

MARVEL SUPER HEROES™

Players' Book



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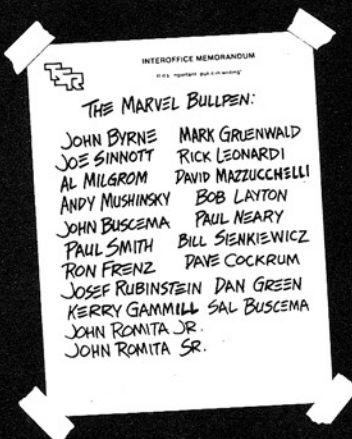
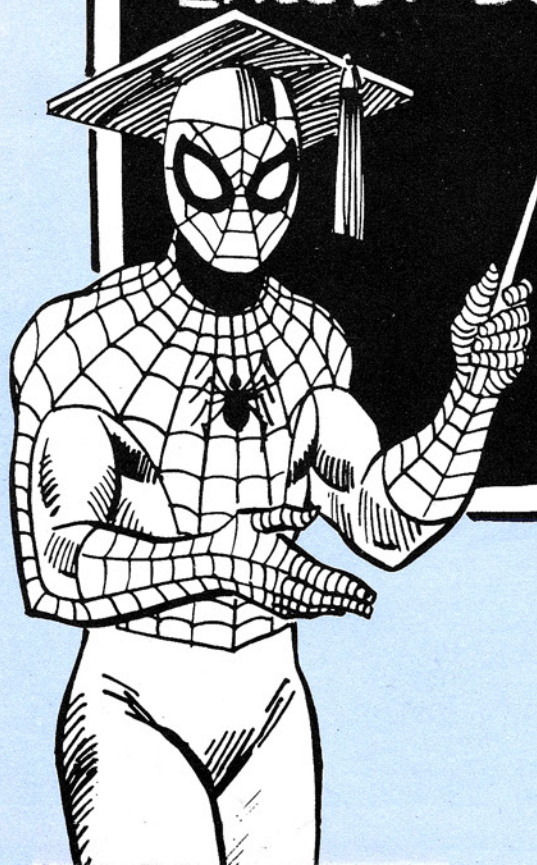
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MARVEL

SUPER HEROES™

PLAYERS BOOK



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1: HEROES



Definition: What Is a Hero?

A hero is an individual who uses his talents and abilities for the good of others as opposed to his own good. In the MARVEL SUPER HEROES Role-Playing Game the players take on the roles of heroes in the Marvel Universe. A hero who is being controlled by a player is called a Player-Character or PC. One that is being run by the Judge, including most opponents and supporting characters, is called a Non-Player Character or NPC.

Abilities

Characters in the MARVEL SUPER HEROES game are defined by their abilities. These abilities determine their chances of performing certain actions in the game. There are three types of abilities: primary, secondary, and special. Abilities are usually given a rank and rank number to define their levels of power.

The *primary abilities* are the seven already familiar to players of the MARVEL SUPER HEROES Original Set: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. These primary abilities are shared by almost all characters in the Marvel Universe — they are a measuring stick of how well a character can perform certain acts. Primary abilities are also called fixed abilities because while they may be improved over time, they do not normally change from adventure to adventure. All primary abilities have a rank and rank number.

Secondary abilities are Health, Karma, Resources, and Popularity. These are sometimes called variable abilities, as they may change within the course of a single adventure. All normal individuals and most characters the players encounter have secondary abilities. Secondary abilities may be defined by ranks or separate numbers.

Special abilities are skills and abilities that are not common to all characters, and indeed may be unique to a particular character. These include all Powers, Talents, Equipment, and Contacts. Special abilities use rank numbers or modify existing rank numbers.

Ranks and Rank Numbers: Abilities are often defined by a word (Amazing, Incredible) known as the ability's *rank*. In the MARVEL SUPER HEROES Original Set, each rank had a *rank number*, which was used to determine effects such as Health, starting Karma, and damage inflicted. In the MARVEL SUPER HEROES Advanced Set each ability has a rank and rank number, but that number must be within a range available for that rank. When a rank number is not defined (a weapon inflicts Good damage), use the Standard Rank Number. Check the table below:

Rank	Rank Range	Standard Rank Number
Shift 0	0	0
Feeble	1-2	2
Poor	3-4	4
Typical	5-7	6
Good	8-15	10
Excellent	16-25	20
Remarkable	26-35	30
Incredible	36-45	40
Amazing	46-62	50
Monstrous	63-87	75
Unearthly	88-125	100
Shift X	126-175	150
Shift Y	176-350	200
Shift Z	351-UP	500
Class 1000	1000	1000
Class 3000	3000	3000
Class 5000	5000	5000
Beyond		Infinite

Ranks labeled "Shift" are normally used for actions that are moved by modifiers above or below the Feeble and Unearthly ranks on the Universal Table. Class 1000, 3000, 5000, and Beyond levels are not available to most heroes, but are used to define such powerful universal forces as Eternity and Galactus.

The rank range includes all the rank numbers for that range. A character with a Strength of 15 can be said to have Good Strength. The Hero rank numbers above the rank range are for use with existing heroes in the Marvel Universe. Spider-Man, for example, has Remarkable Fighting ability (his initial rank number is 30). A new hero entering the Marvel Universe with Remarkable Fighting ability would have a rank number of 26. This is because established characters in the Marvel Universe can be assumed to have been improving their skills over some time.

Let's look at those abilities in detail.

Primary Abilities

Fighting:

- A measure of raw combat ability
- Used to determine if the character lands a blow in hand-to-hand (called Slugfest) combat
- Used to determine if a character evades a blunt attack
- Used to determine if a multiple combat attack or other FEAT involving hand-to-hand combat is successful
- Used to determine the secondary ability known as Health

Agility:

- A measure of dexterity and nimbleness
- Used to determine if the character hits with a thrown or aimed weapon at a distance
- Used to determine if the character dodges a missile attack
- Used to determine if the character catches an object, holds onto a ledge, or successfully performs actions that require quick action or co-ordination
- Used to determine how well a character handles a vehicle
- Used to determine the secondary ability known as Health

Strength:

- A measure of physical muscle power
- Used to determine damage inflicted in slugfest combat
- Used to determine success and damage in wrestling combat and success in Grabbing, Escaping, and Blocking maneuvers
- Used to determine success in destroying materials
- Used to determine if a character can lift a heavy object or perform other acts that require physical power
- Used to determine the secondary ability known as Health

Endurance:

- A measure of personal toughness and physical resistance
- Used to determine normal moving speed
- Used to determine success in charging attacks
- Used to determine success in avoiding the effects of disease, poison, and gas
- Used to determine success in matters that require the character to perform actions over a long period of time, such as holding one's breath
- Used to determine the secondary ability known as Health
- Used to resist the effects of Slams, Stuns, and Kill results directed against the hero
- Used to determine the amount of Health regained by a wounded individual

Reason:

- A measure of intelligence and the capacity for logical thought
- Used to determine the character's success in building things
- Used to determine the character's success in understanding unknown technology and languages
- Used to determine the secondary ability known as Karma

Intuition:

- A measure of wisdom, wits, common sense, and battle reflexes
- Used to discover clues
- Used to determine who may act first in combat (see Initiative)
- Used to detect hidden or potentially dangerous items, as well as in situations where the character plays a hunch
- Used to resist effects of emotion control powers, spells, and abilities
- Used to determine the secondary ability known as Karma

Psyche:

- A measure of mental strength and willpower
- Used to show resistance to mental and will-dominating attacks
- Used to determine resistance to magical attacks
- Used to determine initial Magical abilities for those characters who wield magic
- Used to determine the secondary ability known as Karma

Secondary Abilities

Health:

- Used to determine the amount of physical damage the character can absorb before losing consciousness and potentially dying
- Does not have a rank or rank number, but rather is the sum of the rank numbers of the character's Fighting, Agility, Strength, and Endurance
- Lost through combat, accidents, attacks, and other potentially dangerous and life-threatening situations
- Recovered after damage is taken, 10 turns after damage is inflicted
- Regained through normal healing by the Endurance rank number of points per day (in crisis situations, Health may be figured as regained by the hour or turn. See the table under Healing)
- If reduced to 0, the character is unconscious and may begin to lose Endurance ranks (see Life, Death, and Health).

Karma:

- Used by the hero as a measure of experience, allowing the hero to perform actions that may otherwise be impossible
- Does not have a rank or rank number. Starting Karma is determined when the character is created by the sum of the Initial rank numbers of the character's Reason, Intuition, and Psyche
- Gained through performing heroic and basically "honorable" acts

- Lost through performing selfish, harmful, or "dishonorable" acts
- May be spent by the player-character to perform actions otherwise impossible or unlikely. These include modifying die rolls, staying alive, building things, using magical abilities, and raising the hero's ability rank numbers and ranks through advancement

Resources:

- A measure of how wealthy a character is, and how the character may use that wealth
- Generated when the character is created
- Presented as a rank with a rank number (replacing the Resource Points of the MARVEL SUPER HEROES Original Set)
- Used to determine if a character can afford a particular item or service
- See under Resource FEATs in the next chapter for full effects of Resources

Popularity:

- A measure of the character's reputation in that character's normal environment
- Generated when the character is created
- Represented as a rank and rank number. Heroes generally have positive Popularity. Villains generally have negative Popularity
- Used to determine reactions of large groups of people and neutral NPCs



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CHARACTER CREATION



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- Used to gain favors, information, and equipment from Contacts

Special Abilities

Powers:

- Super-human abilities possessed by individual heroes and villains in the Marvel Universe
- Used to perform actions above and beyond the limits of normal mortals
- Each Power is individual. Powers may have a rank number, or modify an existing primary or secondary ability rank
- May be improved through expenditure of Karma. New Powers may be added at a risk to the player character
- Full list of powers found in Appendix A

Talents:

- Non-super-human abilities that may be possessed by characters in the Marvel Universe
- Used to perform specialized actions at a specific benefit
- Are individual; modify an existing primary or secondary ability rank, or provide special abilities
- May be learned as a hero gains experience
- Full list of Talents found in Appendix B

Contacts:

- Represent social, political, and personal friends and allies through whom the character may gain information and equipment
- Have no rank number. Contacts are considered as Friendly to the character for purposes of determining reactions
- May be increased through spending of Karma, or performing missions for that Contact
- Standard Contacts are described in full in Appendix C of this book

Character Creation

In the MARVEL SUPER HEROES Original Set, there was an assumption that most characters the players would run would be from among those available in the original set and its accessories. The MARVEL SUPER HEROES Advanced Set allows three types of characters: *pregenerated characters* based on those in the Marvel Universe and used specifically for the MARVEL SUPER HEROES Game; *generated characters* created by the players; and *modeled characters* which are from the Marvel Universe but do not have "official" stats generated by TSR. The labels "pregenerated," "generated," and "modeled" have no bearing once play begins.

Pregenerated Characters

The character cards provided with this set are for the most popular individuals in the Marvel Universe. These cards may be cut up and used by players and Judges with the game. Their presentation is outlined as above for primary, secondary, and special abilities, and where space permits, some background is given. Full backgrounds for these characters, as well as their personalities and any restrictions on their Powers, are listed starting in Chapter 3 of the Judge's Book.

Pregenerated characters have the advantage of being "ready-to-play" as well as being a recognized part of the Marvel Universe. When playing an official Marvel character, however, the player is free from all effects of the ever-changing Marvel Universe except those that the Judge chooses to inflict upon the player. (For example, a player running the original Guardian will not be fated to die of a suit malfunction, but by the same token a player running She-Hulk would not benefit from an improvement of abilities after the character becomes a player-character.) When running a character of the Marvel Universe, the *player's* decisions guide that character's actions and reactions.

Pregenerated characters always have the Standard Rank Number (listed on page 2) as their starting rank number. This represents the fact that the heroes noted have had some adventuring history before play in the MARVEL SUPER HEROES Campaign begins. Therefore, when She-Hulk's Strength is stated as Monstrous, it is set at a rank number of 75 as opposed to 63, the maximum rank number at which a

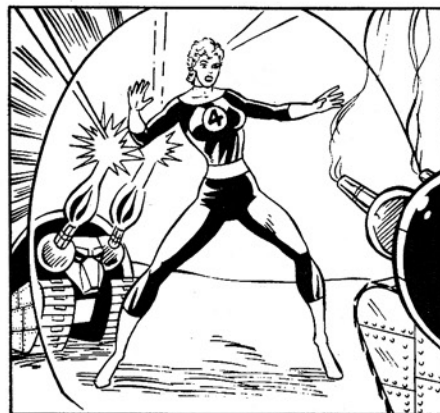
generated character may start. Rank numbers may be improved with time and experience as normal.

In addition to having his starting rank numbers set at the standard value as opposed to the minimum, the pregenerated character's Health and initial Karma will be higher as a result of the higher ability ranks. The character's Resources and Popularity also reflect the hero's status in the books he or she appears in at the time of this writing.

The pregenerated character's Powers, Talents, and Contacts are described as specific to that hero. Nightcrawler's wall-crawling is different from Spider-Man's, and the German X-Man's teleport is different from that of Cloak. The Powers, Talents, and Contacts sections are for that hero alone. Descriptions that apply to generated heroes (such as alien, robot, mutant) may or may not apply to the hero in question.

Included in this set are a number of sheets that may be cut out for use as reference cards for pregenerated heroes. Abilities are summarized along the left hand side, including rank number and rank. In the upper right the Health, initial Karma, Resources, and Popularity are listed, with space below for changes. The Powers, Talents, and Contacts are provided in very brief form below. Note: These abilities are provided in limited form only, for easy use in play. The full powers, etc. tailored to that hero are explained under that hero's entry in the Judge's book.

While checking out the cards, note that four of them are blank, one side noting only the abilities without numbers, the other a grey screen of several heroes. These are for your own use as cards for generated or modeled heroes. Permission to photo-copy



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these four cards is given for those players who don't want to mess up their existing copies.

Pregenerated characters, once brought into the game, are treated as any other type of character.

Generated Characters

The following system is for creating new characters in the Marvel Universe. Generated characters have an advantage in that they are individuals created by the player and in that form they are unique. Their disadvantages are that they begin the campaign weaker than pregenerated characters, they lack the background of the Marvel Universe, and their powers are more standardized than those of pregenerated characters.

Character generation has five steps.

- Generate an origin
- Generate primary abilities
- Generate secondary abilities
- Generate special abilities
- Fill in the blanks

Starting from the top...

Origins

The MARVEL SUPER HEROES game has five types of origins, each with certain advantages and disadvantages. Origins are used only for generated characters as a base for those characters. Pregenerated characters have their own specific origins.

The player desiring a generated character must either choose an origin from those below or roll on the table below for an origin. Those that roll on the table must take the specific type of hero rolled. (No second thoughts.)

Dice Roll	Origin
01-30	Altered Human
31-60	Mutant
61-90	Hi-Tech
91-95	Robot
96-00	Alien

• **Altered Humans:** Altered Humans are everyday people like you and me (well, me, anyway) who have been accidentally or purposefully exposed to weird radiation, secret formulas, or chose to be instructed in strange and powerful talents. The Fantastic Four, Hulk, Nick Fury, and Doctor Strange are examples of altered humans.

- Altered humans roll their random ranks for primary abilities on Column 1 of the

Random Ranks Table.

- After the primary ability ranks are rolled, altered humans may raise any single primary ability rank by one rank.

• **Mutants:** Mutants are members of the race of Homo Superior, a new race of man born from the race of Homo Sapiens (that's us). Mutant powers often (though not always) first manifest themselves in the teen-age years. Mutants are generally feared and disliked by the populace at large. Examples of mutants include the X-Men, X-Factor, and New Mutants. When creating a mutant character:

- Random ranks are rolled on Column 1 of the Random Ranks Table.
- Mutants gain one additional Power, up to the total number of Powers available to the Hero (maximum of 5).
- Resources are reduced by one rank.
- Starting Popularity is always 0.
- Mutants gain and lose Popularity at a slower rate than other character types.
- Endurance is raised by one rank.
- The majority of a mutant's Powers are inborn as opposed to equipment-based.
- They may be affected by mutant detection and mutant nullification devices.

• **High Technology:** Also called Hi-Tech Wonders, these heroes derive their abilities solely through equipment, whether that equipment is mystical or technological in nature, such as Iron Man or Captain Britain. High technology heroes start with lower primary ability scores and in addition may not use their powers without their equipment; however, they receive many other benefits.

- High technology heroes roll on column 3 of the Random Ranks Table.
- The Initial Reason is raised by two ranks (If Good is rolled, then initial reason is Remarkable).
- Initial Resources are set at Good, or optionally rolled.
- High technology heroes must have at least one Contact, and they must declare what that Contact is before starting play. This Contact represents the organization that the player-character works for (or, if Resources are high enough, owns).
- At least one Talent chosen by the player must be Scientific or professional in nature.
- If, when generating Powers, the high tech wonder chooses Body Armor as a Power, the high technology hero may choose to have all his Powers combined into a battlesuit (a la Iron Man). Check under the Body Armor entry for these



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effects. Effects are rolled on Column 6 to see how the armor affects the Fighting, Agility, Strength, and Endurance of the player-character.

• **Robots:** Robots are artificially-created sentient beings, including organic constructs, clones, life-module decoys, mystically-powered golems, synthezoids, androids, and robots. Examples of such beings include Machine Man, Vision, Jocasta, the evil Ultron, and the robotic form of Deathlok (the original cyborg Deathlok is an altered human).

- Robots roll their primary abilities on column 4 of the Random Ranks Table.
- Popularity is reduced to 0 (like mutants, robots have a hard time being accepted by the populace at large). They suffer no further penalty regarding earning Popularity.
- All player-character robots may heal normally, simulating internal repair functions.
- There is no Karma loss for killing a robot or allowing a robot to be deactivated. A robot may potentially be reactivated after it has "died." A "dead" robot must be reactivated by outside forces, and will return with Karma set at 0.

