7. Scientist. 8. Spy.
53-56	Majesty	You lead others because of right of birth or superior ability. You always behave in a way that enhances others respect of you and show others who is in charge in any situation. Leadership +1, Stealth -1, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind/ Black Queen -1. Light Evolution: Responsibility of Power (Honest), Crusader (Chivalry), Protector (Inspiring). Dark Evolution: Glory Hound (Showboating), Inhuman (Callous), Olympian (Ego Signature), Dominator (Callous). Light.	
		1. Chivalry. 2. Ego Signature. 3. Showboating. 4. Code of Honour. 5. Overconfident. 6. Judgmental. 7. Inspiring. 8. Energetic. 9. Callous. 10. Honest.	D6 1. Business and Finance. 2. Idle. 3. Politician. 4. Military Officer. 5. Administrator (assume a roll of 5+ on the administrator table). 6. Clergy (Dark).
57-58	Manipulator	You are good at manipulating others to get your own way. You mix bullying, charm, kindness and cruelty as you see fit and never let others see the real you. You like to secure your position by playing one person off against another. Persuasion +1, Leadership +1, Ego +2, Minion +1, Companion +1, Mentor -1, Guide -1. Light Evolution: Reluctant Villain (Coward), Repentant (Hated), Olympian (Power Hungry). Dark Evolution: Greed (Grasping), Dominator (Power Hungry). Dark.	

D100	Personality	Description	
		1. Callous. 2. Coward. 3. Cruel. 4. Hated. 5. Quitter. 6. Lustful. 7. Socialite. 8. Grasping. 9. Scheming. 10. Power Hungry.	D10 1. Business and Finance. 2. Entertainer. 3. Gangster. 4. Idle. 5. Journalist. 6. Lawyer. 7. Politician. 8. Spy. 9. Retailer. 10. Clergy (Dark).
Evolved	Mentor/Guide	You have a calling to teach others how to use their abilities to meet their goals. Other heroes need to control their powers or they could be dangerous. Leadership +1, Persuasion +1, Tactics +1, Virtue +2, Follower +1, Companion +1, Minion -1, Rival -1. Light Evolution: None, Dark Evolution: Olympian (Judgemental), Crusader (Practical), Protector (Sincere). Count as having 3 DP more for Training. Training +2. Light.	
		1. Inspiring. 2. Mature. 3. Agonising. 4. Honest. 5. Selfless. 6. Teacher. 7. Judgemental. 8. Sincere. 9. Practical. 10. Altruistic.	Evolved From (D4): 1. Protector. 2. Explorer. 3. Repentant (Level 3+). 4. Responsibility of Power.
59-62	Minion	You have a weak personality and are easily dominated by superiors who you obey unquestioningly when in their presence but may try to undermine them if left alone. Leadership -2, Persuasion -1, Ego +1, Mastermind -1, Black Queen -1, Mentor -1, Guide -1. Light Evolution: Sycophant (Coward), Bully (Cruel), Outcast (Hated). Dark Evolution: None. Dark.	
		1. Liar. 2. Cruel. 3. Coward. 4. Obey Orders. 5. Lack of Complex Thought. 6. Indecisive. 7. Unreliable. 8. Grasping. 9. Callous. 10. Hated.	D10 1. Gangster. 2. Paramilitary Police. 3. Pilot or driver. 4. Police. 5. Soldier. 6. Technician. 7. Administrator. 8. Carer. 9. Manual Worker. 10. Retailer.
63-64	Mystic	You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world. Mystical +2, Gymnastics +1, Leadership -1, Science -1, Technology -1, Mentor +1, Guide +1, Temptress/Tempter +1, Anima/Animus -1, Rival -1. Light Evolution: Reluctant Hero (Selfless), Explorer (Sincere), Angst (Indecisive). Dark Evolution: Olympian (Unconnected), Neurotic (Unreliable), Shallow (Indecisive). Light.	

D100	Personality	Description	
		1. Chivalry. 2. Goal Centred. 3. Honest. 4. Indecisive. 5. Selfless. 6. Unreliable. 7. Unworldly. 8. Teacher. 9. Sincere. 10. Unconnected.	D6 1. Academic. 2. Idle. 3. Kung Fu Fighter. 4. Occultist. 5. Artist. 6. Clergy (Light).
65-67	Neurotic	Memory and fear haunt you. You tend to plan for the worst case, be nervous and apologetic over your weaknesses. However you tend to be understanding of the weaknesses of others. Persuasion +1, Leadership -1, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Mastermind -1, Black Queen -1. Light Evolution: Angst (Agonising), Peace of Mind (Flashbacks), Everyman (Caring). Dark Evolution: Outcast (Fears), Reluctant Villain (Emotional), Retribution (Paranoid). Light.	
		1. Agonising. 2. Chivalry. 3. Coward. 4. Emotional. 5. Fears. 6. Flashbacks. 7. Paranoid. 8. Caring. 9. Nervous. 10. Indecisive.	D12. 1. Academic 2. Computers 3. Doctor 4. Entertainer 5. Idle 6. Journalist 7. Student 8. Wilderness 9. Clergy (Light) 10. Artist 11. Carer 12. Farmer
Evolved	Olympian	Your godlike abilities set you apart from mere mortals. The antics of mortals can be amusing but heroes shouldn't become attached to them. Use them or destroy them as you wish. Only those with power deserve respect. Leadership +1, Persuasion +1, Research +1, Science +1, Technology +1, Ego +2, Follower +1, Minion +1, Mentor -1, Guide -1, Mastermind -1, Black Queen -1. Light Evolution: Majesty (Bombastic), Repentant (Hated), Reluctant Hero (Ego Signature). Dark Evolution: Inhuman (Unconnected), Hunter (Callous), Retribution (Overconfident). Dark.	
		1. Showboating. 2. Curious. 3. Bombastic. 4. Ego Signature. 5. Hated. 6. Overconfident. 7. Tactless. 8. Callous. 9. Unconnected. 10. Power Hungry.	Evolved From (D10): 1. Crusader (Level 3+). 2. Curmudgeon (Level 3+). 3. Cynic (Level 3+) 4. Explorer. 5. Hunter. 6. Inhuman. 7. Majesty. 8. Manipulator. 9. Mentor/Guide. 10. Mystic.
68-72	Outcast	Rejected by normal society either develop the ability to survive alone or find a small group who understand you but be careful as you cannot really trust anyone. Survival +1, Stealth +1, Endurance +1, Companion +1, Follower +1, Rival -1, Mastermind -1, Black Queen -1. Light Evolution: Uncontrolled Power (Nervous), Soldier (Careful), Repentant (Agonising). Dark Evolution: Bully (Aggressive), Sycophant (Vengeful), Reluctant Villain (Paranoid). Light.	

D100	Personality	Description	
		1. Aggressive. 2. Vengeful. 3. Nervous. 4. Fears. 5. Flashbacks. 6. Hated. 7. Paranoid. 8. Agonising 9. Callous. 10. Careful.	D6 1. Idle 2. Technician 3. Thief 4. Wilderness 5. Artist 6. Farmer
Evolved	Peace of Mind	Come to terms with the mistakes of your past and learn to accept yourself for what you are. Things happened in the past which you have not fully accepted and even to think of them makes you unhappy. Rival +1, Minion +1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Reluctant Hero (Sincere), Crusader (Altruistic), Angst (Agonising). Dark Evolution: Repentant (Hated), Neurotic (Paranoid), Uncontrolled Power (Unreliable). Light.	
		1. Agonising. 2. Altruistic. 3. Emotional. 4. Fears. 5. Hated. 6. Flashbacks. 7. Unreliable. 8. Paranoid. 9. Nervous. 10. Sincere.	Evolved From (D8): 1. Animal Nature. 2. Cynic (Level 3+). 3. Hunter. 4. Neurotic. 5. Reluctant Hero. 6. Repentant (Level 3+). 7. Retribution. 8. Uncontrolled Power.
73-75	Protector	Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about. Leadership +1, Persuasion +1, Tactics +1, Virtue +1, Follower +1, Anima/Animus +1, Rival -1, Mastermind -1, Black Queen -1. Light Evolution: Responsibility of Power (Selfless), Guardian (Guardian Angel), Mentor (Practical). Dark Evolution: Angst (Agonising), Crusader (Chivalry), Adventurer (Aggressive). Light.	
		1. Aggressive. 2. Sincere. 3. Selfless. 4. Vengeful. 5. Guardian Angel. 6. Honest. 7. Chivalry. 8. Practical. 9. Careful. 10. Agonising.	D8. 1. Detective 2. Military Officer 3. Paramilitary Police 4. Police 5. Solider 6. Carer 7. Nurse 8. Administrator.
76-78	Reluctant Hero	You didn't choose to be given special abilities and you miss your normal life. You still try to maintain your old life but are realising the gulf that separates you from your old friends. Despite all this you still feel you have a duty to use your powers the right way. Virtue +1, Follower +1, Mentor + 1, Guide +1, Anima/Animus -1, Companion -1. Light Evolution: Investigator (Altruistic), Angst (Agonising), Crusader (Chivalry). Dark Evolution: Adventurer (Lustful), Peace of Mind (Coward), Curmudgeon (Emotional). Light.	

D100	Personality	Description	
		1. Altruistic. 2. Coward. 3. Emotional. 4. Lazy. 5. Lustful. 6. Selfless. 7. Socialite. 8. Chivalry. 9. Agonising. 10. Caring.	D20 1. Academic. 2. Business and Finance. 3. Computers. 4. Doctor. 5. Entertainer. 6. Lawyer. 7. Pilot or Driver. 8. Politician. 9. Scientist. 10. Student. 11. Nurse. 12. Technician. 13. Administrator. 14. Artist. 15-16. Carer. 17. Farmer. 18. Manual Worker. 19. Retail. 20. Clergy (Light).
79-80	Reluctant Villain	You have been rejected and hounded by society because you are different. You never wanted to be a villain or criminal but you have no choice. It's not your fault but you feel guilty anyway. Stealth +1, Security Systems +1, Leadership -1, Ego +1, Temptress/Tempter +1, Rival +1, Anima/Animus -1, Mentor -1, Guide -1. Light Evolution: Slacker (Unreliable), Repentant (Altruistic), Glory Hound (Lustful). Dark Evolution: Bully (Killer Instinct), Greed (Grasping), Manipulator (Lustful). Dark.	
		1. Altruistic. 2. Agonising. 3. Emotional. 4. Hated. 5. Killer Instinct. 6. Unreliable. 7. Vengeful. 8. Grasping. 9. Paranoid. 10. Lustful.	D6 1. Computers 2. Gangster 3. Occultist 4. Pilot or Driver 5. Spy 6. Thief
Evolved	Repentant	You did terrible things in the past but now you want to make amends by helping others. Try to show that you have changed and are now worthy of trust. Virtue +1, Companion +1, Mentor +1, Guide +1, Temptress/Tempter -1, Rival -1. Light Evolution: Mentor (Selfless), Peace of Mind (Flashbacks), Cynic (Emotional), Curmudgeon (Agonising). Dark Evolution: Neurotic (Nervous), Slacker (Choose the Wrong Side), Outcast (Hated). Light.	
		1. Agonising. 2. Altruistic. 3. Chivalry. 4. Flashbacks. 5. Hated. 6. Killer Instinct. 7. Selfless. 8. Emotional. 9. Nervous. 10. Choose the Wrong Side.	Evolved From (D8): 1. Bully. 2. Cynic (Level 3+). 3. Olympian (Level 3+). 4. Outcast. 5. Peace of Mind (Level 3+). 6. Reluctant Villain. 7. Shallow. 8. Sycophant.

D100	Personality	Description	
81-83	Responsibility of Power	Your powers give you the responsibility to use them for good. You have a duty to control and develop your abilities whilst using them for the benefit of all. Persuasion +1, Leadership +1, Virtue +2, Rival +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Mentor -1, Guide -1. Light Evolution: Exemplar (Inspiring), Idealist (Selfless), Guardian (Guardian Angel), Mentor (Sincere). Dark Evolution: Protector (Honest), Crusader (Chivalry), Angst (Altruistic). Light.	
		1. Altruistic. 2. Hidden Power.* 3. Honest. 4. Overconfident. 5. Selfless. 6. Guardian Angel. 7. Accept Guidance. 8. Chivalry. 9. Inspiring. 10. Sincere.	D20 1. Academic. 2. Business and Finance. 3. Computers. 4. Detective. 5. Doctor. 6. Kung Fu Fighter. 7. Police. 8. Politician. 9. Scientist. 10. Student. 11. Administrator 12. Artist 13-14. Carer 15. Farmer 16-17. Manual Worker 18. Nurse 19. Retail 20. Clergy (Light)
84-85	Retribution	In the past you know that your life was devastated by the actions of others. They must pay for what they did to you. Investigation +1, Research +1, Leadership -2, Ego +2, Rival +1, Mastermind +1, Black Queen +1, Anima/Animus -1, Follower -1. Light Evolution: Hunter (Vengeful), Peace of Mind (Flashbacks), Cynic (Emotional). Dark Evolution: Manipulator (Paranoid), Reluctant Villain (Choose the Wrong Side), Bully (Aggressive). Dark.	
		1. Aggressive. 2. Goal Centred. 3. Hated. 4. Flashbacks. 5. Killer Instinct. 6. Paranoid. 7-8. Vengeful. 9. Choose the Wrong Side. 10. Emotional.	D10 1. Detective. 2. Gangster. 3. Kung Fu Fighter. 4. Soldier. 5. Spy. 6. Wilderness. 7. Farmer. 8. Carer. 9. Clergy (Dark). 10. Occultist.
86-88	Scatterbrain	You have too many things to think about to get them all straight at once. You tend to talk a lot but not about anything in particular. You find that constant cheerful chatter stops people putting too much pressure on you. Leadership -2, Research -1, Investigation -1, Science -1, Technology -1, Tactics -1, Mentor +1, Guide +1, Follower +1, Mastermind -1, Black Queen -1, Rival -1. Light Evolution: Everyman (Shocked), Exuberance (Arbitrary), Apprentice (Weak Abilities). Dark Evolution: Soldier (Lack of Complex Thought), Uncontrolled Power (Unpredictable Abilities), Shallow (Quitter). Light.	

D100	Personality	Description	
		1. Arbitrary. 2. Lack of Complex Thought. 3. Indecisive. 4. Lazy. 5. Quitter. 6. Shocked. 7. Unreliable. 8. Unpredictable Abilities. 9. Choose the Wrong Side. 10. Weak Abilities.*	D8 1. Entertainer. 2. Idle. 3. Student. 4. Administrator. 5. Artist. 6. Carer. 7. Nurse. 8. Retail.
89-90	Shallow	You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. What you think tends to comer out of your mouth without much in the way of editing. Persuasion +1, Science -1, Research -1, Investigation -1, Ego +1, Minion +1, Temptress/Tempter +1, Mentor -1, Guide -1, Companion -1. Light Evolution: Thrill Seeker (Lustful), Repentant (Tactless), Exuberance (Unreliable). Dark Evolution: Bully (Lazy), Reluctant Villain (Lack of Complex Thought), Manipulator (Socialite). Dark.	
		1. Lack of Complex Thought. 2. Honest. 3. Lustful. 4. Socialite. 5. Inexperienced* 6-7. Tactless. 8. Unreliable. 9. Lazy. 10. Quitter.	D5 1. Entertainer. 2. Idle. 3. Student. 4. Artist. 5. Retail.
91-92	Slacker	Other people expect you to work hard at tasks and give you constant grief about responsibility. You feel you are not ready for hard work or commitment and it will take a serious jolt to stir you out of your negative attitude. Leadership -2, Persuade -1, Science -1, Medical -1, Research -1, Investigation -1, Technology -1, Follower +1, Companion +-1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Soldier (Coward), Apprentice (Inexperienced), Everyman (Unworldly). Dark Evolution: Bully (Lazy), Sycophant (Socialite), Reluctant Villain (Quitter). Light.	
		1-2. Lazy. 3. Inexperienced* 4. Quitter. 5. Socialite. 6. Unreliable. 7. Unworldly. 8. Indecisive. 9. Coward. 10. Fears.	D4 1. Idle. 2. Thief. 3. Student. 4. Artist.
93-95	Soldier	Obey orders, be loyal to the cause and maintain discipline. The world is a dangerous place and it is only by approaching situations in a professional way and by using military planning and the chain of command that threats can be defeated. Leadership +1, Investigation +1, Technology +1, Control +1, Tactics +1, Mentor +1, Guide +1, Rival +1, Anima/Animus -1, Follower -1. Light Evolution: Crusader (Selfless), Protector (Guardian Angel), Mystic (Goal Centred). Dark Evolution: Bully (Callous), Sycophant (Lack of Complex Thought), Minion (Obey Orders). Light.	

D100	Personality	Description	
		1. Goal Centred. 2. Lack of Complex Thought. 3. Selfless. 4. Guardian Angel. 5. Judgemental. 6-7. Obey Orders. 8. Overconfident. 9. Callous. 10. Practical.	D6 1. Military Officer. 2. Gangster. 3. Soldier. 4. Police. 5. Paramilitary Police. 6. Clergy (Light)
96-97	Sycophant	You try to compensate for you own weaknesses by toadying to those you consider to be more important than yourself. You are usually spiteful and sly when dealing with others who you consider to be rivals and nervous and apologetic when dealing with your superiors. Persuade +1, Leadership -2, Ego +1, Companion +1, Rival +1, Mastermind -1, Black Queen -1, Minion -1. Light Evolution: Shallow (Quitter), Reluctant Villain (Obey Orders), Repentant (Callous). Dark Evolution: None. Dark.	
		1. Liar. 2. Coward. 3. Cruel. 4. Fears. 5. Lustful. 6. Obey Orders. 7. Quitter. 8. Hated. 9. Callous. 10. Grasping.	D12. 1. Academic. 2. Business and Finance. 3. Gangster. 4. Journalist. 5. Lawyer. 6. Military Officer. 7. Occultist. 8. Paramilitary Police. 9. Pilot or Driver. 10. Police. 11. Scientist. 12. Soldier. 13. Administrator. 14. Artist. 15. Carer. 16. Nurse. 17. Retail. 18-19: Politician. 20: Clergy (Dark)
98-99	Thrill Seeker	Having power gives you the opportunity to do things and go to places that otherwise would have been impossible. Stretch your abilities to the maximum and always go to the limit. Athletics +1, Gymnastics +1, Control +1, Ego +1, Companion +1, Follower +1, Mentor -1, Guide -1, Anima/Animus -1. Light Evolution: Adventurer (Curious), Exuberance (Lustful), Reluctant Hero (Lack of Complex Thought). Dark Evolution: Shallow (Unreliable), Slacker (Socialite), Animal Nature (Lustful). Light.	
		1. Trickster. 2. Curious. 3. Lack of Complex Thought. 4. Ego Signature. 5. Overconfident. 6. Socialite. 7. Lustful. 8. Unreliable. 9. Showboating. 10. Unpredictable Abilities.	D5 1. Entertainer. 2. Idle. 3. Student. 4. Thief. 5. Artist.
00	Uncontrolled Power	You do not really understand your powers and they can cause death and destruction. People need to be careful around you – you can hurt them without really wishing to. Leadership -1, Mentor +1, Guide +1, Rival +1, Companion -1, Anima/Animus -1. Light Evolution: Apprentice (Hidden Power), Everyman (Nervous), Peace of Mind (Agonising). Dark Evolution: Reluctant Villain (Arbitrary), Outcast (Unpredictable Abilities), Animal Nature (Killer Instinct). Dark.	

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

Traits

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

Personality Trait	Description
Accept Guidance	Character is good at accepting leadership and guidance. Mentor +2, Guide +2. -2 resistance to Training. If is the target of a relationship task by a PC as a Minion or Follower gives the PC +2 chance of success.
Aggressive*	Character is irrationally aggressive. ***Attack person who attacked character last.*** Leadership -1, Tactics -1, Anima/Animus -1. If is the aggressive person is the target of a relationship task by a PC as a Anima, Animus, Rival, Tempter, Temptress, Mastermind or Black Queen gives the PC -2 chance of success. Also if the relationship task succeeds for a Tempter, Temptress, Black Queen or Mastermind or if the task is failed for an Anima or Animus then ***attacks the PC***.
Agonising*	Character worries about failure. If involved in an episode in which innocent bystanders or allies are killed then ***count as defeated (automatic shaken result)***.
Altruistic*	The character acts for the benefit of others rather than him/herself. If a callous enemy threatens a hostage ***drop weapons***. In combat ***must attempt to remove all innocent bystanders from the board before attacking enemies***. Virtue +2, Follower +1. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Arbitrary*	The character acts in a randomly unfair manner. In combat ***choose target to attack each turn at random (amongst targets that can be attacked)***. Leadership -1, Tactics -2, all Light Relationships -1. If is the target of a relationship task by a PC ***reverse the outcome of the task (success to failure, failure to success)***.
Bombastic*	Gives long speeches which give away plans and allows opponents to escape or thwart those plans. ***Fail to pursue an escaping enemy***. ***Give opponents +1 to solve tasks against the character***.
Brave	Resist *Fear* D10, Resist Sanity Blasting D10, Leadership +1, Tactics +1, Rival +1, Mastermind +1, Black Queen +1.

Personality Trait	Description
Callous	The character is able to act in a heartless manner if this is required. The character can attack innocent bystanders, shoot trapped or helpless targets and threaten hostages. When an attack delivered by the character causes a target to reach 0 TO character can choose to state that it is a **Killing Attack**. Ego +2.
Careful	The character attempts task carefully and methodically. When attempting a task the character is allowed one re-roll of a Minor or Major defeat during the attempt. E.g. if a character attempts a task and the task gets a Major Result then the character can re-roll his/her result. All subsequent attempts against the same task must be accepted. -1 resistance to Training.
Caring*	The character puts others first and must consider the feeling of others. In combat must *put the protection of others before victory – saving hostages and other characters before attacking the enemy or trying to save him/herself*. Virtue +1. All Light Relationships +1. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Chivalry	Cannot use an ambush. Cannot attack a knocked down or trapped target. Must drop weapons if a bystander is threatened. Tactics -1, Virtue +1, Anima/Animus +1, Resist *Fear* D8.
Choose the Wrong Side*	Where there is a chance of confusion has an unfortunate tendency to pick the wrong side in combats. *When there is more than one possible side for the character to join pick the wrong one*. This occurs when which side is on the light and dark side could be misidentified – for example having not met either side before.
Code of Honour	Choose either the leader or the highest level member of the opposing group and challenge him/her to a duel. If another character attacks this target then must attack them instead until they are out of action before resuming the duel. After two rounds in which this opponent fails to co-operate in fighting the duel (by staying out of the way or using an ability which stops the duel taking place for example) then the character can declare the opponent without honour and is no longer restricted. The character can attack enemies who block the way to the target and can attack other opponents whilst the target is out of action or defeated. Tactics -2, Rival +1, Resist *Fear* D8.
Coward*	The character is a coward. *If enemy has more total Levels at any point in a combat Flee*. Resist *Fear* -2. Leadership -1, Tactics -1, Rival -1, Mastermind -1, Black Queen -1.
Cruel*	Character enjoys inflicting pain. *If opponent defeated waste 2 actions and opponent is Hurt*. The character can choose to make any captured opponent who was Shaken Hurt instead, can attack innocent bystanders and threaten hostages. Wanted. Ego +2. If is the target of a relationship task by a PC then gives the PC -2 chance of success.
Curious*	Character tends to investigate things even if this is clearly unsafe and often wanders off alone or becomes absorbed in tasks to the exclusion of all else. If there is a task to be completed in combat *will concentrate just on the task rather than fighting*. *At the start of combat the character is deployed by the opposition having wandered into a dangerous position.* -1 resistance to Training.
Ego Signature	Character leaves some sign of his/her presence at scenes of his/her actions. This is usually a calling card of some kind like writing 'V' on the wall or leaving an Ace of Spades for example. Ego +1.

Personality Trait	Description

Emotional*	Character is dominated by emotions such as anger, grief, fear etc. This makes him/her make foolish decisions. ***In combat if an ally is defeated or after recovering from being Out of Action. Roll D6:***
	  1. Furiously attack the enemy responsible if possible until target is Out of Action getting +1 to hit and +1 to results for against the target and -1 to avoid being hit and -1 to resist results.
	  2. Stunned for one turn.
	  3. Move as fast as possible away from the enemy responsible for one turn.
	  4. Flee the battle.
	  5. Repair 1 lost TO and WP (if any).
	  6. If there is a location in which to hide move to it and hide. Roll a save each turn to recover.
	Also if any task gets a minor result against the character roll D3:
	  1. Give up.
	  2. -2 to next attempt.
	  3. +2 to next attempt.
	Tactics -1, Leadership -1, Persuasion -1.
	If is the target of a relationship task by a PC then gives then save. On a success gives the PC +2 chance of success and on a failure -2.

Energetic	3 times per episode step can re-roll any roll. -1 resistance to Training.
Fears (cause)*	Roll on the cause table. ***If the feared thing is encountered the character flees***.
Flashbacks (cause)*	Roll on the cause table. ***When encountered stand stunned D6 turns.***
Goal Centred	The character tend to focus on tasks to the exclusion of other considerations making it hard to maintain certain relationships. Anima/Animus -1, Follower -1, Companion -1. If is the target of a relationship task by a PC then gives the PC -2 chance of success.
Grasping*	The character is greedy for wealth. ***S/he must take the side in an episode which will result in a gain of Resources if successful.***
Guardian Angel*	The character defends a particular region and must act against all threats to it. ***Against such a threat the character cannot flee and must intervene if s/he can. S/e must Assault against a threat to the area if possible.***
Hated (group)*	Roll on the group table. The character is hated by the listed group and cannot work with them. ***If they are encountered in combat they attack the character even if they would normally be on the same side***.
Hidden Power*IS	Roll for three abilities at random. They cannot be used. Save at the beginning of each episode for 1 at random to be permanently regained. When all are regained the trait is lost.
Honest*	Tries to tell the truth whenever speaking to others. ***The character cannot directly lie or refuse to answer or evade the truth***. Investigation -2, Persuasion -2, Leadership -1. Virtue +2. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Indecisive*	***Roll each turn until succeed once. In each turn save is failed hesitate for 1 action.*** Leadership -1, Tactics -1.
Inexperienced	Character is inexperienced as a result of youth, a sheltered background or lack of motivation. Leadership -1, Tactics -1.
Inspiring	Leadership +1. If the leader of a group can allow any team member except yourself to reroll any roll up to 3 times per episode in total (the character choses when to allow the reroll).
Instinctive	Character has an instinct for understanding the attitudes and feelings of others. Persuasion +2. Virtue +1.
Judgmental*	If the character is the leader of a group which fails in an episode step then ***choose one character other than yourself to throw out of the group***. This character must either be one who failed in a task or was the first to be defeated or the first to flee from a combat. When working alone ***if fail in an episode out of action demoralised for three Periods.*** If is the target of a relationship task by a PC that fails then subtract 1 from the relationship.

Personality Trait	Description
Killer Instinct*	If an attack delivered by the character causes a target to drop to 0 TO then it is a *Killing Attack*. Ego +2.
Lack of Complex Thought	Research -1, Science -1, Medical -1, Technology -1, Tactics -1, Security Systems -1. +2 resistance to Training.
Lazy*	*When undertaking a task the character gives up after a single failed attempt. In combat if own side has more levels than opponent each turn lose 1 action*. **Lose one Activity Step each Period to lazing.** +2 resistance to Training.
Liar*	Tends to lie continually, embroider events and make up implausible stories. *Lie in any situation when trying to tell the truth*. Leadership -1, Ego +1. If is the target of a relationship task by a PC then gives the PC -2 chance of success.
Lustful*	The character lusts after material pleasures of all kinds. *In combat if opponent of the opposite sex has the Attractive Advantage then character saves or is distracted and at -2 to hit and to result against him/her*. Tempter/Temptress -2. -2 on any Tempter, Temptress, Mastermind or Black Queen relationship task vs character of the opposite sex who is attractive. If is the target of a relationship task by a PC of the opposite sex who is Attractive then gives the PC +2 chance of success.
Mature	You are older and more experienced than most characters. Leadership +1, Tactics +1.
Nervous	Resist *Fear* -1. Anima/Animus -1, Temptress/Tempter -1, Mastermind -1, Black Queen -1. If is the target of a relationship task by a PC as a Minion, Follower or Companion then gives the PC -2 chance of success.
Obey Orders*	*If the leader of your group tells you to do something you must obey*. If is the target of a relationship task by a PC as a Follower or Minion then gives the PC +2 chance of success.
Overconfident*	*Unable to flee. Must intervene in episodes which are a higher level than the character*. +1 resistance to Training, Resist *Fear* D10.
Paranoid*	*If the character is accidentally hit by an ally's attack the character must attack the ally treating him/her as an enemy for the rest of the combat*. All light relationships -1. If is the target of a relationship task by a PC then gives the PC -2 chance of success.
Power Hungry*	If the character is a member of a group but not a leader *try to take over by making a leadership task against the leader at the start of each episode*. *If the leader attempts a task get in the way putting the leader at -1. In combat try to make the leader look foolish or incompetent by 'accidently' knocking him/her over, nudging him/her so as miss in attacks and so on.* Ego +1.
Practical	Technology +1. -1 resistance to Training.
Quick Learner	Only requires 2 successful episodes to advance 1 level. -2 resistance to Training.
Quitter	Often quits when the going is tough. -2 on **Comeback** rolls. +2 resistance to Training.
Random Destruction*	Either accidentally or deliberately the character tends to wreck the environment in which episodes take place. *Whenever the character attacks hit the environment (building etc.) as well as the target whenever possible*.
Sarcastic*	Upset people with cruel and sarcastic comments. Companion -1, Follower -1, Anima/Animus -1. *Whenever the character succeeds in a Relationship task as part of a Light relationship change it to a failure*.
Scheming	If fail in a Task roll can immediately attempt again but must take the result of the second roll.
Selfless	Cannot flee whilst allies or innocent bystanders are still in danger from callous, cruel or killer enemies. Virtue +1. Resist *Fear* D8. If is in a light relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Shocked*	*If an innocent bystander or ally is killed then the character counts as defeated (automatically shaken)*. If is in a dark relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Showboating*	*When in combat if opponents have a lower total level then after getting a result against an opponent miss 2 actions showboating.*
Sincere	Anima/Animus +1, Temptress/Tempter +1, Virtue +1. If is the target of a relationship task by a PC then gives the PC +2 chance of success.

Personality Trait	Description
Socialite* IS	The character goes out in evening to meet friends and socialise. ***Must use one Activity Step each Period for partying (Leisure Time). Second save if first failed or all abilities used on others and skills reduced by 1 next Activity Step***. Ego +1.
Superficial	Light Relationships -1. If is in a light relationship with a PC then gives the PC -2 chance of success in relationship tasks.
Tactless*	Offend others in conversation by making inappropriate comments. ***Ignore the positive results of a relationship, leadership, recruiting or persuasion task***. Leadership -1, Persuasion -1, Investigation -1, Light Relationships -1. If is in a light relationship with a PC then gives the PC -2 chance of success of relationship tasks.
Teacher	Gets +2 to chance of succeeding in tasks in Training episodes.
Terrifying	Characters with the personality types Apprentice, Bully, Exuberance, Glory Hound, Greed, Ingénue, Minion, Neurotic, Outcast, Peace of Mind, Scatterbrain, Shallow, Slacker or Sycophant are at –1 in all actions against the character.
Trickster* IS	The character likes to play practical jokes. ***A random character on the same side as the character misses the 1st turn of combat as a practical joke kicks in. If in a side in which a character is attempting a task roll which gets a major victory cancel that success.*** Leadership -2, Ego +1. If is the target of a relationship task by a PC then gives the PC -1 chance of success.
Trusting* IS	The character is easily convinced. ***If the opposing leader makes a soliloquy then miss 1 action.*** Investigation -2, Persuasion -1, Leadership -1. If is the target of a dark relationship task by a PC then gives the PC +2 chance of success. Any persuasion task gets +2 against the character.
Unconnected	The character finds relationships with others difficult. Ego +1.
Unpredictable Abilities	Roll for D10 each ability each episode. On a 1 it is -2, on 2-3 -1, on 8-9 +1 and 10 +2.
Unreliable* IS	***If the character is part of a group or faction start out of play as didn't turn up. Save at the start of each turn to enter if out of play***. Leadership -1.
Unworldly*	The character is easily persuaded and outwitted. ***Turn a minor failure when resisting a Tactics task into a minor success for the opponent.*** Persuasion -1, Tactics -1. If is in a dark relationship with a PC then gives the PC +2 chance of success in relationship tasks.
Vengeful*	***If the character or any ally is defeated by an opponent then the character must undertake an assault episode against the opponent when an opportunity exists to do so.***
Weak Abilities*IS	***Two random abilities are –1 this episode step.***

Cause Table

D100	Cause
01-05	A bystander is killed.
06-10	Alien Appearance.
11-15	An ally is killed.
16-19	An enemy is killed.
20-24	Monsters
25-28	Any enemy who has defeated you in the past.
29	Anyone is killed.
30-33	Environment Air and Edges.
34-39	Environment Darkness
40-44	Environment Enclosed.
45-47	Environment Microgravity.
49-51	Environment Open.
52-55	Environment Space.
56-60	Environment Storm.
61-65	Environment Underwater.
66-67	Environment Urban.
68-71	Environment Water
72-75	Environment Wilderness.