• **Aliens:** "Alien" is a blanket term representing those individuals from other civilizations, planets, dimensions or races of man. These may include Homo Mermanus (but not Homo Superior), Asgardians, Denizens of the Dark Dimension,

Atlanteans, Olympians, Eternals, Kree, Skrulls, and Shi'ar, as well as races that have yet to be discovered in the Marvel Universe. Aliens have the potential of being incredibly powerful, but have limited secondary abilities. The following generation system is for super-powered aliens whose races have not been encountered before.

- Alien characters roll on column 5 for their primary abilities.
- Alien powers may be natural or the result of Equipment carried. The player must declare whether any Power is inborn to his race or external.
- Aliens gain one less Power (minimum of two).
- Starting Resources are set at Poor.
- An alien character starts with one Contact (maximum). This is usually the alien's home race, dimension, or people. Those characters who do not choose the race as one of their Contacts are considered outcasts of that race, planet, or dimension (note to Judges: Outcasts are usually hunted down by others of their race).

Generating Primary Abilities

Each origin uses one of the following columns on the Random Ranks Table. Roll for each of the seven primary abilities on this table.

Rank Name	Initial Rank Number	1 Mutants, Altered Humans	2 Normal Folks
Feeble	1	01-05	01-05
Poor	3	06-10	06-25
Typical	5	11-20	26-75
Good	8	21-40	76-95
Excellent	16	41-60	96-00
Remarkable	26	61-80	---
Incredible	36	81-96	---
Amazing	46	97-00	---
Monstrous	63	---	---

	3 High Technology	4 Robots	5 Aliens
Feeble	01-05	01-05	01-10
Poor	06-10	06-10	11-20
Typical	11-40	11-15	21-30
Good	41-80	16-40	31-40
Excellent	81-95	41-50	41-60
Remarkable	96-00	51-70	61-70
Incredible	---	71-90	71-80
Amazing	---	91-98	81-95
Monstrous	---	99-00	96-00



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Ability Modifier Table

Dice	Modification
01-15	Reduce by one rank
16-50	Remain unchanged
51-70	Increase by one rank
71-85	Increase by two ranks
86-95	Increase by three ranks
96-00	Increase by four ranks

Unless noted otherwise, no ability may be modified in any fashion below Feeble or above Monstrous.

Example 1: For a first hero, I'd like to create an Altered Human, and as such bypass the Origins table. Going to the Primary Abilities table, I roll once for each ability, with the following results:

Fighting:	(Roll a 36)	GOOD
Agility:	(Roll a 12)	TYPICAL
Strength:	(Roll a 07)	POOR
Endurance:	(Roll a 38)	GOOD
Reason:	(Roll a 45)	EXCELLENT
Intuition:	(Roll a 67)	REMARKABLE
Psyche:	(Roll a 72)	REMARKABLE

Now, looking at the description of Altered Humans above, one primary ability may be raised. I'm more than a little concerned about the low Strength, but I can get more bonus to my Health by raising Fighting from Good to Excellent. Initial Rank numbers are the minimum for that rank. The Altered Human's initial stats are:

F	16	EX
A	5	TY
S	3	PR
E	8	GD
R	16	EX
I	26	RM
P	26	RM

Example 2: This time, I'm going to roll an origin on the table. I roll a 33 and get a Mutant character. The dice are rolled on the

Random Ranks Table:

Fighting:	(Roll an 85)	INCREDIBLE
Agility:	(Roll a 22)	GOOD
Strength:	(Roll a 12)	TYPICAL
Endurance:	(Roll an 87)	INCREDIBLE
Reason:	(Roll a 02)	FEEBLE
Intuition:	(Roll a 37)	GOOD
Psyche:	(Roll a 21)	GOOD

Hmmmm. A more powerful character than the first, but ot-nay oo-tay ight-bray, if you take my meaning. Raising the Endurance by one rank, as noted for all Mutant characters, this character's stats are:

F	36	IN
A	8	GD
S	5	TY
E	46	AM
R	1	FE
I	8	GD
P	8	GD

Example 3: Let's look at a high tech hero. The random rolls on the Primary ability table give the following results:

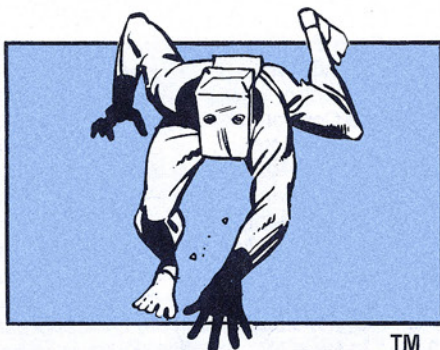
Fighting:	(Roll a 43)	GOOD
Agility:	(Roll a 04)	FEEBLE
Strength:	(Roll a 00)	REMARKABLE
Endurance:	(Roll a 50)	GOOD
Reason:	(Roll a 96)	REMARKABLE
Intuition:	(Roll a 09)	POOR
Psyche:	(Roll a 38)	TYPICAL

Under the High-tech description, the Reason (already this character's most winning feature) is raised by two ranks, from Remarkable to Amazing). The character's initial stats are:

F	8	GD
A	1	FE
S	26	RM
E	8	GD
R	46	AM
I	3	PR
P	5	TY



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Generating Secondary Abilities

Generating Health: Total the initial rank numbers of the Fighting, Agility, Strength, and Endurance abilities. This is the starting Health of the character.

Generating Karma: Total the initial rank numbers of the hero's Reason, Intuition, and Psyche abilities. This is the starting Karma of the character.

Generating Resources: Initial Resources are Typical (Poor for aliens), modified by a roll on the Ability Modification Table. High technology heroes may choose to have initial Resources at Good, or take a chance with Typical plus the roll. Starting Resources may be further modified by buying additional Powers, Contacts, or Talents.

When a character is first generated, the hero may "purchase" additional Powers, Talents, and Contacts up to his maximum allowance, by reducing his starting Resources. This "purchase" must be made after the number of Powers, Talents, and Contacts is determined, but before any specific choices are made. Such Resource deductions are permanent.

- For each additional Talent or Contact "purchased" above the initial number, reduce initial Resources by one rank.
- For each additional Power gained, reduce the Resources by two ranks.
- Remember that mutants are always reduced by one rank in Resources.

Resource reductions lower than the Feeble rank are not permitted.

Generating Popularity: Initial Popularity is 10 for most heroes, 0 for mutants and robots. The Judge may leave it at that, or may raise or lower initial Popularity by the following factors:

- Raise Popularity by 10 if identity is publicly known
- Lower Popularity by 5 if identity is secret
- Lower Popularity by 5 if hero hangs out

- with known mutants, but is not a mutant
- Lower Popularity by 5 if hero is generally unpopular (aliens have this trouble, but a player may choose to have his hero be ugly)

Heroes may start with negative Popularity. Using this negative Popularity may result in loss of Karma (see Popularity FEATs in the next chapter). A secret ID may never start with negative Popularity.

Secret IDs

When determining initial Popularity, the player must decide whether or not his character has a Secret ID. Secret IDs are not a requisite of the super hero trade, and groups like the Fantastic Four have long survived without them. A Secret ID means that no one really knows who is behind that mask, and as such the hero can have a normal civilian life.

A character with a secret ID has two entries in the Popularity column. One applies to his costumed identity, the other to his everyday "secret" ID. Both start at the same set level, but the actions of the hero in his uniform result in popularity gains on his "hero" side of the column, and actions when not in costume on his "secret" side. In other words, a hero may be regarded as a nebbish in the real world, but in reality is a respected hero. Conversely, the hero may be hunted by the populace for a crime he did not commit, while his secret ID allows him to go to the grocery store without being attacked.

A character's Karma is not split between the secret and hero identities, nor are Health, inborn or natural Powers, or Talents. A character with a secret ID may split his Contacts between his secret ID and his heroic identity. They should be noted as such (for example, Peter Parker has several Contacts in the Daily Bugle, but Spider-Man could not get advice, much less the time of day, from Jolly Jonah Jameson).

Examples of determining secondary abilities:

Example 1: Our Altered Human from the previous set of examples. His Health is the summation of his initial Fighting, Agility, Strength, and Endurance. His Karma is the summation of his initial rank numbers for Reason, Intuition, and Psyche. His initial resources are Typical, with a modification on the Ability Modifier table. The roll is a 27, no change. Popularity is 10. Our Altered Human has no secret ID, so it starts at 20. Our secondary abilities for our Altered Human are therefore:

Health	32
Karma	68
Resources	Typical(5)
Popularity	(20)

Example 2: Our Mutant from the previous set of examples. Health and Karma are the summation of the appropriate rank numbers. Initial Resources are Typical, with a roll of 84 on the Abilities Modification table raising it to Excellent. This is reduced to Good for being a mutant character. Popularity is 0, with a secret ID reducing that to -5. The mutant's secondary abilities are:

Health	95
Karma	17
Resources	Good (8)
Popularity	(-5)/(0)

Example 3: Our High Technology Hero from the previous set of examples. Health and Karma are the summation of appropriate rank numbers. Initial Resources are Good. A roll on the Ability Modifiers table gives a 68, which raises those resources to Excellent. Popularity is set at 10, reduced to 5 because the player wants the hero to have a secret ID. Initial Popularity for both secret and public ID is 5.

Health	43
Karma	54
Resources	Excellent (16)
Popularity	(5)/(5)

The High-tech is heading for low stats. I'm looking to snag Body Armor when powers come up, both because it would make a good example and it will add to his survival.

Generating Special Abilities

Generating Powers: The number of Powers initially available to the hero is determined by a dice roll on the Powers, Talents, and Contacts Table. Each category (Powers, Talents, and Contacts) is rolled separately.

Powers, Contacts, and Talents

Dice Roll	Powers	Talents	Contacts
01-20	2/4	1/6	0/4
21-60	3/4	2/5	1/4
61-90	4/4	3/4	2/4
91-00	5/5	4/4	3/4

The number before the slash represents the initial number of Powers (or Talents, or Contacts), while the number after the slash is the maximum number of Powers. Initial number of Powers represents the number of Powers the hero has. Maximum number of Powers represents the absolute maximum number of Powers with which the



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hero may start the game, including Powers gained through the sacrifice of Resource ranks.

Roll the percentile dice once for each Power on the Power Categories Table below. The Power Categories Table determines only the general type of Power the hero has, such as Mental Powers, or Powers that aid movement. The player then goes to the list of those powers and chooses the Power he or she will use with the character. Notice that some of the entries have numbers to their left. If you are a fan of ultimate random roll, take a ten sided-die and roll once under that column, then take that Power for your character. (No, you won't get some of the better powers, but that's what happens when you let the dice think for you.)

Powers are only here in list form. A full summary of these Powers is found in Appendix A. They are located there only because it doesn't make sense to occupy the bulk of the early part of the book with miles of power descriptions. Note that these Power descriptions are generic in nature, and that individual pre-generated characters may have their own "quirks" and specialties with a Power (just having Teleport does not turn your hero into Nightcrawler).

Certain Powers are marked by a star. These Powers count as two Powers, as the abilities therein are rare or powerful or both. If the hero does not have the number of Powers available, the player cannot choose this Power.

Certain other Powers list a second Power in their description. These are Bonus Powers. If the player chooses one of these Powers for his or her hero, the hero gains the bonus Power as well. This Power takes the place of the player's next die roll. The hero may drop other Powers in order to make room for a Bonus Power, but should not have more Powers than originally rolled.

Most Powers require a Power rank. Such Power ranks for all heroes are rolled on column 4 of the Random Ranks Table. Some Powers will have a minimum or maximum initial rank. These are noted in the Power Listings in Appendix A.

Power Categories Table

Dice Roll	Power Category
01-05	Resistances
06-10	Senses
11-15	Movement
16-25	Matter Control
26-40	Energy Control
41-55	Body Control
56-70	Distance Attacks
71-75	Mental Powers
76-90	Body Alterations/Offensive
91-00	Body Alterations/Defensive

Power Listings

1. Resistance to Fire and Heat
2. Resistance to Cold
3. Resistance to Electricity
4. Resistance to Radiation
5. Resistance to Toxins
6. Resistance to Corrosives
7. Resistance to Emotion Attacks
8. Resistance to Mental Attacks
9. Resistance to Magical Attacks
10. Resistance to Disease
Invulnerability *

Senses

1. Protected Senses
2. Enhanced Senses
3. Infravision
Cosmic Awareness*
Combat Sense*
4. Computer Links
5. Emotion Detection
6. Energy Detection
Magic Detection
7. Magnetic Detection
Mutant Detection
8. Psionic Detection
9. Astral Detection
10. Tracking Ability

Movement

- 1-2. Flight
3. Gliding
4. Leaping
- 5-6. Wall-Crawling
7. Lightning Speed
Teleportation *
8. Levitation
9. Swimming
10. Climbing
Digging
Dimensional Travel*

Matter Control

- 1-2. Earth Control
- 3-4. Air Control
- 5-6. Fire Control
- 7-8. Water Control
- 9-10. Weather Control
Density Manipulation — Others
Body Transformation — Others
Animal Transformation — Others

Energy Control

- 1-2. Magnetic Manipulation
- 3-4. Electrical Manipulation
- 5-6. Light Manipulation
- 7-8. Sound Manipulation
9. Darkforce Manipulation
10. Gravity Manipulation
Probability Manipulation *
Nullifying Power *
Energy Reflection
Time Control*

Body Controls

1. Growth
2. Shrinking
Density Manipulation - Self
Phasing
3. Invisibility
4. Plasticity
Elongation
5. Shape-Shifting
Imitation
6. Body Transformation*
7. Animal Transformation - Self
8. Raise Lowest Ability
9. Blending
Power Absorption
10. Alter Ego

Distance Attacks

1. Projectile Missile
2. Ensnaring Missile
3. Ice Generation
4. Fire Generation
5. Energy Generation
6. Sound Generation
7. Stunning Missile
8. Corrosive Missile
9. Slashing Missile
Nullifier Missile
10. Darkforce Generation

Mental Powers

1. Telepathy
2. Image Generation *
3. Telekinesis
Mind Control *
Emotion Control*
4. Force Field Generation
5. Animal Communication and Control
Mechanical Intuition
Animal Empathy
6. Empathy

7. Psi-Screen
8. Mental Probe
 - Animate Drawings
 - Possession *
 - Transferral*
9. Astral Projection
10. Psionic Attack
 - Precognition*
 - Postcognition
 - Plant Control
 - Ultimate Skill

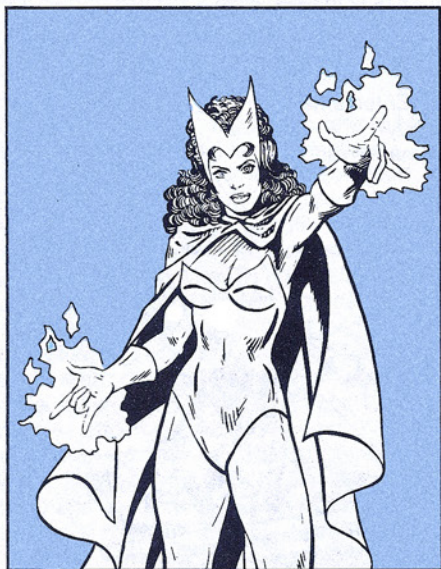
Body Alterations/Offensive

- 1-3. Extra Body Parts
4. Extra Attacks
5. Energy Touch
6. Paralyzing Touch
- 7-8. Claws
9. Rotting Touch
10. Corrosive Touch
 - Health-Drain Touch *
 - Bleeding Touch

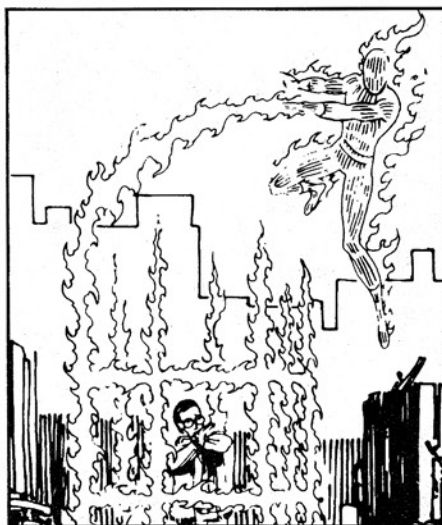
Body Alterations/Defensive

- 1-3. Body Armor
4. Water Breathing
5. Absorption
6. Regeneration
7. Solar Regeneration
- 8-9. Recovery
10. Life Support
 - Pheromones
 - Damage Transfer
 - Healing
 - Immortality*

Powers may be natural or be the result of hi-tech or mystical equipment. Equipment the hero starts with is considered specialized for that hero, and if others use



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that equipment they will do so at a disadvantage. (Example — anyone can use Cap's Shield to hide behind, but bouncing it off three walls is another matter.) Check under the Building Things section for others using a hero's own equipment. A player may invest some common item (sword, handgun, locket, etc.) with powers in this fashion. All other abilities of that item are the same, with the material strength raised according to the Ability Modification Table, adding 15 to any die roll (30 becomes 45). High technology heroes gain all their powers through equipment; mutants must have more natural Powers than equipment; and all other types may use a mixture of the two. (The definition of equipment is things that may be removed from the hero. Wolverine's bones and claws are artificial, as is Deathlock's armament, but these are integral parts of these heroes and are not considered equipment.)

Limitations: Certain Powers described in Appendix A require the character to take a limitation. In addition, a player dissatisfied with his initial Power ranks may attempt to raise them by limiting that Power. For example, a Power that only operates at night, in sunlight, does a set amount of damage when a variable is permitted, runs out at odd moments, or has no effect on a common item may be considered to be limited. The Judge may then choose to allow that power to be raised in rank under its limitation. Note to the players: In his booklet, the Judge is instructed to place harsh limitations on those Powers that are raised in this fashion, according to the initial rank of the Power. Therefore this option is best used to raise the odd Feeble-ranked ability to Poor by a mild limitation instead of

trying to raise Monstrous abilities to Unearthly. Powers that require a limitation are not raised, though the limitation must be of the same rank as the power rank.