D100	Cause
76-70	First see a Damage (Heat) attack in each combat.
71-73	Hostage is Taken.
74-76	Magicians and Summoned Creatures
77-84	Monstrous Appearance.
85-90	Psychics
91-95	Robots
96-98	Lost Civilisations
99-00	Law enforcers

Group Table

D100	Groups
01-10	Containing Wanted Characters
11-24	Super Villains
25-35	Super Heroes
36-45	Law Enforcing
46-50	Profession Spy
51-55	Unpowered Humans and Innocent Bystanders
56-65	Outcasts and Mutants
66-70	Personality: Crusaders, Guardians and Idealists
71-75	Personality: Olympians, Dominators and Inhumans
76-80	Personality: Retribution, Neurotic and Angst.
81-85	Profession Criminal
86-90	Profession Police or Paramilitary Police
91-95	Profession Soldier or Military Officer
96-00	Profession Kung Fu Fighter

Profession

Each character has a set of skills depending on his/her background profession. Those listed as Wanted are vulnerable to arrest by Law Enforcers if defeated in Episodes. All of these professions can include a variety of actual roles. For example Detective include PIs, Paramilitary Police include private security personnel and so on.

Some professions can grant abilities as follows. All these abilities have levels at start at 1. Some of these abilities represent a character able to make special (and possibly more effective) use of a *Standard Item*. A character with such an ability stats with the item and can regain it fairly easily. Powered characters who have a **Power Field** can change the nature of a *Use (Item)* ability as follows if they wish swapping the ability for one related to their power field:
- Rename as required (choose a suitable name for the ability).
- Change *Uses (Item)* to *Item* for Body Armour or others to *Held Item*.
- Change the **Result** from *Damage (Solid)* to the **Result** listed on the power field if there is one and add any Modifiers, changes to Val or other characteristics listed with it in the power field replacing those of the ability entirely.

Also any character who, at the end of generation, has a very similar ability gained from a roll on the power table can **instead of the above** remove the ability gained from Profession entirely and instead add 1 level to the similar ability as follows:
- Body Armour can be removed to add 1 level to any ability which is Item and provides *Armour (Solid, Energy, Physical)* with or without other results, a *D Mod* or other **Modifiers**.
- Blade Combat, Pistol Combat, Rifle Combat, SMG Combat, Melee Combat, Shotgun Combat can be removed to add 1 level to an ability which is *Held Item* and has the same **Range** and **Target**.

- Brawling can be removed to add 1 level to an ability with identical **Range, Target** and is *Damage (Solid)* but isn't *Item*.
- Evade and Combat Skill can be removed to add 1 level to an ability with the same characteristics.

Ability	Range	Target	Duration	Result	Modifiers
Blade Combat	Short	Direct	Instant	Damage (Solid)	Uses (Bladed Weapon). Val 2D6
Body Armour	Touch	Personal	Always On	Armour (Solid), Armour Physical, Energy) D Mod -1	Uses (Kevlar with Ceramic Plates), Val D6
Brawling	Hand to Hand	Direct	Instant	Damage (Solid)	Val D4
Combat Skill	Touch	Personal	Always On	Accuracy	Val D6
Evade	Touch	Personal	Always On	Dodge	Val D6
Martial Arts	Hand to Hand	Direct	Instant	Damage (Solid), Knockdown	Val D6
Pistol Combat	Close	Direct	Instant	Damage (Solid)	Uses (Pistol), Bullet, Val 2D6
Rifle Combat	Distant	Direct	Instant	Damage (Solid)	Uses (Rifle), Bullet. Val 2D6
SMG Combat	Close	Autofire	Instant	Damage (Solid)	Uses (Submachine Gun), Bullet, Val 2D6
Melee Combat	Hand to Hand	Direct	Instant	Damage (Solid)	Uses (Melee Weapon). Val D6.
Shotgun Combat	Touch	Area (Long Line)	Instant	Damage (Solid)	Uses (Shotgun). Val 2D6.

The Wanted save is on D6.

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

Background	Abilities
Academic	Research +2, Mystical +1, Investigation +1. Virtue +1. Average.
Administrator	Computers +1, Investigation +1, Persuasion +1, Research +1, Roll D6: on 1-2: Poor, 3-4: average, 5-6 Resources D6, Leadership +1, Wealthy.
Artist	Roll D6: 1-3: Dark: Persuasion +2, Ego +2, Resources D6, Wealthy. 4-6: Light: Perception +2, Research +1. Mystical +1, Virtue +2, Poor.
Astronaut	Control + 2 and familiarity with space ships, Technical + 2, Gymnastics +1, Endurance +1, Leadership +1, Science +1, Virtue +1, Average.
Business and Finance	Persuasion +1, Resources D8, Ego +1, Wealthy. ½ the time required for Making a Living. Wanted Save 2+.
Captain or Admiral	Control + 2 and familiarity with ships, Leadership +2, Tactics +2, Resources D6. Instead of using resources in an Episode Step can use D6+2 soldiers. In addition has authority over soldiers and military officers of the official army so they will obey orders if appearing in episode steps. Wealthy.
Captain of Industry	Leadership +1, Resources D10, Ego +1. Luxurious. ½ the time required for Making a Living.
Carer, (Housewife/Husband)	Athletics +1, Endurance +1, Perception +1, Persuasion +1, Technology +1, Virtue +2. Extra Disadvantage: Dependants. Roll D6: 1-3: Poor, 4-6: Average.
Clergy	Research +1, Mystical +2, Persuasion +1, D4 Resources. If Dark Ego + 1, Wealthy, if Light Virtue +1, Poor.
Computers	Computers +2, Security Systems +1, Research +1, Investigation +1. Wanted Save 2+. If fail Security Systems goes to +2. Roll D6: 1-2 Poor, 3-6: Average.

Background	Abilities
Crime Fighter Ø	Investigation +2, Research +1, Security +1, Stealth +1, Persuasion +2, Endurance +1, Survival +1, Perception +2, Control + 1, Computers +1, Science +1, Mystical + 1, Virtue +1. Average.
Detective Ø	Investigation +2, Research +1, Virtue +1, Pistol Combat, Brawling, Combat Skill. Average.
Doctor	Medical +2, Science +1, Virtue +1. Wealthy.
Entertainer	Gymnastics +1, Athletics +1, Persuasion +1. Roll D6: 1-3: Poor, 4-5: Average, 6: Wealthy.
Gang Boss Ø	Persuasion +1, Investigation +1, Leadership +2, Tactics +1, Ego +1, Resources D6. Instead of using resources in an Episode Step can use D6+2 gangsters. Has authority over one Gangster Organisation so that organisation will obey orders if appearing in episode steps. Wealthy.
Farmer	Athletics +1, Control + 1, Endurance +1, Survival +1, Ø Shotgun Combat. Roll D6: 1: Poor, 2-3: Average, 4-6: Wealthy.
General Ø	Leadership +1, Tactics +2, Persuasion +1. Resources D8. Instead of using resources in an Episode Step can use D6+2 soldiers. In addition has authority over soldiers and military officers of the official army so they will obey orders if appearing in episode steps. Wealthy.
Gangster Ø	Persuasion +1, Investigation +1, Stealth +1, Ego +2, SMG Combat, Brawling, Combat Skill. Wanted Save 4+. Roll D6: 1-3: Poor, 4-6: Average.
Government Member	Persuasion +1, Leadership +1, Resources D8, Ego +1. Instead of using resources in an Episode Step can use D3+1 police. In addition has authority over soldiers and military officers of the official army and official police so they will obey orders if appearing in episode steps. Roll D6: 1-3: Average, 4-5: Wealthy, 6: Luxurious.
Great Scientist	Science +2, Technology +1, Computers +1, Research +1, Leadership +1, Persuasion +1, Resources D6, Virtue +1.Average.
Idle	Persuasion +1. Roll D6: 1-3: Poor, 4-5: Wealthy, 6: Luxurious. Doesn't need to work to Make a Living.
Internet Entrepreneur	Computers +1, Security Systems +1, Leadership + 1, Persuasion + 1, Science +1, Resources D8. Roll D6: 1-4: Wealthy, 5-6: Luxurious.
Journalist	Investigation +2, Research +1, Persuasion +1. Ego +1. Roll D6: 1-2: Poor, 3-4: Average, 5-6: Wealthy.
Kung Fu Fighter Ø	Gymnastics +2, Athletics +1, Martial Arts, Combat Skill, Evade. Poor.
Kung Fu Master Ø	Leadership +2, Tactics +1, Gymnastics +1, Athletics +1, Martial Arts +1, Combat Skill +1, Evade +1, Ego -1, Resources D4. Instead of using resources in an episode step can use D4 Kung Fu Fighters. Poor.
Lawyer	Persuasion +2, Research +1, Investigation +1, Resources D8, Ego +1. Roll D6: 1: Poor, 2. Average, 3-5: Wealthy, 6: Luxurious.
Manual Worker	Athletics +1, Control +1, Endurance +2, Perception +1, Brawling. Poor.
Military Officer Ø	Leadership +1, Tactics +2, Control +1 and a vehicle familiarity. Resources D6, Pistol Combat, Combat Skill. Average.
Nurse	Medical +2, Endurance +1, Virtue +1. Poor.
Occultist Ø	Mystical +2, Research +1, Blade Combat, Ego +1. Roll D6: 1: Poor, 2-3 Average, 4-6: Wealthy.
Paramilitary Police Ø	Tactics +1, Stealth +1, Athletics +1, Control +1 and a vehicle familiarity Tracked, Ship or Helicopter, SMG Combat, Melee Combat, Body Armour, Combat Skill. Average.
Pilot or Driver	Control +2, Technology +1. Either choose a vehicle familiarity or an additional +1 Control. Character has a standard vehicle: either a car, sports car, all-terrain car, light plane, chopper, boat, van or speed boat. Average.
Police Ø	Investigation +1, Control +1, Body Armour, Melee Combat, Pistol Combat, Combat Skill. Average.
Politician	Persuasion +2, Leadership +1, Resources D8, Ego +1. Roll D6: 1-3: Average, 4-5: Wealthy, 6: Luxurious.
Professor	Research +1, Mystical +1, Leadership + 1, Persuasion +2, Resources D6. Average.
Retailer	Persuasion +2, Endurance +1. Roll D6: 4-5: Resources D4, 6: Resources D6. Roll D6: 1-3: Poor, 4-6: Average.
Scientist	Science +2, Technology +1, Computers +1, Research +1, Virtue +1.Average.

Background	Abilities
Senior Police Ø	Leadership +1, Tactics +1, Persuasion +1, Investigation +1. Resources D6. Instead of using resources in an Episode Step can use D6+2 police or paramilitary police. In addition has authority over the official police so they will obey orders if appearing in episode steps. Wealthy.
Soldier Ø	Athletics +1, Stealth +1, Survival +1, Endurance +1, Tactics +1, Either Control + 1 and a vehicle familiarity Tracked or and additional Endurance +1, Rifle Combat, Blade Combat, Combat Skill, Body Armour. Poor.
Spy Ø	Athletics +2, Gymnastics +2, Security Systems +2, Investigation +2, Stealth +2, Control +1 and any two vehicle familiarities, Pistol Combat, Martial Arts, Combat Skill, Evade, Resources D6, Ego +1. Wanted Save 2+. Roll D6: 1-5: Average, 5-6 Wealthy.
Star Entertainer	Persuasion +1, Ego + 1, Resources D6. Luxurious.
Student	Research +1, Mystical +1, Investigation +1, Persuasion +1, Science +1, Computers +1. Poor.
Surgeon	Medical +2, Science +1, Leadership +1, Resources D4. Wealthy.
Technician	Technical +2, Security Systems +1. Roll D6: 1: Poor, 2-6: Average.
Thief Ø	Stealth +2, Security Systems +2, Ego +2, Brawling, Evade. Wanted Save 4+. Poor.
Wilderness Ø	Survival +2, Stealth +2, Endurance +2, Rifle or Shotgun Combat, Combat Skill. Poor.

Law Enforcers

A PC can choose to be a Law Enforcer if s/he has the Profession Police, Paramilitary Police, Detective, Politician, Senior Police or Lawyer. This means that the character has police powers – carrying weapons, making arrests and gaining the support of government organisations. A character ceases to be a Law Enforcer if s/he becomes Wanted or if s/he stops obeying the orders of his/her organisation or fights government organisations (very common if the government is Evil and pretty common if Neutral). Law Enforcer means the character is **Allied (Government)**. They turn up to help in an Episode Step on 5+ on D6. In combat the Referee makes this roll secretly and the Ally will arrive at the start of Turn D10-3 (min 1). Use the Law Enforcer and Wanted Table to determine who comes.

Wanted

Some characters start as Wanted by the government authorities because of crimes or other actions. A character can also become Wanted in play especially in areas with Neutral or Evil governments by taking part in episodes against government organisations and agencies. Wanted works like the **Disadvantage Enemies (Government)** with the same save (3+ in combat, 2+ out of combat) but roll once if more than one character is wanted rather than once each. The Referee makes this roll secretly and the Enemy will arrive at the start of Turn D10-3 (min 1). Use the Law Enforcer and Wanted Table to determine who comes. It also means that in episodes in which the PC encounters government organisations and agencies s/he gets a 4+ save or they will attack and try to detain the PC.

Law Enforcer or Wanted Table

Use this table to determine these groups:

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

Work, Home, Secret and Public Identity

A character can choose to maintain a Secret Identity. This is a way of being able to work for a living whilst reducing the risk of being the target of enemies or encounters. However maintaining a Secret Identity requires some of the character's time to maintain (See **Making a Living**). If the character has a Secret Identity decide with the Referee what job a PC does and where it is on the map – this can be the same as Profession or be related to it. However some professions are hard to make compatible with being a Hero for various reasons. Each character will have a home in a random location though the Referee can decide which areas on the map are suitable. If something in the game would cause character to be attacked by enemies whilst in secret identity (such as whilst working or at home) the character can perform a **Task** using **Investigation**, **Security Systems** or **Computers** (choose the best) vs the opponent's best out of **Investigation**, **Security Systems** or **Computers**. If the **Task** succeeds the enemies fail to discover the character's secret identity and the attack is halted. Once a character Secret Identity is discovered enemies may tell it to their allies or even broadcast it to everyone. A character or one of his allies may establish a new Secret Identity for the character. Where the identity has been established by someone else the character makes a test using his/her own best **Investigation**, **Security Systems** or **Computers** against a D6 to decide which skill to use in the task against enemy attacks. If the result of the test is:

- A **major success**: the character has maintained the ID very effectively - use the best of own skill from the list and those of whoever created the ID.
- A **success**: the character has maintained the ID – use the best skill from the list of whoever created the ID.
- A **failure**: the character has blundered risking the ID– if his/her best skill from the list is worse than whoever created the ID use his/her best skill otherwise the best skill of whoever created the ID.
- A **major failure**: the character has compromised the secret ID - the task automatically fails.

A character can have a Public Identity. His/her enemies will know where to look for the character unless s/he stays in a secret base. This makes, for example, working very difficult if the character is Wanted.

Power Fields

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

D100	Class
01-03	Animal
04-05	Body Changer
06-10	Brick
11-12	Death
13-14	Energy Blaster Cold
15	Energy Blaster Cosmic
16-17	Energy Blaster Electricity
18	Energy Blaster Entropy
19-20	Energy Blaster Fire
21-22	Energy Blaster Force
23-24	Energy Blaster Light
25-26	Energy Blaster Radiation
27-28	Energy Blaster Sonic
29-30	Energy Master Cold
31-32	Energy Master Cosmic
33-34	Energy Master Dark
35-36	Energy Master Electricity

D100	Class
37	Energy Master Entropy
38-39	Energy Master Fire
40-41	Energy Master Force
42-43	Energy Master Light
44-45	Energy Master Radiation
46-47	Energy Master Sonic
48-50	Flyer
51-53	Gadgeteer
54-55	Generalist
56-57	Life
58-59	Lucky
60-62	Magician
63-65	Matter Controller Air
66-68	Matter Controller Earth
69-70	Matter Controller Gas
71-72	Matter Controller Gravity
73-74	Matter Controller Liquid
75-77	Matter Controller Magnetism
78-79	Mimic
80-81	Phaser
82-84	Plant
85-88	Power Suit
89-92	Psychic
93-94	Speeder
95-96	Teleporter
97-00	Weapon Master

Power Tables

When the ability is rolled for the first time then the ability is gained at Ability Level 1. If the ability has an 'Add Roll' for effects immediately roll on this table and gain any effects listed. The ability with have a starting Val listed. Some additional effect tables begin on the first (initial) line of the ability. If this first line is rolled (i.e. no extra effects were gained') roll D10 roll on the additional level table but without adding 1 to the ability's level.

Some power tables show increases to STATs. Each level in these increases the STAT value by 1 and they have no other characteristics associated with abilities so they are treated as entirely as part of the STAT. They can't have Unusual Effects but they can have limitations produced by Disadvantages.

If the same ability is rolled again on a subsequent power roll increase its level by 1. Except for STAT increases (see above) Roll on its 'Add Roll' again (if there is one). If this shows a new effect then this is added to the ability. If the effect shows Area or if the ability is always Area then roll D10. On 1-5 increase the Area size by one level if possible. If the effect listed is already possessed, or if there is no 'Add Roll' and it isn't an Area where the size has been increased then roll D10 on the Additional Level table.

D10	Additional Level
1-2	Roll on the **Unusual Effects Table**
3-5	Add 1D to the Value
6-8	Add 1 to the Value
9-10	Choose one of the following: roll **twice** on the **Limited Ability Table** (see **Disadvantages**) and choose one of the limitations to apply to the ability and add 1D1 to the value or Add 1D to the value or add 1 to the value or roll on the Unusual Effects Table.

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

D100	Unusual Effects –not only Personal
01-04	Area (if already Area +1 Size). If Area (Any Blast or Barrage) and only range is Touch or Short then Personal Immunity.
05-08	Autofire
09	Burnout
10-11	Counter
12	Cascade, Direct
13-16	Close
17-21	Direct
22-35	Distant
26-29	Environmental Modifier. *(Environment*, +2). Choose three points of *Environments* from the list. If the character already has a positive environmental modifier or modifiers on another ability use those first. Air (1), Cold (1), Darkness (3), Enclosed (1), Heat (1), Microgravity (1), Open (2), Poison (1), Radiation (1), Space (1), Storm (2), Underwater (1), Water (1), Wilderness (2).
30-33	Hand to Hand
34-36	Ignores (specific resistance associated with its type)
37-40	Indirect
41-43	Invisible
44-47	& Knockback
48-51	& Knockdown
52-55	Leaks
56-58	Mental
59-62	Non Metal if Item or Held Item or if already Non Metal Held Item then becomes Item. If neither Item or Held Item then the ability Ignores (Drain) and Ignores (Circumstance Penalties).
63-65	Persistent
66-68	Choose first on list that applies: • If Area (any Blast or Barrage) then Personal Immunity and Touch. • If Touch, Area (Blast, Large Blast, Barrage, Massive Blast) and Personal Immunity or Area (any Cone, any Line) then Attached, Until Cancelled. • If Attached and Until Cancelled then Always On. • Area (Blast), Personal Immunity, Touch.
69-72	Ranged
73-74	Rending if deals Damage otherwise Leaks.
75-77	Quick
78	Always has its full Val. Can't be Ignored, Drained, reduced by circumstances such as range, terrain, a partial evade (against an area), being grappled or environment. As long as the ability hits at all (even partially) it rolls its full value as a result. This doesn't mean that it can't then be Blocked or stopped by Armour or any subsequent effect.
79-82	If Indirect then &Seeking, if Mental then &Telepathy, if Direct then &Accuracy, if Area (not cone) then Indirect, if Area (Cone) then Hard to Avoid (Target Move -1D to avoid), if Autofire then when used as Area then Area+1.
83-84	Shield, Personal
85-87	Short
86-90	& Stun
91-94	Touch
95-96	Extra Instance
97-00	Type (random type can be used instead of normal type)

D100	Unusual Effects –Personal
01-10	Area (if already Area +1 Size), Personal, Attached or if Shield then Extended.
11-20	Burnout
21-35	Environmental Modifier. *(Environment*, +2). Choose three points of *Environments* from the list. If the character already has a positive environmental modifier or modifiers on another ability use those first. Air (1), Cold (1), Darkness (3), Enclosed (1), Heat (1), Microgravity (1), Open (2), Poison (1), Radiation (1), Space (1), Storm (2), Underwater (1), Water (1), Wilderness (2).

D100	Unusual Effects –Personal
36-45	Always has its full Val. Can't be Ignored, Drained, reduced by circumstances such as range, terrain (for a move) or environment and can't be lost in a task. Examples: Movement with this effect always has its full value regardless of terrain or environment. Armour with this effect can't be ignored or drained and takes no account of *Rending*. Sense with this effect isn't influenced by environment. Recovery with this effect can't be lost or reduced by failing a **Comeback** roll.
46-55	Non Metal if Item or Held Item or if already Non Metal Held Item then becomes Item. If neither Item or Held Item then treat as the effect above.
56-65	& Resist (Persistent)
66-75	Quick –if not Always On. If Always On then can't be Ignored i.e. Ignore(n) doesn't work on it.
76-80	& Repair (Any ability of same kind i.e. Item if Item non-Item if non-Item) & Special: automatically repair own Val back to full at the start of each turn.
81-85	Direct – this means it works on one other target as well as the user. It is cancelled if the target is no longer in range OR it works on one target instead of the user who is in range when the ability is activated (or transferred if Always On) instead of the user.
86-95	& Resist (Trap)
96-00	Extra Instance

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

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

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

Animal

Animal Characters also have a chance of the following:
Disadvantage: Inhuman Appearance 60%. If this comes up gain 2 DP to spend on an Animal Power roll.

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

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

Base Type: Damage (Solid), Rending

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-06	Tough Skin	01-60	Touch	Personal	Always On	& Armour (Solid)	Val D8

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		61-85				& Armour (Physical)	
		86-100				& Armour (Energy)	
07-12	Dodge		Touch	Personal	Always On	& Dodge	Val D8
13-17	Stealth		Touch	Personal	Until Cancelled	Concealment (Vision)	Val D8. Environmental Modifier (not Wilderness, -1)
18-21	Poisonous	01-40	Touch	Shield	Instant	& Damage (Physical)	Val D6. Poison.
		41-00			Persistent		
22-25	Hard to Move		Touch	Personal	Always On	Stand Firm	Val D8
26-30	Grab		Hand to Hand	Direct	Persistent	Grapple	Val D8.
31-33	Venomous Bite or Sting		Touch	Direct	Persistent	Damage (Physical)	Val D8. Poison.
34-54	Melee Attack	01-70	Hand to Hand	Direct	Instant	Damage (Solid)	Val D6.
		71-85					Rending
		86-00	Short				
55-57	Animal Form		Touch	Personal	Until Cancelled		Val D8. If the same result is rolled twice instead of adding an unusual effect roll an extra kind of animal of the same size or add two levels to the animal's abilities.
		01-30				Transform (Tiny Animal)	Roll for the animal after the character's other powers are complete. The first kind of animal should have the same abilities and size as far as possible as the animal theme of the character or have some relationship to the character's theme.
		31-60				Transform (Small Animal)	
		61-00				Transform (General Animal)	
58-65	Animal Senses		Touch	Personal	Always On		Val D8
		01-70				Sense (LI)	
		71-00				Sense (Sonar or Enhanced Hearing)	
67-71	Animal Move		Touch	Personal	Instant	Move(Type)	Val 2D8. Results marked* replace Standard move abilities and have Val 2D10.
		01-20				Flight	
		21-30				Wall-Crawl	
		31-35				Swinging	
		36-50				Leaping*	
		51-55				Tunnelling	
		56-80				Running*	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		81-85				Climbing*	
		86-00				Swimming	
72-73	Elusive		Touch	Personal	Always On	Escape	Val D8
74-75	Hunter		Touch	Personal	Always On	Pursuit	Val D8
76-77	Call Animals		Touch	Area (Blast)	Until Cancelled	Summoning (One Kind of Animal)	Val D8
78-82	Animal Life Support		Touch	Personal	Always On	If only Movement ability gained is Swimming then & Life Support (Underwater)	Val D8
		01-50				& Life Support (Cold)	
		51-00				& Life Support (Heat)	
83-84	Hypnotise		Touch	Indirect	Instant	Trap (Psychic)	Val D8
85-89	Strike		Touch	Personal	Always On	Accuracy	Val D8
90-91	Ink or Smoke		Close	Area (Large Blast)	Time (2 turns)	Stops Sense (Vision, LI)	Val D8
92-93	Slimy/ Wriggly		Touch	Personal	Always On	Resist (Solid Trap, Grapple)	Val D10
94-96	Strength					ST	+1
97-98	Toughness					TO	+1
99-00	Dexterity					DX	+1

Body Change

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Growth		Touch	Personal	Until Cancelled	Large	Val D10
11-20	Shrinking		Touch	Personal	Until Cancelled	Shrinking	Val D10
21-35	Stretching		Touch	Personal	Always On	Stretching	Val D8
36-45	Monster Form		Touch	Personal	Until Cancelled		Val D8. If the same result is rolled twice instead of adding an unusual effect roll an extra kind of monster of the same size.
		01-30				Transform (Small Monster)	
		31-65				Transform (Medium Monster)	
		66-00				Transform (Large Monster)	
46-60	Density Increase		Touch	Personal	Until Cancelled	& Armour (Solid, Physical, Energy), & Stand Firm, & Super Strength.	Val D8
61-75	Fragmentation		Touch	Personal	Until Cancelled	Fragmentation	Val D8.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
76-90	Chameleon		Touch	Personal	Until Cancelled	Change Appearance	Val D8
91-00	Duplication		Touch	Personal	Until Cancelled	Duplication.	Val D6. Never have more than one kind.
					01-40	(Identical)	
					41-70	(Clone)	
					71-00	(Double)	

Brick

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Strength					ST	+1
06-10	Toughness					TO	+1
11-12	Willpower					WP	+1
13-40	Super Strength		Touch	Personal	Always On	Super Strength	Val D10
41-60	Tough Skin	01-70	Touch	Personal	Always On	& Armour (Solid, Physical)	Val D8
		71-00				& Armour (Energy)	
61-70	Mental Shield		Touch	Personal	Always On	Psi Armour	Val D8
71-75	Absorption		Touch	Personal	Always On	Absorption (*Solid* to *Super Strength*)	Val D8
76-80	Regeneration		Touch	Personal	Instant	Heal	Val D8
81-90	Unstoppable		Touch	Personal	Always On	Stand Firm	Val D10
91-95	Superleap		Touch	Personal	Instant	Move (Leaping)	Val 2D10. Replaces Standard Jumping.
96-00	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D8

Death

Item Result: Drain (Psychic/TO)

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
96-00	Horror		Touch	Personal	Until Cancelled	Sanity Blasting	Friends and allies are immune. Val D8

Energy Blaster Cold

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-70	Cold Blast		Ranged	Direct	Instant	& Damage (Cold)	Environmental Modifier (Heat, -2), Environmental Modifier (Cold, +1D). Val D10
		01-35	Touch				
		36-50	{Touch	Area (Cone)}			
		51-80			{Persistent	& Trap (Solid)}	
		81-95				& Drain (Cold/DX)	
		96-00					Counter
71-80	Resist Cold		Touch	Personal	Always On	& Life Support (Cold), & Block (Cold)	Val D12
81-85	Toughness					TO	+1
86-90	Dexterity					DX	+1
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Cosmic

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-70	Cosmic Blast	01-30	Ranged	Direct	Instant	& Damage (Radiation)	Environmental Modifier (Radiation, +1D). Val D10
		31-45	{Touch	Area (Cone)}			
		46-60	Touch				
		61-80		Area (Blast)			
		81-00				& Drain (Radiation/ST)	
71-80	Resist Cosmic		Touch	Personal	Always On	& Life Support (Radiation), & Block (Radiation)	Val D12
81-85	Toughness					TO	+1
86-90	Dexterity					DX	+1
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Electricity

Item Result: Damage (Electricity) & Stun

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

Energy Blaster Entropy

Item Result: Damage (Entropy) +1 Val

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-60	Entropy Blast	01-40	Ranged	Direct	Instant	& Damage (Entropy)	Val D10
		41-70	Touch	Area (Long Line)			
		71-85	Touch				
		86-00					Counter
61-80	Entropy Shield		Touch	Personal	Always On	& Block (Any)	Val D8
81-85	Willpower					WP	+1
86-90	Dexterity					DX	+1
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Fire

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-70	Fire Blast	01-20	Ranged	Direct	Instant	& Damage (Heat)	Environmental Limitation (Underwater, Space), Environmental Modifier (Heat, +1D). Val D10
		21-40	{Touch	Area (Cone)}			
		41-60	Touch				
		61-80		Area (Blast)			
		81-00			Persistent		
71-80	Resist Heat		Touch	Personal	Always On	& Life Support (Heat), & Block (Heat)	Val D12
81-85	Toughness					TO	+1
86-90	Dexterity					DX	+1

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Force

Item Result: Damage (Physical) &Knockback

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

Energy Blaster Light

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-60	Laser	01-35	Ranged, Distant	Direct	Instant	& Damage (Heat)	Val D8
		36-50			{Persistent	& Stops Sense (Vision, Enhanced Vision)}	
		51-70		Autofire			
		71-90	Close				
		91-00				Extra Instance	
61-80	Laser Parry		Touch	Personal	Always On	& Block (Bullet)	Val D12
81-85	Charisma					CH	+1
86-90	Dexterity					DX	+1
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Radiation

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-70	Radiation Blast		Ranged	Direct	Instant	& Damage (Radiation)	Environmental Modifier (Radiation, +1D). Val D10
		01-30	Touch	Area (Cone)			
		31-50		Area (Blast)			
		51-80				& Drain (Radiation/ST)	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		81-00			Persistent		
71-80	Resist Radiation		Touch	Personal	Always On	& Life Support (Radiation), & Block (Radiation)	Val D12
81-85	Toughness					TO	+1
86-90	Dexterity					DX	+1
91-00	Aim		Touch	Personal	Always On	Accuracy	Val D8

Energy Blaster Sonic

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

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

Energy Master Cold

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-40	Cold Control	01-10	Touch	Direct	Instant	Damage (Cold)	Environmental Modifier (Heat, -2), Environmental Modifier (Cold, +1D). Val D10
		11-20	{Touch	Area (Cone)}			
		21-30		Area (Blast)			Personal Immunity
		31-35			Persistent		
		36-50				Trap (Solid)	
		51-75	Ranged				
		76-90		{Area (Line)	Time (20 Turns)	Wall	+1 to resist Climbing}
		91-00				& Drain (Cold/DX)	
41-50	Chill Region	01-50			Until Cancelled	Change Environment (Cold)	Personal Immunity. Val D8
		51-00	{Ranged	Area (Line)		Damage (Cold)	Environmental Modifier (Heat, -2), Environmental Modifier (Cold, +1D)}
51-65	Cold Shield	01-20	Touch	Personal	Until Cancelled	& Life Support (Cold), & Blocks (Cold, Heat)	Environmental Modifier (Heat, -2), Environmental Modifier (Cold, +1D). Val D10

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		21-40		{Shield		& Damage (Cold)}	
		41-85				& Armour (Solid, Energy), & Armour (Physical) D Mod – D1	
		86-00				& Resist (Solid Trap, Grapple)	
66-70	Aura of Cold		Touch	Area (Blast)	Until Cancelled	Damage (Cold)	Attached. Val D10.
71-80	Cold Sense		Touch	Personal	Always On	Sense (IR)	Val D8
81-00	Ice Slide		Touch	Personal	Instant	Move (Limited Flight)	Val 2D8

Energy Master Cosmic

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

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

Energy Master Dark

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

Energy Master Electricity

Item Result: Damage (Electricity) & Stun

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-40	Electricity Control	01-10	Close	Direct	Instant	& Damage (Electricity) & Stun	D Mod (Machines, Power Suit +1D. Val D8
		11-20	{Touch	Area (Cone)}			
		21-40			Persistent		
		41-50	Ranged				
		51-60				& Drain (Electricity/DX)	
		61-80	Touch				
		81-00					Cascade
51-65	Electricity Shield		Touch	Personal	Until Cancelled	& Absorption (Electricity to any Electricity Control Ability)	Val D8
		01-50		{Shield		& Damage (Electricity), & Stun}	D Mod (Machines, Power Suit +1D
		51-00				& Armour (Energy), & Drain Defence (Energy)	
66-70	Aura of Electricity		Touch	Area (Blast)	Until Cancelled	Damage (Electricity) & Stun	Attached. Val D8.
71-80	Electric Sense		Touch	Personal	Always On	Sense (Electric)	Val D8
81-95	Teleport	01-70	Touch	Personal	Instant	Move (Teleport)	Val 2D10
		71-00		Direct			Target moves with user
96-00	Lightning Wall		Ranged	Area (Line)	Until Cancelled	Damage (Electricity) & Stun	D Mod (Machines, Power Suit +1D. Val D8

Energy Master Entropy

Item Result: Damage (Entropy) +1 Val

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

Energy Master Fire

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-40	Fire Control	01-10	Touch	Direct	Instant	Damage (Heat)	Environmental Limitation (Underwater, Space), Environmental Modifier (Heat, +1D). Val D10
		11-40	{Touch	Area (Cone)}			
		41-60			Persistent		
		61-70		Area (Blast)			Personal Immunity
		71-00	Ranged				
41-50	Heat Region	01-50			Until Cancelled	Change Environment (Heat)	Personal Immunity. Val D8
		51-00	{Ranged	Area (Line)		Damage (Heat)	Environmental Modifier (Radiation, +1D)
51-65	Fire Shield	01-20	Touch	Personal	Until Cancelled	& Life Support (Heat, Cold), & Blocks (Cold, Heat)	Environmental Limitation (Underwater, Space), Environmental Modifier (Heat, +1D). Val D10
		21-40		{Shield		& Damage (Heat)}	
		41-00				& Armour (Energy)	
66-70	Aura of Fire		Touch	Area (Blast)	Until Cancelled	Damage (Heat)	Attached. Val D10.
71-80	Heat Vision		Touch	Personal	Always On	Sense (IR)	Val D10
81-00	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D10

Energy Master Force

Item Result: Damage (Physical) &Knockback

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

Energy Master Light

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-30	Light Control	01-30	Ranged	Direct	Instant	Drain (Heat/Sense (Vision, Enhanced Vision))	Val D10
		31-60		Area (Blast)			
		61-00	Touch				Personal Immunity
31-45	Call Light	01-50			Until Cancelled	Change Environment (Light)	Val D10
		51-00	{Ranged	Area (Line)		Stops Sense (Vision, Enhanced Vision)	}
46-60	Light Shield	01-50	Touch	Personal	Until Cancelled	& Dodge (Any Targeted with Vision or Enhanced Vision)	Only against attacks targeted with Vision or Enhanced Vision. Val D10.
		51-00	{Touch	Shield	Instant	Drain (Heat/Sense (Vision))}	
61-80	IR/UV Vision		Touch	Personal	Always On	Sense (Enhanced Vision)	Val D10
81-00	Laser	01-30	Ranged, Distant	Direct	Instant	Damage (Heat)	Val D8
		31-50	Close				

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		51-75					Extra Instance
		76-00				& Accuracy	

Energy Master Radiation

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

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

Energy Master Sonic

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-40	Sonic Blast		Touch		Instant	& Damage (Physical)	Personal Immunity, Invisible. Ignores (Armour). Val D8
		01-50		Area (Cone)			
		51-00		Area (Blast)			
41-60	Sonic Shield		Touch	Personal	Until Cancelled		Invisible. Val D8
		01-50				& Blocks (Solid, Physical)	

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

Flyer

First roll always counts as Flight.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-30	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D10
31-35	Charisma					CH +1	
36-45	Dexterity					DX +1	
46-50	Strength					ST +1	
51-55	Toughness					TO +1	
56-65	Aim		Touch	Personal	Always On	Accuracy	Val D10
66-75	Flying Dodge		Touch	Personal	Always On	Dodge	Only when Flying. Val D10
76-80	Missile Attack		Ranged	Direct	Instant		Val D8
		01-30				{Damage (Solid)	Environmental Modifier (Underwater) -2}
		31-45			{Persistent	Damage (Physical)}	
		46-55					Extra Instance. Only if already has a result.
		56-75		Autofire			Only if already has a result.
		76-85	{Touch	Area (Cone)}			Only if already has a result.
		86-00				{Trap (Solid)	Partial}
81-85	Life Support		Touch	Personal	Always On	& Life Support (Heat, Cold)	Val D12
		01-35				& Life Support (Radiation, Cosmic)	
		36-70				& Life Support (Space)	
		71-00				& Life Support (Storm)	
86-95	Super Vision		Touch	Personal	Always On	Sense (LI)	Val D10
96-00	Sonic Boom		Touch	Area (Blast)	Instant	Damage (Physical)	Ignores (Armour), Personal Immunity. Val D8

Gadgeteer

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

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

Ability	Range	Target	Duration	Result	Modifiers
Radio	Touch	Personal	Until Cancelled	Radio	Item. Increases always add +D1 to value. Val D6.

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

Generalist

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

Life

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Charisma					CH: +1	
06-40	Healing		Touch	Direct	Instant	Heal	Val D10
41-55	Life Aura	01-50	Touch	Personal	Until Cancelled	Drain Defence (Energy, Psychic) & Resist Sanity Blasting	Val D10
		51-00		Area (Blast)			Attached

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
56-80	Cure		Touch	Direct	Instant	Recovery, Cancel (Poison)	Val D10
81-90	Life Ward				Until Cancelled	Ward	Only effects supernatural creatures (Demons, Cult Creatures, Undead). Val 2D8.
		01-50	{Ranged	Area Line}			
		51-00	{Touch	Area Blast			Attached}
91-00	Dismiss Supernatural	01-40	Close	Area (Blast) Mental	Instant	Damage (Heat), Drain (Summon)	Ignores (Armour), Ignores (Immunities), Ignores (Insubstantial). Only supernatural creatures or Summon supernatural creatures (Demons, Cult Creatures, Undead). Val D12
		41-70	Ranged				
		71-00			Persistent		

Lucky

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-30	Fortune		Touch	Personal	Always On		Val 2D8
		01-50				& Luck (Positive)	
		51-00				& Luck (Negative)	
31-50	Lucky Move		Touch	Personal	Instant	Move (Teleport)	Val 2D8. Can't be used for Long Range Teleport.
51-70	Jinx	01-50	Ranged	Indirect	Instant	1. Trap Partial (Solid) 2. Trap (Solid) 3. Force Move (Random Direction each use) 4. Drain (Psychic/CH) 5. Damage (Solid) 6. Damage (Physical) 7. Drain (Solid/DX) 8. Drain (Psychic/WP)	Roll a D8 each time the ability is used for which of the results occurs. Then roll another D8 and on 5+ another result also occurs. Keep rolling until no more results occur or all occur. Val 2D8
		51-00	Touch	Area (Blast)			Personal Immunity

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
71-00	Field of Fortune		Touch	Area (Blast)	Until Cancelled		Attached. Val D10
		01-50				& Luck (Positive)	
		51-00				& Luck (Negative)	

Magician

Each 2 DP spent on power rolls allows 2 rolls. Can gain the profession Occultist as well as other professions (can result in being Occultist x 2 if that is already the character's profession). This costs 2 DP. Can buy Mystical +2 for 1 DP. Can build the Summoning Portal base feature.

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

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

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

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Intelligence					IN: +1	
06-10	Willpower					WP: +1	
11-20	Attack Spells	01-10	Touch	Direct	Instant	Damage (Energy – random type)	Val D8. Roll twice initially for effects.
		11-25	{Touch	Area (Cone}			
		26-35	Ranged				
		36-40	Distant				
		42-45			Persistent		
		46-50				Damage (Physical)	
		52-55		Area (Blast)			Personal Immunity
		56-60		Indirect			If rolled again then &Seeking
		61-65				Trap (Solid)	Partial
		66-70				Forced Move (Away)	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		71-75				Disarm	
		76-80				Knockback	
		81-85					& applied to two results otherwise roll again.
		86-90				Drain (Energy/ST)	
		91-95					Ignores (Armour)
		96-00				Stun	
21-30	Movement Spells		Touch	Personal	Instant		Val 2D8
		01-50				Move (Flight)	
		51-00				Move (Teleport)	
31-35	Magic Weapon	01-10	Touch	Direct	Instant	& Damage (Solid)	Held Item, Only one type of energy damage per attack. Val 2D8
		11-25	Hand to Hand				
		26-30	Short				
		31-40					Ignores (Insubstantial)
		41-50				{& Damage (Electricity) & Stun}	
		51-60			{Persistent	& Damage (Heat)}	
		61-70					Ignores (Armour)
		71-80				& Damage (Cold)	
		81-90	Close				
		91-95					Item instead of Held Item
		96-00					Counter
36-40	Shield Spell	01-10	Touch	Personal	Until Cancelled	& Blocks (Solid)	Val D8
		11-50				& Blocks (Energy)	
		51-80				& Blocks (Physical)	
		81-00				& Blocks (Psychic)	
41-45	Magic Armour	01-30	Touch	Personal	Always On	& Armour (Solid, Physical, Energy)	Item. Val D8
		31-50				& Armour (Psychic)	
		51-70				& Armour (Poison)	
		71-00					Can't be Ignored
46-50	Transform Spell	01-10	Close	Direct	Persistent	Transform (Tiny Animal, Small Animal, General Animal, Statue, Animated Statue, Tree, Animated Tree)	Val D8
		11-25	{Touch	Area (Cone)}			
		26-40		Area (Burst)			
		41-80	Ranged				
		81-00	Distant				
51-55	Mental Illusion Spell		Ranged	Mental	Instant	Trap (Psychic)	Val D8

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
56-60	Defence Spell	01-20	Touch	Personal	Until Cancelled	Dodge	Val D8
		21-40				&Prediction	
		41-60				&Mind Screen	
		61-00		Area (Blast)			Attached
61-65	Illusionary Appearance		Touch	Personal	Until Cancelled	Change Appearance	Val D8
66-70	Warding		Close	Area (Line)	Until Cancelled	Ward	Val D8
71-75	Wall	01-20	Close	Area (Line)	Until Cancelled	Wall	Val D8
		21-30			& Persistent		
		31-40					Thorns
		41-50					+1 to Resist Climbing
		51-70					Invisible
		71-85					Transparent to (Solid, Energy and/or Physical – chose on activation)
		86-00					Ignores (Insubstantial)
76-80	Detection Spells		Touch	Personal	Until Cancelled	Sense (Magical)	Val D8
81-85	Summoning		Touch	Area (Blast)	Until Cancelled		Val D10
		01-50				{Summoning (Undead)	Environmental Limitation (Space, Air)}
		51-00				Summoning (Lesser Demons)	If rolled again add Summoning (Greater Demons) D Mod –D1.
86-95	Dismiss		Ranged	Indirect	Instant	Cancel	Val D8
96-00	Binding	01-60	Close	Indirect	Instant	Trap (Physical)	Val D8
		61-00	Ranged				

Matter Controller Air

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Dexterity					DX: +1	
06-20	Control Weather				Until Cancelled	Change Environment (Storm, Calm, Fog)	Environmental Limitation (Space, Underwater, Enclosed). Val D10
21-30	Air Shield		Touch	Personal	Always On	& Blocks (Bullets), & Blocks (Electricity), & Life Support (Storm)	Environmental Limitation (Space, Underwater). Val D10

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
31-40	Air Wall		Ranged	Area Line	Until Cancelled	Forced Move (Away)	Environmental Limitation (Space, Underwater). Val D10
41-60	Flight		Touch	Personal	Instant	Movement (Flight)	Environmental Limitation (Space, Underwater). Val 2D10
61-75	Lightning	01-60	Distant	Indirect	Instant	& Damage (Electricity), & Stun	Val D10
		61-00		Area (Blast)			
76-85	Fog		Ranged	Area (Large Blast)	Until Cancelled	Stops Sense (Vision)	Environmental Limitation (Storm, Space, Underwater). Val 4D6
86-00	Control Storm	01-30	{Touch	Area (Cone)}	Instant	& Force Move (Away), & Knockdown	Environmental Limitation (Space, Underwater). Val D8
		31-60	Ranged	Area (Large Blast)		& Forced Move (Up)	
		61-00				& Damage (Physical)	

Matter Controller Earth

Item Result: Damage (Solid) & Knockdown

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Strength					ST: +1	
11-20	Toughness					TO: +1	
21-25	Willpower					WP: +1	
26-35	Stone Bolt	01-30	Close	Direct	Instant	& Damage (Solid), & Knockdown	Environmental Limitation (Air), Environmental Modifier (Underwater) -2}, Val D10
		31-60		Area (Blast)			
		61-00		Area (Cone)			
36-45	Earth Moving	01-30	Close	Area (Line)	Permanent	Wall	Environmental Limitation (Air), Val D10
		31-60			{Instant	Trap (Solid)}	
		61-00		Area (Cylinder)			
46-55	Earthquake		Ranged	Area (Large Blast)	Instant	& Knockdown, & Damage (Physical)	Only on targets on ground. Val D10.
56-65	Stone Skin		Touch	Personal	Until Cancelled	Armour (Solid, Physical, Energy)	Val D10

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
66-75	Earth Support		Touch	Personal	Instant	& Recovery, & Heal	Only touching ground. Val D10
76-80	Earth Sense		Touch	Personal	Always On	Sense (Tremor Sense)	Only on targets touching ground. Val D10
81-90	Tunnelling		Touch	Personal	Instant	Move (Underground)	Val 2D8
91-00	Plant Feet		Touch	Personal	Always On	Stand Firm	Val D10. Only when touching the ground.

Matter Controller Gas

Item Result: Damage (Physical), Gas

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Dexterity					DX: +1	
06-10	Toughness					TO: +1	
11-40	Poison Gas	01-30	{Touch	Area (Cone)}	Instant	Damage (Physical)	Environmental Modifier (Enclosed +1D. Gas. Personal Immunity. Val D8
		31-55			Persistent		
		56-65					Invisible
		66-80			Until Cancelled		
		81-90	Ranged	Area (Blast)			
		91-95				Drain (Physical/Sense (Vision, Enhanced Vision))	
		96-00				Trap (Physical)	
41-55	Gaseous Form		Touch	Personal	Until Cancelled	Insubstantial (Solid)	Quick. Val D8
56-65	Flight		Touch	Personal	Instant	Movement (Flight)	Val 2D8
66-75	Swirling Cloud		Touch	Personal	Until Cancelled	Dodge	Only against attacks targeted with Sense (Vision). Val D10
76-85	Poison Environment				Until Cancelled	Change Environment (Poison)	Personal Immunity. Val D8
86-95	Poison Resist		Touch	Personal	Always On	& Life Support (Poison)	Val D10
96-00	Poison Cloud		Touch	Area (Blast)	Until Cancelled	& Damage (Physical)	Attached, Personal Immunity, Environmental Modifier (Enclosed +1D. Gas. Poison. Val D6

Matter Controller Gravity

Item Result: Damage (Physical) & Knockdown

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Strength					ST: +1	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
06-40	Gravity Control	01-30	Close	Indirect	Instant	Damage (Physical), & Knockdown	Environmental Modifier (Underwater) –1. Val D8
		31-40		Area (Cylinder)			
		41-50				&Seeking	
		51-60			Persistent		
		61-70		Ranged			
		71-85				Forced Move (Up or Down)	
		86-90				Disarm	
		91-00				Trap (Physical)	Transparent (Energy, Physical)
41-55	Gravity Shield	01-50	Touch	Personal	Until Cancelled	& Blocks (Solid, Physical)	Environmental Modifier (Underwater) –1. Val D8
		51-00		{Shield		Damage (Physical), & Knockdown}	
56-60	Gravity Detection		Touch	Personal	Always On	Sense (Gravity Sense)	Val D8
61-75	Flight		Touch	Personal	Instant	Movement (Flight)	Val 2D10
76-85	Rooted to the Spot		Touch	Personal	Always On	& Stand Firm	Val D10
86-00	Alter Gravity		Close	Area Large Blast	Until Cancelled	Forced Move (Up or Down) – choose when activated.	Val D10

Matter Controller Liquid

Item Result: Damage (Physical) & Knockdown

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Dexterity					DX: +1	
06-40	Liquid Control	01-30	{Touch	Area (Cone)}	Instant	Damage (Physical), & Knockdown	Environmental Limitation (Space), Environmental Modifier (Water, Underwater +1D. Val D8
		31-60	Close	Area (Blast)			
		61-70			Persistent		
		71-00				{Forced Move (Away, Up or Down)	Environmental Limitation (only in Water, Underwater)}
41-60	Liquid Evasion	01-75	Touch	Personal	Until Cancelled	& Dodge	Val D8
		76-00				& Resist (Solid Trap, Physical Trap, Heat Trap, Damage (Heat), Grapple)	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
61-70	Liquid Form		Touch	Personal	Until Cancelled	Insubstantial (Solid, Heat)	Quick. Val D8
71-80	Water Survival	01-30	Touch	Personal	Instant	Move (Swimming)	Val 2D8
		31-00			{Always On	Life Support (Underwater, Cold)}	
81-90	Sonar		Touch	Personal	Always On	Sense (Sonar)	Val D10
91-00	Flood				Until Cancelled	Change Environment (Water)	Environmental Limitation (Space, Air). Val D8

Matter Controller Magnetism

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Strength					ST: +1	
06-50	Magnetic Control	01-20	Close	Indirect	Instant	Damage (Solid)	Environmental Modifier (Underwater) –1. Magnetic. Val D10
		21-40	Ranged				
		41-50		Area (Blast)			
		51-60			Persistent		
		61-65				& Knockdown	
		66-70					Rending
		71-80				Disarm	
		81-90				Forced Move (Any)	
		91-00				Trap (Solid)	Partial
51-70	Magnetic Shield	01-50	Touch	Personal	Until Cancelled	& Blocks (Solid, Radiation), & Life Support (Radiation)	Magnetic. Val D10
		51-00		{Shield		& Damage (Solid)}	
71-85	Magnetic Sense		Touch	Personal	Always On	Sense (Electric Sense)	Val D10
86-95	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D8
96-00	Metal Wall		Ranged	Area Line	Permanent	Wall	Val D10. -2 resist Climbing. Environmental Limitation (only in Urban or Enclosed)

Mimic

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-35	Copy Appearance		Touch	Personal	Until Cancelled	Change Appearance	Val D8
36-00	Mimic Ability	01-60	Touch	Personal	Until Cancelled	Mimic	Val D8
		61-00					Extra Instance

Phaser

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

Plant

Item Result: Damage (Solid), Non-Metal

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-08	Strength					ST: +1	
09-16	Toughness					TO: +1	
17-21	Poisonous		Touch	Shield	Instant	Damage (Physical)	Poison, Val D6.
22-35	Plant Grab	01-25	Ranged	Indirect	Instant	Trap (Solid)	Can be partial. Environmental Limitation (Space, Air), Environmental Bonus (Wilderness) +1D. Val D8
		26-40	Close				
		41-60		Area (Blast)			Personal Immunity
		61-70				&Seeking	
		71-00			Persistent		
36-50	Bark Skin	01-65	Touch	Personal	Until Cancelled	Armour (Solid, Physical, Energy), D Mod -2 (Heat), D Mod -1 Cold.	Val D6
		66-00				& Resist (Solid Trap, Grapple)	
51-55	Growth		Touch	Personal	Until Cancelled	Large	Val D6
56-65	Planted		Touch	Personal	Always On	Stand Firm	Only touching ground. Val D8
66-75	Earth Strength		Touch	Personal	Instant	&Recovery, &Heal	Only touching ground. Environmental Bonus (Wilderness) +1D. Val D8
76-95	Wall of Thorns		Ranged & Persistent	Area (Line)	Until Cancelled	Wall	Thorns. Vulnerable to Heat -2, Environmental Limitation (Space, Air), Environmental

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
							Bonus (Wilderness) +1D. Val D8
96-00	Tree Form		Touch	Personal	Until Cancelled	Transform (Animated Tree)	Environmental Limitation (Space, Air), Environmental Bonus (Wilderness) +1D. Val D8.

Power Suit

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

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

Ability	Range	Target	Duration	Result	Modifiers
Radio	Touch	Personal	Until Cancelled	Radio	Item. Increases always add +D1 to value. Val D6.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Intelligence					IN: +1	
11-20	Power Suit Strength		Touch	Personal	Until Cancelled	Super Strength	Item. Val D8
21-35	Power Suit Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy), & Resist (Disarm vs Power Suit Items)	Item. Val D10
36-45	Power Suit Life Support*		Touch	Personal	Always On	Life Support (Space, Underwater, Radiation, Cosmic, Heat, Cold)	Item. Val D10
46-50	Power Suit Targeting		Touch	Personal	Until Cancelled	Accuracy	Item. Val D8
51-60	Power Suit Movement	01-20	Touch	Personal	Instant	Move (Leaping)	Item. Val 2D10
		21-50				Move (Flight)	
		51-70				Move (Swimming)	
		71-90				Move (Wallcrawl)	
		91-00				Move (Tunnelling)	
61-80	Power Suit Attack	01-15	Touch	Direct	Instant	Damage (Solid)	Item. Val D10
		16-20	{Distant	Indirect			Bullet} If rolled again then &Seeking
		21-25	{Distant	{Indirect Area (Blast)}			
		26-35	{Touch	Area (Cone)	Persistent	Damage (Heat)	Environmental Limitation (Underwater)}
		36-50	{Ranged	Autofire			Bullet}

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		51-65	{Distant				Bullet}
		66-75	{Close			Damage (Electricity)	Stun}
		76-85	{Touch	Area (Long Line)		Damage (Radiation)}	
		86-90					Rending when Damage is Solid.
		91-00	{Close		Persistent	Trap (Solid)	Partial}
81-90	Power Suit Sense*	01-60	Touch	Personal	Always On	Sense (Enhanced Vision)	Item. Val D8
		61-00				Sense (Radar)	
91-00	Power Suit Repair System		Touch	Personal	Instant	Recovery	Item. Only on Items and on **Comeback** rolls. Val D8.

Psychic

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Intelligence					IN: +1	
06-10	Willpower					WP: +1	
11-20	Telepathy		Touch	Personal	Always On	Telepathy	Val D8
21-30	Mind Screen		Touch	Personal	Until Cancelled	Mind Screen	Val D8
31-40	Psi Armour		Touch	Personal	Until Cancelled	Psi Armour	Val D10
41-50	Clairvoyance		Touch	Personal	Until Cancelled	Sense (Mental)	Val D8
51-60	Telekenesis	01-40	Ranged	Indirect	Instant	Forced Move (Choice), Disarm	Val D8
		41-60			Persistent		
		61-80				Trap (Physical)	
		81-90				&Seeking	
		91-00				Damage (Physical)	
61-65	Telekenetic Shield		Touch	Personal	Until Cancelled	Block (Solid, Physical)	Val D8
66-70	Precognition		Touch	Personal	Always On	& Dodge & Prediction	Val D8
71-85	Mind Attack	01-20	Close	Mental	Instant	Psi Blast	Val D8
		21-30				Drain (Psychic/IN)	
		31-40				Trap (Psychic)	
		41-65	Ranged				
		66-80	Distant				
		81-90			Persistent		
		91-95		Area (Blast)			Personal Immunity
		96-00					Counter
86-90	Mind Control	01-30	Close	Mental	Instant	Mind Control	Val D8
		31-60			Persistent		
		61-80	Ranged				
		81-00		Area (Blast)			Personal Immunity
91-95	Psychic Ward		Close	Area (Line)	Until Cancelled	Ward	Val D10

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
96-00	Telekentic Flight		Touch	Personal	Instant	Movement (Flight)	Val 2D8

Speeder

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Dexterity					DX: +1	
11-20	Speed		Touch	Personal	Always On	Speed	Val D10
21-35	Super Reactions	01-40	Touch	Personal	Instant	Fast Acting	Val D8
		41-80					Quick
		81-00			Always On		
36-55	Dodge		Touch	Personal	Always On	Dodge	Val D10
56-70	Speed Attack	01-50	Touch	Autofire	Instant	Damage (Solid)	Personal Immunity, Environmental Modifier (Underwater) -2. Val D8
		51-70				{Damage (Physical)	Ignores (Armour}
		71-80					Counter
		81-00					Quick
71-75	Ignore Solid		Touch	Personal	Instant	Insubstantial (Solid)	Quick, Val D10
76-00	Run Anywhere		Touch	Personal	Instant	Move (Running, Wallcrawl, Swimming)	Val D10

Teleporter

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Dexterity					DX: +1	
06-40	Teleport	01-30	Touch	Personal	Instant	Movement (Teleport)	Val 2D8
		31-40		Area (Blast)			
		41-65					Quick
		66-00				& Resist (Solid Trap, Physical Trap, Energy Trap, Grapple)	
41-60	Teleport Attack	01-30	Touch	Direct	Instant	Forced Move (Choice)	Val D8
		31-50			{Persistent	Trap (Solid)	Environmental Limitation (Air, Space)}
		51-00				Disarm	
61-00	Teleport Dodge		Touch	Personal	Always On	Dodge	Val D10

Weapon Master

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Strength					ST: +1	
11-20	Toughness					TO: +1	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
21-30	Dexterity					DX: +1	
31-50	Weapon	01-30	Short	Direct	Instant	Damage (Solid)	Held Item. Val 2D8
		31-40	Close				
		41-55	Hand to Hand				When using Hand to Hand and Damage (Solid) together then &Knockback
		56-65				Damage (Random Energy)	
		66-75					Extra Instance
		76-90					Counter
		91-00					Rending
51-60	Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Val D8
61-70	Parry		Touch	Personal	Always On	Block (Solid)	Held Item. Val 2D8
71-80	Weapon Skill		Touch	Personal	Always On	Accuracy	Val D8
81-90	Dodge		Touch	Personal	Always On	Dodge	Val D8
91-00	Stand Firm		Touch	Personal	Always On	Stand Firm	Val D8

Other Abilities: Powered

These can be rolled on by any powered character.

Powered Attack Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Power Leech	01-30	Touch	Direct	Instant	Drain (Energy/Any Ability not Item or Standard)	Val D8
		31-60	Close				
		61-00		Area (Blast)			Personal Immunity
06-10	Power Duplication		Touch	Direct	Until Cancelled	Copy Power	Val D8. If rolled again can add an extra 1D instead of +1.
11-20	Trap	01-25	Touch	Direct	Instant	Trap (Solid)	Val 2D6
		16-50			Persistent		
		51-70	Ranged				
		71-80	{Touch	Area (Cone)}			
		81-90		Indirect			If rolled again then &Seeking
		91-00		Area (Blast)			Personal Immunity.
21-25	Cause Fear		Close	Mental	Persistent	Fear	Val D8
26-40	Energy Attack	01-10	Touch	Direct	Instant	Damage (Energy – random SubType)	Val 2D6
		11-30	{Touch	Area (Cone)}			
		31-50			Persistent		
		51-60		Area (Blast)			Personal Immunity

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		61-65		Indirect			If rolled again then &Seeking
		66-70					Leaks
		71-80	Close				
		81-00	Ranged				
41-50	Drain Attack	01-20	Touch	Direct	Instant	Drain (Energy – Random SubType – roll for STAT drained D3): 1. ST 2. DX 3. TO	Val D6.
		21-40	Ranged				
		41-60	{Touch	Area (Cone)}			
		61-80		Area (Blast)			Personal Immunity
		81-00		Indirect			If rolled again then &Seeking
51-55	Transform	01-30	Touch	Direct	Persistent	Transform (Tiny Animal)	Val D6
		31-35				Transform (Small Animal)	
		36-40				Transform (General Animal)	
		41-45				Transform (Statue)	
		46-50				Transform (Tree)	
		51-55				Transform (Animated Statue)	
		56-60				Transform (Animated Tree)	
		61-65				Transform (Small Monster)	
		66-75		Area (Sphere)			Personal Immunity
		76-00	Ranged				
56-70	Solid Attack	01-10	Close	Direct	Instant	Damage (Solid)	Val 2D6
		11-30	{Touch	Area (Cone)}			
		31-50				& Knockback	
		51-60		Area (Blast)			Personal Immunity
		61-65		Indirect			
		66-70	Distant				
		71-90	Ranged				
		91-95					Rending
		96-00					Counter
71-80	Physical Attack	01-10	Touch	Direct	Instant	Damage (Physical)	Val D6
		11-30	{Touch	Area (Cone)}			
		31-50				& Knockback	
		51-60		Area (Blast)			Personal Immunity

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		61-65		Indirect			If rolled again then &Seeking
		66-70					Leaks
		71-00	Ranged				
81-90	Psychic Attack	01-20	Touch	Mental	Instant	Psi Blast	Val D6
		21-40	Ranged				
		41-50	Distant				
		51-60		Area (Blast)			Personal Immunity
		61-80				Drain (Psychic/IN)	
		81-00			{Persistent	Trap (Psychic)}	
91-00	Poison Attack					Damage (Physical)	Poison. Personal Immunity. Val D6.
		01-15	Touch	Direct			
		16-30	Close	Direct			
		31-45	Ranged	Direct			
		46-60	{Touch	Area (Cone)			Gas}
		61-00	{Close	Area (Blast)			Gas}

Powered Defence Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Phasing		Touch	Personal	Until Cancelled	Insubstantial (Solid, Physical, Energy)	Quick. Val D6
06-10	Invisibility	01-50	Touch	Personal	Until Cancelled	Concealment (Vision)	Val D6
		51-00				Concealment (Enhanced Vision)	
11-20	Absorption		Touch	Personal	Always On		Chose an ability the character has as the target. Val D8
		01-30				Absorption (Solid)	
		31-60				Absorption (Energy)	
		61-80				Absorption (Physical)	
		81-00				Absorption (Psychic)	
21-30	Defence Screen		Touch	Personal	Until Cancelled	Blocks (Solid, Physical, Energy)	Val D8
31-35	Repulsion		Touch	Area Blast	Until Cancelled	Ward	Attached. Val D8.
36-45	Resistant Skin		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D6
46-55	Drain Defence		Touch	Personal	Always On	Drain Defence (All)	Val D10. Replaces existing Standard Drain Defence.
56-60	Stand Firm		Touch	Personal	Always On	Stand Firm	Val D6
61-65	Wriggle		Touch	Personal	Always On	Resist (Solid Trap, Physical Trap, Grapple)	Val D8
66-80	Dodge		Touch	Personal	Always On	Dodge	Val D6

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
81-85	Prediction		Touch	Personal	Always On	Prediction	Val D8
86-90	Psi Armour		Touch	Personal	Always On	Psi Armour	Val D8
91-00	Reflection		Touch	Personal	Always On		Val D8
		01-50				Reflect (Direct Energy)	
		51-00				Reflect (Bullet)	

Powered Other Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-20	Movement		Touch	Personal	Instant		Val 2D8
		01-20				Move (Running)	Remove Standard Running ability and increase this Val to 2D10.
		21-40				Move (Flight)	
		41-50				Move (Wallcrawl)	
		51-70				Move (Leaping)	Remove Standard Leaping ability and increase this Val to 2D10.
		71-80				Move (Swimming)	Also: Always On, Life Support (Cold, Underwater)
		81-90				Move (Tunnelling)	
		91-00				Move (Swinging)	
21-26	Telepathy		Touch	Personal	Always On	Telepathy	Val D8
26-35	Sense		Touch	Personal	Always On		Val D6
		01-40				Enhanced Vision	
		41-50				Exotic	
		51-60				Magical	
		61-00				Mental	
36-40	Fast Reactions		Touch	Personal	Instant	Fast Acting	Val D6
41-50	Life Support		Touch	Personal	Always On		Val D8, Roll Twice.
		01-25				Life Support (Radiation, Heat)	
		26-50				Life Support (Cold, Underwater)	
		51-75				Life Support (Space, Poison)	
		76-00				Life Support (Storm, Gas)	
51-55	Heal	01-75	Touch	Personal	Instant	Heal	Val D6
		76-00		Direct			
56-60	Resources					Resources	Val D8

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
61-65	Barrier		Close	Area (Line)	Until Cancelled	Wall	Val D8
66-70	Lucky		Touch	Personal	Always On	Luck (Positive)	Val D6
71-80	Aim		Touch	Personal	Always On	Accuracy or if has an Indirect attack then Seeking	Val D6
81-90	Recovery		Touch	Personal	Always On	Recovery	Val D10. Replaces Standard Recovery ability.
91-00	Super Strength		Touch	Personal	Always On	Super Strength	Val D6.