Use the following guidelines for raising Power ranks through limits. Only one limit may be possessed by any given character, and no more than three Powers should be raised by that limit. In addition, there are maximum ranks to which a Power may be raised by limitations. Here are some examples.

Maximum of Excellent

- Power is limited to daytime use
- Power is limited to nighttime use
- Power may only be used three times/day
- Power does not work in temperatures below 0 degree Fahrenheit

Maximum of Remarkable

- Power does not affect one type of material it would normally affect power does not work in presence of flame
- Power may only be used two times/day
- Power does not affect a certain color

Maximum of Incredible

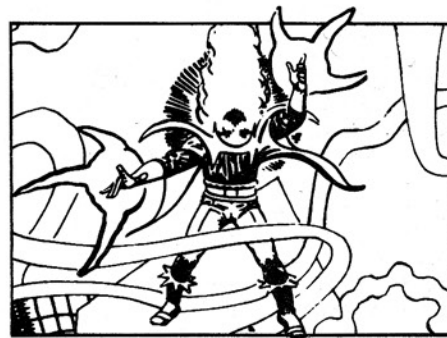
- Power does not affect organic material
- Power does not affect inorganic matter
- Power requires a vocal component
- Power cannot inflict less than Power rank damage
- Power requires two free hands

Maximum of Amazing

- Power affects only one type of matter
- Power affects only one type of character (demons, robots, mutants, etc.)
- Power only works once/week
- Power fails to operate half the time (roll of 5 or less on 10-sided die)

Maximum of Monstrous

- Power only works outside of atmosphere
- Power only works in below 0 temperature
- Power knocks hero unconscious for 1-10 rounds



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Maximum of Unearthly

- Power only functions in another dimension
- Power only functions on Astral Plane
- Power may be used once, period
- Power negates use of all other powers for one week
- Power only works at very high (200 +) temperatures

Players, being the crafty lot they are, will undoubtedly find situations where these limitations are advantages (example — A flame weapon that only affects mutants hits Juggernaut while he is carrying Aunt May, leaving her unharmed). The Judge will take this into account when allowing limitations.

Generating Talents: Generate the number of Talents on the Powers, Talents, and Contacts Table. The number before the slash is the initial number, while the second number is the maximum of initial Talents. For each Talent gained, roll on the Talent category, and choose one Talent in that category.

Talent Categories

Dice Roll	Talent Category
01-20	Weapon Skills
21-45	Fighting Skills
46-65	Professional Skills
66-85	Scientific Skills
86-90	Mystic and Mental Skills
91-00	Other Skills

Talents are listed in Appendix B. Skills that require random rolls are determined on Column 2 of the Random Ranks Table. Most Talents will modify an existing ability.

Weapon Skills

- 1-2. Guns
- 3-5. Thrown Weapons
6. Bows
- 7-8. Blunt Weapons
9. Sharp Weapons
10. Oriental Weapons
- Marksman*
- Weapons Master*
- Weapons Specialist*

Fighting Skills

1. Martial Arts A
2. Martial Arts B
3. Martial Arts C
4. Martial Arts D
5. Martial Arts E
6. Wrestling
7. Thrown Objects
8. Tumbling
10. Acrobatics



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Professional Skills

- Medicine*
- 1. Law
- Law-Enforcement
- 2. Pilot
- 3. Military
- 4. Business/Finance
- 5. Journalism
- 6. Engineering
- 7. Crime
- 8. Psychiatry
- 10. Detective/Espionage

Scientific Skills

- 1-2. Chemistry
- 3-4. Biology
- 5-6. Geology
7. Genetics
8. Archeology
9. Physics
- Computers
10. Electronics

Mystical and Mental Skills or Abilities

- 1-2. Trance
- 3-5. Mesmerism and Hypnosis
- 6-7. Sleight of Hand
- 8-9. Resist Domination
- Mystic Origin*
10. Occult Lore

Other Skills

- 1-2. Artist
- 3-4. Languages
- 5-6. First Aid
- 7-8. Repair/Tinkering

9-10. Trivia

- Performer
- Animal Training*
- Heir to Fortune*
- Student*
- Leadership*

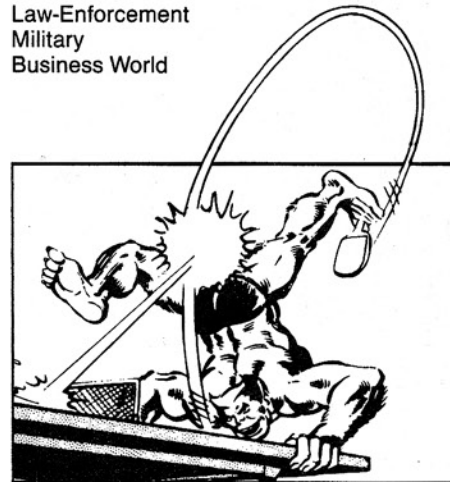
Generating Contacts: Each hero gets a number of initial Contacts as rolled on the Maximum Initial Powers, Talents, and Contacts Table. Certain individuals get specific Contacts at start. High technology heroes must use one Contact slot for their "support." Aliens can have only one initial Contact, no matter what skills are chosen. Heroes who have more initial Contacts (as the result of Talents) than slots must discard the excess.

A hero may have fewer chosen Contacts than slots — the others may appear as need be. For each Contact, the hero must provide a name (example, early in his career, Prof. X had a Contact in the FBI, Fred Duncan). The hero's Contact is considered Friendly to the hero for NPC reactions, and may provide equipment and material according to that Contact's rank. Contacts are defined in full in Appendix C for the Marvel Universe, but the players may choose from the following general types.

A character with a secret ID may assign his Contacts either to his secret ID (noted by an S), his heroic identity (noted by an H), or both (no notation). The advantage of having the secret ID making Contacts is that it provides less risk to the hero. If your Contact does not know you are really a hero, then you cannot be called upon to do heroic acts.

Types of Contacts

- Professional
- Medicine
- Law
- Law-Enforcement
- Military
- Business World



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Journalism
 Crime
 Engineering
 Psychiatry
 Detective/Espionage
 Hero Group
 Scientific
 Chemistry
 Biology
 Geology
 Genetics
 Archeology
 Physics
 Computers
 Electronics
 Artist/Performer
 Political
 Local
 State
 National
 Other National
 International
 Planetary
 Mystic
 Religion
 Occult Lore
 Mythology

Now we'll assign some Special abilities.

Example 1: Our friend the Altered Human from the previous examples rolls, and gets four initial Powers, which is also his maximum from reducing Resources. He rolls four times on the table and gets: Body Alterations/ Offensive, Resistances, Matter Control and (yuck) Resistances again. These are the current occupants of the four slots available. If the player takes a Power that requires two slots, or a Bonus Power made available by another Power, the list gets bumped down one (and the second resistance falls out — no great loss). Looking over the list, our Altered Human takes the following:

Body Alterations/Offensive: The hero takes Energy Touch at (random roll on column 4: 42) Excellent Power Rank.

Resistances: The hero takes Invulnerability, and chooses Fire as the item to which he has Class 1000 resistance. This counts as two slots, so the second resistance is bumped from the list. Further resistances could have been made Invulnerabilities as well.

Matter Control: Going with his immunity to flame, our altered human chooses Fire Control as his matter control Power. He hopes to pump his Karma into Power Stunts to use as missile weapons, while being protected from damage by the flame by his own invulnerability. Note that the hero does not have Fire Generation, and must supply some source of flame to control.

The Hero gets two Talents, and may have up to five by reducing Resources by one rank for each Talent gained. He rolls a 27: Fighting skill and a 64: a Professional Skill.

Fighting Skill: Not being a very strong fighter, the hero opts to try to get the drop on an opponent and takes Martial Arts E.

Professional Skill: Medicine and Law-Enforcement require two slots and are as such unusable. He chooses Military as a skill, gaining a Contact in that field.

The hero rolls a 03 for Contacts *No initial Contacts*. The hero does get a Contact from the Military skill and informs the Judge that he wants as a Contact the commander of a local army post (hopefully a ready source of flamethrowers for him to use his powers with).

The bare bones — the numbers — of this hero are now complete, but already we are seeing the direction in which the hero may grow.

Example 2: We rolled this mutant up randomly and will continue it as such. Our mutant gets two Powers, but because she is a mutant that number is raised to three.

Working with the random rolls we get:

(67) Distance Attacks (9) Slashing Missile (28) Energy Controls (1) Magnetic Manipulation (93) Body Alterations (2) Body Armor

Slashing Missile has (roll on Column 4: 36) Good Power rank. The character controlling the hero suggests the limitation that the slashing missile only operates in conjunction with the Magnetic Manipulation Power. The Judge agrees that is a reasonable limitation. Power rank is Excellent (the initial rank number would be 16).

Magnetic Manipulation has (97) Amazing Power rank.

Body Armor has (52) Remarkable Power rank, rolled on table 4. It will absorb 26 points of physical damage, and 6 points of Energy damage.

The Mutant Hero rolls 3 Talents. Rolled randomly they are:

(91) Other Skills — Trivia. The player creating leaves this blank until she thinks something up.

(00) Other Skills — Sleight of Hand. Could the trivia be Stage Magic?

(75) Scientific Skills — Archeology.

The Mutant hero has one Contact at start. Having the choice (this is the first choice for the character), the player chooses a Hero Group, as yet unnamed, as her Contact. Never know when being able to ring up the X-Men will be handy.

Example 3: Finally, our High-Technology Hero. The hero rolls three Powers. Determining their types, they are: Energy Control, Body Alterations/Defensive, and Body Control.

Energy Control: Energy Reflection looks like a good power for a High-Tech wonder. According to the power description, the player must choose what type of energy he reflects, and of the types available chooses lasers. The hero reflects energy from laser weapons at Unearthly rank.

Body Alterations/Defensive: The benefits of the High Tech hero taking Body Armor outweigh all other options available. The hero gains (roll - 93!) Amazing Body Armor, and in addition modifies his physical abilities as determined on the Ability Modification table.

Fighting (02) - 1CS, From Good to Typical

Agility (77) +2CS, From Feeble to Typical

Strength (37) Unchanged, Remains Remarkable

Endurance (86) +3CS, from Good to Incredible

All new ranks are set at their lowest rank numbers. The Health of the hero when wearing the suit is 72. The Energy Reflection powers are built into the suit.

Body Control: OK, just to see how far we can bend the system, let's take Animal Transformation — Self, something that a high-tech hero would not normally consider. Hmmm.... OK, the body suit can transform upon command into the form of a large leopard, but sacrifices Body Armor (as protective plates move about) and Energy Reflection (alteration in the suit's protective pigments to match fur) in doing so. The stats for the robot-leopard would be as for a normal leopard (see the Judge's Book under Animals).

The character rolls three Talents, one of which must be professional or scientific in nature. The choice is Scientific — Electronics. The other two are rolled randomly:

(46) Professional Skill (02) Weapon Skill

The player chooses Business/Finance as the professional skill and Guns as the weapon skill, to offset those times when the suit is not available.

The hero rolls 3 Contacts, one of which must be stated initially, as required for high-tech heroes. With Excellent Resources, the hero has a small electronics firm (business/finance) that he can rely on

for equipment. (Judge-set Resource level: Remarkable.) The hero is an equal partner with an NPC.

Filling in the Blanks

At this stage you have a bunch of words and numbers, the bare bones of a hero. Now, as you created the hero, you noticed certain leanings, such as an interest in science, or Powers that revolve around flame, etc. This points out where you fill in the blanks and flesh out the character.

Run down this quick checklist, answering the following questions about your character.

- What is the character's fighting name?
- What is the character's alter ego, if any?
- Is the character male, female, or what?
- How tall is the character?
- What does the character look like? Is the hero physically good-looking or strange-looking (note Popularity shift in the latter case)?
- Where does the character operate? Where does the hero live?
- Does the hero have any Contacts other than the ones provided by the generation system?
- Check the hero's Resources. Where is this guy getting money like that?
- Does the hero wear a costume? What does it look like?
- Last, and optionally, what is the hero's specific origin? If you, the player, make up an origin, it saves the Judge the trouble of creating one for you. Judges by and large create very nasty backgrounds for heroes without stated origins, so when super-powered organizations come hunting for you, at least you know who they are.

Example 1: Introducing our Altered Human: Commander Salamander, otherwise known as Emihl Hickman, a former officer in the US armed forces who was exposed to strange chemicals in the course of an army training course (Project 52334453A: Operation Victor, Most Secret security rating). The lanky red-haired Hickman found himself able to control existing flame, while immune to the effects of fire himself. He kept these powers secret, but they were revealed to the world when he rescued the base commander, Roger Price, from a burning ammunition shed. Commander Salamander operates in the tri-city area as a freelance operative, and is currently employed by a fireworks company. He relies on Roger to "lose" the occasional flamethrower in the paperwork so he can use it on big jobs.

Example 2: Her name is Lodestone, otherwise known as Jenny Hopkins, native of Moundville, Ohio. Her magnetic powers first appeared while on a dig in that city with her father, archeologist Alvin Hopkins. The first flaring of her powers occurred when she and her father were arguing on the dig site, with the result that all metallic objects on the site were ripped from the ground and hurled across the river. The two are not on good terms. After leaving her father, she drifted, worked as a magician's assistant, and made the acquaintance of Professor Charles Xavier, who left her a number to call if she had any trouble. Her body armor is a form of dense flesh hardened by her magnetic manipulation, and she carries a set of steel daggers that she throws and controls magnetically, allowing her to make trick shots and shooting curves. She operates in the tri-state area, but considers attempting to join the X-Men.

Example 3: Douglas Cook is bright, strong, and not incredibly dexterous. To cure his fumble-fingered nature, the bearish bearded man opened an electronics firm with a friend from business school. The firm has been mildly successful, but not the howling success that he hoped for. Working in his spare time to correct his problems, Cook invented the Linearly Enhanced Operative Power and Agility Research Device: LEOPARD. This armor increased Cook's Agility and Endurance at a cost to his natural fighting abilities. The LEOPARD appears as a dull-metal suit of armor with a leopard's head, and has special circuitry that allows Doug to manipulate its appearance to be that of a real leopard. As LEOPARD, Douglas Cook operates in the tri-state area, seeking to do good deeds and provide enough cash to keep his electronics shop in business.

The above examples have been created out of whole cloth, based upon nothing more than the stats provided and a few assumptions. Note that the backgrounds created do not provide for new skills (If Hickman was in the army, why not give him Gun skill?), but do provide for additional growth in play.

Character Modeling

Given the length, breadth, and depth of the Marvel Universe, there will be heroes for whom we haven't written official versions. For this reason, character modeling is the best way of simulating these characters for your campaigns. This method of character generation also works pretty well for those characters you have invented yourself, without having to rely on tables.

Character modeling takes place as the result of the player answering a series of questions, and using the Power Rosters found in the Judge's Book to set the ranks for the hero being modeled.

There is a tendency for all players to "overrate" their individuals, but keep this in mind: a super-powerful character requires super-powerful foes, and the stakes go up as you progress in power. The Judge may review a character's abilities, and downgrade them at his option. Whether a modeled character is used or not is solely up to the Judge of the game in question (this also works for multiple-Judge Campaigns, by the way).

The creation of the modeled character is similar to that of the generated character, save that instead of rolling randomly, the precise abilities are chosen by the player. All references to minimum Powers, number of Contacts, and types of Powers are ignored when modeling. We are seeking to create a character most like the character in the book.

Modeling Primary Abilities

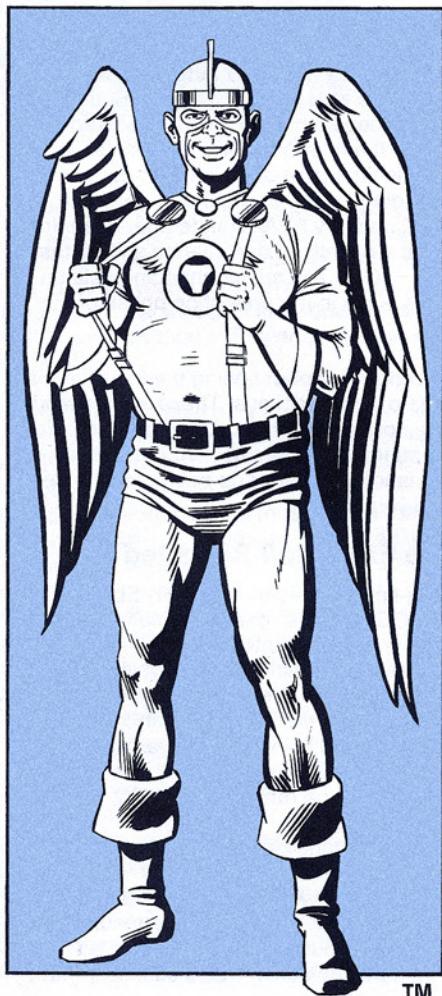
The MARVEL SUPER HEROES System has the advantage in that the effects of abilities are not precise numbers, but rather gray boxes. In modeling, this prevents long arguments over who is stronger, Wonder Man or Thor. To model primary abilities, check the Power Roster for that ability and slot your hero accordingly. Compare what you visualize your hero's Fighting ability (ability to land a blow) as to those listed on the chart. When you hit the level of "gee, that character is better than I am" drop back one rank. That's where your character starts. This initial rank number is the standard rank number for that ability. Ignore Talents and Powers when doing this — a character that does not require air to survive could still have a low Endurance. Perform this for Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche.

As an example, let's take one of the most obscure individuals of the Marvel Universe -The Osprey (the who?). The Osprey appeared in FF #177, answering an advertisement placed by the Trapster, Wizard, and Sandman, looking for a new fourth for the Frightful Four. Applicants included Texas Twister and Captain Ultra, who have both gone on to being heroes in their own right. The Osprey, just as a regular guy in flashy outfit with non-operative wings, applied. The Frightful Four (er...Three) took him as a serious applicant until they discovered he had

absolutely no super-powers. A piqued Wizard attached one of his disks to the would-be applicant and sent him into the South Bronx, never to be seen again.