Powered General Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-03	Super Strength		Touch	Personal	Always On	Super Strength	Val D6
04-06	Strength					ST: +1	
07-12	Toughness					TO: +1	
13-17	Fast Moving		Touch	Personal	Always On	Speed	Val D6
18-22	Aim		Touch	Personal	Always On	Accuracy or if has an Indirect attack then Seeking	Val D6
23-27	Hand to Hand Fighting		Touch	Personal	Always On	Increases the Val of all Basic Hand to Hand Abilities.	+1
28-29	Fast Reactions		Touch	Personal	Instant	Fast Acting	Val D6
30-32	Hand to Hand Block		Touch	Personal	Always On	Block (Solid Touch and Hand to Hand)	Val 2D6
33-34	Immunity		Touch	Personal	Always On		Val D8
		01-10				Immunity (Heat)	
		11-20				Immunity (Cold)	
		21-30				Immunity (Radiation)	
		31-40				Immunity (Electricity)	
		41-50				Immunity (Magic – anything from the Magic field, Undead or Demons except Solid abilities)	
		51-60				Immunity (Traps)	
		61-90				Immunity (Psychic)	
		91-00				Immunity (Physical)	
35-39	Movement Ability		Touch	Personal	Instant		Val 2D8
		01-20				Move (Leaping)	Remove Standard Leaping ability and increase this Val to 2D10.
		21-30				Move (Climbing)	
		31-40				Move (Swimming)	
		41-50				Move (Flight)	

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Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
			52-65			Move (Swinging)	
			66-75			Move (Wallcrawl)	
			76-85			Move (Limited Flight)	
			86-95			Move (Teleport)	
			96-00			Move (Tunnelling)	
40-42	Disarm		Touch	Direct	Instant	Disarm	Val 2D6
43-48	Armoured Costume		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Can be worn with other Armour. Val D6
49-54	Gun	01-30	Close	Direct	Instant	Damage (Solid)	Bullet, Held Item. Val 2D6
		31-50	Ranged				
		51-60	Distant				
		61-90		{Autofire			Not at Distant}
		91-00					{Extra Instance. Not at Distant}
55-59	Melee Weapon	01-50	Short	Direct	Instant	Damage (Solid)	Held Item, Val D6
		51-70				&Accuracy	
		71-90					Counter
		91-00					Extra Instance
60-65	Dodge		Touch	Personal	Always On	Dodge	Val D6
66-68	Mind Shield		Touch	Personal	Always On	Block (Psychic)	Val 2D6
69-71	Intelligence					IN: +1	
72-73	Drain Defence		Touch	Personal	Always On	Drain Defence (All)	Val D10. Replaces Standard Drain Defence.
74-75	Telepathy		Touch	Personal	Always On	Telepathy	Val D8
76-77	Grounded		Touch	Personal	Always On	Stand Firm	Val D6
78-81	Resistance		Touch	Personal	Always On	Armour (Solid)	Val D8
82-85	Recovery		Touch	Personal	Always On	Recovery	Val D10. Replaces Standard Recovery ability.
86-87	Escape Effect		Touch	Personal	Always On	Escape	Val D8
88-89	Pursuit Ability		Touch	Personal	Always On	Pursuit	Val D8
90-91	Charismatic					CH: +1	
92-95	Super Sense		Touch	Personal	Always On		Val D8
		01-30				Sense (Enhanced Vision)	
		31-35				Sense (Exotic)	
		36-80				Sense (Mental)	
		81-00				Sense (Magical)	
96-98	Life Support		Touch	Personal	Always On		Roll 3 times for effects. Val 2D6.
		01-10				Life Support (Heat)	
		11-20				Life Support (Cold)	
		21-35				Life Support (Underwater)	
		36-50				Life Support (Space)	
		51-70				Life Support (Radiation)	

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		71-80				Life Support (Storm)	
		81-00				Life Support (Poison)	
99-00	Heal Self		Touch	Personal	Instant	Heal	Val 2D6

Other Abilities: Unpowered

These can be rolled on by any named character.

Super Agent

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		61-80				Stun	
		81-00				Damage (Solid)	
91-95	Gadgets		Touch	Personal	Instant	Gadgets	Item. Val D6
96-00	Combat Ability		Touch	Personal	Always On	Accuracy	Val D6

Martial Artist

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-15	Martial Strike	01-10	Hand to Hand	Direct	Instant	Damage (Solid)	Val D8
		11-20					Quick
		21-65					Counter
		66-90				&Accuracy	
		91-00					Extra Instance
16-25	Martial Throw	01-10	Touch	Direct	Instant	Knockdown	Val D8
		11-20					Quick
		21-70					Counter
		71-00				&Accuracy	
26-35	Leaping		Touch	Personal	Instant	Move (Leaping)	Val 2D6. Replaces standard Jumping ability.
36-45	Martial Block		Touch	Personal	Always On	Block (Direct Touch, Short or Hand to Hand)	Val 2D6
46-55	Martial Dodge		Touch	Personal	Always On	&Dodge, & Predication	Val D6
56-65	Blind Fighting		Touch	Personal	Always On	Sense (Targeting Hearing)	Val D6
66-75	Martial Skill		Touch	Personal	Always On	Accuracy	Val D6
76-80	Martial Weapon	01-30	Short	Direct	Instant	Damage (Solid)	Held Item, Val 2D6
		31-55	Close				
		56-70				&Accuracy	
		71-90					Counter
		91-00					Extra Instance
81-90	Willpower					WP: +1	
86-90	Strength					ST: +1	
91-95	Toughness					TO: +1	
96-00	Mental Discipline		Touch	Personal	Always On	Block (Psychic)	Val 2D6

Unpowered General Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-06	Strength					ST: +1	
07-12	Toughness					TO: +1	
13-17	Fast Moving		Touch	Personal	Always On	Speed	Val D6
18-22	Accurate		Touch	Personal	Always On	Accuracy	Val D6

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
23-29	Hand to Hand Fighting		Touch	Personal	Always On	Increases the Val of all Basic Hand to Hand Abilities.	+1
30-35	Hand to Hand Block		Touch	Personal	Always On	Block (Solid Touch and Hand to Hand)	Val 2D6
36-40	Disarm		Touch	Direct	Instant	Disarm	Val 2D6
41-44	Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Val D6.
45-52	Gun	01-30	Close	Direct	Instant	Damage (Solid)	Bullet, Held Item. Val 2D6
		31-50	Ranged				
		51-60	Distant				
		61-90		{Autofire			Not at Distant}
		91-00					{Extra Instance. Not at Distant}
53-59	Melee Weapon	01-30	Short	Direct	Instant	Damage (Solid)	Held Item. Val 2D6
		31-45				&Accuracy	
		46-55					Rending
		56-75					Counter
		76-90	Hand to Hand				
							Extra Instance
60-65	Dodge		Touch	Personal	Always On	Dodge	Val D6
66-68	Mind Screen		Touch	Personal	Always On	Mind Screen	Val D6
69-71	Willpower					WP: +1	
72-74	Drain Resistant		Touch	Personal	Always On	Drain Defence (All)	Val D10. Replaces existing Standard Drain Defence.
75-80	Grounded		Touch	Personal	Always On	Stand Firm	Val D6
81-85	Resistance		Touch	Personal	Always On	Armour (Solid, Physical)	Val D6
86-89	Fast Recovery		Touch	Personal	Always On	Recovery	Val D10. Replaces Standard Recovery ability.
90-93	Escape Effect		Touch	Personal	Always On	Escape	Val D6
94-07	Pursuit Ability		Touch	Personal	Always On	Pursuit	Val D6
98-00	Intelligence					IN: +1	

Hero, Neutral or Villain?

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

- A character generated specifically as a PC is always a Hero. Even if the character has the wrong personality, too much Ego or too little Virtue the character is trying to be better.
- An NPC generated specifically for a specific purpose has status determined by it.

- Other NPCs with Light Personality types roll Virtue vs Ego. On any success they are Heroes, on a major failure Villains (probably in some misguided kind of way) otherwise Neutral.
- Other NPCs with Dark Personality types roll Ego vs Virtue. On any success they are Villains, on a major failure they are Heroes (though probably struggling to maintain that) otherwise Neutral.

A characters status can change in play.

Groups

Agencies

Agencies are groups of individuals with specialist equipment and skills. They can also contain named characters and powered characters depending on the type of agency. Named characters are generated normally except that their profession is often fixed and the referee may have to re-roll some things to make they work sensibly in the agency. The named characters don't get the equipment or abilities of the agents but may ride in their vehicles.

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

Ability	Range	Target	Duration	Result
Brawling	Hand to Hand	Direct	Instant	Damage (Solid)
Combat Skill	Touch	Direct	Always On	Accuracy
Evade	Touch	Personal	Always On	Dodge
Martial Arts	Hand to Hand	Direct	Instant	Damage (Solid), Knockdown
Missile Weapon Skill	Touch	Direct	Always On	Accuracy (Close, Ranged, Distant)
Melee Skill	Touch	Direct	Always On	Accuracy (Hand to Hand, Touch, Short)

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

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

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

Soldiers

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

Soldier Abilities	Athletics D6, Stealth D6, Survival D6, Endurance D6, Tactics D6, Combat Skill D6.

Upgrades	Level 1: Flak Jacket, Gas Mask, LMG (1 per 5 troops), Grenade Launcher (1 per 5 troops), Light Anti-Tank Weapon (1 per 5 troops), Auto Rifle, Bayonet, Night Vision Gear, Scuba Gear, Spear Gun, Cold Weather Gear, Radio, Trucks, Boats, Helicopters, Undersea Scooters. Level 2: Kevlar with Ceramic Plates, APCs (each with Light Gun and LMG), Anti-Tank Missile (1 per 20 troops), Shoulder Launched Anti-Air Missiles (1 per 10 troops), War Ship, Submarine. Villainous agencies have 1 flame thrower per 10 troops. Level 3: Part Combat Armour, IR/LI Goggles. Replace Helicopters with Air Rafts (each with a High-Tech Support weapon), replace Submarines with Super-Sub, replace War Ship with High-Tech War Ship. Roll 4 times on the High-Tech Equipment replacement table. Note that where multiple replacements of the same kind are available the replacements are divided up between the troops. Vac Suits, Space Shuttles. Replace flame thrower if any with Flamer. Soldier Abilities at +1. Level 4: Half Combat Armour. Roll another 4 times on the High-Tech Equipment replacement table. Roll D6. On 4+ the unit faced is armoured. Half of the troops are mounted in Grav Tanks with one tank per 4 such troops in suitable environments. Each tank has a High Tech heavy weapon and two high tech support weapons. Space Ships. Level 5: Full Combat Armour. Roll another 4 times on the High-Tech Equipment replacement table. Level 6: Roll another 4 times on the High-Tech Equipment replacement table. High-Tech Equipment Replacement (D8) 1. Auto-Rifle replaced with High-Tech Rifle. 2. Bayonet with high-tech close combat weapon. 3. LMG replaced with High-Tech support weapon. 4. Grenade Launcher replaced with Tangler Rifle. 5. Grenade Launcher replaced with High-Tech support weapon. 6. Anti-Tank Missile replaced with High-Tech medium weapon. 7. Light Guns replaced with High-Tech medium weapon. 8. APCs and Air-Rafts replaced with G-Carriers each with 2 High-Tech support weapons. When rolling for random replacements of rifles, heavy or support weapons for G-Carriers and Grav-Tanks roll D4: 1. Gauss Gun/Mass Driver 2. Blaster 3. Laser 4. Sonic Random High-Tech Close Combat Weapons roll D5: 1. Electro-Spear 2. Molecular Sword 3. Force Mace 4. Plasma Lance 5. Fire Lance
Base	Military Base + Upgrades.

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

Kung Fu

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

Kung Fu Abilities	Gymnastics D8, Athletics D6, Martial Arts D6, Melee Skill D6, Evade D6.
Upgrades	Level 1: half of agents carry melee weapons and half swords, spears etc. All carry thrown weapons. Cars, Vans, Motorbikes, Boats. Level 2: 1/5 carry Poison Gas Grenades, Smoke Grenades and Stun grenades instead of thrown weapons. Level 3: Kung Fu Abilities at +1. Level 5: Add 1 to ST, DX, TO and WP.
Base	Hideout + Upgrades.

Spy

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

Spy Abilities	Athletics D6, Gymnastics D6, Security Systems D6, Investigation D6, Stealth D6, Martial Arts D6, Combat Skill D6, Evade D6

Upgrades	Level 1: Scuba Gear, Cold Weather Gear, Pistols, Gas Mask, Night Vision Gear, Radio, Cars, Motorbikes, Trucks, Boats, Helicopters, Undersea Scooters.
	Level 3: Air Rafts, High Tech Pistols (2 random types with ½ agents with each), Space Shuttles. Spy Abilities at +1. For random pistol type roll D5:
	    1. Sonic
	    2. Gauss
	    3. Blaster
	    4. Tangler
	    5. Laser
	Level 4: Part Combat Armour, IR/LI Goggles.
	Level 5: +1 DX, TO and WP.

Base	Spy Base + Upgrades

Soldier/Spy

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

Base	Spy Base + Upgrades

Cult

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

Standard Cultist Abilities	Mystical D6, Investigation D6, Athletics D4, Stealth D4, Melee Skill D4. Immunity (Sanity Blasting, Fear).
Upgrades	Level 1: Pistols, Half have Melee Weapons and half Swords, Cars, Motorbikes, Trucks, Boats. Level 2: replace melee weapons and swords with Cursed/Blessed Blade, Sword Parry. Add Cursed Cultists. Level 3: Cult Abilities at +1. Add Servitors. Level 4: add Gods (named characters listed below).
Base	Hideout + Upgrades

Cult of the Outer Gods

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

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

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-07	Massive		Touch	Personal	Always On	Large	Val D6
08-16	Sanity Blasting Sight		Touch	Personal	Always On	Sanity Blasting	Val D8
17-19	Terrifying		Touch	Area (Blast)	Always On &Persistent	Fear	Attached. Val D8.
20-23	Drain Resistant		Touch	Personal	Always On	Drain Resistance	Val D6
24-28	Ghastly Stench		Touch	Area (Blast)	Always On	Stun	Attached. Val D6. Cultists and Cult Beings are Immune. Gas. Poison. No new save if already in area of equal or higher Val.
29-32	Pincers		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6. Special*
33-36	Bone Spear		Short	Direct	Instant	Damage (Solid)	Val D6. Special*
37-40	Bite		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6. Special*
41-45	Cosmic Ray	01-10	Ranged	Direct	Instant	Damage (Radiation)	Val D6.
		11-50	{Touch	Area (Line)}			
		51-00	{Touch	Area (Cone)}			
46-50	Cosmic Aura		Shield	Personal	Always On	Damage (Radiation)	Val D6
51-55	Aim		Touch	Personal	Always On	Accuracy	Val D6
56-65	Carapace		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D6
66-70	Cosmic Sense		Touch	Personal	Always On	Sense (Magical)	Val D6
71-75	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D8
76-80	Teleport		Touch	Personal	Instant	Move (Teleport)	Val 2D10

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
81-85	Life Support		Touch	Personal	Always On	Life Support (Space, Poison, Radiation, Heat, Cold)	Val 2D8
86-90	Mental Shield		Touch	Personal	Always On	Block (Psychic)	Val D8
91-95	Telepathy		Touch	Personal	Always On	Telepathy	Val D6
96-00	Mind Blast		Distant	Mental	Instant	Psi Blast	Val D6

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

Cult of the Elder Gods

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

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

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-08	Massive		Touch	Personal	Always On	Large	Val D8
09-16	Sanity Blasting Sight		Touch	Personal	Always On	Sanity Blasting	Val D8
17-19	Terrifying		Touch	Area (Blast)	Always On &Persistent	Fear	Attached. Val D8.
20-22	Drain Resistant		Touch	Personal	Always On	Drain Resistance	Val D6
23-25	Ghastly Stench		Touch	Area (Blast)	Always On	Stun	Attached. Val D6. Cultists and Cult Beings are Immune. Gas. Poison. No new save if already in area of equal or higher Val.
26-30	Tentacles		Hand to Hand	Direct	Instant	Grapple	Val D6.
31-35	Drain Life		Touch	Direct	Instant	Drain(Physical/TO)	Val D6. Can be used on

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
							grappled targets.
36-40	Bash		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6.
41-45	Colour Ray	01-10	Ranged	Direct	Instant	Damage (Entropy)	Val D6.
		11-50	{Touch	Area (Line)}			
		51-00	{Touch	Area (Cone)}			
46-50	Poisonous		Shield	Personal	Always On	Damage (Physical)	Poison. Val D6
51-55	Aim		Touch	Personal	Always On	Accuracy	Val D6
56-60	Rubbery Skin		Touch	Personal	Always On	Armour (Solid, Physical)	Val D6
61-65	Cursed Pipe		Touch	Area (Large Cone)	Instant	Damage (Psychic)	Val D6
66-70	Strange Senses		Touch	Personal	Always On	Sense (Mental)	Val D6
71-78	Swimming		Touch	Personal	Instant	Move (Swimming)	Val 2D8
79-85	Life Support		Touch	Personal	Always On	Life Support (Poison, Underwater, Cold)	Val 2D8
86-90	Magical Shield		Touch	Personal	Always On	Block (Psychic, Energy)	Val D8
91-95	Telepathy		Touch	Personal	Always On	Telepathy	Val D6
96-00	Mind Blast		Distant	Mental	Instant	Psi Blast	Val D6

Cult of the Old Gods

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

Outsiders

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

Outsider Abilities	Roll D3 1. Science D6, Technology D6, Research D6, Missile Weapon Skill D6 (D6: 1-3 Scientist, 4-6 Technician). 2. Stealth D6, Survival D6, Tactics D6, Athletics D6, Gymnastics D4, Brawling D6, Melee Skill D6 (Wilderness). 3. Technology D8, Security Systems D6, Missile Weapon Skill D6 (Military Officer).
Upgrades	Level 1: Scuba Gear, Cold Weather Gear, Vacuum Suits, Part Combat Armour, High Tech Pistol (random type), Swords, Air-Rafts (with one random high tech support weapon), Undersea Scooters, Space Shuttles, War Ships. Level 2: High-Tech Close Combat Weapons, Submarines, Mole Machines, High Tech War Ships.

	Level 3: Roll 6+ on D10 for each of the following: Half Combat Armour, High-Tech Rifle (random type), Super Subs, Space Ships (with 4 heavy random high tech weapons and 4 random high tech support weapons) usable in Space environment only, IR/LI Goggles. Outsider Abilities at +1.
	Level 4: Roll gain on the Level 3 list and roll 6+ on D10 for each of the following: Combat Armour, G-Carriers (with two random high-tech support weapons), High Tech support weapon (roll for random type), can use space ships as above in any suitable environment.
	Level 5: roll again on level 3 and 4 equipment.
	
	Random High-Tech Weapons (D4):
	    1. Gauss Gun/Mass Driver
	    2. Blaster
	    3. Laser
	    4. Sonic (not on space ships)
	
	Random High-Tech close combat weapons (D5):
	    1. Electro-Spear
	    2. Molecular Sword
	    3. Force Mace
	    4. Plasma Lance
	    5. Fire Lance

Base	Depends on ability roll made earlier:
	    1. Spy Base + Upgrades
	    2. Hideout + Upgrades
	    3. Military Base + Upgrades

Robots

A Robot Agency leaders have the Technician Profession. They are powered on 3+ on D6. Roll D6: on 4+ the leader is also a robot and rolls on the robot ability tables in addition to any other abilities. Leaders must have one of the following power fields at a cost of 4 DP (D6):
1-3: Power Suit
4-6: Gadgeteer.

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

Robot Abilities	Technology D6, Combat Skill D6, Brawling D6, Immunity (Poison, Psychic, Gas, Fear, Sanity Blasting) D6, Robot Special Abilities.
Upgrades	From any personal equipment remove *Item* (it is built into the robot). If any equipment is Held Item roll D6 on 4+ it is built into the robot. Level 1+: High Tech Pistols (2 random types ½ with each), Melee Weapons, Radio, Air-Rafts, Undersea Scooters, Space Shuttles (Space Only). Level 2+: High-Tech Close Combat Weapon (random type), Submarines, Mole Machines. Increase one special ability at random by +1. Level 3+: High-Tech Rifles (2 random types ½ with each), Super Subs, Space Ships (in Space environment only). Robot Abilities at +1. Level 4+: G-Carriers, Space Ships (usable anywhere). Increase one special ability at random by +1. Level 5+: Grav Tanks. Level 6+: Increase one special ability at random by +1. Each +2: Increase one special ability at random by +1. Random High-Tech Weapons (D5): 1. Gauss Gun

	2. Blaster
	3. Laser
	4. Tangler
	5. Sonic
	
	Random High-Tech Close Combat Weapons (D5):
	  1. Electro-Spear
	  2. Molecular Sword
	  3. Force Mace
	  4. Plasma Lance
	  5. Fire Lance

Base	Spy Base + Upgrades

Roll 5 abilities. If ability rolled again +D1 to Value.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Strength					ST: +1	
11-20	Toughness					TO: +1	
21-40	Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D8. -2 vs Electricity
41-50	Detection		Touch	Personal	Always On	Sense (Enhanced Vision)	Val D8.
51-70	Life Support		Touch	Personal	Always On		Val 2D8. Roll 3 times. Re-roll duplicates. If roll again all types.
		01-20				Heat	
		21-40				Cold	
		41-60				Radiation	
		61-80				Space	
		81-00				Underwater	
71-80	Big		Touch	Personal	Always On	Large	Val D8.
81-90	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D8.
91-00	Water Propelled		Touch	Personal	Instant	Move (Swimming)	Val 2D6.

Automata Swarm

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

Automata Abilities	Combat Skill D6, Brawling D6, Immunity (Poison, Psychic, Gas, Fear, Sanity Blasting), Small D6, Radio, Automata Special Abilities.
Upgrades	Level 2+: extra special ability. Level 3+: +1 Automata Abilities. Level 4+: extra special ability. Each +2: extra special ability.
Base	Spy Base + Upgrades

Roll 5 special abilities. If ability rolled again +D1 to Value.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-10	Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D6. -2 vs Electricity
11-30	Detection		Touch	Personal	Always On	Sense (Enhanced Vision)	Val 2D6.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
31-50	Life Support		Touch	Personal	Always On		Val 2D8. Roll once. This is the type they DON'T have.
		01-20				Heat	
		21-40				Cold	
		41-60				Radiation	
		61-80				Space	
		81-00				Underwater	
51-60	Flight		Touch	Personal	Instant	Move (Flight)	Val 2D8.
61-70	Water Propelled		Touch	Personal	Instant	Move (Swimming)	Val 2D6.
71-85	Melee Attack		Touch	Direct	Instant		Val 2D6.
		01-40				Damage (Electricity)	
		41-70				Damage (Solid)	
		71-00				Damage (Heat)	
86-00	Close Attack		Close	Direct	Instant		Val 2D6.
		01-40				Damage (Electricity)	
		41-70				Damage (Solid)	
		71-00				Damage (Heat)	

Demons

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

Lesser Demon Abilities	Brawling D6, Combat Skill D6. Immunity (Fear, Sanity Blasting)
Special Abilities	Roll 6+ on D10 each for Move (Flight) 2D6, Move (Swimming) 2D6, Claws +D6 Brawling, Tough Skin: Armour (Energy, Physical, Solid) D6.
Upgrades	Level 2: Add Greater Demons. Level 3: Lesser Demons +1 Brawling and Combat Skill. Add Demon Princes/Princesses (A type of named character listed below). Level 4: Lesser Demons: Flight up to 2D8, Swimming to 2D8, Claws to D8 if any. Greater Demons +1 to abilities. Level 5: Demon Prince/Princess add 1 to all abilities.
Base	Dimensional Gate

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

Greater Demons have STATs as follows:

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

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

Movement abilities – roll one:

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-20	Fleet of Foot	Touch	Personal	Instant	Move (Running)	Val 2D8
21-40	Demonic Steed	Touch	Personal	{Instant {Always On {Always On	Move (Running) Large Accuracy	Val 2D12} Val D8} Only using Hand to Hand or Short vs targets on foot. Val D6}
41-60	Leaping	Touch	Personal	Instant	Move (Leaping)	2D10
61-80	Teleport	Touch	Personal	Instant	Move(Teleport)	2D12
81-00	Wings	Touch	Personal	Instant	Move (Flight)	2D10

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

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

Any demon with only a Held Item attack also gets:

Ability	Range	Target	Duration	Result	Modifiers
Claws	Hand to Hand	Direct	Instant	Damage (Solid)	Val D4.

Other Abilities.
All have:

Ability	Range	Target	Duration	Result	Modifiers
Combat Skill	Touch	Personal	Always On	Accuracy	Val D6

Then roll 5:

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-10	Demonic Armour	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D6
11-20	Psychic Shield	Touch	Personal	Always On	Psi Armour	Val D6

Roll	Ability	Range	Target	Duration	Result	Modifiers
21-28	Life Support	Touch	Personal	Always On	Life Support (Heat, Cold, Space, Poison)	Val 2D6
29-32	Drain Resistant	Touch	Personal	Always On	Drain Defence (All)	Val D10. Replaces Standard Drain Defence.
33-40	Demonic Senses	Touch	Personal	Always On	Sense (Enhanced Vision)	Val D6
41-50	Combat Skill					+1 Level
51-60	Regeneration	Touch	Personal	Instant	Heal	Val D8
61-70	Poison Aura	Touch	Shield	Instant	Drain (ST/Physical)	Poison. Val D8.
71-80	Aura of Decay	Touch	Area (Blast)	Always On	Damage (Entropy)	Demons are Immune, Attached. Val D6.
81-90	Attractive Aura	Touch	Area (Blast)	Always On	Stun	Attached, Val D6
91-95	Parry	Touch	Personal	Always On	Block (Solid Hand to Hand and Touch)	Held Item. Val 2D6.
96-00	Evade	Touch	Personal	Always On	Evade	Val D6

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

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

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

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-10	Chaos Mutation	Close	Indirect	Persistent	Transform (Small Monster) &Mind Control (Special)	Mind Control always allows the user to choose the target's actions and only whilst the Transform persists. Val 2D10
11-20	Iron Hide	Touch	Personal	Always On	Block (Solid Damage)	Val 2D10
21-30	Demonic Gaze	Distant	Direct	Instant	Damage (Psychic) & Accuracy (Only with Demonic Gaze)	Val 2D10
31-40	Demonic Might	Touch	Personal	Always On	Super Strength	Val D10
41-50	Massive	Touch	Personal	Always On	Large	Val D10
51-60	Death Strike	Close	Direct	Instant	Damage (Heat)	Val 2D12
61-70	Chaos Bolt	Ranged	Indirect	Instant	Damage (Entropy)	Rending, Val 3D10
71-80	Devour Soul	Distant	Mental	Instant	Psi Blast	Val 2D10

Roll	Ability	Range	Target	Duration	Result	Modifiers
81-90	Demonic Dance	Ranged	Mental	Instant	Trap (Psychic)	Val 2D10
91-00	Death Cloud	Touch	Area (Large Cone)	Persistent	Damage (Physical)	Gas, Poison, Val 2D8.

Undead

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

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

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

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

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

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

Undead Leader Personalities used for all leaders:

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

Powered Undead except Greater Vampires have their base undead stats, skills and abilities + 1, also Virtue D4 and Ego D8 with all modified as follows (D4 minimum):

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

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

Background	Abilities
Academic	Research +2, Mystical +1, Investigation +1.
Dark Clergy	Research +1, Mystical +2, Persuasion +1, D4 Resources. Ego +1.
Idle	Persuasion +1.
Kung Fu Fighter	Gymnastics +2, Athletics +1, Martial Arts, Combat Skill, Evade.
Occultist	Mystical +2, Research +1, Blade, Ego +1.
Politician	Persuasion +2, Leadership +1, Resources D8, Ego +1.
Scientist	Science +2, Technology +1, Computers +1, Research +1
Student	Research +1, Mystical +1, Investigation +1, Persuasion +1, Science +1, Computers +1.
Wilderness	Survival +2, Stealth +2, Endurance +2, Combat Skill.

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

Zombies

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

Zombies have a special ability as follows:

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

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Wrestle	Hand to Hand	Direct	Persistent	Grapple		0
Bash	Hand to Hand	Direct	Instant	Damage (Solid)		0
Bite	Touch	Direct	Instant	Damage (Solid)	Only on grappled target. Any victim who has taken any damage from a zombie bite and then dies in the same combat rises as a zombie.	D4
Zombie Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Flight	Touch	Personal	Instant	Move (Flying)		2D8
Size	Touch	Personal	Instant	Small		D8
Peck	Hand to Hand	Direct	Instant	Damage (Solid)	Any victim who has taken any damage from a zombie peck and then dies in the same combat rises as a zombie.	D4
Zombie Poison	Touch	Victim of Peck	Special Persistent	Drain (Poison/TO)	Poison, Attacks once per day until resisted or victim reaches 0 TO at which point victim dies and rises as a zombie.	D8
Zombie Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Size	Touch	Personal	Instant	Small		D8
Bite	Hand to Hand	Direct	Instant	Damage (Solid)	Any victim who has taken any damage from a zombie bite and then dies in the same combat rises as a zombie.	D4
Zombie Poison	Touch	Victim of Bite	Special Persistent	Drain (Poison/TO)	Poison, Attacks once per day until resisted or victim reaches 0 TO at which point victim dies and rises as a zombie.	D8
Zombie Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Hard to See	Touch	Personal	Always On	Concealment (Vision, Night Vision)		D4

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Size	Touch	Personal	Instant	Small		D4
Bite	Hand to Hand	Direct	Instant	Damage (Solid)	Any victim who has taken any damage from a zombie bite and then dies in the same combat rises as a zombie.	D6
Zombie Poison	Touch	Victim of Bite	Special Persistent	Drain (Poison/TO)	Poison, Attacks once per day until resisted or victim reaches 0 TO at which point victim dies and rises as a zombie.	D8
Zombie Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Running	Touch	Personal	Instant	Move (Running)		2D8

Skeletons

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

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Sword or Spear	Short	Direct	Instant	Damage (Solid)	Held Item	D6
Thrown Spear	Close	Direct	Instant	Damage (Solid)	Held Item.	D6
Bow	Ranged	Direct	Instant	Damage (Solid)	Held Item	D6
Shield	Touch	Personal	Instant	Blocks (Solid Hand to Hand, Short or Touch)	Held Item	2D6
Skeleton Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Sanity Blasting,)		
Bones	Touch	Personal	Always On	Armour (Energy, Short Held Items) &Drain Defence(All)		D6
Undead Sense	Touch	Personal	Always On	Sense (Magical)		D6

Ghouls and Gaunts

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

Type	ST	DX	TO	IN	CH	WP
Ghoul	D6	D6	D6	D4	1	D6
Skills	Athletics D4, Endurance D4, Survival D6, Stealth D6, Tactics D4, Perception D6					

Ability	Range	Target	Duration	Result	Modifiers	Val
Wrestle	Hand to Hand	Direct	Persistent	Grapple		0
Bite	Hand to Hand	Direct	Instant	Damage (Solid)	Only on grappled target.	D4
Ghoul Poison	Special	Victim of Bite	Persistent	Drain (Poison/DX)	Poison, Anyone takes any result from a bite is automatically hit.	D8
Ghoul Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Howl	Touch	Special Area	Persistent	No Actions - resisted by WP	Works on all non-undead targets as soon as the ghouls can take any action (can be before the start of combat in an ambush etc.). Whilst it persists victims have no actions.	D6
Dark Vision	Touch	Personal	Always On	Sense (Enhanced Vision)		D6

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

Type	ST	DX	TO	IN	CH	WP
Gaunt	D6	D6	D6	D4	1	D6
Skills	Gymnastics D6, Endurance D6, Survival D6, Stealth D4, Tactics D4, Perception D6					

Ability	Range	Target	Duration	Result	Modifiers	Val
Flight	Touch	Personal	Instant	Move (Flight)		2D8
Wrestle	Hand to Hand	Direct	Persistent	Grapple		0
Crush	Hand to Hand	Direct	Instant	Damage (Solid)	Only on grappled target.	D6
Gaunt Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting,)		
Dark Vision	Touch	Personal	Always On	Sense (Enhanced Vision)		D6
Size	Touch	Personal	Always On	Large		D4

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

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

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

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

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

Vampires have a Disadvantage: Special Susceptibility as follows:
Each named opponent performs a Mystical test at the start of the combat against 2D8 or 2D6 if they
did successful prior research. On a success they roll once and on a major success twice on the
following table gaining the abilities listed for this combat only:

D100	Ability	Range	Target	Duration	Result	Modifiers	Val
01-25	Holy Symbol	Short	Mental	Instant	Mind Control	Held Item. Only on Vampires. Target must move as fast as possible away from the user.	D10
26-50	Holy Water	Short	Direct	Persistent	Damage (Physical)	Held Item. Non-Metal. Only on Vampires.	D10
51-75	Stake	Hand to Hand	Direct	Instant	Damage (Solid)	Held Item. Non-Metal.	D4
76-00	Garlic	Touch	Area Blast	Always On	Ward	Attached. Only on Vampires. Item. Non-Metal. Ignores (Mind Shield)	D8

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

Ability	Range	Target	Duration	Result	Modifiers	Val
Combat Skill	Touch	Personal	Always On	Accuracy		D6
Grab	Hand to Hand	Direct	Persistent	Grapple		D6
Bite	Hand to Hand	Direct	Instant	Damage (Solid)	Only on grappled target.	D4
Drain	Special	Victim of Bite	Persistent	Drain (Physical/TO)	Anyone takes any result from a bite is automatically hit.	D8
Vampire Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting, Fear)		
Evade	Touch	Personal	Always On	Dodge		D6
Hard Skin	Touch	Personal	Always On	Armour (Solid)		D6
Vampire Move	Touch	Personal	Instant	Move (Leaping, Wallcrawl)		2D8
Dark Vision	Touch	Personal	Always On	&Sense (LI) &Sense (IR)		D8

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

A Greater Vampire has its STATs modified as for other undead leaders.

Ability	Range	Target	Duration	Result	Modifiers	Val
Combat Skill	Touch	Personal	Always On	Accuracy		D8
Grab	Hand to Hand	Direct	Persistent	Grapple		D8
Bite	Hand to Hand	Direct	Instant	Damage (Solid)	Only on grappled target.	D6
Drain	Special	Victim of Bite	Persistent	Drain (Physical/TO)	Anyone takes any result from a bite is automatically hit.	D10
Vampire Immunities	Touch	Personal	Always On	Immunity (Poison, Fear, Mind Control, Gas, Sanity Blasting, Fear)		
Evade	Touch	Personal	Always On	Dodge		D8
Hard Skin	Touch	Personal	Always On	Armour (Solid)		D8
Vampire Move	Touch	Personal	Instant	Move (Leaping, Wallcrawl)		2D8
Dark Vision	Touch	Personal	Always On	&Sense (LI) &Sense (IR)		D10

A greater vampire begins with 4 power rolls on the following table and has another each level after 1.

D100	Ability	Range	Target	Duration	Result	Modifiers	Val
01-10	Hypnotise	Short	Mental	Persistent	Mind Control	Cannot make victim take targeted actions.	D8
11-20	Regeneration	Touch	Personal	Instant	Heal		D8
21-30	Immune to Solid	Touch	Personal	Always On	Immunity (Damage (Solid) except from sharp Non-Metal Items)		D8
31-40	Drain Defence	Touch	Personal	Always On	Drain Defence	Replaces standard Drain Defence	D10
41-50	Melt Into Mist	Touch	Personal	Until Cancelled	Insubstantial (Solid)	Cannot make targeted actions in mist form and doesn't count as active in the conflict.	D8
51-60	Supernatural Strength	Touch	Personal	Always On	Super Strength		D8
61-70	Transform Into Bat	Touch	Personal	Until Cancelled	Transform (Vampire Bat)	Each extra level gives +1 to two random STATs or abilities in this form	Automatic
71-80	Transform Into Wolf	Touch	Personal	Until Cancelled	Transform (Dire Wolf)		Automatic
81-90	Resistance	Touch	Personal	Always On	Armour (Cold, Physical)		D8
91-00	Supernatural Speed	Touch	Personal	{Instant {Always On	Fast Acting} & Speed}		D8

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

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

Type	ST	DX	TO	IN	CH	WP
Greater Vampire as Dire Wolf	D8	D8	D8	=	=	=
Skills	Gymnastics +1, Endurance +1, Perception +1, Stealth +1, Survival +3					
Disadvantages	Special Susceptibility (see above). NB: no vulnerability to sunlight.					

Ability	Range	Target	Duration	Result	Modifiers	Val
Bite and Worry	Hand to Hand	Direct	Instant	Damage (Solid) & Knockdown		D8
Running	Touch	Personal	Instant	Move (Running)		2D10
Large	Touch	Personal	Always On	Large		D4
Thick Fur	Touch	Personal	Always On	Armour (Physical) & Life Support (Cold)		D6
Tracking Scent	Touch	Personal	Always On	Sense (Scent)		D6

Type	ST	DX	TO	IN	CH	WP
Greater Vampire as Vampire Bat	D4	D8	D6	=	=	=
Skills	Gymnastics +2, Endurance +1, Perception +1, Stealth +2, Survival +3					
Disadvantages	Special Susceptibility (see above). NB: no vulnerability to sunlight.					

| Ability	Range	Target	Duration	Result	Modifiers	Val
Bite	Hand to Hand	Direct	Instant	Damage (Solid)		D4
Drain	Special	Victim of Bite	Persistent	Drain (Physical/TO)	Anyone takes any result from a bite is automatically hit.	D6
Flight	Touch	Personal	Instant	Move (Flying)		2D8
Small	Touch	Personal	Always On	Small		D8
Echolocation	Touch	Personal	Always On	Sense (Sonar)		D8
Hard to See	Touch	Personal	Always On	Concealment (Vision)	Environmental Modifier (Darkness) +2	D4

Servants and Thralls still improve in the same way as Undead.

Type	ST	DX	TO	IN	CH	WP
Servants	D6	D6	D6	D4	D4	D6
Skills	Athletics D4, Stealth D4, Survival D4, Endurance D4, Tactics D6, Combat Skill D6.					
Items	Rifle, Pistol, Melee Weapon					

Type	ST	DX	TO	IN	CH	WP
Thralls	D6	D4	D6	D4	D4	D4
Skills	Athletics D6, Endurance D6, Combat Skill D4.					
Items	Melee Weapon					

Organisations

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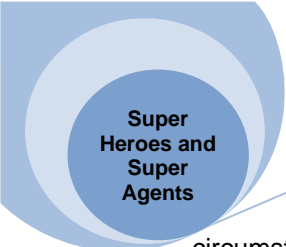
circumstances and environment. Some examples are listed. Some have the same abilities listed under Agencies.

The following are examples of organisations:

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

Police

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

Leaders are always unpowered characters.

Police Abilities	Investigation D4, Combat Skill D4.
Upgrades	Level 1: Pistols, Melee Weapons, Flak Jackets, Cold Weather Gear, Gas Mask, Radio, Cars, Vans, Motorbikes Level 2+: In countries where used Shotguns (1/4 of police), CS Gas grenades, Helicopters, Boats Level 3+: SMGs. Police Abilities +1. Level 5+: STATS D6.
Base	Law Enforcer Base

Paramilitary Police

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

Paramilitary Police Abilities	Tactics D4, Stealth D4, Athletics D4, Combat Skill D4.
Upgrades	Level 1: SMGs, Shotguns (1/4 of police), Grenade Launcher with CS Gas (1/8 of police), Melee Weapons, Flak Jackets, Scuba Gear, Cold Weather Gear, Gas Mask, Radio, Cars, Vans, Motorbikes Level 2+: Night Vision Gear, Helicopters, Boats, APCs (Unarmed) Level 3+: Assault Rifles. Paramilitary Police Abilities +1. Level 5+: STATS D6.
Base	Law Enforcer Base

Criminals

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

Criminal Abilities	Stealth D6, Security Systems D6, Combat Skill D4.
Upgrades	Level 1: Melee Weapons, Pistols, Cars, Boats Level 2: Shotguns (1/5 of criminals) Level 3+: Criminal Abilities +1.

	Level 4+: SMGs (1/5 of criminals). Level 5+: STATS D6.
Base	Hideout

Gangsters

Heavily armed criminals. When leaders are present there are 1-4 with the following professions:
1. Gangster
2. Business and Finance
3. Lawyer

They are powered on 5+ on D6.

Gangster Abilities	Persuasion D4, Investigation D4, Combat Skill D4, Brawling D4
Upgrades	Level 1: Melee Weapons, Pistols, Shotguns (1/4 of gangsters), Cars, Boats Level 2+: SMGs Level 3+: Helicopters. Gangster Abilities +1. Level 4+: Auto Rifles (1/5 of gangsters), Ships Level 5+: STATS D6.
Base	Hideout

Army

Military units. Leaders are unpowered Military Officers.

Army Abilities	Athletics D4, Stealth D4, Survival D4, Endurance D4, Tactics D4, Combat Skill D4.
Upgrades	Level 1: Kevlar with Ceramic Plates, Gas Mask, LMG (1 per 5 troops), Grenade Launcher (1 per 5 troops), Light Anti-Tank Weapon (1 per 5 troops), Auto Rifle, Bayonet, Night Vision Gear, Scuba Gear, Cold Weather Gear, Trucks, Boats, Helicopters, Undersea Scooters. Level 2: APCs. Level 3+: Roll D6 – on a 4 they are a cavalry unit half in Light Tanks and half in APCs, on a 5 air-assault half in Gunships and half in Helicopters and on a 6 armoured with half in heavy tanks and half in APCs. Army Abilities +1. Level 4: War Ships Level 5+: STATS D6.
Base	Military Base

Costumed Criminals

Costumed Criminals are groups of unpowered individuals with unique high-tech or magical equipment. All the members of the group have costumes which have a theme e.g. chessmen, playing cards, animals etc. They often also have unusual bases and vehicles. Their STATs are counted as D6.

Costumed Criminal Abilities	Stealth D6, Security Systems D6, Brawling D6, Combat Skill D6, Evade D6. Roll on D6 for 4+ to have each of the following at D6: Gymnastics, Athletics, Tactics.
Upgrades	Every level after 1 add 1 level to random special ability. Level 3: Add 1 level to all Costumed Criminal Abilities. Level 5: STATs D8
Base	Spy Base + Upgrades

Costumed Criminals have 5 special abilities.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Force Field		Touch	Personal	Until Cancelled	& Blocks (Energy, Solid), & Blocks (Physical, Poison) D Mod –D1	Item. Val D6.
06-10	Escape Effect		Touch	Personal	Until Cancelled	Escape	Item. Val D6.
11-14	Drain Shield		Touch	Personal	Until Cancelled	Drain Defence (Any)	Item. Val D6
15-20	Body Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Val D6
21-30	Movement		Touch	Personal	Instant		Item . Val 2D6
		01-30				Move (Flight)	
		31-50				Move (Swinging)	
		51-70				Move (Wallcrawl)	
		71-90				Move (Leaping)	
		91-00				Move (Tunnelling)	
31-35	Life Support		Touch	Personal	Until Cancelled	Life Support (Heat, Cold, Poison, Radiation, Cosmic, Space)	Item. Val D6
36-40	Sense		Touch	Personal	Until Cancelled		Item. Val D6
		01-50				Sense (Enhanced Vision)	
		51-00				Sense (Exotic)	
41-43	Psychic Shield		Touch	Personal	Always On	Armour (Psychic), & Drain Defence (Psychic)	Item. Val D6
44-55	Ranged Attack		Ranged	Direct	Instant		Roll 2 effects. Unless at least one is a result then re-roll the second, Held Item. Val 2D6
		01-10				{Damage (Solid)	Bullet}
		11-20				Damage (Heat)	
		21-30				Damage (Cold)	
		31-40				{Damage (Electricity)	Stun}
		41-50				{Damage (Physical), D Mod – D1	Ignores (Armour)}
		51-55			Persistent		
		56-60				Damage (Radiation)	
		61-70	Close	Area			
		71-80				Trap (Solid)	Partial
		81-85				Trap (Physical)	
		86-90				Damage (Psychic)	
		91-95				Drain (Electricity/ST)	
		96-00				Drain (Radiation/DX)	
56-65	Contact Attack		Touch	Direct	Instant		Held Item. Val 2D6
		01-15				Damage (Solid)	Knockback

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		16-30				Damage (Electricity)	Stun
		31-40			Persistent	Damage (Heat)	
		41-55				Damage (Physical)	Leaks
		56-80				Trap (Solid)	
		81-00				Drain (Radiation)	
66-70	Melee Weapon		Hand to Hand	Direct	Instant	Damage (Solid)	Held Item. Val D6
71-85	Dodge						+1
86-00	Combat Skill						+1

Lost Civilisations and Aliens

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

Alien or Lost Civilisation Abilities	STATS all D6. Roll D3. 1. Scientific: Science D8, Technology D8, Research D6, Combat Skill D6, Radio, IN: +1 2. Military: Combat Skill D6, Brawling D6, Tactics D6, Technology D6, DX, Radio: +1 3. Wilderness: Survival D6, Endurance: D6, Stealth D6, Athletics D6, Gymnastics D6, Stealth D6, Combat Skill D6, WP: +1.
Upgrades	Every level after 1 add 1 level to a ability. Level 3: Add 1 to all abilities. Level 5: add 1 to 3 random STATs.
Base	Depends on ability roll above: 1. Spy Base + Upgrades 2. Military Base + Upgrades 3. Hideout + Upgrades

Roll for D3 advantages and disadvantages (the same number of each):

Roll	Advantage	Explanation
01-03	Athlete	Athletics+3
04-06	Attractive	The character is very good looking. Persuasion +1. With opposite sex +4 (in suitable circumstances).
07-09	Coder	Computers +2, Security Systems +2, Perception +2
10-12	Computer Expert	Computers +3
13-15	Co-ordinated	Athletics+2, Gymnastics +2, Stealth +2
16-18	Cunning	Stealth +2, Security Systems +2, Tactics +2
19-21	Educated	Medical +2, Research +2, Science +2

Roll	Advantage	Explanation
22-24	Environmental Advantage	All powers +1D in a random environment or if there is already a positive environment for some of your abilities then that environment
25-27	Extra Effect	One of the character's abilities has an extra effect. Roll randomly for which ability and for what the extra effect is. If the extra effect rolled cannot be applied to the ability re-roll it.
28-30	Extra Power	Roll randomly for one power field that the character does not possess and then roll one power on that table.
31-33	Gymnast	Gymnastics +3
34-36	High Endurance	Endurance +3
37-39	Intuition	Investigation +2, Mystical +2, Persuasion +2
40-42	Investigator	Investigator +3
43-45	Iron Will	Survival +2, Endurance +2, Athletics+2
46-48	Machine Empathy	Technology +2, Control +2, Security Systems +2
49-51	Master Tactician	Tactics +3
52-54	Mathematician	Science +2, Technology +2, Computers +2
55-57	Mystic	Mystical +3
58-60	Observant	Perception +3
61-63	Persuasive	Persuasion +3
64-66	Pilot	Control +3
67-69	Quick	Gymnastic +2, Stealth +2, Security Systems +2.
70-71	Relentless	D8 to Resist anything.
72-74	Researcher	Research +3
75-77	Security Expert	Security Systems +3
78-80	Sixth Sense	The character gets a 'feeling' warning of danger. The character is immune to Ambushes.
81-83	Speed Reading and Photographic Memory	The character reads quickly and can quickly scan and assimilate information. Research +2, Investigation +2, Science +2
84-86	Stealthy	Stealth +3
87-89	Super Scientist	Science +3. +1 Item roll.
90-92	Survivor	Survival +3
93-95	Technologist	Technology +3. +2 Item rolls.
96-97	Urban Knowledge	All Skills +1 in Urban Environment.
98-00	Wilderness Knowledge	Skills +1 in Wilderness Environment.

Roll	Disadvantage	Explanation
01-02	Antisocial	CH -1
03-04	Bad at Maths	Science -1, Technology -1, Computers -1
05-06	Bad Driver	Control -2
07-08	Badly Educated	Medical -1, Research -1, Science -1
09-10	Clumsy	DX -1
11-12	Computerphobic	Computers -2
13-14	Dim Witted	IN -1. +2 resistance to Training.
15-16	Dislikes Technology	Technology -2
17-18	Doesn't Understand Patterns	Computers -1, Security Systems -1, Perception -1
19-22	Environmental Weakness	All abilities -1 in a random environment or if there is already a negative environment for some of your abilities then that environment
23-24	Hates Machine	Technology -1, Control -1, Security Systems -1

Roll	Disadvantage	Explanation
25-26	Illogical	Investigator -2. +2 resistance to Training.
27-40	Inhuman Appearance*	The character does not look like a normal human. Unfamiliar people may distrust him/her and s/he is highly noticeable and distinctive. Save 3+.
41-42	Irritating	Persuasion -2
43-44	Lacks Concentration	Research -2
45-46	Lacks Co-ordination	Athletics-1, Gymnastics -1, Stealth -1
47-48	Lacks Cunning	Stealth -1, Security Systems -1, Tactics -1
49-50	Limited Ability	One of the character's abilities has a modifier which limits it. Roll randomly for the ability at the end of character generation. Then roll on the Limited Power Table for the modifier.
51-52	Limited Intuition	Investigation -1, Mystical -1, Persuasion -1
53-54	Literal Minded	Mystical -2
55-56	Low Endurance	Endurance -2
57-66	Monstrous*	The character looks like a monster. Normal people will often fear and mistrust the character. Save 4+.
67-68	No Security	Security Systems -2
69-70	No Willpower	Survival -1, Endurance -1, Athletics-1
71-72	Non-Scientist	Science -2, Medicine -2
73-74	Obvious	Stealth -2
75-76	Poor Gymnast	Gymnastics -2
77-78	Poor Reader	Research -1, Investigation -1, Science -1
79-80	Poor Tactician	Tactics -2
81-82	Puny	ST -1.
83-84	Slow	Gymnastic -1, Stealth -1, Security Systems -1.
85-86	Soft	Survival -2
87-89	Susceptibility*IS	The character is susceptible to a normally innocuous substance. This fact is not widely known but the characters enemies may perform research to discover this fact. The substance is not easily available however. Save 2+. If the save is failed one of them will have: Susceptibility Attack: D10, Touch, Always On, Area (Burst), Drain (ST/Entropy), Ignores (Drain Defence, Block)/ Only against the susceptible character.
90-91	Unfit	Athletics-2
92-93	Unobservant	Perception -2
94	Urban Based	The character has -1 to Skills when outside an urban environment.
95-96	Vulnerability	Roll for one Type (or Energy SubType) that the character is vulnerable to. Any resistance to it is at -2.
97-98	Weak Willed	WP -1
99-00	Wilderness Based	The character has -1 to Skills when outside a wilderness environment.

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

D100	Personality
01-05	Adventurer
06-10	Animal Nature
11-15	Bully
16-17	Crusader
18-22	Demolisher
23-27	Explorer
28-32	Greed
33-34	Guardian

D100	Personality
35-39	Hunter
40-41	Ingénue
42-55	Inhuman
56-60	Majesty
61-63	Manipulator
64-70	Minion
71-75	Olympian
76-80	Protector
81-82	Responsibility of Power
83-85	Retribution
86-87	Shallow
88-92	Soldier
93-96	Sycophant
97-98	Thrill Seeker
99-00	Uncontrolled Power

Racial Abilities: all members have these abilities. Roll D4 for the number plus 1 for each disadvantage over 1:

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Great Strength					ST: +1	
06-10	Very Tough					TO: +1	
11-15	Fast		Touch	Personal	Always On	Speed	Val D6
16-20	Aim		Touch	Personal	Always On	Accuracy	Val D6
21-25	Dodge		Touch	Personal	Always On	Dodge	Val D6
26-30	Great Intelligence					IN: +1	
31-35	Willpower					WP: +1	
36-45	Super Sense		Touch	Personal	Always On		Val D6
		01-50				Sense (Enhanced Vision)	
		51-75				Sense (Exotic)	
		76-00				Sense (Mental)	
46-50	Tough Skin		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val D6
51-60	Life Support		Touch	Personal	Always On		Roll 2 Effects. Re-roll duplicates. Val D8
		01-25				Life Support (Underwater)	
		26-50				Life Support (Cold)	
		51-75				Life Support (Heat)	
		76-00				Life Support (Radiation)	
61-70	Movement		Touch	Personal	Instant		Val 2D6
		01-25				Move (Flight)	
		26-50				Move (Running)	
		51-75				Move (Swimming)	
		76-00				Move (Wallcrawl)	
71-75	Natural Weapon		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6
76-80	Mind Attack		Close	Mental	Instant	Damage (Psychic)	Val D6

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
81-85	Chameleon		Touch	Personal	Until Cancelled	Concealment (Vision)	Val D6
86-90	Shape Shifter		Touch	Personal	Until Cancelled	Change Appearance	Val D6
91-95	Large		Touch	Personal	Always On	Large	Val D6
96-00	Small		Touch	Personal	Always On	Small	Val D6

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

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-15	Force Field		Touch	Personal	Until Cancelled	& Blocks (Energy, Solid), & Blocks (Physical, Poison) D Mod –D1	Item. Val D8
16-20	Escape Effect		Touch	Personal	Until Cancelled	Escape	Item. Val D8
21-25	Drain Shield		Touch	Personal	Until Cancelled	Drain Defence (Any)	Item. Val D8
26-35	Movement		Touch	Personal	Instant		Val 2D8
		01-30				Move (Flight)	Item
		31-50				Move (Swinging)	
		51-70				Move (Wallcrawl)	
		71-90				Move (Leaping)	
		91-00				Move (Tunnelling)	
36-45	Life Support		Touch	Personal	Until Cancelled	Life Support (Heat, Cold, Poison, Radiation, Cosmic, Space)	Item. Val D8
46-50	Sense		Touch	Personal	Until Cancelled		Item. Val D8
		01-50				Sense (Enhanced Vision)	
		51-00				Sense (Exotic)	
51-55	Psychic Shield		Touch	Personal	Always On	Armour (Psychic), & Drain Defence (Psychic)	Item. Val D8
56-70	Ranged Attack						Roll 1 effect from first list, 1 from the second and 1 from the third. Held Item. For additional levels roll randomly for which list to use for the increase. Val 2D8
List 1		01-15				{Damage (Solid)	Bullet}
		16-25				Damage (Heat)	
		26-35				Damage (Cold)	
		36-45				{Damage (Electricity) &Stun}	
		46-55				{Damage (Physical), DMod – 2	Ignores (Armour)}
		56-65				Damage (Radiation)	
		66-75				Trap (Solid)	Partial

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
		76-85				Drain (DX/Electricity)	
		86-90				Drain (ST/Radiation)	
		91-00				Damage (Entropy)	
List 2		01-20	Close	Direct	Instant		
		21-40	Touch	Area (Cone)	Instant		
		41-60	Ranged	Direct	Instant		
		61-80	Ranged	Area (Blast)	Instant		
		81-00	Distant	Direct	Instant		
List 3		01-25			Persistent		
		26-50				& another roll from List 1. D Mod -1	
		51-75				Another roll from list 1	
		76-00		Area (+1 or if none Area (Line)			
71-80	Contact Attack		Touch	Direct	Instant		Held Item. Val 2D8
		01-15				Damage (Solid)	Knockback
		16-30				{Damage (Electricity) &Stun}	
		31-40			{Persistent	Damage (Heat)}	
		41-55				(Damage (Physical)	Leaks}
		56-80				{Trap (Solid)	Partial}
		81-00				Drain (Radiation/ST)	
81-90	Melee Weapon		Hand to Hand	Direct	Instant	Damage (Solid)	Held Item. Val D8
91-00	Body Armour		Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Val D8

Monsters

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

ST	DX	TO	IN	WP
D8	D6	D8	D4	D6

Monster Abilities	Brawling D8, Stealth D6, Survival D6, Endurance D8, Athletics D6, Gymnastics D6.
Upgrades	Every level after the first add 1 level to random monster special ability. Level 3: Add 1 to all Monster Abilities. Level 5: add 1 to 3 random STATs
Base	Hideout

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

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

Monster Type: roll once

Roll	Type
01-25	Small but Numerous: Small D6, ST: -1. Lots of them.
26-60	Medium Sized: often more than one.
61-00	Big: Usually only one or two. They are named characters. Roll D6 1. Large D6 2. Large D8 3. Large D10 4. Large D12 5. Large D20 6. Large 2D20

Monster Special Abilities. Roll 5 times.

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-05	Tough Skin	01-60	Touch	Personal	Always On	& Armour (Solid)	Val D8
		61-85				& Armour (Physical)	
		86-100				& Armour (Energy)	
06-10	Dodge	01-50	Touch	Personal	Always On	& Dodge	Val D6
		51-70				& Prediction	
		71-00				& Speed	
11-15	Stealth		Touch	Personal	Until Cancelled	Concealment (Vision)	Environmental Modifier (not Wilderness, -1). Val D8
16-17	Poisonous	01-50	Touch	Shield	Instant	& Damage (Physical)	Poison. Val D6
		51-00			Persistent		
18-22	Hard to Move		Touch	Personal	Always On	Stand Firm	Val D8
23-28	Grab		Hand to Hand	Direct	Persistent	Grapple	Val D8
29-30	Venomous Bite or Sting		Touch	Direct	Persistent	Damage (Physical)	Poison. Val D6

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

Masterminds and Black Queens

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

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

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

D100	Followers
01-25	Enforcer
26-50	Agency: choose the first from the list that applies. If: • Profession Occultist or Power Field Magician then Demons • Profession Technician, Power Field Gadgeteer or Power Suit, or Advantage Technologist then Robots • Profession Spy or abilities from Super Agent then Spy • Profession Kung Fu Fighter or abilities from Martial Arts then King Fu • Profession Solider, Military Officer, Admiral/General or Advantage Master Tactician then Soldiers • Outsiders
51-75	Organisation: choose the first from the list that applies • Profession Solider, Military Officer, Admiral/General or Advantage Master Tactician then Army • Profession Occultist or Power Field Magician then Undead • Profession Police or Senior Police then Police • Profession Paramilitary Police then Paramilitary Police • Profession Thief then Criminals • Gangsters
76-00	Villain Group

Enforcer

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

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

Hero Team

A hero team is a collection of named characters who operate together. Their leader must be a Hero and other members must be Heroes or Neutrals. The PCs are a Hero Team and build their own base using tasks. NPCs have a Super Base with upgrades. Randomly generated NPC teams have the following personality and level. The referee may need to either modify personalities or decide how they work together. For example one or two dark personalities could be in a hero team if they have a dominant light leader. The minimum level overrides the random level and the minimum level is 1. The whole team are powered characters and automatically Heroes.

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

Villain Group

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

Personality	Level (Modified by Personality Minimum 1)
01-02: Adventurer	01-10: PC's Level -2
03-07: Animal Nature	11-30: PC's Level -1
08-09: Apprentice (Level -1)	31-70: PC's Level
10-15: Bully	71-90: PC's Level +1
16: Cynic (Minimum Level 2)	91-00: PC's Level +2

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

Animals

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

- Basic Attack: Direct, Hand to Hand, Instant, &Damage (Solid): 0.
- Normal Senses: Sense (Vision): D6.
- Recover: Personal, Instant, Recovery: D6.
- Drain Defence: Personal, Always On, Drain Defence (All): D6.
- Survival +2

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

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

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

1 Ability

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-30	Tiny	Touch	Personal	Always On	Small	Val D12
31-70	Tiny	Touch	Personal	Always On	Small	Val D10
71-00	Tiny	Touch	Personal	Always On	Small	Val D8

3 Abilities

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

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

1 Ability

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-50	Small	Touch	Personal	Always On	Small	Val D6
51-100	Small	Touch	Personal	Always On	Small	Val D4

4 Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-06	Swimming		Touch	Personal	Instant	Move (Swimming)	Val 2D4

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

Type	ST	DX	TO	IN	CH	WP

	General Animal	D4	D6	D4	D4	D4	D6

1 Ability

Roll	Ability	Range	Target	Duration	Result	Modifiers
01-25	Concealment /Evade	Touch	Personal	Always On	Concealment (Vision) &Dodge	Val D6 +2
26-50	Big	Touch	Personal	Always On	Large	Val D4
51-70	Very Big	Touch	Personal	Always On	Large	Val D6
71-90	Massive	Touch	Personal	Always On	Large	Val D8
91-00	Huge	Touch	Personal	Always On	Large	Val D10

4 Abilities

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
01-06	Swimming		Touch	Personal	Instant	Move (Swimming) Athletics	Val 2D6 +1
07-12	Running		Touch	Personal	Always On	Move (Running) Athletics	Val 2D8 +1
13-18	Climbing		Touch	Direct	Instant	Move (Climbing) Athletics Gymnastics	Val 2D6. Reroll of Large D6+ +1 +1
19-24	Flight		Touch	Personal	Instant	Move (Flying) Gymnastics	Val 2D8. Reroll of Large D4+ +1
25-30	Leaping		Touch	Personal	Instant	Move (Leaping) Athletics Gymnastics	Val 2D6. Reroll of Large D6+ +1 +1
31-35	Survive Underwater		Touch	Personal	Always On	Life Support (Underwater) Endurance	Val 2D6. Add 1 level in Swimming. If Large then roll D6: on 4+ Large +D1. +1
36-40	Survive Dangerous Environment		Touch	Personal	Always On	Endurance	Val D6 +1 If animal has Swimming always Cold first
		01-50				Life Support (Cold)	
		51-00				Life Support (Heat)	
41-50	Fighter		Touch	Personal	Always On	Accuracy	Val D6
51-55	Animal Senses		Touch	Personal	Always On	Sense (LI) Perception	Val D6 +2
56-65	Bite, Beak etc.		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6
66-70	Claw, Pincer etc.		Hand to Hand	Direct	Instant	Damage (Solid)	Val D6
71-75	Grapple		Hand to Hand	Direct	Instant	Grapple Crush	Val D6

Roll	Ability	Add Roll	Range	Target	Duration	Result	Modifiers
76-90	Skin, Carapace, Hide	01-50	Touch	Personal	Always On	Armour (Solid)	Val D6
		51-00				&Armour (Physical, Energy)	
91-00	Charge, Horns etc.		Touch	Personal	Always On	Increase Move Through	Val D6

Trees

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

- Recover: Personal, Instant, Recovery: D6.
- Drain Defence: Personal, Always On, Drain Defence (All): D8.
- Stationary Object: no hit rolls with Direct.
- Endurance +1

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

Ability	Range	Target	Duration	Result	Modifiers
Big	Touch	Personal	Always On	Large	Val = ST+D1 of thing transformed into a tree, +D1 per +D1 large of transformed thing.
Rooted	Touch	Personal	Always On	Stand Firm	Val D10
Bark/Wood	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	D Mod (Heat -1D2, Cold -1D1). Val 2D10.