Until now, of course. The Osprey managed to elude this certain deathtrap by discovering how to control the Wizard's disk. After a long time, the Osprey managed to transform the disk into a workable flying system, using the wings for thrust and the disk for lift. Recognizing that other applicants have entered the popular and profitable profession of heroics, the Osprey decided to fight for truth, justice, and all the rest of that stuff. The above is woven of whole cloth, and is not official Marvel History, but provides a base for our model.

OK, moving into the primary abilities. Osprey is a fairly normal guy who has not been exposed to gamma rays, cosmic radiation, or radioactive spiders. If he were generated (and he's not) he'd be a Hi-Tech



Wonder. His powers derive from the suit he wears. Let's review his primary abilities.

Fighting: Well, he's no Captain America, but he's not too shabby. So he's between Typical (Rick Jones) and Good (Invisible Woman and Human Torch). Given that his powers are not such that work at a distance, I'll give him Good.

Agility: Let's be honest — any fool who would not dodge out of the way when Wizard is trying to attach an anti-grav disk would have troubles. Osprey is probably a normal everyday guy at best — Typical Agility.

Strength: Again, we are talking about a normal human with no great powers. Typical to Good, and since I'm a player, not a Judge, I'll give him Good Strength.

Endurance: Any combat the Osprey would be in would be a charging type, so a low Endurance would do him no good. By the same token, he's not Spider-Man. Let's put him at Excellent Endurance.

Reason: He's modified the Wizard's anti-grav disk, but isn't on the ball enough to have created any real powers for himself — he probably could not design a car engine but could perform a good tune-up. Osprey has Good Reason.

Intuition: No great shakes (see Agility for why). Typical Intuition.

Psyche: Anyone who walks into a meeting of the Frightful Four has moxie and willpower, if not too much common sense. Psyche is Excellent at best. Judge's Input — I show the primary abilities to the Judge, who knocks down the Strength but lets the Endurance stand. (Endurance helps survival most of all.) The Primary abilities are:

Fighting:	Good
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good
Intuition:	Typical
Psyche:	Excellent

Modeling Secondary Abilities

Health is the summation of the initial rank numbers of Fighting, Agility, Strength, and Endurance (For Osprey, Health = 42).

Karma is the sum of the initial rank numbers of Reason, Intuition, and Psyche. (For Osprey, Karma = 36.)

Resources start at Typical. If no information is available, consider them Typical;

otherwise, set them according to the roster values (Osprey has no such information so he has Typical Resources.)

Popularity starts at 5, modified as in the generated character. Since Osprey is neither a mutant nor particularly ugly, but does maintain a secret ID, his Popularity is 0 (in other words, Osprey — who?).

Recapping for Osprey —

Health = 34
Karma = 29
Resources = Typical
Popularity = 0

To define the special abilities, check against the information provided in the appendices as a base for your character's Powers. The key words are "as a base." As your character is not the result of random rolls, it is an individual. Modify the abilities to fit your character's individual Powers and abilities.

Osprey has one Power: Flight derived from Wizard's disks. Now, if the Wizard's stats are available, we can check out his abilities, but let's assume that we have to start from ground zero. Wizard can move up to 140 mph (OHOTMU#12) with his disks; this is Excellent flying speed. Osprey has this speed, and may levitate in place. He steers and banks by means of his large wings. So Osprey's Power is:

Flight: Osprey flies up to Excellent speed (10 areas/round) and may levitate in place. These Powers are in his costume.

Generating Talents: Compare the list in Appendix B with that provided by the hero's appearance. If no Talents are available, the player may roll Talents on the Generation Table. Osprey does not have any listed Talents (maybe tailoring, even if he has bad taste). Rolling on the table, Osprey gets the benefit of two Talents, and chooses Electronics (to help him repair the disk) and Piloting (to fit in with his Flight abilities).

Generating Contacts: Give the hero any and all Contacts that he has in his previously published stories. In FF #177, Osprey has no Contacts (the Frightful Four do not count!), so is assumed at start to have none.

A final note on character modeling: If you find that your character has three or more Unearthly-plus stats, you may have a character that is too tough for most campaigns, and is geared towards a more cosmic campaign. Consider this a warning.

2: FEATS



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At this point you have your Marvel Super Hero, either from those provided or one of your own creation. Now let's talk about how the character is used in the game.

In the role-playing situation, you are cast as your hero. You, the player, are a puppeteer, controlling the actions and reactions of your character. Your character is limited in what he or she can do as a result of the character's abilities. Any time you check against these abilities to see if you complete an action, you are making a FEAT roll.

Time Scale — The Turn

The MARVEL SUPER HEROES game is played in turns, also called rounds. Each turn is six seconds of "real" time (about the amount of time that takes place in a panel of a comic story). There are therefore ten turns to a minute, and 600 turns to an hour.

Turns are only important when time is a crucial factor, such as situations where the hero must find a bomb before it explodes, chase down a suspect, or battle with an opponent. Most of the time, the Judge will not have the players run through periods of waiting. If the heroes decide to wait ten minutes for a bus, the Judge does not run through all 100 6-second turns of that wait (unless, of course, a villain pounces upon the heroes as they wait, at which point time is suddenly crucial).

A turn proceeds in the following fashion:

- 1) The Judge determines what is happening in the world around the heroes, involving those characters and actions not controlled by the players. He

notes these to himself, or, if he wishes, writes them down (writing things down is generally time-consuming, but helps in key situations).

- 2) The players in turn determine what their heroes are doing. Player's may perform more than one action during a turn, but this may limit the success of other actions. The players tell the Judge what their characters are doing.
- 3) Roll Initiative. Initiative is only important when one action may change or override another action. The side with the highest initiative has its actions take place first. Initiative is usually used in combat and other damage-inducing situations.
- 4) Pre-Action rolls are made. In certain situations, such as defensive actions (dodging, blocking, and evading), a FEAT roll may be made before anyone on either sides takes any actions. These are Pre-Action FEATs and are rolled at this time. Certain moderator planned actions (such as explosions) may occur at this time. See Changing Actions, below.
- 5) The actions of the side with initiative take place. Run either the Judge's or the Player's actions, depending on which side got the high initiative.
- 6) The actions of the side that got the lower roll take place. Run the remaining side's actions.

Initiative

After each side has decided its intended actions for a turn, each side rolls for initiative. The side with the higher roll is considered to have "won" initiative, and

gets to move first (similar to winning the toss before a football game). All of one side's actions take place before the other sides. At the start of the next round, roll for initiative again, provided there are still at least two combatants whose actions will interfere with each other.

Initiative Modifier: Each side adds to its initiative roll a modifier based upon the highest Intuition on that side. This may allow a side with a low roll to gain initiative. A roll of "1" is always considered to be a "1." The initiative modifier is based on the character's rank number:

Intuition Rank Number	Initiative Modifier
0 to 10	0
11 to 20	1
21 to 30	2
31 to 40	3
41 to 50	4
51 to 75	5
75 and up	6

Changing Actions: After making an initiative roll, an action that sounded so good a moment ago sounds like not such a great idea afterwards. Example: Both you and an opponent dive for a gun kicked across the floor. You roll a 1 for initiative. It may be time to re-examine your options. Changing an action requires a yellow Agility FEAT, and any FEATs made after changing are at a penalty of one column shift to the left (-1CS). The roll for changing actions takes place in the pre-action phase of the turn.

Negating Actions: Losing the initiative may negate certain actions. These are lost and may not be performed during that turn. For example, if you are knocked out before you can land a blow, you do not get a chance to take your action.

The FEAT Roll Revisited

Long-time players of the MARVEL SUPER HEROES Original game should be very familiar with the concept of FEAT rolls. The success of any action is determined by a FEAT roll. Quickly summarizing, you make a FEAT roll in the following fashion:

- 1) Determine the Ability, Power, or Talent you are checking.
- 2) Find out the rank of that Ability, Power, or Talent.
- 3) Roll percentile dice.
- 4) Cross-reference the number you roll against the Ability's rank. This gives a red, yellow, green, or white result.
- 5) Usually (but not always), a colored result means the action was a success, with

the color determining the degree of success. A white result is usually (but not always) a failure in the attempt.

All this is old news. We have a few more clarifications, expansions, and revisions for the Advanced Set.

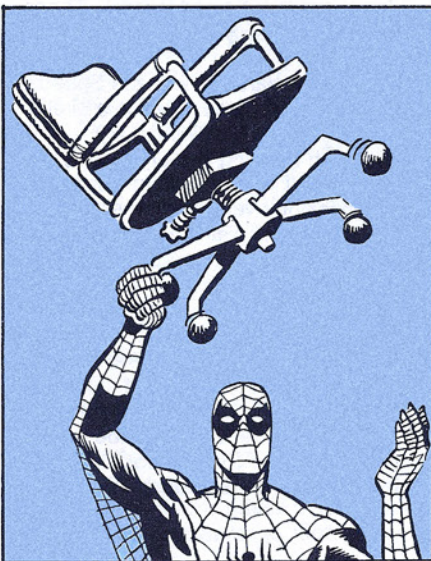
The Updated Universal Table

Check out the table on the back cover. It looks similar to the one provided in the Original MARVEL SUPER HEROES Set, and indeed it contains all the information of the original, plus a few other things.

First, instead of one number, each ability has a rank range as opposed to a single rank number. Previously, a Remarkable Strength had a rank number of 30, rain or shine. Now, a Strength anywhere from 26 to 35 is considered to be Remarkable, and FEATs using Remarkable Strength use this column. The Standard Rank Numbers (used with pregenerated characters) are listed above the Rank Range.

Second, there are more columns in this table than the previous one. There are now a Shift Y and Shift Z beyond Shift X, to allow the super-heavyweights (like an angry Hulk) to reach higher levels. Note the separation between Shift Z and Class 1000. You cannot shift in normal circumstances above Shift Z.

There are three additional columns above Class 1000, to help better define the more powerful cosmic individuals of the Marvel Universe. Class 3000 and Class 5000 will be beyond the reach of most Marvel player characters, and the Beyond level will be



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possessed only by the most powerful beings, those capable of wiping out a universe with a mere thought.

Despite these additions, the Universal Table functions the same way as previously. The Player rolls the dice, and cross-references the number with his rank for a result.

Types of FEATs

The following are the different types of FEATs called for in the course of the game.

- Ability FEATs are those that rely on one of the seven primary abilities (Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche). These FEATs may be raised or lowered by Talents or the existing situation.
- Power FEATs are those that rely on one of the hero's individual Powers: a character with Water Control of Amazing checks on the Amazing column to determine success.
- Talent FEATs are those that rely on the hero's Talents, where the Talent modifies a specific ability for FEATs.
- Popularity FEATs are those used in social interaction, and use the Popularity rank, and may be modified by Contacts.
- Resource FEATs are used in connection with the character's Resource rank, and determine if the character can afford a specific item or piece of equipment. Think of this as a "Credit Check," for now — we'll explain it further below.

Making FEATs

In the past, the standard procedure has been to allow all FEAT rolls, limited only by the Judge's discretion. Spider-Man cannot lift a 747, but can probably lift a private plane. Can he lift a corporate jet? This has been a Judge's prerogative. In any event, the player needed only make a green FEAT to succeed.

In the Advanced Set, we add the idea of *Intensity* to determine whether certain FEATs are feasible or not, and the type of result needed for the FEAT to succeed.

If a FEAT does not have a given, stated intensity, assume that any color result means success. Combat FEATs have varying degrees of success, and as such are discussed in full in the combat section.

An Intensity is set as a rank (Unearthly, Monstrous, etc.). Compare the requisite ability against the intensity to determine the color of the FEAT required for success. If the Intensity rank is greater than the Ability

rank, only a red result will be successful. If the two are equal, a yellow result is needed for success. If the Ability rank is greater than the Intensity rank, then a green FEAT is needed. *Option:* if unstated, the Judge may declare the Intensity to be Typical.

A summary of FEAT Intensities is provided in the Judge's Book. There are items with variable Intensity levels, such as poisons and gases. That information and the effects of these items are covered under their own sections in the Judge's Book.

Automatic FEATs: Certain actions can be assumed to be automatically successful. Picking up a normal chair is a simple act, and would not require a FEAT roll to determine its success. (Picking up a chair while dodging bullets and defusing a bomb simultaneously will require a FEAT roll. More on multiple actions later.) In general, if an item is more than three ranks lower in Intensity than the requisite Ability, the FEAT can be considered automatic, with the Judge's permission. The sole purpose for Automatic FEATs is to prevent the game from being dominated by die rolls. The Judge always has the power to ask for FEAT rolls. In some cases, items like Poisons may require FEATs regardless of the Intensity.

Impossible FEATs: (Optional Rule) As a guideline, any action more than one rank above the ability may be considered impossible. The Resource FEAT is *always* limited in this fashion (check it out).

Shifting the Rank: Certain situations may result in the shifting of a column to the right or left. A shift to the right is considered a positive shift (+1, +2, or +3 CS, or column shift). A shift to the left, making the FEAT more difficult, is considered a negative shift (-1, -2, or -3CS). Column Shifts are primarily involved as per specific situations (trying to lift an object on a slippery incline may result in a shift of -1 or -2CS). Those involved in combat are discussed in the combat section.

Shifting of ranks may make certain FEATs automatic (or impossible). No FEAT may be shifted to the left below Shift 0 or to the right above Shift Z. Anything in the Class 1000, Class 3000, Class 5000 or Beyond columns may not be shifted, except in specific circumstances listed for that FEAT.

Types of FEATs II

Now that we've looked at the mechanics of making FEATs, let's look at the specific types we talked about briefly above: Ability FEATs, Power FEATs, Talent FEATs, Popularity FEATs and Resource FEATs.

Ability FEATs

Ability FEATs are those that come directly from the seven basic abilities: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. When making an Ability FEAT, the specific ability is normally noted in the text (such as a Psyche FEAT in regards to Mind Control). Often a specific color FEAT is required, such as a yellow Endurance FEAT. The particular FEATs that apply to specific abilities are noted in the Abilities section in the last chapter. Two types of Ability FEATs should be discussed in detail at this time, both of which revolve around the Strength ability. The first is the problem of lifting things, the second breaking through other items.

Lifting Things: The Strength ability, combined with the Intensity of an object's weight, determines how much the character can lift. As noted above, lifting a weight more than three ranks below the character's Strength can be considered automatic, those one rank below the character's Strength require a green FEAT; those of equal Intensity to the character's Strength require a yellow FEAT; those on one rank higher require a red FEAT; and those beyond one rank higher are impossible.

Weight Intensity:

Feeble	Up to 50 pounds
Poor	Up to 100 pounds
Typical	Up to 200 pounds
Good	Up to 400 pounds
Excellent	Up to 800 pounds
Remarkable	Up to 2000 pounds(1tn)
Incredible	Up to 10 tons
Amazing	Up to 50 tons
Monstrous	Up to 80 tons
Unearthly	Up to 100 tons
Shift X	Up to 250 tons
Shift Y	Up to 500 tons
Shift Z	Up to 1000 tons

Example: Spider-Man's Strength is set at Incredible (40). (The Amazing Spider-Man refers to his Agility.) He could lift something of up to 400 pounds without effort under ordinary circumstances (there may be circumstances which would require a FEAT roll). From 400 to about 1 ton is a green FEAT roll. From 1 ton up to 10 tons requires a yellow FEAT roll. Over 10 tons (but no more than 50 tons) would require a red FEAT roll, and likely require spending of Karma.

Breaking Things: Most inanimate objects have a "damage-resistance" intensity, which we have called in the past the

material strength of an object. Since that makes more sense than "damage resistance intensity," we will use it here.

To break through, rip up, or generally damage a material, a character must make a Strength FEAT against that material strength. Success indicates a two-foot-wide hole, maximum, carved in the side. The material strength of the material determines the result needed for a successful FEAT (green, yellow, or red).

The listed values are for materials between two inches and 12 inches thick. If the material is less than 2" thick, lower the material strength by one rank. If the material is between 1 and 2 feet thick, raise the material strength by one rank. If the material strength is over 2 feet thick, raise the material strength by 2 ranks for purposes of determining damage.

Example: Ice is listed as Typical material. One inch of ice is a Poor material. Two feet of ice is a Good material. Three feet or more is an Excellent material.

Note that this is an indication of resistance against damage from blows, not against other types of damage (see Fire and Ice in the Judge's Book).

Power FEATs

Power FEATs are similar to Ability FEATs, save that the player uses the Power instead of the Ability to pull off the FEAT. Powers and their uses are listed in the back of the book.

For example, Wall-crawling is a Power, whether by molecular charge suppression (Spider-Man), suction cups (the late Fly), or microscopic molecular hooks (Nightcrawler), and has a Power rank. The



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Wall-crawling Power rank is used to determine FEATs when using that Power (sticking to a oil-soaked steel wall, for example).

Most powers have a range. Some are stated as "touch" or only operating over a given distance. Those that are not specifically stated as having a particular range use the Power Rank to determine their range from the table below:

Power Rank Range Table

Power Rank	Range in Areas
Shift 0	Touch only
Feeble	Touch only
Poor	1 area
Typical	2 areas
Good	4 areas
Excellent	6 areas
Remarkable	8 areas
Incredible	11 areas
Amazing	20 areas
Monstrous	40 areas
Unearthly	60 areas
Shift X	80 areas
Shift Y	160 areas
Shift Z	400 areas
Class 1000	100 miles
Class 3000	10000 miles
Class 5000	1000000 miles
Beyond	Unlimited

Therefore, someone with Remarkable magnetic manipulation could affect objects 8 areas away, while a character (one would hope a non-player character) with Class 5000 magnetic manipulation could manipulate items on the Moon.

There are some cases when a hero may use a Power in a way it was not originally intended to carry out a certain task. These are known as Power Stunts.

For example, a character with the Speed Power suddenly decides to run in a circle very fast, creating a whirlwind. Or a character with Leaping Power decides to use his powerful leg muscles to disrupt the ground, knocking over an opponent. Or our example above, the wall-crawler decides to use his stick-to-it-ness to grapple a thief. These are Power Stunts. Certain Powers, such as weather elemental controls, almost entirely consist of these stunts.

The players will, without a doubt, come up with an innumerable amount of stunts for their Powers (and the Judge will be told how to decide if a Power Stunt is possible in his Judge's Book). The basic question to be

Updated Material Strength Table

Material Strength Rank	Materials
Feeble	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals(gold, brass, copper), ice, adobe, computer chips
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastics
Excellent	Concrete, Beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	Steel, osmium steel, granite, gemstones
Monstrous	Diamond, super-heavy alloys
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000, 3000, and 5000	Materials of these material strength ranks are virtually indestructible, such as Cap's shield or Thor's hammer.

asked is: Has this hero done this sort of thing before?

If you are playing an established Marvel Super Hero, the question of whether he has done this stunt before or not is determined from the Marvel Comics themselves. Each time you can spot him using this particular stunt, that counts as one time. Example: In one issue of X-Men, Nightcrawler uses his power to make three quick teleports, behind three separate opponents. He does it again several issues later. This means he has pulled this Power Stunt twice.

If you are playing a hero of your own creation, or a hero that you have never seen perform this stunt, this means you have never performed it before. In either case, the Judge may say "no" to a stunt, if he feels it unbalances the character.

The type of FEAT (made against the Power rank) needed to make a Power Stunt is determined by the number of times your character has tried it.

- Never tried it — red FEAT roll
- Tried it up to three times — yellow FEAT roll
- Tried it more than three times — green FEAT roll

In addition, a character making a Power Stunt must lay out 100 Karma points to make the roll (in addition to any other Karma he may spend — see Karma). Spending the Karma does not guarantee success; it only ensures that yes, the character can try the stunt. If the stunt is ruled impossible by the Judge, no Karma is spent.

If a player character has tried a stunt more than ten times, it is considered to be part of his or her bag of tricks for that Power, and a FEAT roll is not necessary to say if it is possible (this is similar to purchasing

another Power in full, but allowing the player to use the Power as he is paying for it).

Failing the FEAT means the the Power Stunt has failed. The manner of failure will depend entirely on the situation. For the wall-crawler trying to grapple, the Power may fail to operate. For the speedster running in circles, the whirlwind may be uncontrollable. For Nightcrawler trying a triple 'port, he may get only one guy. The Judge is instructed that while the failure may be life-endangering, it should not be initially or immediately deadly.

Talent FEATS

Talents are used in two fashions. In the first case, they may modify the abilities of the character in specific instances.

For example, take the Science and Professional Talents. A Talent in Biology gives you a +1CS on Reason FEATs which involve Biology. The players are encouraged to use this whenever they can get away with it, within reason. While said character with Biology cannot identify the presence of radiation any better than the next guy, he can look at the plant life and from that deduce (with his +1CS) that there is or was a radiation source in the area. (The moral of the story is, players should get creative when using Talents.)

Certain Talents do not modify Talent FEATs. They either provide for specific abilities (such as First Aid) or special backgrounds (such as Mystic Origin or Heir to Fortune).

Popularity FEATS

The Popularity FEAT is slightly modified and expanded in the Advanced Set. Negative Popularity, which has appeared in several support products, is now made an official part of the system. The idea of Contacts is

also brought in.

A Popularity FEAT is used whenever you want to get something from someone else. This may be borrowing a car from a friend, getting a hot tip from a police sergeant, finagling a favor from a newspaper columnist, or prying information from a stoolie, as well as getting special equipment from the government or persuading a terrorist to surrender. Popularity is a measure of personal charm, charisma, and good looks, combined with the hero's reputation for honesty and fair play (Spider-Man is a nice guy, but thanks to the Daily Bugle he usually can't get the time of day).

Using Popularity: When dealing one on one with a non-player character, that NPC usually has a predisposition to the hero of either Friendly, Neutral, Unfriendly, or Hostile. Friendly characters and organizations include:

- Close friends and relatives of the hero
- Listed Contacts for the hero

Neutral characters and organizations include:

- People who have never met the hero, but have heard about him
- Other heroes, unless they have worked together before
- Large groups of strangers

Unfriendly characters and organizations include:

- People who have never met or heard of the hero
- Total strangers
- Individuals with opposite Popularity (negative if the hero is positive, and vice versa)
- Neutral characters whom the character has offended, perhaps by not returning something

Hostile characters and organizations include:

- People who are actively opposing the hero and his goals
- Sworn enemies

Enemies and people the character has hurt are considered totally Hostile, and will not under normal circumstances even listen to the hero, much less go along with his ideas. (There are exceptions to this. For example, if the character is getting something out of the deal, he may be more willing to go along with it).

A Popularity FEAT is rolled against the character's Popularity rank number. This determines in which rank it will fall (example: a Popularity of 45 is rolled on the Incredible column).

Friendly targets require a green FEAT
Neutral targets require a yellow FEAT
Unfriendly targets require a red FEAT
Hostile targets are impossible FEATs

The effects of success or failure depend on the group and the thing sought. A failure for a Friendly group is a polite refusal, usually with a good reason (I'm sorry, but the S.H.I.E.L.D. Helicarrier is not available — company policy). A failure for a Neutral group is a curt refusal and potential for the group becoming Unfriendly. A failure for an Unfriendly group means the individual or group turns ugly, and the hero may be attacked.

Column Shifts in Popularity FEATs: The nature of the request will influence the column being used. Here are some guidelines for the players:

The target benefits	+2CS
The target is placed in danger	-3CS
The item in question is of up to Good value	-1CS
The item in question is of up to Remarkable value	-2CS
There is a good chance the item will not be returned	-2CS
The item is unique	-3CS

Popularity FEATs are used only when dealing with NPCs (whether by players or other NPCs). A Popularity FEAT is never used against the players to force them to perform actions against their wills (normally).

Let's take some examples.

Captain America with a Popularity of Unearthly (100) is present when a fire

breaks out in a theatre. He changes into costume and shouts for the panicky people to head in an orderly fashion for the fire doors. The crowd is Neutral, but benefits from the action (they survive). The roll is Unearthly +2CS, or Shift Y. A yellow FEAT is needed. Failure would indicate that part of the crowd listened, but a few weren't paying attention, and would rush this way and that, looking for a quick way out.

Tony Stark as Iron Man (Popularity 20) is fighting a mutant, and is aware the Federal Government has a neutralizer ray. (Actually, all of Forge's power-neutralizer ray-guns have been destroyed.) He has associates in the U.S. Government, in the Department of Defense. He must convince the Department of Defense (Contact — at that point Neutral) to give him the ray gun. The column is shifted -3 CS because the item is unique, and another -2CS because there is a chance the DOD will never see it again (they never did). The roll for Stark to get the device is Neutral, or green on the Shift 0 column.

Spider-Man wants some information from J. Jonah Jameson. Jameson is Unfriendly, but Spidey convinces Jonah that he might get killed, which is to Jonah's benefit. The information does not cost, and Spider-man rolls on the Incredible (40) column hoping for a red result. (Note: Secret IDs have a separate Popularity from public IDs. If Peter Parker wanted the information, Jameson would be Neutral, and Parker could get the info more easily.)

Finally, notice in one of the above examples that Spider-Man convinces Jonah the mission is dangerous. This is not done on any die roll, but rather in conversation between the player and the Judge. The play might go something like this:

Player (Spidey): Ah, come on, JJ, where is the Vulture hiding out?

Judge: (rolling die, getting a white result) Even if I knew, I wouldn't tell you, wall-crawler! Now get out of my office before I call the cops!

Player: Oooo-kay, it's fine by me, I mean, I don't really want to fight him anyway. I might lose and get hurt.

Judge: Get hurt? (rolls again, gets a red result) Hummmmpff! Well, it's against my better judgement, but if one costumed clown will take out another, it's all right with me. Lance Bannon spotted him in Central Park, near the sheep meadow. Goodbye and good riddance!

Negative Popularity: There are charismatic bad guys like Doctor Doom, whose very evil bends others to their will. There are also those powerful characters such as Rhino and Juggernaut, from whom people flee. Finally, there are heroes, who through bad press or prejudice (mutants) suffer from a negative Popularity.

Negative Popularity operates as positive Popularity, save that it ignores whether the target is friendly, neutral, or unfriendly. Everything is a yellow FEAT. The only modifier that comes into play is if the request is in the target's best interests ("Run, you dolts!" is in the target's interest). Characters with negative Popularity can never approach individuals other than Contacts for items and favors (which is why theft is always a major part of criminal behavior).

A Negative Popularity is represented as a minus "-" before the word, such as "Un-Typical" (-5 Popularity). A character with negative Popularity suffers penalties in receiving Karma (see Karma).

Resource FEATs

Resources are modified in the Advanced Set to cut down on the paperwork. As things stood previously in the Original Set, characters gained Resources like money. They had a physical amount of Resource points, and everything cost a certain amount of RPs. This may work for Peter Parker, who has to make the rent every month, but for millionaire Tony Stark who can buy roadsters out of petty cash, this is a bit harder to handle.

For this reason the Advanced Set creates the Resource FEAT. All items have a Resource rank instead of a cost. This is roughly equivalent to the previous set cost. The Resource ranks of most common items are listed in Chapter 4: Hardware, Magic, and More.

To purchase anything, a character must make a Resource FEAT. This is the equivalent of a credit check, or rattling the piggy bank, or checking the bank account to see how much cash is available. This is over and above that amount necessary to get by on.

A Resource FEAT may be made by a character *once* per week. If a Resource FEAT has been made by a character in the previous seven days, any Resource FEATs following automatically fail ("Hello, Ms.



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Arbogast? Put that Borneo deal on hold until next week — I just bought a new Triumph TR-7.”)

A Resource FEAT is figured in almost the same fashion as a normal FEAT, with one important exception. A lone character may not try to purchase an item with a higher rank than his Resource rank. Other rules apply — if a Resource rank is three ranks lower, the purchase is automatic; if one or two less than the Resource rank, a green FEAT is needed, and if equal, then a yellow FEAT is needed.

Success indicates the hero may purchase the item in question. Failure indicates the item is more expensive than he can afford. He cannot try for any other item of that rank or higher for the next week. Then he can make another attempt for that item, or another item (this represents the idea of saving up for a purchase).

Bank Loans Option: Characters may purchase something up to one rank higher than their Resource rank through a lending institution. The character then has to worry about making a Resource FEAT each month of two ranks less for as many months as the rank number of the item. Failure to pay results in the bank taking back the item in question. There are other institutions that lend money. They employ seven-foot tall gentlemen named Guido to collect.

Example: Peter Parker has a Poor Resource rank, and his apartment building rent is Poor as well. He makes a yellow FEAT roll to see if he can pay his rent.

Failure indicates he cannot pay that week and may try to make it up the next week (providing he gives Mrs. Muggins a decent excuse for not tossing him out). Success means that he keeps Mrs. Muggins off his back for another month.

Example: Tony Stark has an Excellent Resource rank. He wants to buy a car with a Good rank. He can do so with a green FEAT (failure indicates a cash flow problem — he doesn't have it at the moment). He can pay for a night on the town (Typical) without making a FEAT roll.

Example: Tony Stark used to run Stark International, a Large Corporation with Incredible Resources. Incredible Resources allow them to buy their boss a car for office use, but they may have to borrow money from the banks to rebuild the damage done by Iron Man's battle with Obadiah Stane.

Combined and Multiple FEATs

Combined Actions: Individuals may help each other in performing FEATs (lifting a car, researching the function of an alien device, etc.). Check the ability both characters are using. If the lower of the two characters is within one rank of the higher, the character with the higher ability receives a +1CS benefit to the FEAT. This benefit may be used in cases of using complementary Powers for the same FEAT as well, provided that Power aids the situation.

Example One: Vision, with Amazing(50) Strength, helps She-Hulk (Monstrous(75) Strength) pull up an overturned crane. The column checked for the FEAT is Unearthly (Monstrous shifted one to the right).

Example Two: Sunspot, with Remarkable(30) Strength, helps She-Hulk lift up the crane. The column checked is still Monstrous, since Sunspot's Strength is significantly lower than She-Hulk's.

Example Three: Shaman summons a wind of Amazing(50) intensity to help She-Hulk lift the crane. Should the Judge decide that the power complements the ability that is being checked, the FEAT is rolled on the Unearthly column. Otherwise, it is rolled on the Monstrous column. (If the Judge has good reason, such as the wind blowing up a lot of stinging dust, he may make the FEAT an Amazing FEAT owing to the added difficulty).

More than one action in the same round: In non-combat situations, characters who perform more than one action in the same

round may do so with the note that the actions may require a larger FEAT than previously.

A character may perform up to three non-combat actions in a round, or one combat action and one non-combat action (for multiple combat operations, check under the Combat section). The difficulty of the FEATs is raised, however.

If both actions are Automatic, they both may be performed in a single round without either FEAT being increased.

If the tougher action requires a green FEAT, then both actions will require yellow FEATs to succeed.

If the tougher action requires a yellow FEAT, then both actions will require red FEATs to succeed.

If the tougher action requires a red FEAT then both actions may not be performed in the same round (or rather, both will fail).

Movement

Previously, we have kept movement and distances relatively simple. The main playing area or map has been divided into areas, which limit movement. These areas have varied in size according to the space available, and a hero would move through two large areas at the same rate as two small areas.

In the MARVEL SUPER HEROES Advanced Set, we retain that idea of areas for normal movement on the map. In addition, we provide the option of ranged movement, for use with or without the maps provided.

Area Movement

Area movement is for use on the maps provided with this product and other MARVEL SUPER HEROES products, or maps created by the Judge using areas. Areas are defined by dotted lines on the maps, and also by the edges of buildings and changes in elevation. An area of open space is about 44 yards. Enclosed spaces, walls, trees, and shrubs may reduce the size of an area.

A character's Endurance normally determines the number of areas he can move through in a turn.

- Those characters with a current Endurance of Feeble may only move one area per turn.

- Those characters with Endurances between Poor and Excellent may move two areas per turn.
- Those characters with Endurances of Remarkable or higher may move three areas per turn.

In addition, Powers may allow a hero to move faster than his Endurance limits. Also, vehicles will allow faster movement than is normally possible. (See Vehicles)

When using fold-up figures, the forward corner of the hero is considered to be the exact location of the hero. When using counters, the tip of the arrow is the exact location. When using miniatures, consider the leading edge of the figure's base to be the exact location.

Ranged Movement

With the MARVEL SUPER HEROES Advanced Set, we introduce the idea of Ranged Movement. One of the cut-out sheets is a range ruler, marked in half-area segments. One area is about half a city block, or 44 yards for our purposes. For those familiar with the idea of rulers, 1 area equals about 2" on our outdoor maps. Maps of smaller areas have a scale provided to indicate the range in areas.

Using ranged movement the hero can ignore the defined areas on the map. The character may move in any direction, subject to intervening walls, type of ground, and elevation.

Endurance also affects ranged movement.

- A hero with a current Endurance of Feeble may move only one area per turn, a maximum of 44 yards.
- A hero with an Endurance of Poor to Excellent may move a maximum of two areas per turn, or 88 yards.
- A hero with an Endurance of Remarkable or better may move a maximum of three areas per turn or 132 yards.

As with area movement, ranged movement may be further increased by devices or Powers.

Ranged movement is more exact than area movement, but is more complex. In area movement, how far the hero can move is limited by the area borders on the map. In Ranged movement, the character may move more freely, but is further limited by the terrain passed through.

When using ranged movement, divide the

movement into "legs." Each "leg" of the move represents a straight line from one point to another, as well as moving through doors (or windows or walls, for that matter). Thinking of the "legs" of a movement as the shots taken on a golf course gives an idea of how it works.

When the character moves from point to point along the leg, measure the distance between the points. That is the number of areas that the hero has spent getting from point A to point B. Round fractions up. If the distance A to B is greater than one area on the marker but less than 1 1/2 areas, the hero has "spent" 1 1/2 areas getting from point A to point B.

If one of the legs passes through a doorway, an additional 1/2 area is added (this is assuming the door is closed but unlocked — a locked door must be unlocked or broken down). Therefore, if a leg of 1 1/2 areas passes through a doorway, that leg is really two areas.

Likewise, an open window or other similar, easily accessed opening can be entered at a similar cost.

If the window (or door) is closed, or there is an obstruction (a tree, rock, statue, or wall), the hero (if she wants to keep moving) must break through that material. Breaking things is explained above in the FEAT section. How far a hero may move after breaking through a wall or similar obstruction is determined by the strength of the material broken through.

- If the material is of up to Poor material, one area is lost.
- If the material is up to Excellent material, two areas are lost.
- If the material is up to Incredible material, three areas are lost.
- Materials of greater than Incredible material rank will cause the character to stop after breaking through.

The above supposes we are dealing with normal walls and similar material, anywhere up to 6". Dealing with thicker materials may be modified by the Judge.

When a character has moved the amount of areas allowed, that character's move ceases. If the character's "movement allowance" expires by moving through a doorway, wall, or window, the move is finished with the character standing in that doorway, window, or opening in a wall.

Turning: The character can make any turn up to 90 degrees from his direction of travel

without loss of speed. Making a turn greater than that (for example, using the city map in this box, heading west on 8th Avenue and turning northeast on Lincoln) reduces the character's speed by half. If the character does not have the speed to make the turn, that character ends his turn where the turn was to take place. At the start of a turn, the characters may move in any direction they see fit. Vehicles have different limitations according to their type (see Vehicles, particularly under Crashes).

Other actions while moving: If the character is performing other actions while moving, his or her movement rate is reduced by half. This does not apply to charging, but does apply to other actions taken at the end of a round (running up and engaging a foe in slugfest).