Animated Trees add the following and are not Stationary Objects:

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

Ability	Range	Target	Duration	Result	Modifiers
Walk	Touch	Personal	Instant	Move (Running)	Val 2D4.
Bash	Hand to Hand	Direct	Instant	Damage (Solid)	Val D6.
Grapple	Hand to Hand	Direct	Instant	Grapple Crush	Val D6.
Strange Sense	Touch	Personal	Always On	Sense (Magical)	Val D6.

Statues

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

- Recover: Personal, Instant, Recovery: D6.
- Drain Defence: Personal, Always On, Drain Defence (All): D8.

- Stationary Object: no hit rolls with Direct.
- Endurance +4

Type	ST	DX	TO	IN	CH	WP
Statue	D8	0	D12	0	0	0

Ability	Range	Target	Duration	Result	Modifiers
Big/Small	Touch	Personal	Always On	Large or Small	Same as the Transformed thing.
Heavy	Touch	Personal	Always On	Stand Firm	Val D8
Stone	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Val 2D10
Life Support	Touch	Personal	Always On	Life Support (All)	Val 2D10
Statue Immunity	Touch	Personal	Always On	Immunity (Poison, Gas)	Val 2D10

Animated Statues add the following and are not Stationary Objects:

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

Ability	Range	Target	Duration	Result	Modifiers
Walk	Touch	Personal	Instant	Move (Running)	Val 2D4.
Bash	Hand to Hand	Direct	Instant	Damage (Solid)	Val D8.
Grapple	Hand to Hand	Direct	Instant	Grapple Crush	Val D6.
Vision	Touch	Personal	Always On	Sense (Vision)	Val D6.

Game Mechanics
Opposed Rolls

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

Reducing Values

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

Increasing Values

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

Level

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

When a PC goes up a Level:

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

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

Evolving Personality

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

Generating Higher Level Characters

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

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

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

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

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

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

2. Add D3+4 extra DP in total to include episode victories.
3. Roll for a new **Personality Trait** on current **Personality**.
4. Roll Virtue vs Ego to determine if the character's **Personality** evolves. If an NPC's final personality is known because of the **Relationship table** this outcome of this may be fixed. If **Personality** evolves roll a new personality trait from the new table and if this results in having more than four remove one from the previous table/s giving priority to those not available in the new **Personality**.
5. See if the character's **Hero, Neutral or Villain** status changes.

Total Level

Sometimes the total level of each side in a fight matters for some traits and disadvantages. The total level is found by adding up the levels of all named characters modified as follows:

Powered	Sidekick	Unpowered	Non-Combatant
x 1	x 3/4	x ½	x 0

Unnamed characters have a level multiplier (multiply the level by this number):

Costumed Criminals, Lost Civilizations and Aliens, Medium Monsters, Vampires, Servitors	Ghouls, Ghosts, Greater Demons, Small Monsters, Cursed Cultists	Other Agents	Other Organizations

x 1/3	x 1/4	x 1/6	x 1/10

Round down to a whole number.

Gaining and Spending Development Points

Development Points are awarded by the referee in play (usually around 1 DP per successful episode sometimes more if the episode had 4 or more steps or was very difficult) and are also gained by going up Levels. They can be spent as for DP in character generation. They can also be used to buy or improve the following abilities at normal cost (Non-Combatants can't have these) if the requirements are met.

Ability	Range	Target	Duration	Result	Modifiers	Requirements
Armoured Costume	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Val D6 (maximum Dice D8).	Armour Lab
Combat Awareness	Touch	Personal	Always On	Prediction	Val D6	Danger Room. Training.
Combat Skill	Touch	Personal	Always On	Accuracy	Val D6	Training.
Comm System	Touch	Personal	Always On	Radio	Item. Val D6	Requires 1 DP to buy and 1 per extra level. Extra levels always give +D1.
Evade	Touch	Personal	Always On	Dodge	Val D6	Training.
Forward Observer	Touch	Personal	Always On	Seeking	Val D6	Danger Room. Training.
IR Goggles	Touch	Personal	Always On	Sense (IR)	Val D6	Detection Systems Lab
LI Goggles	Touch	Personal	Always On	Sense (IR)	Val D6	Detection Systems Lab
Mental Discipline	Touch	Personal	Always On	Mind Screen	Val D6	Danger Room. Training.
Protected Costume	Touch	Personal	Always On	Life Support (Choose 2 points worth and then 2/level) Heat (1) Cold (1) Radiation (1) Space (2) Underwater (1) Gas (1)	Item. Val D6	Life Support Lab.
Use Base Automata	Touch	Personal	Until Cancelled	Summon (Existing Base Automata)	Val D6.	Capable of High tech construction. Automata Lab.
Use Base Robots	Touch	Personal	Until Cancelled	Summon (Existing Base Robots)	Val D6.	Capable of High Tech Construction. Robot Lab
Use Demon Guards	Touch	Personal	Until Cancelled	Summon (Existing Demon Guards)	Val D6.	Magician or Occultist. Summoning Portal.
Use Gene Guards	Touch	Personal	Until Cancelled	Summon (Existing Gene Guards)	Val D6.	Super Scientist. Gene Lab.

DPs can also be used as follows:
- If a character has more than 1 disadvantage one can be removed for 2DPs.
- If a character has more than 2 personality traits one can be removed for 2 DPs.

- Decrease Ego by 1 for 2 DP.

Gaining Ego and Virtue in Episodes

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

Sacrificing Virtue for Power

A character with more Virtue than Ego can use a relationship task to try to sacrifice Virtue for Power. To do this roll Virtue vs Ego. On a major result reduce Virtue by 1, increase Ego by 1 and gain 1 DP.

Leaders

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

Episodes

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

Episodes are described in detail in the **Super Heroes and Super Agents Episode Generation** book.

Tasks

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

Tasks in episodes come in three main forms:

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

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

When several characters are working together on a task all roll their dice together and take the highest result. Where several characters are working together the following special rules applies to reductions in value:

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

Risking Virtue or Ego

Virtue and Ego can sometimes be applied to tasks.

When attempting a selfless beneficial task to help others a character whose Virtue is higher than Ego can risk his/her Virtue. Add Virtue to the chance of success and add Ego to the resistance. If the task is failed subtract 1 from Virtue.

When attempting a selfish task to help him/herself a character whose Ego is higher than Virtue can risk his/her Ego. Add Ego to the chance of success. If the task is failed subtract 1 from Ego

The maximum type and number of dice added to the chance of success by this is the same as the dice available for the skill used.

E.g. a character with Virtue D12 and Ego D6 uses Virtue on a task. Her skill is 2D8 so Virtue adds D8 (no more than the skill) to the chance of success and Ego adds D6 to the difficulty.

Relationship Tasks

A relationship task is slightly different from normal tasks. It represents an issue that the PC must resolve with one of the characters with who s/he has a relationship. No supporting characters are allowed. If a character chooses to take a relationship task then roll randomly for which relationship is encountered. A relationship task also occurs automatically if an NPC relationship is encountered during an episode step. This table is used for random relationship encounters:

Roll D10	Relationship
1	Follower
2	Companion
3	Anima/Animus
4	Mentor
5	Guide
6	Minion
7	Rival
8	Temptress/Tempter
9	Mastermind
10	Black Queen

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

Relationship	Light Task
Follower/ Minion	**Success (Choose one):** • Give 1 DP which can only be used towards buying off a personality trait or disadvantage. • Be able to call an NPC Follower or Minion to help with one episode step or other task. • Increase Follower or Minion's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • Decrease Follower or Minion's Ego by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • Allow the Follower/Minion to roll Virtue vs Ego and if it gets a major result undergo a Light Personality Evolution. Also a randomly encountered NPC Minion or Follower will join the PC's side in this episode step. **Failure (All that apply):** • Increase a Minion's Ego by 1. If currently a Hero or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is worse. • A randomly encountered NPC Minion will join the other side in this episode step. • A randomly encountered NPC Follower will try to flee helping neither side on this episode step. • A PC Follower has a temporary -1 WP the next time (including this one) s/he operates with the character in an episode step which uses WP in a task or combat. • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Follower or Minion.
Companion	**Success (Choose one):** • Be able to call an NPC Companion to help with an episode step or other task when acting on the light side. • Both subtract 1 from Ego. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • For a PC Companion both have +1 temporary WP when working together in a chosen episode step. Also a randomly encountered NPC Companion will join the PC's side in this episode step. **Failure (All That Apply):** • Next time the Companions are in an episode step (including this one) which uses WP (in a task or combat) both have -1 temporary WP at the start of the step. • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Companion (unless the result below occurs). • If the PC's Companion is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Rival	**Success (Choose one):** • Be able to call an NPC Rival to help in an episode step or other task without distracting bickering. • Both subtract 1 from Ego. If either the PC or Rival is a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Also a randomly encountered NPC Rival will join the PC's side in this episode step without distracting bickering. **Failure (All That Apply):** • Next time the Rival operates in an episode step (including this one) on the character's side s/he and the character bicker and show off in such a way as to actually hinder success. • A randomly encountered Rival NPC will join the character's side unless the relationship was -2 or worse before the task in which case s/he will join the other side.
Anima/ Animus	**Success (Choose one):** • Each gain 1 DP which can only be used towards buying off a personality trait or disadvantage.

Relationship	Light Task
	• Both add 1 to Virtue. If either is currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. • Be able to call an NPC Anima/Animus to help with one episode step or other task. Also a randomly encountered NPC Anima/Animus will join the PC's side in this episode step. **Failure:** • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Anima/Animus unless the result below occurs. The PC is at -1 to all tasks until s/he completes an episode or gains a new Anima/Animus.
Mentor/ Guide	**Success (Choose one):** • Add one of the mentor/guide's skills to a task roll in a chosen light task. • Gain 1 DP which can only be used towards buying off a personality trait or disadvantage. • If the mentor/guide is a Hero then roll his/her Virtue against character's Ego and if successful reduce Ego by 1 for a minor and 2 for a major success. Either way the PC rolls as for Hero, Villain or Neutral in character generation and take the result if it is better. • If the mentor/guide is a Villain or Neutral give him/her +1 Virtue and allow him/her to roll as for Hero, Villain or Neutral in character generation and take the result if it is better. Also a randomly encountered NPC Mentor/Guide will join the PC's side in this episode step. **Failure:** • If the relationship was already -2 or worse before the task was attempted the character is no longer the PC's Mentor/Guide unless the result below occurs. • If the PC's Mentor/Guide is a Villain then roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Mastermind/ Black Queen	**Success:** • A randomly encountered Mastermind/Black Queen operates on the side opposing the PC. **Failure (All That Apply)**: • Roll the WP of the PC vs the WP of the Mastermind/Black Queen. On a major failure the PC can't act against the Mastermind/Black Queen's next scheme (including this one) at all. On a failure can act but at -2 val to all actions, on a success at -1 and on a major defeat no penalty. Subtract 1 from the relationship. • A randomly encountered NPC Mastermind/Black Queen operates on the side opposing the PC. • Roll for the PC as for Hero, Villain or Neutral in character generation and take the result if it is worse.
Temptress/ Tempter	**Success (All That Apply)**: • A NPC tempter/temptress Villain will operate on the side opposing the PC if met in an encounter but won't attack the PC and if the PC is the only one left will try to flee. • A NPC tempter/temptress who isn't a Villain will operate on the side of the PC if met in an encounter. • Add 1 to the PC's relationship with an Anima/Animus if any. • If the PC's relationship was +3 or better before the task then the character is no longer the PC's tempter/temptress. • Increase Tempter/Temptress's Virtue by 1. If currently a Villain or Neutral roll as for Hero, Villain or Neutral in character generation and take the result if it is better. **Failure (All That Apply)**: • Against an NPC roll the WP of the PC vs the WP of the Tempter/Temptress. On any failure the character can't act against the Temper/Temptress's next scheme (including this one). On a success can do so but can't attack the Tempter/Temptress and must give up if s/he is the only opponent. • A randomly encountered Tempter/Temptress will operate against the PC's side.

Relationship	Light Task
	• If an NPC Tempter/Temptress puts the PC out of action or the PC is the only one left on his/her side then the PC is automatically captured but does not have to make a roll for other outcomes of defeat. • Subtract 1 from the PC's relationship with an Anima/Animus if any. • Add 1 to the Tempter/Temptress's Ego.

Construction Tasks

A Construction Task can be used to build bases or equipment. It uses the PC's Technology skills and *Resources*. If a construction task uses only a character or group's *Resources* then the PC's don't actually have to be present (other workers are doing it on their behalf). The *Resources* assigned to a Construction task can't be used for anything else at the same time. Certain characters are able to construct high-tech equipment and the construction task allows this if at least one such character takes part for at least one **Activity Period** of the three (s/he could only apply Resources not skill). Construction tasks require 3 **Activity Steps** per roll. The number of supporting character's allowed is up to the referee and should depend on the size of the task. The referee should only allow unskilled helpers if they could make any difference (e.g. labourers can help to build a wall but aren't much use in building a high-tech gun). If a construction task is failed it can be attempted again after another three **Activity Periods** of work retaining any reduction in difficulty due to minor success results.

Regaining Lost Items

If a constructed or purchased item is lost it has to be regained normally using a task. If a character lost an item gained through an ability then s/he can regain it by getting it back from whoever took it in a Breakout or Assault episode. Alternatively it can be replaced after a delay of 10 **Periods**.

Purchase Tasks

A Purchase Task can be used to hire guards, buy bases or acquire equipment. It uses the character or group's *Resources*. Supporting characters are usually allowed if they have similar levels of resources (within 1 val) but characters with much lower resources shouldn't be allowed to support. E.g. if a character with D10 resources is trying to buy a boat having a supporter with D6 doesn't help. Characters can however join a purchase task to provide expertise only such as Streetwise or particular Professions. Purchase tasks don't allow gaining high-tech equipment. Some purchase tasks require another type of roll as well. Difficulties are as follows:

- Hiring personnel for a base from the as non-combatants, Organisation section (Police, Paramilitary Police, Soldiers) or from the Agency Section (including hand held weapons and worn equipment only). Up to 4 attempts at hiring can be made each **Activity Step**. Difficulty is shown on the personnel table and in addition Leadership task of difficulty D6 is required:
  - Civilian Support Staff: Count as +1 resources and leadership if any character involved has the profession Administrator, Business and Finance or Captain of Industry. Each one of these reduces the minimum number of action phases that PCs must spend on guarding the base per week by 3.
  - Police Guards: Count as +1 resources and leadership if any character involved has the profession Captain of Industry, Administrator, Senior Police, Police or Paramilitary Police.
  - Paramilitary Police Guards: Count as +1 resources and leadership if any character involved has the profession Captain of Industry, Administrator, Senior Police, Police or Paramilitary Police.
  - Army Guards: Count as +1 resources and leadership if any character involved has the profession Military Officer, Solider, General, Captain or Admiral.

o Soldier Guards: Count as +1 resources and leadership if any character involved has the profession Military Officer, Solider, General, Captain or Admiral.

Number of Personnel Already Hired	Hiring Difficulty (Resources)
Base Difficulty with no personnel	D4
Having at least 1 Personnel	+1
Every 6 Police or Civilian Support Staff.	+1
Every 4 Paramilitary Police or Army	+1
Every 3 Soldiers	+1
If there aren't enough of one kind to have a modifier add any surplus to the total for the rows above. E.g. hiring someone else when already have 1 Soldiers, 2 Army and 3 Support Staff would be D8, 2 Soldiers and 2 Army would be D8,	

- Weapons can be purchased to equip NPCs such as base guards (in addition to what they came with) such as support weapons or to automate. PCs can only use standard weapons with the Use Weapon ability. A single hand weapon or small arm takes one Activity Step. Two **Activity Steps** can purchase up to 20 hand weapons or small arms of the same which are legal in the setting or a D3 illegal weapons. Three **Activity Steps** are required to purchase a single heavy weapon. The difficulty is shown on the weapon table. Add 1 for buying 5-10 and 2 for 11-20. Add 1 to difficulty if the weapon is illegal. Also if the weapon is illegal a Streetwise task of the same difficulty is required.
- Detection Systems can be purchased to equip NPCs such as base guards (in addition to what they came with). An **Activity Step** can purchase a single system. Two **Activity Steps** can purchase multiple systems with 5-10 at +1 difficulty and 11-20 at +2.
- Armour can be purchased to equip NPCs such as base guards (to replace what they came with). An **Activity Step** can purchase a single set. Two **Activity Steps** can purchase multiple sets with 5-10 at +1 difficulty and 11-20 at +2. The difficulty is shown on the table.
- Life Support can be purchased to equip NPCs such as base guards (to replace what they came with). An Activity Steps can purchase a single set. Two **Activity Steps** can purchase multiple sets with 5-10 at +1 difficulty and 11-20 at +2. The difficulty is shown on the table.
- Vehicles can be purchased in an **Activity Step** if the difficulty is D4 or D6, 3 **Activity Steps** if D8+. The difficulty is shown on the vehicle table. Vehicles don't come with weapons when purchased.
- Radios can be purchased in an **Activity Step**.

Recruiting Tasks

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

Chase Task

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

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

Roll for the environment that the chase will start in (Value if significant is 2D6). The table shows the minimum and maximum difficulty of the chase. After the extra environments the modifier to Minimum

and Maximum is shown in brackets. If a subsequent extra environment makes a previous extra environment impossible then cancel it.

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

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

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

1. The pursued sets the chase difficulty (choose any difficulty wished within the limits set by the environment) and attempts a skill roll against it using Control if in a vehicle or Athletics otherwise. Also use any **Pursuit** ability. On a major success then roll Movement plus the skill

as a Val. On a success roll Movement as a Val. On a minor failure roll Movement at -2. On a major failure hit an obstacle. If an obstacle is hit then roll for its resistance:

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

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

2. Each pursuer rolls against the same difficulty using the appropriate skill and any **Escape** ability. If the pursued is not in a vehicle and the pursuer is then the challenge is +1D in Urban or Wilderness and +1 if in a Vehicle which is Large D6 and another +1 if the vehicle is larger than D6. On a major success then roll Movement plus the skill as a Val. On a success roll Movement as a Val. On a minor failure roll Movement at -2. On a major failure hit an obstacle as above.

3. Compare the pursuer's result vs the escaper's. If the pursuer got a major victory it catches up by 2 squares, a minor victory by 1, a minor defeat falls behind by 1 and a major defeat by 2.

4. If the gap is now 12 squares or more the escaper got a way. If it is now 0 squares the escaper was caught.

5. First the escapers and then the pursuers may attack (take into account that range is 10 per square). Hit rolls are at -2 or -4 if an obstacle was hit. Cover in Urban is D4 at 1 square, D6 at 2 squares and D8 at 3+ squares. Cover in Wilderness is D4 at 2 squares, D6 at 3 squares and D8 at 4 or more squares. In Enclosed cover is D6 at 1 square, D8 at 2 squares and there is no line of sight beyond this.

6. Anyone taking part in the chase who is not in a vehicle must roll Endurance vs a difficulty depending on how many rounds the chase has gone on. On a minor defeat future moves are at -2 and on a major defeat the character can't carry on with the chase.
   Round 1: No test.
   Round 2-3: D4
   Round 4-5: D6
   Round 6-7: D8
   Each 2 rounds: +1

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

8. Look for an improvised vehicle. A character can make a Perception roll vs difficulty listed for the environment to see a vehicle of a type suitable for the environment (or the next environment) to commandeer if any are listed.

Roll	Urban (D8)	Wilderness (D2)	Water (D2)	Underwater (D2)	Air (d3)	Space (D2)
	Difficulty 2D6	Difficulty 2D10	Difficulty 2D6 at a transition then 2D12	Difficulty 2D10 at a transition then 2D14	Difficulty 2D8 at transition and then 2D20	Difficulty 2D8 at transition and then 2D20

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

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

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

Race Against Time

A raise against time occurs when the team must get to a place quickly before something happens. Each race has a race difficulty set for the episode (this is given in the scenario or the **Super Hero and Super Agents Episode Generator**). Roll to see if the race starts in vehicles:

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

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

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

. On each round:

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

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

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

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

Training Task

A Training task allows one character to train up to 8 others. They take 3 **Activity Steps** per roll. The trainer picks a skill that s/he is better at than the students. If s/he has Combat Skill or Evade (see experience section) or another ability then provides *Accuracy* or *Dodge* other the referee considers similar enough then s/he can use training to allow characters to purchase these skills with experience. With a Danger Room s/he can use training to allow other abilities to be purchased with experience. The trainer uses Persuasion and any modifiers s/he has for providing Training. Each student resists with **Ego** and another dice depending on **IN**:

IN	Resist
D4	D8
D6	D6
D8	D4
D10+	0

There are also modifiers due to personality and disadvantages. The minimum resistance is D4. If the teacher is successful they student gains +1 to the skill.

Patrolling

Patrolling PCs are looking for minor issues to suit out such as crimes and other problems being experienced by the population. It takes an **Activity Step**. Patrolling allows the PC to roll D6 vs Virtue to improve it. Also roll on the following table:

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

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

D6	Difficulty
1-2	2D4
3-5	2D6
6	2D8

If the PC succeeds in all the tasks s/he sorted out the problem and gains 1 VP and will improve the reputation of him/herself and of the team.

Breakout Task

Captured characters can try to break out of their cells. The difficulty is D6 plus the value of their cells (see **Bases**) using **Security**. If a captured character escapes s/he can release other prisoners. The character/s will then start a Breakout Episode (see the **Super Heroes and Super Agents Episode Generator** book) from within the enemy base. If a character is beaten in a Breakout Task roll on the **Defeated Table**.

Lifestyle Level

PCs have a Lifestyle Level determined by their Profession and Advantages and Disadvantages. Lifestyle Level can also go down as a result of failing in **Making a Living**. If Advantages increase Lifestyle level above Luxurious (4) instead the PC doesn't need to work in order to Make a Living and each point above 4 halves the time required to **Replenish** *Resources* e.g. +1 is x 1/2 , +2 is x ¼ and so on.

Making a Living and Replenishing Resources

If characters spend a lot of time on episodes and other tasks they aren't making a living. Making a living involves working in a character's job (which may involve maintaining a Secret Identity). At the end of each every 15 **Periods** check to see if the character has problems with just surviving. If over a this time they haven't spent at least they haven't spent at least 8 **Activity Steps** working then roll a task of *Resources* vs Lifestyle. These are the Lifestyle levels:

D0: **Destitute**
D4: **Poor Lifestyle**
D6: **Average Lifestyle**
D8: **Wealthy Lifestyle**
D10: **Luxurious Lifestyle**

If they are defeated (which will always happen if they have no *Resources*) then the character drops one living standard. Also they will now struggle to maintain their Secret Identity and keep their job or position. A task of 2D6 Persuasion is required with +1 per time s/he has failed. One PC can support other PCs using *Resources* by rolling against the total lifestyle of all PCs who are not supported by working.

Any character who becomes Destitute must work at least 10 **Activity Steps** in the next 15 **Periods** to just survive and must work 15 **Activity Steps** to recover 1 level of living standard.

Characters who are not Destitute who work an extra 4 **Activity Steps** over a month can **Replenish** any lost *Resources*.

Establishing a Secret Identity

A character or one of his/her allies can establish a Secret Identity for the character either because s/he never had one or because it has been compromised. This first required 3 **Activity Steps** from the character establishing the identity followed by 6 more from the character receiving the new identity. Whoever is paying for this must make a Resources task against: D4 for a Weak Government or D6 for a Stable or Strong Government area.

Gaining a Sponsor

A PC Hero Team can gain a sponsor which means that an individual or organisation is funding their work. They can't do this if they are operating as Government Agents. Gaining a sponsor is a task requiring 3 **Periods**. It uses either Leadership or Persuasion. One PC can attempt it. The difficulty is 2D6 modified as follows (this depends on the environment of the setting – see the Episode Generator):
- Operating in an area with an Evil Government: +2
- Operating in an area with a Neutral Government: +1
- No Base advantages: +2
- Secret Base: +1
- Each other sponsor the team already has: +1
- Group contain Level 2+ characters: -1 or Level 4 characters: -2
- Team was in the news within the last 7 **Periods** for succeeding in an Episode which threatened the area: -1
- Trying to gain D4 Resources: 0, D6 Resources: +1, D8 Resources: +2, D10 Resources +3, D12 Resources: +4.

If the task succeeds an appropriate organisation depending on the environment of the setting offers to sponsor the team in their good works e.g. a charity, company, rebel group, secret society, civil society organisation, foreign government or the local government. The organisation provides the Resources indicated which can be pushed in the same way as other Resources. They can be applied to a task with the agreement of the team leader. If the Resources are drained they can be **Replenished** by making a one **Activity Period** sponsorship task at -2 difficulty. The organisation may withdraw sponsorship after a public failure, PR disaster or if the team goes against their aims. If a team already has a sponsor and wants to get another they can first lose their current sponsor/s which will make the task easier or roll D6 if each existing sponsor once the new one is gained and on 1-3 lose the existing sponsor.

Government Agents

Becoming government agents depends on the game environment (see the Episode Generator). The team may be offered a position as government agents by a Good or Neutral government. If the team has never taken part in an episode opposing government organisations or agencies and contains no **Wanted** members then roll 4+ on D6 after each successful episode where the team made the news to

see if the offer is made. Actually Evil governments may make offers too but the PCs have to decline them as this would make them villains. On a roll of 6 a Neutral government won't take no for an answer and if the team refuses they will all become **Wanted**. Otherwise the team can decline or accept. If they accept:

- They stop being sponsored and can't be sponsored any more.
- A weak government gives them D6 *Resources*, a solid government gives then D8 *Resources* and a Strong government D10 *Resources.*
- Making a Living now depends on performing tasks for the team rather than doing outside work.
- If any PC's **Lifestyle Level** was Poor it becomes Average.
- They are Law Enforcers.
- The government expects them to go on episodes to protect the area and government interests.
- The government knows where their base is (important if they fall out later).

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

Bases

Player Character heroes begin with a base where they meet up with no advantages (usually it is someone's home or place of work). They can use construction tasks to construct an actual base.

Bases can be secret which means that in a Base Attack episode a blocking investigation task is created to stop opponents finding the base. To set up a Secret Base requires a construction task of difficulty equal to the investigation task which will be required to locate it. Setting up concealment is done before any other base construction can begin. High-Tech concealment counts as +1D on the difficulty of the Investigation Challenge. Once a base is located by an individual or group then only abandoning it and usually building a new base (or getting rid of everyone who knows) will regain concealment.

The basic difficulty for constructing a base is D6. To create a base first decide if it will be in a standard environment (either Urban, Open or Wilderness) which doesn't add to the difficulty. Alternatively the base can also be constructed in a different environments. This only affects open areas and the areas outside the base (inside the base is always Urban, Enclosed). These environments add to the basic difficulty of construction: +1D for Water, +1D for Cold, +1D for Hot, +1D1 for Underwater, +2D2 for Space and +2D3 for Air. Construction in Underwater, Air or Space requires High-Tech construction ability. A base built in space will either cause the whole base (outside and in) to be in microgravity or be built to spin in which case the interior won't be in microgravity. Construction with spin is +D1 to the difficulty. A base constructed in Cold, Hot, Underwater or Space will have an interior with the same environment unless it has a closed interior in which case it can have Life Support constructed. Note that Hot and Cold refers to dangerous extremes of temperature. Any base with a closed area has normal heating and cooling. Bases can be mobile in which case they can shift from region to region and can regain concealment, if lost, without being rebuilt. A space or air base which retains its position over a location or a space base in a regular orbit doesn't count as mobile. Mobile bases are +2D to construct. Note that they are not necessarily a single mobile structure and could be a number of separate vehicles. A simple mobile base could be a truck or bus.

Base defences can be layered. For example a base could have more than one wall or more than one set of automated defences. If so each outer layer must be at least D1 weaker than the next innermost. Each layer of defences can have a Security System fitted to control access to it otherwise the Security challenge will be D6. Standard interior walls and doors of a base are Thin Walls with Normal Doors and no Security. A layer of defences/security can, instead of its normal function be used to increase the wall/door values and security of all the base interior features of the same kind in one go (the kinds are labs, cells, command and control (master computer, detection systems and life support). Interior walls and doors between other areas aren't affected by this.

Each feature comes in two types: high-tech and normal. Those challenges marked * can be increased by 1D or D1 in difficulty with a corresponding increase in the bonus provided by the effects. Some features provide bonuses to character skills or other base facilities. The bonus provided is never greater than the ability itself and if more than one character is attempting the same task the bonus is given to one character only. For example a character with D8+D6 in a skill could add no more than a bonus of D8+D6. Where a bonus is provided it is reduced by 2 when the task must be undertaken outside the base facility. High –Tech facilities which allows construction of something allow high-tech construction to those able to do so. Bases with closed interiors come with normal facilities such as living quarters for free.

Each construction task can be used to build any of the following:

Feature	Challenge	Effects
Armour Lab	2D10	Allows construction of body armour for NPCs, armour for vehicles and Armoured Costumes (with DP) for PCs.
Automata Lab	2D10	Must be high-tech. Allows construction of Base Automata and allows characters with High-tech construction to use experience to buy the Use Base Automata ability. Supports up to 8 automata swarms +2 per +1 difficulty.
Automated Weapons	2D10	Any weapon which is automated can be targeted automatically by the base's Master Computer (the base must have one to use these). Automated weapons are placed in particular locations. They have an Accuracy equal to the Master Computer bonus.
Base	D6	Must be constructed before all other features apart from Secrecy. +1D for Water, +1D1 for Underwater, +2D2 for Space and +2D3 for Air. Underwater, Air or Space requires High-Tech construction ability. Spin for Space base +D1 to the difficulty. Mobile +2D.
Base Automata	2D10/2D6	Always high-tech and requires an Automata Lab. Creates an automata swarm which guards the base. It can't be used outside without the Use Base Automata ability. The difficulty before the / is for the first example of a type (roll abilities randomly).
Base Robots	2D10/2D6	Always high-tech and requires a Robot Lab. Creates a robot which guards the base. It can't be used outside without the Use Base Robot ability. The difficulty before the / is for the first example of a type (roll abilities randomly).
Cells	2D6*	Makes it harder for prisoners to escape (the standard is D6). Allows a Law Enforcing group to legally hold prisoners. Normal makes it D8 harder and high-tech D10 harder to escape. Also means that prisoners are held individually and can't pool their ability to escape.
Danger Room	2D8*	Makes Training for the combat abilities PCs can buy with DP: normal teacher gets +D4 and high-tech +D6. Some combat abilities require a Danger Room.
Demon Guards	2D10/2D6	Requires a Summing Portal. Uses Mystical instead of Technology. Summons a Lesser Demon which guards the base. It can't be used outside the without the Use Demon Guards ability. The difficulty before the / is for the first example of a type (roll abilities randomly).

Feature	Challenge	Effects
Detection System	2D6*	Makes stealth more difficult than standard. With no system the value is D4. Standard increases difficulty to D6 and high-tech a D10.
Detection Systems Lab	2D10	Allows personal detection systems for NPCs and detection systems for vehicles to be constructed. Allows IR and LI Goggles for PCs bought with DP.
Enhanced Vision Detection System	2D8*	Makes Stealth tasks in the base difficult than standard and works on targets which can't be detected by Vision. With no system the value is D4. Standard increases difficulty to D6 and high-tech a D10.
Exotic Detection System	2D10*	Makes Stealth tasks in the base more difficult than standard and works on targets which can't be detected by Vision. With no system the value is D4. Standard increases difficulty to D6 and high-tech a D10.
Gene Guards	2D10/2D6	Requires a Gene Lab and a Super Scientist. Uses Science instead of technology. Creates a Gene Guard which guards the base. It can't be used outside without the Use Gene Guard ability. The difficulty before the / is for the first guard. Use the Gene Soldier stats. Gene guards don't get vehicles and only receive standard high-tech equipment in a base with the correct lab to produce it.
Gene Lab	2D10	Requires a Super Scientist. Allows the construction of Gene Guards and allows a Super Scientist to buy the Use Gene Guards ability. Supports up to 8 gene guards +2 per +1 difficulty.
Grav Plates	2D10	High-Tech. Allows a base interior to not be Microgravity if it would be normally (can be retro-fitted to a space base). Can be turned on and off.
Life Support	2D8	Gives the interior life support so that if it is in environment Space, Underwater, Hot or Cold these environments don't apply in the interior.
Life Support Lab	2D8	Allows construction of personal and vehicle life support.
Master Computer	2D10*	Allows Automated Weapons and provides their Accuracy. Adds to the security task to for Breakouts. Provides a bonus for Security Systems and Detection Systems of D6 for Normal or D10 for high-tech. Improves the bonus provided by a Science Lab or Research Facility by 1.
Medical Facilities	2D8*	Gives a bonus to Medical Tasks. D6 for normal and D10 for high-tech.
Mystical Library	2D8*	Gives a bonus to Mystical Tasks of D8.
Research Facility	2D8*	Gives a bonus to Research Tasks. D6 for normal and D8 for high-tech.
Robot Lab	2D10	Must be high-tech. Allows construction of Base Robots and allows characters with High-tech construction to use experience to buy the Use Base Robot ability. Supports up to 8 robots +2 per +1 difficulty.
Science Lab	2D10	Gives a bonus to Science Tasks. D6 for normal and D8 for high-tech.
Secret Base	Equal to Investigation Difficulty	Gets +1D to Investigation Difficulty if High-Tech. Must be constructed before other base features.