Eyeballing and the quarter-inch rule: When using the range system, it may not be necessary to measure off every movement and motion of the hero. If a hero can run from New York to Chicago in six seconds, it's a good bet he or she can move to the next room in a turn. Unless the Judge calls for it, measurement can quickly become optional among experienced players.

With the ranged movement system, however, the exact location is more important than with the area movement system. It is now important if a hero is on the northeast, northwest, southeast or southwest corner of 8th and Grant. The arrows on the markers, corners of the fold-up figures, etc., determine the exact location, and it is from these points that the ranged movement is measured. It is a simple fact of life that in any game with counters, maps, markers, slices of pizza, whatever, things get moved accidentally. For this reason, the Quarter-Inch rule can be used. If a hero is within a quarter-inch of the location he is heading for, the Judge should consider the move complete. What this prevents is reducing movement to an exact science. It isn't, and a hero should not be prevented from reaching a runaway appcart just because the measure may be a little off.

Vertical Movement

There are two types of vertical movement: Up and Down (hold the applause, please).

Upward Movement: There are a number of types of upward ground movement, including climbing up buildings, walking up stairs, and riding in elevators. Raising your elevation by use of wings and rockets is defined as Flying, and is talked about later on.

Vertical distances are determined in floors, continuing the tradition set forth in the original set. Each floor is 15 feet, or 5 yards, in height (let's have some high ceilings, here).

Climbing is the scaling of vertical surfaces by abilities or by Powers that permit such abilities (Spider-Man's wall-crawling for example). For a character without such powers to climb, enough projections or footholds must be available. (Climbing a normal building would be impossible for most mere mortals, but a drainpipe might make matters easier). A character might climb one floor in altitude per round under favorable conditions (under unfavorable conditions, the Judge may require Agility FEATs to avoid falling). Certain super-powers such as wall crawling may modify this.

Then there are things such as stairs, ladders, and fire escapes. A character may ascend these structures at one floor/round, with no chance of falling off or down (of course, the bad guys they are pursuing may decide to push things down on them, but that's another barrel of monkeys entirely).

Lastly, there are elevators. Elevators move at different speeds: old ones rattle along at 5 floors per round (up or down); most normal ones move at 10 floors per round, and the fastest (attached to most ultra-modern buildings, secret HQs, and the like) move at 20 per round. The newer elevators operate off runners at the corners, so the old trick of cutting the elevator cables only works in older buildings.

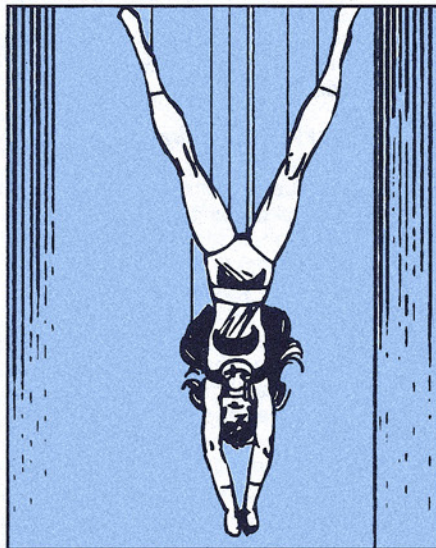
Downward Movement: Moving down in an elevator has the same rate as moving up. Racing down stairs is the normal movement speed, with one floor equaling one area. Climbing down is one area per round, with the noted Agility FEATs and determination of impossibility.

The major type of downward movement is called Falling. Falling has the following rates:

- First round: 3 floors/round
- Second Round: 6 floors/round
- Third Round: 10 floors/round
- Fourth and following rounds: 20 floors/round

A character falling off the top of a 10-story building will fall 3 stories the first round, 6 floors the second, and the remaining 1 story in the third round.

Falling in itself causes no damage. It is the



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sudden stopping when the character's body connects with the sidewalk that may inflict damage. Treat such a situation as a Charging attack on an inanimate object, with the ground's material strength acting as the Body Armor of the target (see Charging). If the damage is taken by the material, the shock may be absorbed; otherwise the hero takes damage from the fall equivalent to the distance.

Example: She-Hulk is flung out of the 33rd story of the Baxter Building by an opponent. Not having the ability to fly, She-Hulk falls 3 stories in that first round. She starts the beginning of the second round at the 30th story falling rapidly. As her action she twists her body into a diving shape (so as to minimize danger to passersby). That second round she falls to the 24th story. The third round she falls to the 14th story. The fourth round she lands in front of the Baxter Building, acting as a ramming attack at 20 areas per round. Her Body Armor is Incredible, while the material strength of the road is only Excellent. The road gives, and She-Hulk walks away from the fall with only her pride damaged.

Catching items as falling: New York City conveniently places light posts, flagpoles, and cornices in locations where falling heroes can usually find them while plummeting to their supposed deaths. Catching a nearby lightpost, flagpole, etc. is an Agility FEAT of intensity equal to the speed of the fall (a character falling at 20 floors/round is up against an Excellent Intensity FEAT).

Catching people while falling: See

"Catching" in the Combat section.

Those people for whom falling from high distances is a common occurrence (fighter pilots, for example) often wear parachutes. It takes one round for a parachute to deploy. Parachutes slow the fall to three floors per round, provided they are not overloaded (most normal parachutes can hold two normal people. More recent inventions allow parachutes to glide (see Gliding). Ordinary chutes will drift with the wind. Chutes are made of Feeble strength material, and a shredded chute will be of no good to the character using it.

Flight and Gliding

Ordinary people do not fly (watch, I'll get an argument on this one). There are vehicles and Powers that allow flight. Vehicles are covered in their own section. The following deals with flight resulting from super-human Powers.

The ability of flight is determined by the controlled imbalance of the forces of thrust, drag, weight, and lift. This is more complex than we need for our purposes. The main thing to consider here is the idea that movement through the air, unlike movement along the ground, is often at higher speeds; it is often harder to turn while flying. For speeds of characters with Flying Powers, see the Long Distance Movement Table on page 23.

Acceleration: A flying character cannot reach his ultimate speed in a single round, unless that character's Powers specifically permit it. The first round of flight, the character can move up to his movement as limited by Endurance (1, 2 or 3 areas). The speed can be increased by that increment each round until maximum speed is reached.

Example: Storm, when she had her powers, could attain Incredible speed, reaching 20 areas a turn. She has Amazing Endurance, so she may accelerate up to 3 areas a turn. On the first turn of flight Storm moves 3 areas, on the second 6, on the third 9, the fourth 12, the fifth 15, and the sixth 18. on the seventh turn and every turn afterwards Storm can move 20 areas.

Deceleration: Slowing down while in flight is a bit simpler. A character in flight may always halve his current speed (how fast he moved the previous round), rounding fractions up. (A character moving 15 areas could slow to 8 areas.) A character that slows to 0 areas may fall, unless the nature

of that character's Powers is such that the character could hover in place. (Storm, for example, gains her flight Powers by control of winds, and as such may hover, while Cannonball, who has his Powers by chemical reaction, may not hover in place.)

Landing: A character landing after moving at high speed may have difficulties. Those moving at more than 3 areas per round must make an Agility FEAT, with failure indicating a Slam result (see Charging). Those heroes who can hover in place, or reduce themselves to 0 speed, do not have to worry about landing.

Altitude: Each floor or height is considered an area for purposes of movement. If a character moves forward three areas and up two floors, a total of five areas are considered to be moved. Similarly, a character that moves two areas forward and four floors down has moved six areas.

Diving Option: When gaining height you move more slowly, and when descending you pick up speed. The above rule for Altitude reflects the loss in speed, but at the Judge's option, the players may use the following for Diving. For each three floors in height reduced, the hero's speed is increased by one area. *Example:* Angel is moving at 6 areas per round. He charges (dives) for the full six areas. Angel now can move an additional two areas, either downward or horizontally. (A character who dives 9 areas may use the additional three areas to continue diving, gaining another area, for 13 total.) Diving may be used in Charging combat. Pulling out of a dive requires an Agility FEAT.

Obstructions: With normal ground movement, it is assumed that the characters can open doors and the like. Such actions are not available to flying characters. If a door or window is closed, the character has the choice of stopping to open it, or going through it. The same applies to walls.

Turns: Any turn of up to 90 degrees by a flying character counts as moving into an area. For example, if a character moves from area A to adjacent area B, then turns to area C, he has moved 3 areas (move to B, turn, and move to C). This applies to both ranged and area movement.

If a character attempts a turn of 90 degrees or more, she must make an Agility FEAT roll. Failure indicates that the individual did not overcome the forward momentum of the flight and continues in the original direction.

This applies to vertical and horizontal turns, and includes pulling out of a dive at the last moment, turning alongside buildings, and skimming close to surfaces.

Low Altitude Flight: If a hero is flying at relatively low altitudes (less than 2 stories up) or in close quarters (inside or surrounded by tall buildings), the maximum speed in flight is equal to the speed the hero can move on the ground with that Power rank (that is, ground speed). Storm, for example, moves 20 areas per turn by the air. If in a closed space (such as inside an office) or close to the ground, her maximum speed would be 7 areas per round. The hero may exceed that speed, up to his or her maximum air speed, but all actions in that range (between 7 and 20 areas per turn for Storm) require Agility FEATs to perform.

Gliding: Gliding is a special form of flying using Powers or equipment (such as para-glides, parachutes that permit some limited control). A character that glides drops 1 floor for every round in the air, but moves the number of areas stated per round. (If no number of areas is stated, then the movement is Typical — 6 areas per round). A character who is gliding may also travel as fast as the wind speed.

Swimming and Water Movement

Unless otherwise stated, assume that most heroes can swim. Swimming, however, is slow, a maximum of one area per round, unless other Powers increase that rate. Those heroes who can fly at their Power rank speeds use the Water column for that speed, with a maximum of 9 areas per round (Monstrous).

Surface movement is similar to land movement, except the heroes or vehicles involved must float (that is, must keep the water from getting inside the boat).

As an aside, here is a good place to mention drowning. Characters can hold their breath a number of rounds equal to their Endurance rank number. At this point, they must make a green Endurance FEAT. The next round, they must make a yellow Endurance FEAT. In each following round, they must make a red Endurance FEAT or start drowning. Drowning results in unconsciousness, and loss of one Endurance rank per round. When Endurance reaches 0 the character dies.

Long Distance Movement

Long distance movement applies to both

ranged and area movement, and provides the maximum distance a character with a given speed can move. Different speeds are provided for Air speeds and Land/Water speeds.

The speed of sound (Mach 1) is about 750 mph, Mach 2 (twice the speed of sound) is 1500 mph, and Mach 5 is roughly 3750 mph (actually slightly higher, but close enough for these numbers). Those individuals that move at Interplanetary or higher speeds are limited to Mach 5 in the atmosphere. Interplanetary speeds are set at 25000 mph or so (Blastaar can reach these speeds). Those individuals with Near Light capabilities include Captain Marvel and the Heralds of Galactus. The Heralds also may possess the ability to open paths into hyperspace for interspatial travel. Those with Class 5000 abilities have physical transportation that verges on intergalactic teleportation. Those craft that move through hyperspace are moving at Class 5000 speeds.

Exhaustion and the Long-Distance Runner:

The above table indicates that the weakest human can move at 15 mph, which if true in and of itself means that Aunt May can make the four minute mile. This is, of course, not so, and though humans have been clocked at 27 mph in the dash, normal speed over the long distance is limited. These rules apply primarily to ground movement, but are applicable to swimming characters and those who fly under their own Power (as opposed to those aided by technological items).



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Rank	Land/Water		Air	
	area/round	MPH/MPM	Area/round	MPH/MPM
Feeble	1	15/1.25	2	30/1.5
Poor	2	30/1.50	4	60/1
Typical	3	45/1.75	6	90/1.5
Good	4	60/1	8	120/2
Excellent	5	75/1.25	10	150/2.5
Remarkable	6	90/1.5	15	225/3.75
Incredible	7	105/1.75	20	300/5.00
Amazing	8	120/2.00	25	375/6.25
Monstrous	9	135/2.25	30	450/7.50
Unearthly	10	150/2.50	40	600/10.0
Shift X	12	180/3.00	50	750/12.5
Shift Y	14	210/3.50	100	1500/25.0
Shift Z	16	240/4.00	200	3750/62.5
Class 1000	32	480/8.00	Interplanetary	
Class 3000	50	750/12.5	Near-Light	
Class 5000	100	1500/25.0	Teleportation	

In general, a hero can move without stopping for a number of rounds equal to his Endurance rank. A hero with an Endurance of Excellent can move 2 areas per turn (30 mph) for 20 turns (2 minutes) without checking for exhaustion. At that point, make a green Endurance FEAT. Success indicates continuing for another equal length of turns, failure means stopping for 1-10 turns. After another Endurance rank number of turns, a yellow FEAT is made, with failure resulting in resting for 2-20 turns. After a third Endurance rank number of turns is made, a red FEAT is made, with failure resulting in resting for 3-30 turns. Rest must come after the fourth set of turns, or the character will fall down for 3-30 turns.

Summary:

- After rank number of turns
green Endurance FEAT or rest
1-10 turns
- After 2 × rank number of turns
yellow Endurance FEAT or
rest 2-20 turns
- After 3 × rank number of turns
red Endurance FEAT or
rest 3-30 turns
- After 4 × rank number of turns
automatic rest 3-30 turns

Example: Captain America has an Endurance of Remarkable. He can run long distances at 45 mph or so (in the game system). His rank number is 30, so he can maintain this pace for three minutes, before making a FEAT roll. If successful, he makes a second FEAT roll at 6, then 9, and must rest after 12 minutes of running top speed. That "rest" must take the form of stopping for 3-30 turns.

Heroes may avoid this problem by moving

at slower speeds. If moving at speed two ranks lower, no Endurance check is needed. Captain America need not make a check more than once per hour if moving at 15 mph.

Exceptions to the above: All this applies to those heroes who move by their own actions, such as running, swimming or flying. Those who fly by means of devices, those in vehicles, and any and all robots are immune to this effect, as are those with Unearthly or higher Endurances.

Speed FEATs: There are occasionally times when a character must move faster than he or she has ever moved before, in order to save a life. A hero may move the equivalent of one additional area (by area or ranged movement) if the hero makes a yellow Strength FEAT roll. A green result indicates the FEAT was unsuccessful, and a white result indicates the hero, ah, tripped and lost control, and will continue moving that direction as if a Slam result was counted against the character. A hero may not increase his or her speed more than one area/round (15 mph) in any attempt.

Teleporters: There are an increasing number of heroes and villains with teleportation Powers, including Cloak, Vanisher, Nightcrawler, and Sidewinder. For this reason, a few notes on teleporters are included here.

The Teleporter Power rank number indicates the maximum distance the hero or villain can 'port as if the character were flying. Unlike flying, the distance between the two is covered instantaneously without the hero passing between those points. No speed is involved, unless that character was moving before the 'port.

Multiple 'ports require an Endurance FEAT, with failure indicating dizziness for 1-10 rounds (inability to 'port). Most individuals with teleportation ability can teleport their entire bodies and a small amount they are carrying. Carrying others when teleporting results in dangers for both the carrier and the carried. Carrying others is considered a Power Stunt, and may be gained in that fashion. Until the Power Stunt is mastered, the character must make an Endurance FEAT or be unconscious for 1-10 rounds. Similarly, those teleported must make a red Endurance FEAT or be unconscious for 1-10 rounds. Those heroes who are frequently teleported reduce this to a yellow FEAT the second time, and a green FEAT the third, such that an immunity is built up.

Teleporting into an object poses dangers to the teleporter. If a character teleports into an object, the character takes damage equal to the material strength of the object. Body Armor does not protect the user from this damage. An Endurance FEAT must be made, with success indicating the teleporter may move away from the location (usually to his or her original spot) and become unconscious for 1-10 rounds. Failure of this Endurance FEAT indicates unconsciousness and loss of Endurance levels, with potential death resulting from dropping to the Shift 0 rank.

Leaping: Leaping is a specialized form of movement that is tied to Strength as opposed to Endurance. A character may jump as many feet as her rank number without difficulty (see table for areas).

Leaps of up to the stated distance are possible by a green Strength FEAT (those of half the listed values may be assumed automatic). Leaps across one additional area may be made by a red Strength FEAT. Leaps down are effectively a controlled fall, and represent the maximum distance the hero can fall and take no damage, provided the hero lands on his feet. This simulates the hero jumping off a building as opposed to being knocked off — the latter case is not a controlled fall and as such is not covered under these rules.

Combat

In the MARVEL SUPER HEROES Original Set, physical combat was dependent on one of four abilities, depending on the type of attack made.

- Those attacks involving hand-to-hand weapons refer to the Fighting ability.
- Those attacks involving thrown weapons or use of Powers over a distance refer to the Agility ability.

Strength**Leap in Feet/Areas(or Floors)**

	Up	Across	Down
Feeble	2'/0	2'/0	3'/0
Poor	4'/0	4'/0	6'/0
Typical	6'/0	6'/0	9'/0
Good	10'/0	10'/0	15'/1
Excellent	20'/1	20'/0	30'/2
Remarkable	30'/2	30'/0	45'/3
Incredible	40'/2	40'/0	60'/4
Amazing	50'/3	50'/0	75'/5
Monstrous	75'/5	75'/1.5	105'/7
Unearthly	100'/6	100'/1	150'/10
Shift X	150'/10	150'/1	225'/15
Shift Y	200'/13	200'/2	300'/20
Shift Z	500'/33	500'/4	750'/50
CL 1000	1000'/60	1000'/8	1500'/100
CL 3000	3000'/180	3000'/25	4500'/300
CL 5000	5000'/300	5000'/40	7500'/500

- Those attacks involving Grappling, holding an opponent, or wrestling refer to the Strength ability.
- Those attacks involving charging and ramming refer to the Endurance ability.