Feature	Challenge	Effects
Security Systems	2D8*.	Each layer of structure requires a Security System to restrict access. If none is specifically built then the challenge is D6. Normal Security challenge is D8. High-tech systems are D10.
Structure: Bunker Wall with Vault Door	2D10*	+1D difficulty for Closed. 2D10 resistance or 2D12 if high-tech. Can be Directional for +D1 difficulty.
Structure: Reinforced Wall with armoured Door or Gate	2D8*	+1D difficulty for Closed. 2D8 resistance or 2D10 if high-tech. Can be Directional for +D1 difficulty.
Structure: Thin Wall or Fence with Normal Door or Gate	2D4*	+1D difficulty for Closed. 2D4 resistance or 2D6 if high-tech. Can be Directional for +D1 difficulty.
Structure: Wall with Heavy Door or Gate	2D6*	+1D difficulty for Closed. 2D6 resistance or 2D8 if high-tech. Can be Directional for +D1 difficulty.
Summoning Portal	2D10	Mystic, Magician or Occultist only. Allows summing of Demon Guards. Supports up to 8 demons +2 per +1 difficulty. Allows purchase of the Use Demon Guards ability.
Vehicle Lab	2D10	Allows vehicles to be built (except for armour, detection, weapons and life support which require other labs).
Weapons Lab	2D10	Allows weapon construction.

Bases for NPCs

NPC groups may start with standard bases and also buildings are found on many battlefields. These have set characteristics. If one of the owners can build high tech bases then features are high-tech and use the value after the /.

Standard Base	Characteristics
Law Enforcers Base	Structure Reinforced-Walls (Closed) with Security System (D8/D10) and Detection System (D6/D10), Cells (+D8/D10).
Military Compound	Structure Fence (Open) with Security System (D8/D10) and Enhanced Vision Detection System (D6/D10), Medical Facilities (D6/D10).
Spy Base	Secret D8/2D8, Structure Reinforced-Walls (Closed) with Security System (D8/D10) and Enhanced Vision Detection System (D6/D10), Cells (+D8/D10). Medical Facilities (D6/D10).
Hideout	Secret D8/2D8, Structure Fence (Open), Structure Normal Walls (Closed).
Super Base	Secret D8/2D8, Structure Reinforced-Walls (Closed) with Security System (D8/D10) and Enhanced Vision Detection System (D6/D10).
Demonic Gate	Each turn roll D6. On 5+ warps D4 lesser demons onto the field.

Standard Buildings	Resistance
Interior wall or door	2D4
Exterior wall or floor, tough door	2D6
Reinforced wall or floor, armoured door	2D8
Heavy wall such as a concrete wall or bunker or a vault door	2D10

Some bases are enhanced. If so roll on the following table the indicated number of times:
- Max level of the owner/s.
- +1 per Technology skill of owner (i.e. 1 per each +1 Val).
- +1 per Resources Val of owner (i.e. 1 per each +1 Val).
- +2 for a Mastermind or Black Queen.

If the owner/s can build high tech bases then the base will be high-tech. Re-roll any high-tech only features if not. If the base already has the ability add +1 to the Val of the ability (or abilities it produced) if possible and +1 to any other effect dice for the feature (shown in bold). If the feature has nothing to improve then re-roll. Structure of a different kind is always another layer of defences but one of the same type roll D6. On 4+ it enhances it otherwise it is another layer. Value is shown for normal/high-tech. Where a number of things is shown it is a like a Val (roll the number of dice and take the highest)

D100	Feature
01-03	Agents: the base is defended by **2D10** agents form a suitable kind of agency.
04-06	Armour Lab: each named character rolls **1** time on the personal armour table (if the same item is rolled again **+1 to val**). Group's constructed vehicles roll **1** time on the vehicle armour table (if the same item is rolled again **+1 to val**).
07-09	Automata Lab (High-Tech only): the base is defended by **2D10** automata swarms.
10-13	Weapons- Automated if base has Master Computer otherwise crewed. There are **2D6** weapons per layer of defences. Standard (D8 exterior D3 interior): 1. Grenade Launcher 2. LMG 3. Small Gun 4. Large Gun 5. Surface to Air Missile 6. Anti-Tank Missile 7. Autocannon 8. Anti-Ship Missile if Water otherwise Large Gun High Tech (D12 exterior D4 interior) – requires a Weapons Lab: 1. Support Laser 2. Support Gauss Gun 3. Support Blaster 4. Support Sonic 5. Medium Laser 6. Medium Mass Driver 7. Medium Blaster 8. Medium Sonic 9. Heavy Laser 10. Mass Driver 11. Heavy Blaster 12. Heavy Sonic
14-17	Cells **D8/D10**
18-20	Danger Room **D4/D6**: named characters get **+1 DP** for combat abilities.
21-23	Detection System **D6/D10**
24-25	Detection Systems Lab: each named character rolls **1** time on the personal detection table (if the same item is rolled again **+1 to val**). Group's constructed vehicles roll **1** time on the vehicle detection table (if the same item is rolled again **+1 to val**).
26-28	Enhanced Vision Detection System **D6/D10**
29-31	Environment roll D6: 1-2: Water 3: Underwater (High-Tech unless all have natural Life Support) 4: Space Microgravity (High-Tech) 5: Space (High-Tech) 6: Air (High-Tech) In space or underwater the closed part of the base will have Life Support unless all owners have natural life support for the environment.
32-33	Exotic Detection System **D6/D10**
34-36	Gene Lab (Super Scientist only): the base is defended by **2D10** Gene Soldiers.
37-39	Guards: the base is defended by **2D20** guards from a suitable type of organisation.

D100	Feature
40-41	Life Support Lab: each named character rolls **1** time on the personal life support table (if the same item is rolled again **+1 to val**). Group's constructed vehicles roll **1** time on the vehicle life support table (if the same item is rolled again **+1 to val**).
42-45	Master Computer D6/D10
46-49	Medical Facilities D6/D10
50-52	Mobile
53-56	Mystical Library (only if the group has a Mystic, Occultist or Magician named character): **+1 DP for Magician characters**. **+1 to difficulty of Mystical tasks against the group**.
57-59	Research Facility: **+1 to difficulty of Research tasks against the group**.
60-63	Robot Lab (High-Tech only): the base is defended by **2D10** robots.
64-67	Science Lab: **+1 to difficulty of Science tasks against the group**.
68-70	Secret D8/2D8
71-75	Security Systems D8/D10 applied to up to D4 defence layers.
76-77	Structure: Bunker Wall with Vault Door 2D10/2D12
78-81	Structure: Reinforced Wall with armoured Door or Gate: 2D8/2D10
82-84	Structure: Thin Wall or Fence with Normal Door or Gate: 2D4/2D6
85-87	Structure: Wall with Heavy Door or Gate: 2D6/2D8
88-91	Summoning Portal (Mystic, Magician or Occultist only): the base is defended by **2D10** lesser demons.
92-96	Vehicle Lab: the group has **1** shared constructed vehicles.
97-00	Weapons Lab: each named character rolls **1** time on the personal weapon table (if the same item is rolled again **+1 to val**). Group's constructed vehicles roll **1** time on the vehicle weapon table (if the same item is rolled again **+1 to val**).

Weapons
Weapons Built by PCs

Player characters can construct weapons in a base weapons lab. These weapons can then be used by NPCs who work for PCs, fitted to vehicles or installed in a base. Normal-Tech weapons have a Val of 2D4 and High-Tech weapons 2D6. The challenge required to acquire a weapon is vs D4 + 1 per characteristic the weapon has chosen from the list below which is marked with a *.

- +D1 Val*
- Can be any one of Touch, Ranged* or Distant*
- Can be Hand to Hand (adds Strength) but -1D.
- Can be Short but -1D.
- Can be Area* otherwise is Direct.
- If Area can be Area(+1)*.
- Can be Indirect but only with limitation only vs. Vehicles or Robots.
- Can be {Indirect Area (Burst)*}.
- Can be Autofire* if Damage Solid, Ranged or Distant and Bullet.
- Can be Damage Solid but if Ranged or Distant must be Bullet unless it is Heavy.
- Can be Damage Electricity, Stun, Val –D1 if Touch or Short.
- Area can be Damage (Heat)*
- If High-Tech can be Damage (Radiation)* or Damage (Heat)*.
- If High-Tech can be Damage (Sonic), Val –D1.
- If High-Tech can be Solid Partial Trap if Short or Ranged.
- Can be Heavy, +D1 Val* otherwise is a Held Item.
- If Heavy can be +1D Val* but then cannot use Accuracy except against Large targets.
- If Heavy can be Area(+1)*per.
- Making a set of up to 20 identical weapons to equip NPCs only.

Weapons for NPCs

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

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Melee Weapons	D4	Hand to Hand	Direct	Instant	Damage (Solid)	Held Item.	D4
Bladed Weapons (Swords, Spears, Bayonets etc.)	2D4	Short	Direct	Instant	Damage (Solid)	Held Item. Works Underwater	D4
Cursed/ Blessed Blade	2D6	Short	Direct	Instant	Damage (Solid)	Held Item, Ignores (Insubstantial). Works Underwater	
Electro-Spear	2D6	Short	Direct	Instant	Damage (Electricity) & Stun	Held Item, High-Tech. Works Underwater	
Molecular Sword	2D6	Short	Direct	Instant	Damage (Solid)	Rending, Held Item, High-Tech. Works Underwater	
Force Mace	D6	Hand to Hand	Direct	Instant	Damage (Physical) & Knockdown	Held Item, High-Tech	
Plasma Lance	2D6	Short	Direct	Instant	Damage (Radiation) & Drain (Radiation/ST)	Held Item, High-Tech. Works Underwater	
Fire Lance	2D6	Short	Direct	Persistent	Damage (Heat)	Held Item, High-Tech	
Thrown Weapons	2D4	Close	Direct	Instant	Damage (Solid)	Held Item, Bullet	D4
Pistols	2D4	Close	Direct	Instant	Damage (Solid)	Held Item, Bullet	D4
Submachine Guns	2D4	Close	Autofire	Instant	Damage (Solid)	Held Item, Bullet	D6
Rifles	2D6	Ranged	Direct	Instant	Damage (Solid)	Held Item, Bullet	2D4
Spear Gun	2D4	Close	Direct	Instant	Damage (Solid)	Held Item, Bullet, Works Underwater.	D4
Shotguns	2D6	Touch	Area (Long Line)	Instant	Damage (Solid)	Held Item	2D4
Auto Rifles	2D6	Ranged	Autofire	Instant	Damage (Solid)	Held Item, Bullet	2D6
Grenade	2D6	Close	Area (Blast)	Instant	Damage (Solid)	Item	D6
Stun Grenade	2D6	Close	Area (Blast)	Instant	Stun	Item	D6
CS Grenade	2D6	Close	Area (Blast)	Time (3 turns)	Drain (Physical/Sense (Vision, Enhanced Vision)	Persistent, Gas, Item	D6
Poison Gas Grenade	2D6	Close	Area (Blast)	Time (3 turns)	Damage (Physical)	Persistent, Gas, Item	D6

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Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Smoke Grenade	2D6	Close	Area (Large Blast)	Time (6 turns)	Stops Sense (Vision)	Item	D6
Grenade Launcher		Ranged				Held Item. Modifiers range of grenades.	2D6
Light Anti-Tank Weapons	2D10	Close	Direct	Instant	Damage (Solid)	Held Item, Only ground targets. 1 act set up.	D8
Shoulder Launched Surface to Air Missile	2D8	Distant	Seeking	Instant	Damage (Solid)	Held Item, Only against flying targets. 2 act set up.	2D8
Flamethrower	2D6	Touch	Area (Cone)	Persistent	Damage (Heat)	Held Item, Shots (3)	2D8
LMG	2D8	Ranged	Autofire	Instant	Damage (Solid)	Held Item, 2 act set up, 2 crew, Bullet.	D8
Autocannon	2D8	Distant	Autofire	Instant	Damage (Solid)	Vehicle or Installation Mounted.	2D8
Small Gun Firing AP	2D10	Distant	Direct	Instant	Damage (Solid)	Medium. 2 act set up, 4 crew, only ground targets.	2D8
Small Gun Firing HE	2D8	Distant	Area (Burst) {Indirect Area (Burst)}	Instant	Damage (Solid)		
Large Gun Firing AP	2D12	Distant	Direct	Instant	Damage (Solid)	Heavy. 5 crew, 4 act set up, only ground targets.	3D8
Large Gun Firing HE	2D10	Distant	Area (Large Burst) {Indirect Area (Burst)}	Instant	Damage (Solid)		
Surface to Air Missile	2D10	Distant	Indirect	Instant	Damage (Solid)	Heavy, 2 crew, 4 act set up, only against flying targets.	3D8
Anti-Tank Missile	2D12	Distant	Indirect	Instant	Damage (Solid)	Heavy, 2 crew, 4 act set up, only ground targets.	3D8
Anti-Ship Missile	2D12	Distant	Indirect	Instant	Damage (Solid)	Heavy, 2 crew, 4 act set up, only water targets.	3D8
Torpedo Tube	2D12	Ranged	Indirect	Instant	Damage (Solid)	Vehicle Mounted, Heavy, Only large water or underwater targets, Works Underwater.	3D8
Sonic Pistols	2D4	Close	Direct	Instant	Damage (Physical)	Held Item, High-Tech, Ignores (Armour).	
Laser Pistols	2D6	Close	Direct	Instant	Damage (Heat)	Held Item, High-Tech.	

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Gauss Pistols	2D6	Close	Direct	Instant	Damage (Solid)	Held Item, Bullet, High-Tech	
Blaster Pistols	2D6	Close {Touch	Direct Area (Line)}	Instant	Damage (Radiation)	Held Item, High-Tech	
Tangler Pistol	2D6	Close	Direct	Instant	Trap (Solid)	Partial, Held Item, High-Tech	
Flamer	2D8	Touch	Area (Cone)	Persistent	Damage (Heat)	High-Tech, Held Item	
Laser Rifles	2D8	Distant	Direct	Instant	Damage (Heat)	Held Item, High-Tech	
Gauss Rifles	2D8	Ranged	Autofire	Instant	Damage (Solid)	Held Item, Bullet, High-Tech	
Blaster Rifles	2D8	Ranged {Touch	Direct Area (Long Line)}	Instant	Damage (Radiation)	Held Item, High-Tech	
Sonic Rifles	2D6	Touch	Area (Cone)	Instant	Damage (Physical)	Held Item, High-Tech, Ignores (Armour)	
Tangler Rifle	2D8	Ranged	Direct	Instant	Trap (Solid)	Partial, Held Item, High-Tech	
Support Laser	2D10	Distant	Direct	Instant	Damage (Heat)	Held Item, 2 act set up, 2 crew, High-Tech	
Support Gauss Gun	2D10	Ranged	Autofire	Instant	Damage (Solid)	Held Item, 2 act set up, 2 crew, Bullet, High-Tech	
Support Blaster	2D10	Ranged	Direct	Instant	Damage (Radiation)	Held Item, 2 act set up, 2 crew, High-Tech	
Support Sonic	2D8	Touch	Area (Large Cone)	Instant	Damage (Physical)	Held Item, 2 act set up, 2 crew, High-Tech, Ignores (Armour)	
Medium Laser	2D12	Ranged	Direct	Instant	Damage (Heat)	Medium, 2 crew, 2 act set up, High-Tech	
Medium Mass Driver	2D12	Ranged	Autofire {Indirect Area (Barrage)}	Instant	Damage (Solid)	Medium, 2 crew, 2 act set up, Bullet, High-Tech	
Medium Blaster	2D12	Ranged {Touch	Direct Area (Long Line)}	Instant	Damage (Radiation)	Medium, 2 crew, 2 act set up, High-Tech	
Medium Sonic	2D10	Touch	Area (Large Cone)	Instant	Damage (Physical)	Medium, 2 crew, 2 act set up, High-Tech, Ignores (Armour)	
Heavy Laser	2D12	Distant	Direct	Instant	Damage (Heat)	Heavy, 3 crew, 2 act set up, High-Tech	

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Heavy Mass Driver	2D12	Distant	Autofire {Indirect Area (Barrage)}	Instant	Damage (Solid)	Heavy, 3 crew, 2 act set up, Bullet, High-Tech	
Heavy Blaster	2D12	Ranged {Touch	Direct Area (Massive Line)}	Instant	Damage (Radiation)	Heavy, 3 crew, 2 act set up, High-Tech	
Heavy Sonic	2D10	Touch	Area (Large Cone)	Instant	Damage (Physical)	Heavy, 3 crew, 2 act set up, High-Tech, Ignores (Armour)	
Super Torpedo	2D14	Distant	Indirect	Instant	Damage (Solid)	Vehicle Mounted, Heavy, Works Underwater, Only large water or underwater targets.	

Named NPCs who have a weapons lab in their base roll on the personal weapons table once per roll of weapons lab:
- +5 per +1 tech skill of the character.
- +5 per +1 resources of the character.
- +5 per level of the character over one.

D100	Personal Weapons Table
01-50	No weapon rolls
51-90	One weapon roll
91+	Two weapons rolls

Then roll on the correct weapon table:

D100	Normal Weapon
01-15	Melee Weapon
16-30	Swords, Spears, Bayonets etc.
31-35	Thrown Weapons
36-50	Pistol
51-60	Submachine Gun
61-70	Rifle
71-75	Spear Gun
76-80	Shotgun
81-90	Auto Rifle
91-95	Grenades: roll two types (D5): 1. Explosive 2. Stun 3. CS Gas 4. Poison Gas 5. Smoke
96-97	Grenade Launcher with: roll two types (D5): 1. Explosive 2. Stun 3. CS Gas 4. Poison Gas 5. Smoke
98-00	Flamethrower

D100	High Tech Weapon
01-06	Sonic Pistol
07-13	Laser Pistol
14-20	Gauss Pistol
21-27	Blaster Pistol
28-32	Tangler Pistol
33-38	Laser Rifle
39-44	Gauss Rifle
45-50	Blaster Rifle
51-55	Sonic Rifle
65-60	Tangler Rifle
61-65	Flamer
66-72	Electro-Spear
73-80	Molecular Sword
81-86	Force Mace
87-93	Plasma Lance
94-00	Fire Lance

Detection Systems
Detection Systems Built by PCs

Player character can build detection systems in a Detection Systems Lab. Normal-Tech detection systems have a Val of D4* and High-Tech D6*. They count as Items and provide Enhanced Vision. The standard version puts the user at -1 to hit when used. The challenge required to build them is D6* with +1 if up to 20 are being made to equip NPCs working for the PCs.

Detection Systems for NPCs

Some NPC groups start with detection systems.

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Night Vision Gear	D4	Touch	Personal	Until Cancelled	Sense (LI)	Item. To Hit: -1.	D6
IR/LI Goggles	D6	Touch	Personal	Always On	&Sense (LI) &Sense (IR)	Item. High Tech.	

Named NPCs who have a detection systems lab in their base roll on the personal detection systems once per roll of weapons lab:
- +5 per +1 tech skill of the character.
- +5 per +1 resources of the character.
- +5 per level of the character over one.

D100	Personal Detection Systems Table
01-50	No detection system
51+	Detection system: high tech if allowed.

Armour
Armour Built by PCs

Player Characters can construct armour in an Armour Lab. Standard armour has a Val of D4 and High-Tech armour D6. The challenge required to acquire armour is vs D4 + 1 per characteristic the

armour has chosen from the list below (all are marked with * to show the increase to the challenge). The difficulty +1 if up to 20 sets are being made to equip NPCs working for the PCs.

- Armour (Solid), Armour (Physical, Energy), D Mod –D1, Move –D1.*
- +D1 Val*
- Remove the –1 Move (High-Tech only)*
- Remove –1 mod against Energy and Physical (High-Tech only)*

Armour for NPCs

Some NPC groups start with armour.

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Flak Jackets	D4	Touch	Personal	Always On	Armour (Solid)	Move –1, Item	D4
Kevlar with Ceramic Plates	D6	Touch	Personal	Always On	Armour (Solid), Armour (Physical, Energy), D Mod –1	Move –1, Item	D6
Part Combat Armour	D6	Touch	Personal	Always On	Armour (Solid), Armour (Physical, Energy), D Mod –1	High-Tech, Item	
Half Combat Armour	D6	Touch	Personal	Always On	Armour (Solid, Energy, Physical), & Life Support (Heat, Cold, Radiation, Space, Underwater)	High-Tech, Move-1, Item	
Combat Armour	D8	Touch	Personal	Always On	Armour (Solid, Energy, Physical), & Life Support (Heat, Cold, Radiation, Space, Underwater)	High-Tech, Move -1, Item	
Armoured Costume	D4	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item. Can be worn with other Armour	
High-Tech Armoured Costume	D6	Touch	Personal	Always On	Armour (Solid, Physical, Energy)	Item, High-Tech. Can be worn with other Armour	
Force Shield	D8	Touch	Personal	Always On	Blocks (Solid, Energy)	Held Item, High-Tech	

Named NPCs who have an armour lab in their base roll on the armour table once per roll of armour lab. An NPC can have High-Tech armour if allowed:
- +5 per +1 tech skill of the character.
- +5 per +1 resources of the character.
- +5 per level of the character over one.

D100	Armour
01-30	No Armour
31+	Armoured Costume or High Tech Armoured Costume

Radio
Radio Built by PCs

Standard Radio has a Val of D4 and High-Tech D6. The challenge required to acquire Radio is vs D4 + 1 per extra Val. Radio is always an Item. The difficulty +1 if up to 20 sets are being made to equip NPCs working for the PCs.

Standard Radio

Some groups start with standard radio which is classified as below. They can also be purchased.

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Radio	D6	Touch	Personal	Until Cancelled	Radio	Item	D4

Life Support
Life Support Built by PCs

Standard Life Support has a Val of D4 and High-Tech Life Support D6. The challenge required to acquire Life Support is vs D4 + 1 per characteristic the Life Support has chosen from the list below (all are marked with * to show the increase to the challenge). Life Support is always an Item. Life Support has penalties of -1 to Senses, -1 to Accuracy and -1 to Move. The difficulty +1 if up to 20 sets are being made to equip NPCs working for the PCs.

- Life Support (Heat, Cold, Radiation, Underwater, Poison, Space 1 type, * for 3 types, ** 5 types. Must have Poison (or Immunity (Poison) to have Space.
- Remove penalty of -1 to Sense, Move or Accuracy (High-Tech Only)*

Life Support for NPCs

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

Ability	Val	Range	Target	Duration	Result	Modifiers	Purchase
Cold Weather Gear	D6	Touch	Personal	Always On	Life Support (Cold)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D4
Scuba Gear	D6	Touch	Personal	Always On	Life Support (Underwater)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D4
Vacuum Suits	D6	Touch	Personal	Always On	& Life Support (Heat, Cold, Radiation, Space)	-1 Sense, Move and Accuracy unless High-Tech. Item.	D8
Gas Mask	D6	Touch	Personal	Always On	Life Support (Gas)	-1 Sense and Accuracy unless High-tech. Item.	D4

Named NPCs who have a life support lab in their base roll on the life support table once per roll of life support lab. An NPC can have High-Tech life support if allowed. Where there is a choice choose one:
- +5 per +1 tech skill of the character.
- +5 per +1 resources of the character.
- +5 per level of the character over one.

D100	Armour
01-30	Nothing
31-50	Cold Weather Gear, Scuba Gear
51-80	Cold Weather Gear, Scuba Gear, Gas Mask
91+	Cold Weather Gear, Scuba Gear, Gas Mask or Vacuum Suit

Vehicles
Vehicles Built by PCs

Player Characters can build vehicles in a vehicle lab or if a Vehicle Expert. Characters will automatically gain familiarity with a custom vehicle they have built. Such as vehicle can be used by PCs or NPCs working for them. The challenge for acquiring a vehicle is 2D4 increased by D1 for each characteristic marked with a * in the list below:

- Carries a driver only. Large D4.
- Carries a driver and 1 passenger. Large D6.
- Carries a driver and 4 passengers. Large D8.*
- Carries a driver and 8 passengers. Large D10. Move -1. **
- Carries a driver and 12 passengers. Large D12. Move -2. **
- Carries a driver and 24 passengers. Large D14. Move -2. **
- Each +12 passengers. Large +1 up to D20 then effectively like a building.
- A vehicle can carry heavy weapons acquired from a weapons lab.*
- Vehicle skin is Armour (Solid), Armour (Physical, Energy), D Mod –D1 Val 2D4.
- Armoured* (increases vehicle skin to 2D6 or 2D8 if High-Tech). Each +D1 increase in Val of Vehicle armour.* Requires an armour lab.
- Remove –D1 vs Physical and Energy (High-Tech Armour)*
- Vehicle has Movement 3D8 Driving, 3D6 Swimming or 3D8 Flying*. +D1 for High-Tech. High-Tech can also have Tunnelling 3D6. Tunnelling requires at least 2D8 Skin and subtracts 2 from any other kind of movement the vehicle has. Flying adds D1 to Large and makes Armoured** unless the Vehicle is High-Tech.
- Move Driving is All-Terrain (not penalised by off-road) -1D move.
- Add an extra type of move.**
- Increase move Val by D1*.
- Decrease Move by –D1 to allow an extra * of vehicle Armour.
- Life Support (Gas, Heat, Cold, Radiation, Underwater, Space)* for 1 type, ** for 3 types, *** 5 types. The first of Underwater and Space counts as 2. Val D6 or D8 for High-Tech. Increase by D1 or 1D for*
- Detection System Enhanced Vision D6 or D8 for High-Tech*. Increase by D1 or 1D for*
- Detection System Exotic D4 or D6 for High-Tech*. Increase by D1 or 1D for*.
- Force Field (High-Tech Only): Blocks (Solid, Physical or Energy)* for each type. 2D10 and * for each +D1.
- Stealth System. Concealment D4 or D6 if High-Tech vs Exotic*. +D1 or 1D for*.
- Cloak. Concealment D6 vs Vision* High-Tech Only. +D1 or 1D for*.
- Advanced Cloak. Concealment D4 vs Enhanced Vision* High-Tech Only. +D1 or 1D for*.
- Weapon Mounting. A Heavy Weapon replaces 4 passengers and a Medium Weapon replaces 2 passengers.
- Seeking on carried weapons D6 or D8 for High-Tech.*
- Prediction D6 or D8 for High-Tech.*

Further construction tasks can improve a vehicle by adding features except by increasing size. The difficulty is for the changes plus ½ rounded up of the original features. This is because it gets harder to retrofit more and more features onto an existing design.

Standard Vehicles

Some groups and characters start with standard vehicles and standard vehicles. PCs can buy non-high tech vehicles using Purchase Tasks and also standard vehicles appear in episodes. All have the weapons shown but some groups may add more. A characters Control ability is used to work vehicles. Those vehicles marked * are technically complicated and anyone trying to control them without familiarity with that kind of vehicle is at -2 Control and would require a 2D6 task to work out how to use them at all. Vehicles marked ** are even worse and the penalty for lack of familiarity is -3 at the task 2D8. A character's Profession, Advantages and Disadvantages grants vehicle familiarity. NPCs who gain vehicles as part of their group's standard equipment always have familiarity with them.

Vehicle	Characteristics	Purchase
Airliner*	3D14 Move (Flying), Vehicle Skin 2D4, Pilot and 2+ crew, 60-800 Passengers, Large (Like a Building).	D12
Air-Car	3D10 Move (Flying), Vehicle Skin 2D4, Detection System Exotic 2D6, Driver and 4 Passengers, Large D8, High-Tech	
Air-Raft	3D8 Move (Flying), Vehicle Skin 2D4, Detection System Exotic 2D6, Driver and 4 Passengers, Open-Topped, Large D8, High-Tech	
All Terrain Car	2D8 Move (Driving) All Terrain, Vehicle Skin 2D4, Driver and 4 Passengers, Large D8.	D6
APC*	2D8 Move (Driving) – All Terrain, Vehicle Skin 2D8, LMG, Autocannon, Life Support (Gas, Radiation), Driver and 8 Passengers, Large D10.	D8
Boat	3D6 Move (Swimming), Vehicle Skin 2D4, Driver and 4 Passengers, Open Topped, Large D8.	D4
Car	3D10 Move (Driving), Vehicle Skin 2D4, Driver and 4 Passengers, Large D8.	D4
Chopper**	3D10 Move (Flying), Vehicle Skin 2D4, Driver and 1 Passenger, Large D8.	D8
Destroyer*	3D6 Move (Swimming), Vehicle Skin 2D12, Heavy Gun, 4 x Autocannon, 6 x LMG, 2 x Anti-Air Missile, Detection System Exotic 2D4, Detection System Enhanced Vision 2D6, Seeking D6, Prediction D6, Driver and 234 Passengers, Large (Like a Building).	
EVA Suit with Rocket Pack**	2D8 Move (Flying – only in Microgravity), Vehicle Skin 2D4, Life Support (Space, Heat, Cold, Radiation) 2D8, Immunity (Poison), Driver Only.	D10
Executive Jet*	3D14 Move (Flying), Vehicle Skin 2D4, Pilot and 1 Crew, 8 Passengers, Large D14.	D10
G-Carrier*	3D10 Move (Flying), High-Tech Armour 2D10, Life Support (Gas, Heat, Cold, Radiation) 2D8, Detection System Exotic 2D6, Detection System Enhanced Vision 2D8, High-Tech Support Weapon, Prediction D8, Driver and 8 Passengers, Large D10, High-Tech.	
Grav Tank*	3D10 Move (Flying), High-Tech Armour 2D12, Life Support (Gas, Heat, Cold, Radiation) 2D6, Detection System Exotic 2D6, Detection System Enhanced Vision 2D8, 2 x High-Tech Support Weapons, High-Tech Heavy Weapon, Prediction D8, High-Tech, Driver and 4 Passengers, Large D10, High-Tech.	
Gunship**	3D10 Move (Flying), Vehicle Skin 2D8, Autocannon, Anti-Tank Missile, Anti-Air Missile, Detection System Exotic 2D4, Detection System Enhanced Vision 2D6, Seeking D6, Prediction D6, Immunity (Poison) , Driver and 1 Passenger, Large D8.	
Heavy Tank*	2D6 Move (Driving), Vehicle Skin 2D12, 2 x LMG, Heavy Gun, Life Support (Gas, Radiation), Detection System Enhanced Vision 2D6, Driver and 4 Passengers, Large D10.	
Helicopter**	3D10 Move (Flying), Vehicle Skin 2D4, Driver and 4 Passengers, Large D10.	D10
High-Tech War Ship*	3D8 Move (Swimming), High-Tech Armour 2D14, 3 x High-Tech Heavy Weapon, 8 x High-Tech Support Weapons, Detection System Exotic 2D6, Detection System Enhanced Vision 2D8, Prediction D8, Driver and 180 Passengers, Large (Like a Building).	
Jet Fighter**	3D14 Move (Flying), Vehicle Skin 2D6, Autocannon, Anti-Tank Missile, Anti-Air Missile, Detection System Exotic 2D4, Detection System Enhanced Vision 2D6, Seeking D6, Prediction D6, Immunity (Poison), Driver Only, Large D8.	
Light Grav Tank*	3D12 Move (Flying), High-Tech Armour 2D10, Life Support (Gas, Heat, Cold, Radiation) 2D6, Detection System Exotic 2D6, Detection System Enhanced Vision 2D8, High-Tech Support Weapons, High-	

Vehicle	Characteristics	Purchase
	Tech Medium Weapon, Prediction D8, High-Tech, Driver and 2 Passengers, Large D8, High-Tech.	
Light Plane*	3D12 Move (Flying), Vehicle Skin 2D4, Driver and 1 Passenger, Large D8.	D8
Light Tank*	2D8 Move (Driving) – All Terrain, Vehicle Skin 2D10, LMG, Light Gun, Life Support (Gas), Detection System Enhanced Vision 2D6, Driver and 2 Passengers, Large D8.	
Mini-Shuttle**	3D8 Move (Flying), Vehicle Skin 2D4, Life Support (Space, Heat, Cold, Radiation) 2D8, Immunity (Poison), Detection System Exotic 2D4, Driver and 4 Passengers, Large D10.	
Mini-Sub*	3D6 Move (Swimming), Vehicle Skin 2D6, Driver and 4 Passengers, Life Support (Underwater) 2D6, Immunity (Poison), Detection System Exotic 2D4, Large D8.	D8
Mole-Machine*	3D6 Move (Tunnelling), High-Tech Armour 2D10, Detection System Exotic 2D6, Life Support (Gas, Heat, Cold, Radiation) 2D6, Immunity (Poison), Large D8, High-Tech.	
Motorbike	3D10 Move (Driving), Vehicle Skin 2D4, Open Topped, Driver and Passenger, Large D6.	D4
Ship*	3D6 Move (Swimming), Vehicle Skin 2D8, Detection System Exotic 2D4, Driver and 25+ Passengers, Large (Like a Building).	D10
Slow Car	3D8 Move (Driving), Vehicle Skin 2D4, Driver and 4 Passengers, Large D8.	D4
Space Ship**	3D8 Move (Flying), High-Tech Armour 2D12, 3 x High-Tech Heavy Weapon, 8 x High-Tech Support Weapons, Detection System Exotic 2D6, Detection System Enhanced Vision 2D8, Prediction D8, Driver and 120 Passengers, Life Support (Space, Heat, Cold, Radiation) 2D8, Large (Like a Building).	
Space Shuttle**	3D8 Move (Flying), Vehicle Skin 2D4, Life Support (Space, Heat, Cold, Radiation) 2D8, Immunity (Poison), Detection System Exotic 2D4, Driver and 8 Passengers, Large D12.	
Speed Boat	3D8 Move (Swimming), Vehicle Skin 2D4, Driver and 4 Passengers, Open Topped, Large D8.	D6
Sports Bike	3D12 Move (Driving), Vehicle Skin 2D4, Open Topped, Driver Only, Large D4	D6
Sports Car	3D12 Move (Driving), Vehicle Skin 2D4, Open Topped, Driver and 1 Passenger, Large D6.	D6
Submarine**	3D6 Move (Swimming), Vehicle Skin 2D8, Life Support (Underwater) 2D6, Immunity (Poison), 2 x Torpedoes, Detection System Exotic 2D4, Seeking D6, Prediction D6, Driver and 108 Passengers, Large (Like a Building).	
Super-Sub*	3D8 Move (Swimming), High-Tech Armour 2D12, Life Support (Underwater) 2D6, Immunity (Poison), 2 x Super Torpedoes, Detection System Exotic 2D6, Seeking D8, Prediction D8, Driver and 80 Passengers Large (Like a Building).	
Truck	3D8 Move (Driving), Vehicle Skin 2D6, Driver and more than 8 Passengers, Large D12.	D6
Undersea Scooter	3D6 Move (Swimming), Vehicle Skin 2D4, Driver Only, Open Topped	D6
Van or Minibus	3D8 Move (Driving), Vehicle Skin 2D4, Driver and 8 Passengers, Large D10.	D6

Custom Vehicles for NPCs

Some NPCs with the advantages Vehicle Expert have a vehicle also some NPCs with a Vehicle Lab get a vehicle. Such NPCs automatically gain familiarity with the vehicle. The number of rolls for features are:

- Level of the owner.
- +1 per Technology skill of owner (i.e. 1 per each +1 Val).
- +1 per Resources Val of owner (i.e. 1 per each +1 Val).
- +2 for a Mastermind or Black Queen.
- +2 for a Vehicle Expert

Vehicle Experts can have any characteristic. Others must re-roll some characteristics if they haven't got the required labs.

Starting Characteristics: Roll D6: 1-3: Driver Only Large D4, 4-6: Driver and 1 Passenger, Large D6. Skin 2D4. Roll for movement. Use value after slash (if any) if High-tech:

D6	Movement
1	Driving 3D8/3D10
2	Driving 2D8/2D10 All-Terrain
3	Swimming 3D6/3D8
4-5	Flying 3D8/3D10. If roll twice then Prediction D6/D8
6	If High tech then Tunnelling 3D6, Armoured 2D8 and any other movement -2

Roll	Feature
01-09	More Passengers – increase 1 level: • Carries a driver and 4 passengers. Large D8 • Carries a driver and 8 passengers, Move -1, Large D10 • Carries a driver and 12 passengers, Move -2. Large D12. • Carries a driver and 24 passengers. Move -2. Large D14.
10-18	Weapon (requires Weapons Lab): Standard (D6 if vehicle is Large D8+ otherwise D5): 1. Grenade Launcher 2. LMG 3. Small Gun 4. Anti-Air Missile – if roll twice then Seeking D6 5. Anti-Tank Missile 6. Large Gun High Tech (D12 if Large D8+, D8 if D6 Large Otherwise D4): 1. Support Laser 2. Support Gauss Gun 3. Support Blaster 4. Support Sonic 5. Medium Laser 6. Medium Driver 7. Medium Blaster 8. Medium Sonic 9. Heavy Laser 10. Heavy Driver 11. Heavy Blaster 12. Heavy Sonic
19-27	Armoured (Requires Armour Lab): Increase vehicle skin +D1. If High-Tech remove the -1 vs Physical and Energy and add an extra +D1 first time rolled.
28-37	Increase movement +D1.If more than one movement type roll randomly for which.
38-41	Add an extra type of movement by rolling on table above.
42-48	Decrease moves by 1 and armour by 2.

Roll	Feature
49-63	Life Support D6 or D8 if High Tech (Required Life Support Lab). Roll twice – duplicates increase Life Support val by +1D1 the first time then by +D1. D4. 1. Heat 2. Cold 3. Radiation 4. Gas or if already Gas then Underwater if has Swimming or Space if has Flying.
64-73	Detection System Enhanced Vision D6 or D8 for High-Tech (Required Detection Lab). Increase by 1D1 for first time rolled again then by +D1.
74-82	Detection System Exotic D4 or D6 for High-Tech (Required Detection Lab). Increase by 1D1 for first time rolled again then by +D1.
83-87	Force Field High-Tech Only –re-roll otherwise: Blocks (Roll for Type) 2D10. Roll for another type if re-rolled – on a duplicated +D1. Roll D3: 1. Solid 2. Physical 3. Energy
88-94	Stealth System. Concealment D4 or D6 if High-Tech vs Exotic. Increase by 1D1 for first time rolled again then by +D1.
95-98	Cloak. Concealment D6 vs Vision. High-Tech Only – re-roll otherwise. Increase by 1D1 for first time rolled again then by +D1.
99-00	Advanced Cloak. Concealment D4 vs Vision and Enhanced Vision. High-Tech Only – re-roll otherwise. Increase by 1D1 for first time rolled again then by +D1.

Refreshing Abilities

Except in cases where a character has the ability to repair STATs or abilities in play all Vals are refreshed only at the end of each episode back to their starting Val.

Combat System

Initiative

Each combatant rolls initiative. This is a roll of DX, Tactics and Speed. Make a chart of the result highest to lowest. If there are any ties roll off to decide which is fastest. Figures act in order of initiative but instead of taking an action a combatant can choose to permanently move down the chart.

Space

The game is played on either squares or hexes with a scale of 1.5 metres across – usually squares. Things occupy cubes which are 1 square x 1 square x 1 square. NB this doesn't mean it fills it entirely just that it is wholly enclosed in this volume. Cubes occupied can be arranged depending on the things shape. e.g. a humanoid with Large D10 would have a footprint of 4 squares (2 x 2) and a height of 4 squares when standing up whereas a Large D10 snake would make a line 16 squares long. When using squares each square measured diagonally count as 1.5 squares.

Size (use biggest D Type until D20)	Cubes Occupied	Typical Dimensions
Any *Small*	1	1 x 1 x 1
No *Small* and up to *Large* D4	2	2 x 1 x 1
Large D6	3	3 x 1 x 1
Large D8	4	4 x 1 x 1
Large D10	16	4 x 2 x 2
Large D12	45	5 x 3 x 3
Large D14	96	6 x 4 x 4

Large D16	175	7 x 5 x 5
Large D18	288	8 x 6 x 6
Large D20	441	9 x 7 x 7 or bigger

Turns

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

Action Phases

Each turn each figure has two phases: one for personal actions and one for targeted actions in any order they choose.

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

Personal Action Phases
Use an ability which has the target 'Personal'.
Pick up an object which is not adjacent to an opponent.
Deactivate an 'Until Cancelled' ability.
Stand Up
Escape
Comeback
Swap one *Held Item* in hand for another carried *Held Item.*
Hide which can include a Movement ability making no more than a ½ move*.
Point out a Hidden target that has been Spotted to someone else

*Only on the last phase of the turn.

Environment

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

Opposite environment can cancel, or partially cancel one another. Environments marked * cannot be used together.
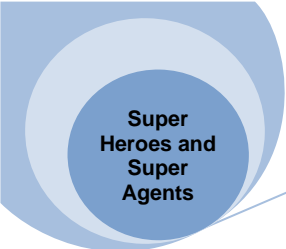
In general Move (Swimming) can't be used except in the environments mentioned.

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

Environment	Effects	Incompatible With
Air	No life support required. Only Move (Flight) can be used.	Enclosed, Microgravity, Open, Underwater, Water, Wilderness. Cancels Urban
Calm	Opposite of Storm. Default calm weather conditions.	Underwater.
Cold	Resisted by Endurance. A minor result reduces means that the character's TO and DX are reduced by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Heat.	
Darkness	*Stops Sense (Vision)* and provides **Concealment** where it Stops (Sense). Opposite of Light.	
Enclosed	This is inside building or tunnels for example except in really big rooms like warehouses or hangers. Move (Swinging), Move (Driving) and Move (Flight) don't work. Large over D4 cannot be used (so things with Large over D4 Always On can't be used at all). There tends to be a fair bit of cover and sightlines are mostly short. There are often multiple spaces or rooms connected by openings or doorways.	Air, Open, Storm
Fog	*Stops Sense (Vision)* when used over 5 squares and provides **Concealment** where it *Stops (Vision)*. Opposed by Storm.	
Heat	Resisted by Endurance. A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn. Opposite of Cold.	
Microgravity	Only Move (Flight), Move (Limited Flight) and Move (Teleport) movement can be used when it is combined with Open. Other combinations also allow Move (Leaping), Move (Wallcrawl), Move (Tunnelling) and Move (Swinging). Knockback will carry on each turn until the character hits something. If a character is not anchored that knockback is divided between the target and whoever caused the knockback (i.e. they fly apart).	Air, Wilderness.
Light	No resistance required. Default light conditions.	
Open	Represents large open spaces without buildings or significant numbers of large trees. Move (Swinging can't be used. Sight lines are long as there is no cover. There can be some **Terrain** provided by bushes and scrub but no **Walls**. There may be some water features.	Air, Enclosed, Underwater, Water.
Poison	Resisted by Endurance. A minor result reduces the character's TO by 1. A major result reduces the character's TO by 2. Opposed by (but does not oppose) Storm.	Space.
Radiation	Resisted by Endurance. A minor result reduces the character's TO and ST by 1. A major result also means the character is reduced to 1 action per turn.	
Space	Resisted by Endurance. Includes high altitude and low pressure. A minor result reduces the character's TO by 1. A major result also means the character is reduced to 1 action per turn.	Poison, Storm, Water, Underwater, Wilderness.
Storm	Resisted by Survival. A minor result means the character has Move (except Tunnelling) at -2 and Move (Flight), Move (Swinging) and Move (Limited Flight) at -4. A major result means the character also has only 1 action per turn. Opposite of Calm. Opposes Poison and Fog.	Enclosed, Space, Underwater.

Environment	Effects	Incompatible With
Underwater	Resisted by Survival. A minor result reduces the character's TO by 1. A major result also means the character also has only one action per turn. Only Move(Teleport) and Move (Swimming) can be used. Max Knockback 1 square. *Stops Sense (Vision)* when used over 5 squares and provides **Concealment** where it *Stops (Vision). Stops Sense (Enhanced Vision)* when used over 10 squares and provides **Concealment** where it *Stops (Enhanced Vision)*. The Val of Hand to Hand abilities dealing Damage (Solid) is reduced by 1 to a minimum of D4. Standard (not super abilities or high-tech) weapons with ranges over Short don't work unless specifically said to in the weapon tables. Any Bullet ability unless listed otherwise is at -1 Val per square range over 1. Direct Damage (Energy) abilities are at -1 Val at ranges 11-20, -2 at 21-30 and so on.	Air, Microgravity, Space, Storm, Water.
Urban	The default environment. Refers to any area with buildings including bases, space stations and underwater cities. It doesn't however mean the environment is sealed. In other words Urban combined with space would take place in ruined space base which was depressurised. An underwater urban environment wouldn't be inside an air dome. Environments such as the inside of large space stations with gravity, or underwater cities inside pressure domes are simply exotic forms of urban environments. Around 50% of the board should be roofed and multiple levels of buildings are often present. There are a mixture of long and short sight lines. There can be some **Terrain** provided by bushes, hedges, trees, street furniture and so on and many **Walls**. There could be some (usually small) water features.	Cancelled by Air, Water and Wilderness.
Water	The surface of water like a lake or sea. Only Move (Flight), Move (Limited Flight), Move (Teleport) and Move (Swimming) can be used. There may be some land features such as small islands or rocks.	Air, Microgravity Water. Cancels Urban.
Wilderness	Outside towns. Can also refer to any vegetated area such as parks, farms etc. There is quite a lot of **Terrain** consisting of rocks, ridges, gullies, trees and undergrowth. There can also be changes in elevation provided by cliffs, ridges and hills. There may also be water features.	Air, Water, Space, Microgravity.

Terrain

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

Obstacles

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

Hiding

Terrain, **Obstacles** and characters intervening objects between the viewer and the target provide **Concealment**. D4 for ¼+ covered, D6 for ½+ covered and D8 for ¾+ covered. Consider how far the observer is away for this. In addition abilities and **Environments** can provide concealment. A character who began a combat with at least D8 or 2D6 **Concealment** is **Hidden**. This means then

enemies aren't sure which square the character is in. During combat, during a character's last phase of the turn, it may move no more than ½ the result of a movement ability and end the move with at least D8 or 2D6 **Concealment** and be **Hidden**. The referee must rule if this is possible. If a character has been Spotted or crosses open ground and tries to **Hide** the move needs to result in some possible confusion about which square the character is now occupying. Character's with *Concealment* abilities are usually allowed to cross open ground and **Hide**.

Spotting

Spotting is done during a character's Targeted Action phase either as the whole action or combined with using an ability or throwing an item. Choose a target that is **Hidden** and roll **Perception** against the target's **Stealth** and any **Concealment** that applies against the *Sense* used. A **Success** or **Major Success** means that they can ignore **Hidden** against the target until it **Hides** again. Groups of unnamed character's of the same kind make 1 collective attempt at spotting when they act adding 1D to their Perception if there is 2-5 of them and +2D if more than that.

It is possible to use an action to point out a Hidden target that has been spotted to someone else. They must have some way to communicate with them. Doing this allows the individual informed to use the informer's **Tactics** for attempts to spot the target whilst it remains in place.

Communication

In combat communication is allowed within roughly:
- 1 square for quite conversation (allows Hiding)
- 2 squares for normal conversation
- 5 squares for simple signals (allows Hiding)
- 10 squares for shouting
- Abilities vary

Line of Sight

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

Using Abilities on Others

Abilities can be used on others if they are Direct, Indirect or Mental. Indirect and Direct abilities aren't allowed if the target is **Hidden** from the user. Areas are aimed at a point on the map. Against unwilling targets they require a **Hit Roll** against a target or targets **Defence Roll**. When making an attack against others **a roll of 1 always misses**. See the individual effects for more details. A Shield ability is used on others who attack the user and does not have a Hit Roll – it always hits.

The following modifiers apply to Direct and Indirect abilities used on others. Mental does not have modifiers and Area is aimed at a location:

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

If an ability gets a minor result against the target it hits. If an attack ability gets a major result (not by using **Large**) on a target roll the Val to hit again (not including **Large**) in addition to the Val of the ability to get the initial result (but not any val of the ability which lasts such as *Persistent* or *Trap*).

Misses:

- A *Direct* ability which misses carries on in a straight line beyond the target to its maximum range until it hits a target. If the hit roll was a 1 the target square is treated as being 1 square left or right of the target. Any targets in the line of a missed direct attack are attacked in turn at -1 to hit until out of range or the chance of hitting or getting a result is 0. An immobile object such as a wall is automatically hit.
- An *Autofire* ability used for a direct attack caries on in the same way as a *Direct* attack but does so even if it hits a target or targets.
- An *Indirect* ability which misses by rolling a 1 strikes a square adjacent to the target square in a random direction rolling to hit against any target in it at -1 to hit. An immobile object such as a wall is automatically hit.
- A *Mental* ability which misses has no other effect.
- If the miss was caused by an **Obstacle** or **Terrain** then the attack could hit that – the referee decides on this but generally it is if it produced the greatest value of the Defence roll.

Multiple Attacks Against Unnamed Targets

A named character can make multiple attacks against unnamed targets using a *Direct*, *Indirect* or *Mental* ability with the same options against all. The attacker chooses up to 5 identical unnamed targets (e.g. 5 criminals, 5 gangsters etc.) all of which are within range. If the attacker uses an action to activate a *Move* ability first then each target must be brought into range at some point during the move. For example when attacking with a *Hand to Hand* ability the attacker could move adjacent to up to five targets during the *Move* and then attack each of them in the subsequent attack action. During this *Move* the attacker is exempt from **Opportunity Attacks** triggered by one of those targets with a *Hand to Hand* ability. The character makes one attack roll. The defenders collectively make one roll to avoid the attack. To work out what avoid dice use:
- the best **Defence** dice of the targets
- +1D

The attack hits all of them or none of them. Use a single result for an attack that hits and a single resistance for all the targets. To work out the **Resistance** use:
- The best **Resistance** dice of the targets
- +D1

Multiple Unnamed Attackers

When multiple identical unnamed characters who share a single attacking ability (e.g. all gangsters, all criminals, all ghosts) want to attack a named character with a *Direct*, *Mental* or *Indirect* attack then this is treated differently:
- All must use the same ability. This means, for example, that if a group of gangsters want to shoot a named character with their pistols they all have to use pistols.
- All attacks against a named character are resolved at once e.g. if 5 gangsters want to shoot a named character they can't split into three attacking and then two attacking individually – they all go together.
- They must split their attacks as evenly as possible against targets they can reasonably attack and effect. In other words they can't artificially split their attackers to optimise the results. E.g. if 15 attackers can hit three different characters they must use 5 on each – not 6 on each of two of them and 3 on the other.
- To work on the **Hit Roll** and the **Result**:
  o Take the value of one **Hit Roll** and the **Result**
  o +1D (of the best kind) for every four attackers after the first

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

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

Area Abilities

First place the template in the desired location. Roll to hit using **Accuracy** and **DX**. The difficulty depends on the type of area:

Attack	Val
Cone	D6
Burst or Barrage Range 0-1	No hit roll. Automatic.
Line, Burst or Barrage Range 2-5	D4
Line, Burst or Barrage Range 6-10	D6
Line, Burst or Barrage Range 11-20	D8
Line, Burst or Barrage Range 21-50	D10
Line, Burst or Barrage Range 51+	D12
Indirect can *Sense* target square	D8
Indirect can't *Sense* target square	D12

The range for an *Area (Cone)* is fixed (it is the length of the template). The range for a line is the furthest target that the user is trying to hit (in other words the user chooses the length of the line). On a major or minor result the area hits. Otherwise the target point deviates by the number the resistance won by in a random direction. An *Area (Line)* cannot deviate by more than the range but the direction is still fully random i.e. the line can end up being longer or shorter than intended. For a cone it is the target point moving around the user left or right (it can't go toward or away from the user).

Abilities which are *Indirect* and *Area (Close, Ranged or Distant)* can also be targeted using IN and *Prediction* (as for *Indirect*). Such abilities roll against D8 to hit if the user can sense the target square or a D12 if s/he cannot. If the user can see the target square or can communicate with an ally who can then s/he can continue to use the attack on subsequent turns moving the target point D6 squares in any direction or keeping it in the same place. They otherwise act like normal area abilities.

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

Evade

Evade represents situations where a character wishes to move as a response to the action taken by another character. An evade is allowed for the following and requires no actions:

- At the end of an opponent's action the character is within an *Area*.
- An opponent ends an action 0-2 squares from the character and the character did not make an **Opportunity Attack**.

The attacker (the user of the area or the opponent moving to range 0-2) attacks using the following Vals including all that apply and making one roll for all targets:

Attacker	Val
Area (Line)	2D8
Other *Areas*	2D6
Move to 0-2 or *Area* is *Attached*	**DX**, *Speed, Move*

Each defender resists individually using the following values and modifiers. Unnamed characters of the same kind make one resistance.

Defender	Val
Standard	Speed, Move
Opponent *Move* to 0-2 or *Area* is *Attached*	**DX**
If the defender has no Sense that can be used to sense the attack This will be if the target has no Sense above 0 which can detect the Ability or only *Vision* or *Enhanced Vision* has the Modifier *Invisible.*	-2
Currently lying down and using any move but *Tunnelling* or *Teleport*	-2

The following results are possible:

- A result for the target: target moves a number of squares no more than half the result. The target must stop, if possible, in the nearest square which is entirely outside the area or is 1 square further away from an attacker moving to range 0-2 without an area. If the target cannot do this it moves as close as it can to this square. The attacking ability (if any) has no effect if the target is now outside the area or in a square only partially covered by the area. E.g. a target gets a result of 3 which is more than the attack result. It can move no more than 1.5 squares. If the target gets a result of 4 it can move no more than 2 squares.
- A minor result for the attacker means the target stays still, an attacking ability has its effect and the target counts as having -2 DX and Move until the start of their next turn (i.e. will find it harder to resist further attacks).
- A major result for the attacker means the target stays still and is **Knocked Down** (or is **Stunned** for 1 Action if already down), an attacking ability has full effect.

More than one Effect

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

Moving With no Sense

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

Knockback, Forced Move and Recoil into Walls or other Figures

Certain abilities cause Knockback or Forced Move. As described in their Effects this causes the target to move a certain number of squares. If a figure is Knocked Back or Forced Moved into a Wall it must resist Damage (Solid) equal to the Knockback or Forced Move result and the Wall must resist the same damage. However the result against the figure can't exceed the result of the Wall's resistance if the wall is breached. Following the impact if the target goes through the Wall treat the result as reduced by the result roll of the wall hence reducing further distance moved and impact on subsequent walls. If a Knocked back or Force Moved figure is about to hit another figure it can try to dodge as for an Area attack against the result of the Knock Back or Forced Move. A Recoil can also
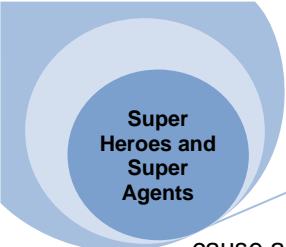
cause a character to hit something but this causes no damage to either the target or the thing recoiled into. However in this case the figure that recoiled must resist D6 with Gymnastics or fall down.

Follow up Attacks

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

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

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

Opportunity Attacks

Opportunity attacks require no actions and are triggered by certain things as listed elsewhere in the rules. Figures can't make Opportunity Attacks if they are currently Trapped or Knocked Down. Opportunity attacks are triggered from figures with Short or Hand to Hand attacks in the following circumstances

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

Altitude

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

Type	Effects
Climbing	Can be used to move up, down and across surfaces where there is something to grip. Can't be used for Move Through.
Flight	Can be used to change altitude.
Running, Driving	Can't be used to change altitude.
Leaping	Can change altitude but must land on something or return to original altitude.
Limited Flight	Can be used to change altitude to a maximum of 10 squares.

Type	Effects
Swinging	Can be used to change altitude in Urban or Wilderness (needs things to attach to).
Swimming	Can't be used to change altitude except if Underwater. Can't be used for Move Through.
Teleport	Can be used to change altitude. Can't be used for Move Through.
Tunnelling	Can move from ground to underground and vica-versa. Can move laterally and vertically when underground. Can't be used for Move Through.
Wall-crawl	Can be used to move up, down and across surfaces. Can move on overhangs and ceilings. Can't be used for Move Through.

Falling

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

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

Move Through

A figure may attempt (or be forced in a crash for example) to move through another figure or a Wall. The whole move action ending in a voluntary move through must be in a straight line. A figure voluntarily moving through can choose to make a shorter move than the full move result but this will change the damage accordingly if the attack hits. The figure moved into can either try to **Evade** or make an **Opportunity Attack**. If the target **Evades** the move through then the figure will continue moving to the end of the move possible running into something else in consequence. The Result Val of the Move Through is **ST**, *Movement* result (already known from the move action) and *Speed*. It deals *Solid Damage* and *Knockback* and counts as *Direct* for *Block*. If the target is not knocked back (Walls are never knocked back) then the user also takes the same damage from the Move Through.

Off The Board

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

Picking up an Object and Carrying

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

Strength	Penalty When Carrying a Person or Similar. Move Up 2 if carrying 2 people.
0	Not Allowed
D4	-2 Move, No Targeted Action
D6	-1 Move, No Targeted Action

Strength	Penalty When Carrying a Person or Similar. Move Up 2 if carrying 2 people.
D8	Lose 1 Action
D10	None.
D12	None.
D14	None.

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

Escape

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

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

If the Escaping figure gets a minor result vs all resisting values it escapes successfully and if it also gets a major result vs any pursuer then that character misses his/her next turn. A minor result for the pursuers means the escape attempt fails and the escaper remains in its current location. If the escaper has been defeated then they are captured. If the pursuers get a major result than the escaping character is immediately defeated and captured.

Lifting and Throwing Large Objects

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

Innocent Bystanders

Innocent bystanders have a D4 in all STATs.

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

D8	Innocent Bystander Action
1	Stand Still
2	Move away from the least popular character (usually the most frightening in appearance, the one using the most frightening abilities or the one most notorious with the public).
3	Move toward the least popular character and attack if possible.

4	Move toward the most popular character (usually the least frightening in appearance, the one using the least frightening abilities or the one most popular with the public)..
5	Lie down.
6-7	Try to move off the map.
8	Try to take cover.

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

When characters want to get innocent bystanders to safety they can pick them up and carry them which is like using a grapple except that it never does damage and usually isn't resisted by the bystander unless they are violently inclined or fearful of the character. Characters can also make a Persuasion roll vs D6 (or 2D8 if the bystanders are violent or fearful toward him/her) to persuade all bystanders within 6 squares to follow him/her. If the character can get a bystander to the board edge they are removed.

Drop Weapons

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

Soliloquy

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

Tactics Action

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

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

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

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

Leadership Action

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

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

Vehicles in Episodes

Vehicles cannot be used in an enclosed environment. In general they need life support in unusual
environments to operate and must have a movement ability that operates. Vehicles are often Large
(so they can resist knockback but are easier to hit with Direct attacks). In general vehicles operate like
other figures in episodes – they can be attacked and have their abilities reduced in the same way. If a
vehicle is defeated by an attack then all occupants take the same damage.

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

D6	Result
1	Vehicle is immobilised. A flying vehicle falls and crashes.
2	A weapon (if any) is put out of action.
3	Control skill rolls for the vehicle are at -1.
4	Vehicles move is reduced by 2. A flying vehicle with no move falls and crashes.
5	All occupants of the vehicle take the 2D8 solid damage.
6	All occupants of the vehicle take 2D8 heat damage.

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

Out of Action

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

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

When a character goes out of action s/he gains a Comeback Challenge. Comeback rolls are made with **TO**, **WP** and **Recovery**. Each time s/he takes a Comeback action s/he enters into a contest with the Comeback Challenge. If s/he gets a major result then s/he is no longer out of action. If the challenge gets a major result then s/he is Defeated. If s/he gets a result the challenge is reduced. If the challenge gets a result the resisting value is reduced (that means therefore that if s/he still has multiple D then one will be reduced to 0). If the character is Out of Action at the start of Turn 12 s/he is automatically Defeated as no further Come Back Rolls are allowed.

The D type of the Comeback Challenge depends on how many times the character has gone out of action this combat plus to some extent the number of named characters other than non-combatants that there were on the character's side at the start of the fight.

Times Out of Action	Comeback
1	D4
2	D6
3	D8
4	D10
5	D12
Each +1	+1
Modifiers	
Side started with 5+ named characters including relationships except those appearing as random complications in an episode. Powered characters count as 1, sidekicks other than sidekicks gained as an advantage count as ½ and named unpowered characters other than contacts as ¼, non-combatants are 0.	+1
After turn 5 if side started with 5+ powered characters judged as above. An additional	+1

In addition the number of D for the Comeback Challenge depends on the turn number of the fight (from the turn when the first attack was made) the character went out of action plus the number of characters that there were in the side at the start of the fight judged as in the table above.

Turn Number	1 Character	2+ Characters	5+ Characters
1-3	1D		2D
4-6	1D	2D	3D
7-9	2D	3D	4D
10+	3D	4D	5D
13	Fight auto ends.		
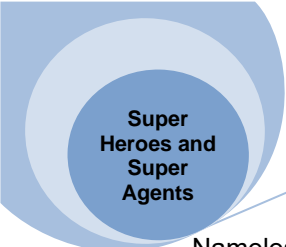
Nameless characters such as agents and unnamed normal humans don't get a Comeback. For them Out of Action and Defeated are the same thing.

Comeback

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

Defeated

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

Ending a Combat

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

- **Knockout**: A side loses immediately if it has had no characters active in the **Contested Space** for a whole turn (from the point the last character went out of action to the same point in the next turn) and every named character on that side has attempted at least one Comeback roll.
- **Overmatched:** At any time after the start of turn 7 a side loses if it has no characters active in the **Contested Space** and the other side has at least 3 named characters or 8 other characters active in the **Contested Space**.
- **Last Ditch Effort:** At any time after the start of turn 7 and before the start of turn 12 if a side has no characters active and the other side has one or two named character active, one of which is about to start his/her turn, then roll randomly amongst the undefeated but out of action opponents and that character makes an immediate comeback roll. If successful s/he can act as after a normal comeback but if s/he does not comeback his/her side has lost.
- **Rout:** At any time after the start of turn 7 a side loses if it has no named characters that are not defeated and unnamed characters present have taken over ½ casualties.

  The fight automatically ends at the end of turn 12 and:
- If only one side has any active characters in the **Contested Space** who are not trapped then that side wins.
- If both sides still have active untrapped characters in the **Contested Space** then the attacking side must withdraw (no escape rolls needed) and the defenders count as having won.

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

Was reduced to 0 TO by a **Killing Attack** any time during the combat: -3
Was reduced to 0 TO by a *Bullet* or *Solid Damage from a Short range Held Item* (Swords, Spears etc.) any time during the combat: -2
Was defeated by failing a **Breakout Task**: -2

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

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

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

Dying characters can be saved by other characters that aren't Dying or Hurt by attempting a Medical Task with a difficulty of 2D6. If this task succeeds the character counts as Hurt. If no Medical Task is attempted or the task is failed the character is dead.

Re-entering Play

Characters who are Hurt or Dead and the end of a combat don't automatically come back into play. For a Hurt character roll each **Period** on D10. On 9+ the character can return to play having recovered from his/her wounds. A character with medical skill can attempt a medical task of 2D8 taking two **Activity Steps**. If successful the character recovers immediately. A character recovering from being hurt will have D6-4 differences rolled on the change table below. If a powered character is killed roll D10 once per 7 **Periods** for the character to reappear. On a roll of 9+ the character reappears and on a roll of 2- start rolling only once per year. This is because powered characters often only appear to be killed or may reappear for other mysterious reasons. A character re-entering play after being killed will have D6-2 differences rolled on the same table.

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

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