The MARVEL SUPER HEROES Advanced Set will elaborate on each type of attack form, and define some specialized tricks that are often used in comic books.

Slugfest (Fighting Ability Combat)

Slugfest combat is a general term referring to hand-to-hand combat. It is the most common form of battling, and includes both attacks with the bare fists, and those with blunt and edged weapons.

For Slugfest combat to occur, the combatants must generally be adjacent. This may be defined by the counter arrows touching, the points of the stand-up counters touching, or the miniatures touching at the base, or by any other method deemed worthy by the Judge. Certain Powers, such as elongation, may allow a character to engage non-adjacent targets (examples are Mr. Fantastic and Doctor Octopus).

Slugfest combat is resolved on the Universal Table using the attacker's Fighting ability. The result (white, green, yellow, or red) is then noted on the Effects Table directly above the Results Table. There are two columns of results depending on whether the individual used a blunt attack or edged attack.

A **Blunt Attack** is an attack with bare hands, flat of a blade, or other blunt weapon. This replaces the Slugfest column in the Original Set. A character making a blunt attack may score a hit, slam, or stun result. A hero

using blunt attack may always choose to inflict less damage than maximum. A hero may choose to pull his punch, doing less than full damage, or inflict a lesser color result (yellow instead of red).

- A character scoring a Miss result inflicts no damage. He has missed the target and normally will not have any further effect (See Luring under Combat).
- A character scoring a Hit result inflicts her Strength rank number in damage to the opponent.
- A character scoring a Stun result inflicts her Strength rank number in damage, and may in addition Slam the opponent (see Slams, below).
- A character scoring a Stun result inflicts his Strength rank number in damage, and may in addition Stun his opponent (see Stuns, below).

A character using bare hands (or gauntlets, etc.) inflicts his Strength rank number in damage. A character using a blunt weapon inflicts up to that item's material strength; if the material strength of the item is greater than the Strength rank of the user, the user's Strength rank is increased to the lowest value of the next rank for damage. Aunt May (Feeble Strength) uses a lead pipe (Excellent material) in the drawing room on Col. Mustard. Aunt May would inflict two points damage normally, but inflicts three points (minimum damage of next higher rank) instead. Daredevil (Good Strength) using the same lead pipe would inflict 16 points damage (minimum damage of next higher rank), and the Thing (Monstrous Strength) would inflict Excellent damage (20 points). (That is why Ben Grimm does not normally use lead pipes in combat — when he uses a blunt weapon, its purpose is usually to reach a

non-adjacent target, and he has a preference for lightpoles.)

An **Edged Attack** is an attack with claws, teeth, or edged weapons such as knives, swords, or hatchets. This is the renamed version of the Hack 'N Slash column of the Original Set. A character making an edged attack may score a Hit, Stun, or Kill result. An edged attack will always inflict a minimum of the damage listed for that weapon. A character who can normally inflict higher damage may inflict damage equal to his Strength or the material strength of the weapon, whichever is less. Such damage may not be reduced in effect.

- A character scoring a Hit result inflicts damage as set for that particular edged attack (see Weapons in Chapter 4).
- A character scoring a Stun result may inflict damage as set for that weapon or attack form, and may in addition Stun his opponent (see Stuns).
- A character scoring a Kill result inflicts damage as set for that weapon, and may in addition Kill his opponent (see Kill result, below).

Body Armor, force fields, and other Powers may affect the ultimate success and damage in any form of Fighting combat.

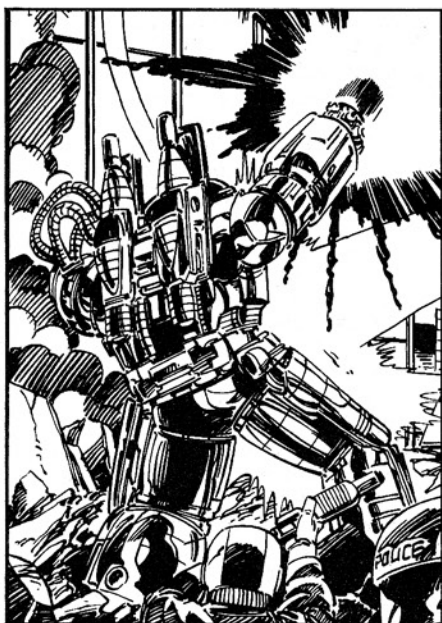
Ranged Attacks (Agility Combat)

Ranged Attacks is the common term referring to attacks over a long distance, including projectile and energy weapons, and those Powers that allow the inflicting of damage over a distance. Captain Marvel's energy attacks, the Hulk's rock-throwing, Storm's lightning bolts, and Captain America's shield are all examples of ranged attacks.

Characters do not have to be adjacent in order to make ranged attacks. In general, ranged attacks start at the attacker, and proceed in a direct line to the target (yes, Captain America has on many occasions bounced his shield off several targets to hit someone from behind, but this is a Power Stunt using his abilities).

When using area movement, range is determined by the number of areas the missile, energy blast, or whatever passes through from start to finish in a straight line. If the missile passes through a corner of another area, that area is counted. In addition, each floor of elevation is counted as an area.

When using ranged movement, treat the missile, energy blast, etc. as a moving character for purposes of determining



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range. Doorways would not cost extra (bullets do not wait, open doors, and pass through), but may stop a missile attack. Count each floor of difference as an area, but for firing from a high place to a low place, range can be extended by using the diving option.

Whether ranged or area movement is used to determine the range of a power or weapon, a direct line is taken from attacker to target. That line may pass through intervening structures, such as walls, windows, doors, and other obstacles. The question of whether a given substance will deflect a bullet or let it pass through is fraught with peril, but use common sense and the following general guidelines:

- A higher material strength will pass through a lower material strength (a lead bullet through a glass pane).
- An energy beam will inflict damage on the intervening structure first, then on those areas behind (an Unearthly (100 point) energy beam hits a brick wall —Good Material —10 points are lost, then the 90 point energy beam passes on).
- Physical weapons will lose momentum as they pass through physical material. Treat this as for movement through that material for normal characters.
- Both physical and energy weapons lose their accuracy as they pass through intervening material. Any weapon passing through an intervening structure suffers a -2 CS (shooting an executive through a window will have this effect,

as will tossing rocks through a curtain at an unseen adversary).

Ranged attack is resolved on the Universal Table using the attacker's Agility ability. The result is then noted on the Effects Table. There are five different types of ranged attack listed on this table: Shooting (including most projectile weapons), Edged Throwing, Blunt Throwing, Energy Powers, and Concussive Powers (Force Attacks).

A *Shooting Attack* is the most "normal" form of ranged attack, and consists of using a projectile weapon like a handgun, rifle, or other implement of destruction that is all too common in the USA. A character making a shooting attack may score a Miss, Hit, Bullseye, or Kill result. A Shooting Attack may never be reduced by the attacker in effect or damage.

- A character scoring a Miss result misses the intended target. The missile continues to fly, and the Judge may, if he deems circumstances warrant it, make a second roll to see if the attack hits another target in the same general area and path of the weapon (this is why shooting into a crowd or a gasoline storage shed is known as "a bad idea").
- A character scoring a Hit result will inflict damage according to the weapon used (see Weapons). Some specialized weapons inflict no damage, but instead call for an Endurance FEAT (Mercy Bullets).
- A character scoring a Bullseye result does damage as for a normal Hit result. A Bullseye is used if the character is shooting for a particular part of the target (the opponent's shooting hand, for example, in order to disarm him). The nature and result of a bullseye is left to the Judge, but it should be required for targets of less than one foot square and should never be fatal.
- A character scoring a Kill result may kill his or her opponent. Check on the Kill result table. Note that there is a greater chance of killing with a shooting, edged weapon, or energy attack than for any other type.

An *Edged Throwing Attack* involves throwing a sharp, edged weapon such as a knife or shuriken at the target. A character making this attack may score a Miss, Hit, Stun, or Kill result. An edged throwing attack may never be reduced in effect (from red to yellow, for example), but a player may inflict less damage.

- A character scoring a Miss result misses the intended target. The missile may hit another target as noted for

Shooting.

- A character scoring a Hit result will inflict damage as for the listed weapon.
- A character scoring a Stun result will inflict damage, and in addition have a possibility of Stunning the opponent for 1-10 rounds.
- A character scoring a Kill result may potentially kill his opponent.

A *Blunt Throwing Attack* involves throwing a dull, blunt weapon such as a rock, bus, or large, concave disk at the opponent. A character may score a Miss, Hit, Bullseye, or Stun result. These are as described in the sections above. A blunt thrown weapon inflicts damage equal to the Strength of the thrower, or the material strength of the thrown item, whichever is less. A blunt thrown weapon can be reduced in effect or damage.

An *Energy Attack* involves those Powers that use energy to shock or damage the target as well as weapons that simulate those abilities, and include fire blast, lightning bolts, and most forms of radiation. Energy Powers have no physical component. A character using an energy attack may score a Miss, Hit, Bullseye, or Kill result. These are described in the sections above. All forms of energy attack have a maximum damage. A player may reduce the damage inflicted by an energy attack, but not the effect (from red to yellow, for example).

A *Force Attack* involves those Powers that use a physical manifestation of energy to inflict damage, and include the plasma-jetting repulsors used by Iron Man, some forms of radiation, the Invisible Woman's force fields, and Iceman's battering ram. A character using a force attack may score a Miss, Hit, Bullseye, or Stun result, as explained above or in the sections following. A character may choose to inflict less damage with a force attack than maximum, but may not reduce the effects (from red to yellow, for example).

Body Armor, force fields, and use of Powers may affect the ultimate success and damage of a ranged attack.

Range Modifiers: There are limits to the distance a weapon can travel and still effectively hit its target and inflict damage. This is the missile's range (not to be confused with ranged movement). Weapons have a range listed by areas. Powers have a range determined by their Power rank. Thrown items are dependent on the thrower's Strength. The range available

according to the Power rank is set on the table under Power FEATs. Throwing range is noted below.

Strength Rank	Range in Areas
Shift 0	0
Feeble	1
Poor	1
Typical	1
Good	2
Excellent	3
Remarkable	4
Incredible	5
Amazing	6
Monstrous	7
Unearthly	8
Shift X	10
Shift Y	15
Shift Z	20
Class 1000	LOS
Class 3000	LOS
Class 5000	LOS

This represents the maximum throwing range of an item. For Powers, the range may exceed the listed amount, but for every additional area, the chance to hit is reduced by -1CS. A character with Unearthly fire blasts may use that power, along with his Excellent Agility, up to 6 areas away. At 7 areas away, the chance is reduced to only Good, at 8 areas Typical, and so on. A chance cannot be reduced below Shift 0, but once the ability enters that realm the character is at maximum distance, unless that ability is noted as being at LOS (Line of Sight — if the character can see it, he can try to hit it).

For weapons, for each area traveled, reduce the effect by -1 CS to hit (a Rifle has a range of 15. For a target 4 areas away, the chance to hit is reduced by 4 column shifts). In the Marvel Universe, weapons are not nearly as effective at long distances.

Wrestling

Wrestling combat refers to a form of hand-to-hand combat in which the character attempts to restrain, hold or grapple with an opponent, or forcibly remove an item from that character's possession. It is less effective than Slugfest combat, but has the advantage of restraining the opponent's actions.

As with Slugfest combat, the opponents in a wrestling attack must be adjacent, or have Powers, weapons, or abilities that allow the attacker to reach the defender. Doctor Octopus' arms, or a bit of web-ball flung out

to snatch the Maltese Falcon from the opponent's hand, would fall under this category.

Wrestling combat is resolved on the Universal Table using the attacker's Strength ability. The result is noted on the Effects Table, and is determined whether the attack is Grappling, Grabbing, or Escaping.

A *Grappling Attack* is an attack designed to limit the movement abilities of the opponent. A Grappling attack may score a Miss, Partial Hold, or Hold result.

- A Miss indicates the attacker has failed to hold onto the opponent. The attacker may not make other attacks this round.
- A Partial Hold indicates the attacker has grabbed onto an arm, leg, or other part in such a way that will limit actions but not reduce them in full. The attacker may choose exactly what she has grabbed onto. The target may perform any normal actions, but at a -2 CS penalty, and may not move if the attacker's Strength is equal to or greater than the target's. No damage is inflicted in a Partial Hold.
- A Full Hold indicates the attacker has placed the target in a position where the target is fully restrained from action, and may damage the target. The target is considered held until the attacker releases the target or the target escapes. The attacker may perform one action in addition to maintaining the hold, and may inflict up to the Strength level of damage to the target (subject to Body Armor).

Escaping is an action used by individuals placed in a hold to slip free of the opponent and possibly reverse the damage. A character making an escape may Miss, Escape, or Reverse the Hold.

- A character scoring a Miss result may make no other action that turn, and is considered held.
- A character scoring an Escape result is

free of the hold. The character may move at half speed, but may not perform any other actions.

- A character scoring a Reverse is free of the hold and in a position to do one of the following: Move up to half distance, attempt to Grapple the former attacker, or perform any other action at a -2 CS.

A *Grabbing Attack* is an attack geared at taking a possession away from an opponent, like a gun, bomb, or Maltese Falcon. A character making a Grabbing attack may score a Miss, Take, Grab, or Break result. These results may have differing effects depending on the relative Strengths of the combatants. Grabbing combat normally does not inflict damage.

- A Miss result indicates the item in question is not in your character's possession. If the item was in another character's possession, it still is. If the item was in no one's possession, the item is knocked loose and will be up to one area away in any direction.
- A Take result indicates the attacker has full possession of the item if his Strength is equal to or greater than the target's (use material strength for things that are glued or clamped down). If not, consider as a miss.
- A Grab result indicates the attacker has taken possession of the item, whether or not the Strength of the opponent was higher.
- A Break result indicates the attacker has succeeded, and may either depart with the item immediately or, potentially, set off the item. A second roll is made against the material strength of the item involved. If a color (red, green or yellow) result is made, then the attacker may either use the item or move up to half his or her speed away (round up). If a white result is made, the item is damaged, broken, or goes off. This will vary from item to item — a glass vase drops to the floor, a gun fires in a random direction, a bomb explodes or loses its safety device, etc. This varies



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from case to case, but the Judge is encouraged to be as creative and upsetting as his players will let him get away with.

Body Armor has no effect on the initial hit of a Grappling attack, as no damage is done initially.

Charging (Endurance Attack)

Charging combat is a form of attack that combines movement and combat. Whereas making any other attack or action halves movement, a charging character may make his full movement and still strike. Charging is a favored method for heroes trying to close the distance between themselves and an opponent with a range weapon, and certain individuals such as Rhino, Juggernaut, and Bulldozer make this their preferred form of attack.

A character must move at least one area to make a charging attack, but may move his entire movement rate to reach the combat. For each area the character moves through before reaching combat, the attacker gets a +1 CS, up to a maximum of +3 CS (Endurance for figuring this may not be raised beyond Shift Z in any event).

Charging attacks are resolved on the Universal Table, checking under the Charging column of the Effects Table. The character making a charging attack may score a Miss, Hit, Slam, or Stun.

- A character scoring a Miss result inflicts no damage. In addition, the character continues his move for half the character's speed (round up) after the attack. Any change in direction would require an additional Agility FEAT. If the straight line passes into some material obstacle, the character makes an attack on that obstacle instead. The attacked character may return the attack only if his action was originally following the charge.
- A character scoring a Hit result inflicts up to his maximum current Endurance or his Body Armor rank in damage, whichever is higher, plus two additional points of damage for every area covered in the attack. (A character moving 10 areas with an Endurance of Good (10) hits an unarmored opponent at top speed, inflicts $10 + 2 \times 10 = 30$ points of damage.)
- A character scoring a Slam result inflicts damage as for a hit, and in addition may Slam an opponent.
- A character scoring a Stun result inflicts damage as for a hit, and in addition may Stun the opponent.

The attacker may inflict up to his Endurance or Body Armor in damage, but additional damage from speed is fixed. The attacker may also choose a lesser effect than that rolled.

Body Armor may influence the damage of a charge attack. If the defender's Body Armor is greater than the damage inflicted by the attacker, the damage is rebounded onto the attacker. If the attacker's Body Armor is greater than the rebounded damage, neither side takes damage. (Stuns and Slams still apply.)

Example: The character making the attack above has Good Body Armor, and makes the attack at 10 speed with Good Endurance on an opponent with Excellent Body Armor. The first 20 points of that are covered by the target's Body Armor, and as such are returned to the user. The attacker takes 20 points, 10 of which are absorbed by his own body armor. The attacker therefore takes 10 points from his own attack.

Charging inanimate objects is handled in a similar manner, with the item's material strength counted as Body Armor. Charging through a Good strength wall will inflict 10 points of damage on the attacker, unless that damage is absorbed by Body Armor. This applies to characters who are slammed through walls, charge past a target into a wall, or fail to pull out of a dive.

Defensive Actions

Previously in the MARVEL SUPER HEROES Original Set there was one conscious action that a character could take to avoid damage: the dodge. In the MARVEL SUPER HEROES Advanced Set there are three actions that may be used to avoid various attacks; these defenses are tied to different abilities.

Dodging is an Agility ability, and reduces the attacking column shift. A character who is Dodging may move only half his speed in any turn, may not engage in a charging attack, and may perform only one other action that turn, maximum (including making an attack).

A character who is Dodging makes an Agility FEAT at the start of the turn, as soon as Initiative is determined. That FEAT will determine the reduced effect of attacks on the character. The result may be no shift, a -2, -4, or -6CS shift on any attacks stated in the first part of the round. This means that the character may only dodge attacks of which he is aware. A character may not dodge an unexpected attack, such

as a sniper who suddenly appears, an ally who makes an attack, or someone behind the character. (See under Blindsiding.)

Powers may modify this rule, the most notable being the Spider-Sense possessed by the Amazing Spider-Man.

In any event, a character who is making a Dodging attack makes any FEAT rolls in that turn at a -2 CS penalty.

Dodging is usually used against ranged attacks and charging attacks. It has no effect against Slugfest and wrestling attacks (though the character may dodge to avoid ranged attacks in conjunction with adjacent attacks — this has no effect on those adjacent other than to penalize the dodging character).

Evading is a Fighting FEAT that is used by characters who are playing for time, looking for a weak spot in the opponent's attack and hoping to avoid getting their bodies splattered over the countryside.

Evading is an effective defensive tactic only against adjacent attackers, such as those engaged in Slugfest or wrestling combat. Only a single opponent may be Evaded.

A character who chooses to Evade announces that intention during the declaration phase of the turn. If both sides are evading, no actual combat occurs — both opponents are engaged in a flurry of feints and parries and no real blows are landed.

The Evading character makes no attacks that round, but rolls on the Universal Table and checks the Evasion column in the Effects Table. The results are Auto-Hit, Evasion, Evasion +1, and Evasion +2.

- An Auto-hit indicates the character zigged where he should have zagged, placing him in the direct line of fire of the opponent. The result of the opponent's attack will be at least a green result, even if a white result was rolled (it is still possible to be missed by a wrestling hold in this fashion, but Slugfest will always hit).
- An Evasion result indicates the character dodged the blow from that particular attacker. The attacker does no damage.
- An Evasion +1CS or +2CS indicates the character dodged the blow as in the Evasion result, and also put himself in the position to deal a better-placed blow against the foe. In the next round, an attack made by the character against

that attacker will receive a +1CS or +2CS bonus to hit (but not damage). This applies to only the first attack in that next round on that attacker, and may not be saved from round to round or increased.

Block is a defensive ability that uses the Strength ability to lessen the damage of physical attacks, which include Grappling, Slugfest, Edged and Blunt Throwing attacks, Force attacks (but not Shooting and Energy attacks) and Wrestling (but not Charging).

The Block move is an attempt to meet force with force, and use the individual's Strength as a form of Body Armor against a specific attack. The character using a block may take no other action, but may shield others behind him. Normal Body Armor, but not Force Fields, still apply to defense.

The character using the block maneuver does not attack but counts his Strength as Body Armor, provided the force can be physically resisted (use common sense here — a fire cannot be blocked, but a pillar of ice can). Roll on the Universal Table against Strength to determine the effects. The notation -6CS, -4 CS, -2 CS, and +1CS indicates the level of Body Armor gained taken from the Strength of the character.

Example: A character with an Amazing Strength wishes to block a punch thrown by an opponent with Monstrous Strength (Fighting ability is used to hit, but Block has no effect on this). The character gets a green FEAT, -4 CS, which provides him with equivalent Body Armor of Good. The character takes 65 points damage. If the hero had made a red FEAT roll, the character would have totally blocked the attack (Monstrous Body Armor against Monstrous damage attack).

The **Catching** maneuver is a move designed to let the hero catch falling objects and teammates, as well as catch objects that are thrown and fired at them. It uses the Agility ability to make this maneuver.

The catching maneuver can only be directed against one item at a time. The attempt to catch the item is made on the Universal Table, with Auto-hit, Miss, Damage, and Catch results.

- An Auto-hit result means the object the hero tried to catch hit the hero instead. In the case of a falling object, this is as if the object made a charging attack against the character at the speed of the fall. In the cases of shooting or thrown

weapons, the hero is automatically hit (a white result to hit is treated as a green result).

- A Miss result indicates the hero has missed catching the object. If the object he was trying to catch was directed against him as an attack, the attack proceeds at a +1CS to hit.
- A Damage result indicates the hero caught the object, but might damage it as a result. Treat the catch as a damage-inflicting attack on the object or character being caught.
- A Catch result indicates the object is caught with no ill effects to the hero attempting the catch or the object or character being caught.

A character suffers -3CS on all attempts to catch objects directed against the character specifically. In addition, certain types of catches require a minimum Agility.

- Hero must have an Unearthly Agility to catch small, fast-moving items (like bullets).
- Hero must have an Amazing Agility to catch large, thin, projectiles (like arrows).
- Hero must have at least Remarkable Agility to attempt to catch other thrown projectiles.
- Hero may have any Agility to try to catch a falling character or object.

Effects Results: Slam, Stun, and Kill

Most effects of combat are covered in the sections describing that form of attack. Several combat forms share the Slam, Stun, and Kill results. They are explained herein.

For any one of these three results to be effective on a target, the attacker must inflict some damage on the target. If the character's Body Armor, force field, or natural invulnerabilities prevent the form of attack from hurting the character, then the effects of the Slam, Stun, or Kill are negated. **Important:** In borderline cases where the sum total of the attacker's damage is balanced by the target's defenses, such that one more point is needed to affect the target, the target may be affected by Slams, Stuns, and Kills.

The **Slam** result is possible as the result of Blunt Attacks and Charging and refers to the physical knocking down or away of an opponent. There are three types of Slam under the Advanced Set rules. The subject of a Slam result rolls on the Universal Table for an Endurance FEAT, checking the result on the Effects Table. The result may be No

Slam, Stagger, 1 Area, or Great Slam.

- No Slam — the target is not affected by the slam. The target still takes damage as for a normal hit.
- Stagger — The target is knocked back a step or two, perhaps knocked to one knee, but is fully capable of engaging in combat next round. The Stagger result indicates the target takes the damage of a hit and is no longer considered adjacent to his attacker. There is no further damage unless the situation demands it. (Say, the target is on the edge of a cliff and staggers over the precipice — a great way for villains to meet obscure deaths.)
- 1 Area — The target is knocked one area away (ranged or area movement). If the attacker inflicted any damage on the target, the attacker chooses the direction of the Slam (any compass direction or straight up or down). If no damage was inflicted, the defender chooses the direction (most likely avoiding fellow teammates, buildings, and other large, nasty items).
- Grand Slam — The target is knocked away with a speed equal to the Strength of the attacker taken as ground speed. (A hit with Unearthly Strength sends the victim 10 areas.) The direction is determined as for 1 Area Slam.

A character slammed into a building takes damage as if he were making a charging attack at that building. Buildings and other obstructions affect the speed of the character as for normal movement.

The **Stun** result has the potential of taking a hero out of the fight for a number of rounds. A character may be stunned as result of any Slugfest attack, Throwing attack, Force attack, and Charging attack. The target rolls an Endurance FEAT on the Universal Table, and checks the result on the Effects Table (is this getting familiar, guys?). There are three types of Stun results.

- 1-10 rounds — The character is knocked out for 1-10 rounds (roll a die). During this time a character may take no actions.
- 1 round — The character is knocked down and may take no action next round. The character is still conscious, but as the apparent result is the same as 1-10 rounds, a character can play possum and keep his ears open.
- No effect — just what it means, the character is not affected by the Stun result.

The *Kill* result is potentially the most dangerous for the user (and definitely the target). A *Kill* result may be checked for as the result of an Energy attack, an Edged attack in Slugfest, or a Shooting attack. It may also be called for by reducing a character's total health to 0 — see Life, Death, and Health, following.

The target receiving a *Kill* result makes an Endurance FEAT on the Universal Table, checking under the *Kill* column of the Battle Table. There are three results on this table.

- A *Endurance Loss* indicates that the character's Endurance is reduced by one rank. The character is dying (check under Life, Death, and Health), and will continue to lose Endurance at one rank per turn until the situation is cleared.
- The *E/S* result indicates the character is affected as an Endurance Loss only if the method of attack was Edged attack in Slugfest or a Shooting attack. Any other attack form is considered *No Effect*.
- *No Effect*: The character takes damage as listed for the attack form, but is not slain.

A *Kill* result has detrimental effects on the attacker as well as the target. A hero who kills will lose all Karma (check under the Karma section in the next chapter).

Powers in Combat

Usually a character's superhuman Powers can be wielded in combat, depending on the circumstances. Those that depend on concentration may be prevented, while those powers that derive from a weapon may be foiled if the hero is kept from that weapon. This section covers a few of the more common Powers that turn up in combat.

Body Armor: The key to withstanding attacks, a character's Body Armor reduces potential damage by the Power rank number of the armor. If a character has Monstrous(75) Body Armor, then any and all attacks reduce the damage by 75. Damage reduced below 0 is counted as no damage, and the target cannot be affected by a Stun, Slam, or *Kill* result from that attack. For example, if a dagger (10 points damage) is thrown at a hero with Amazing (50) Body Armor, there is no effect from the attack even if the attacker rolled a *Kill* result. Body Armor protects the character from each and every physical attack. If five goons inflict 10 points damage on the hero with Excellent Body Armor, then none of those attacks succeed.

The above applies to all attack forms except

Energy Powers. The rank number of Body Armor is reduced by 20 points when dealing with this attack form. This means a Body Armor of Excellent (25) is reduced to Typical(5), a Body Armor of Monstrous(87) becomes Monstrous(67), and a Body Armor of Good(10) provides no protection at all against attacks on the Energy column.

Force Fields are another common form of defense encountered in combat, and range from the personal (protects the user only) Force Fields used by Iron Man and Vindicator to the projected (protects user, others, or large areas) Force Fields of the Invisible Woman. Force Fields protect as Body Armor, but are effective against Energy attacks at the listed level, and are -10 against all other attacks. A Force Field takes the damage instead of the hero.

A Force Field can be overloaded by damage exceeding that of the Power rank, treating that Power rank as the material strength of the wall. What happens if the Force Field is overloaded depends on the type of Force Field.

- If the Force Field is personal in nature, the system switches off or overheats. The hero is affected by excess damage, and may be stunned or slammed.
- If the Force Field is projected in nature, the user must make a Psyche FEAT roll against the intensity of the attack or become unconscious. The Force Field hangs around long enough to protect those within.

A character with Force Field and Body Armor may use one or the other against any attack, but *not* benefit from both at the same time. If a Force Field is projected by a third party in front of the character with Body Armor, the Force Field takes damage and, if it collapses, full damage is inflicted on those within. In this case Body Armor is applicable to reducing damage.

Resistances: A hero with a resistance against a certain attack form is permitted an additional defensive roll — when attacked, the hero may make a FEAT roll against the attack, treating the damage as the Intensity of the attack. If successful, the attack inflicts no damage. If the FEAT fails, the Resistance still provides Body Armor against that attack form.

Claws: Claws are given a Power rank and a material strength. The first refers to the damage inflicted with them, the second to the materials they can affect. The favorite example is Wolverine, whose Class 1000 material claws only inflict Good damage

against materials without a material strength rank. Against materials with a material strength rank, including the outer suit of Titanium Man, Wolverine shreds with Unearthly ability. As far as damage goes, he inflicts 10 points and checks the Edged Attack Table when attacking. This same approach is taken for swords (Black Knight, Silver Samurai) and other sharp pointy items, and for the effects of Corrosive and Rotting Touch.

Claws and other sharp instruments do not affect Force Fields with their material strength. They would inflict their normal damage in overloading that Force Field.

Growth: Larger targets are easier to hit than normal ones. In Charging, Slugfest, and Missile (Shooting and Throwing) combat, the following modifiers apply to hit:

Up to 7 feet tall	No Modifier
Up to 16 feet tall	+1 CS
Up to 22 feet tall	+2 CS
Over 22 feet tall	+3 CS

This modification only applies to the chance to hit, not to the damage done.

The character with Growth Power also gains a similar modifier to any Strength FEATs, including wrestling combat. Damage is raised by a similar amount.

Shrinking: Smaller opponents are harder to hit, and strike more easily against a relatively larger foe. When attacking a smaller foe, the attacker suffers the column shift listed, while the smaller foe gains a shift on his attacking. This applies to Slugfest and Missile combat only in both cases.

Reduction	Attacks Against	Attacks By
Down to 6 inches	No	No
Down to 1 inch	-1CS	+1CS
Down to 1/4 inch	-2CS	+2CS
Smaller than 1/4"	-3CS	+3CS

Tactics

The above sections talk about most normal combat situations. Of course, anything that uses characters with superior Powers can hardly be called normal. To cover a lot of the "special cases," this section will look at a few of the more interesting tactics that have turned up over the years.

Non-Adjacent Weapon Combat: In most cases, two characters must be next to each other in order to engage in Slugfest combat, though an exception is noted if the character has a weapon that will reach. Super-strong opponents are always

grabbing lampposts, columns, and buses to smash one another. For this type of combat, the attacker and target do not have to be adjacent, but should be within 1 area of each other (unless the attacker is using something massive like the Concorde to strike his or her opponent). The attacker must be able to lift the object he is using, and if the target's material strength or Body Armor is higher, the weapon may be shattered and the item useless.

Holding One's Fire: If a player has initiative, his character may hold off his attack until an opponent is within the best possible range. In other words, the opponent (loser of initiative) may move according to his plans, but the attacker does not have to attack until the opponent is about to strike. (A good example is a character defending against a Charging opponent. That character chooses to hold his attack until the opponent is right on top of him, then lets loose.)

Pulling Punches: This has been covered above but bears repeating: It is possible to inflict less damage than maximum for some attacks, and it is possible to select a lower effect than the color rolled for other attacks. Attack forms where reduced damage is available are Blunt Attacks, Throwing Blunt, Energy Powers, Force Powers, and Grappling, and any form of attack that uses the magic code phrase "inflicts up to a certain level of damage." Attack forms where it is possible to have lesser effects than found on the Battle Effects Table (for example, lessening a Stun to a Slam) are Blunt Attacks, Force Powers, Energy Powers, Grappling, and Charging.

Multiple Targets: A character may affect multiple targets by making a single attack that will affect multiple targets, or by making separate attacks against the attackers.

Single Roll option: Under certain circumstances a character may affect a number of adjacent foes. All targets must be adjacent to the character in question. Attack forms that may use this type of attack are Blunt Slugfest, Escaping, and Energy and Force Powers. A single roll is made to affect all the individuals in the area at a -4CS. Those results are applied to all in that area.

Multiple Combat Actions: Occasionally heroes may make more than one attack in the same round, attacking the same target or different targets. Any character can make multiple attacks, provided that

character makes a Fighting FEAT roll in the Pre-Action roll. The intensity of the FEAT depends on the number of attacks desired:

- Making 2 attacks in the same round — Remarkable Intensity FEAT
- Making 3 attacks in the same round — Amazing Intensity FEAT

All multiple attacks are made at -1CS to hit. If the Fighting FEAT fails, only one attack is made at -3CS.

The above applies to Slugfest attacks and Shooting only. Certain Powers may permit multiple attacks as Power Stunts without invoking this rule.

Entangling Weapons: There are a number of bolos, nets, and webbing designed as weapons to entangle a foe. These hit with an Agility FEAT, but if they hit, the target must make an Agility FEAT against the material strength of the net, webbing, etc. Failure indicates the target is enmeshed and may escape by breaking bonds as a Strength FEAT, or slipping the bonds, if the character has applicable abilities.

Groundstrike: The Groundstrike is a tactic used by individuals with Energy Powers to inflict concussive damage to a target without fear of instant death. The idea is to use the Power to bowl over an opponent and do damage with the rock and earth brought up by the attack. If the material strength is less than the damage inflicted, the target will take damage equal to the material strength. In addition, if the material is relatively thin, the strike may open a hole, causing the target to fall through (Agility FEAT to avoid). The chief function of the Groundstrike is that damage is inflicted on the Force Power Table. It's disadvantage is that it is hard on the surrounding territory.

Shooting to Neutralize: It's often a good idea to try to shoot a weapon out of a miscreant's hand. This requires a Bullseye result, and while it inflicts damage, a Kill result is treated as a Bullseye as well. This is one of the few cases where a Kill result may be reduced. It may be used only to knock an opponent's weapon out of his hand.

Shooting to Stun: A trick shot, involving grazing the target in such a way as to knock him out. This is a Bullseye result for Shooting combat. A Bullseye result is treated as a Stun, but a Kill is still a Kill result.

Combined Attack: A single character may be unable to pierce an enemy's Force Field

or Body Armor, but two or more individuals striking at the same spot may be able to affect the foe. As with combined material Strength FEATs, the two must inflict damage within 10 points of each other. The higher total is raised to the next rank of damage, at the lowest point (88 for Unearthly, etc.) providing the individual with the lower damage ability makes an Agility FEAT (the one with the higher FEAT must score a normal hit). This applies to Slugfest, Charging, and Energy and Force Powers.

Double-Teaming: A form of combined attack where one attacker holds the target and the other hits him. The first attacker must get a Hold or Partial Hold on the target. The second attacker then gets a +1CS on attacks (but a miss on the target may hit the Grappling attacker — make a second roll as if attacking that character).

Fastball Special: A special form of Charging attack developed by Messrs. Logan and Rasputin of Westchester County, New York, which involves the more powerful of the two using the less powerful as a Missile weapon. The attack supposes the throwing character can lift and throw the thrown character. The attack uses the thrower's Agility to hit, or the thrown's Fighting ability, whichever the players involved choose. Damage is done by the thrown character as determined by Endurance, or by a normal Slugfest attack, with the thrown character gaining benefits as for a Charging attack. (Plusses for Speed.)

Shockwave: A version of the Groundstrike used by those with Edged or Blunt Slugfest attacks. The attacker must have a Strength at least two ranks higher than the material he is standing on; he then strikes at the ground with fists, legs, etc., setting up a shockwave that will travel up to 2 areas away in any direction. Those in the path of the Shockwave are attacked by as if by a Charge of the attacker's Strength. No damage is done by a Shockwave attack (though incidental damage may be inflicted by damaged buildings, bridges falling down, etc.) but targets may be stunned or slammed if these results are rolled.

Blindsiding: A character who is taken by surprise has a greater chance of being affected by an attack than one who is expecting it. A Blindsiding attack gains a +2CS to hit, and the character hit by a Blindsiding attack may not add Karma to any die rolls to determine if the attack Slams, Stuns, or Kills. The Judge has final say on Blindsiding, but guidelines are: if the character is taken unaware from behind,

LIFE, DEATH, AND HEALTH

the character is distracted, the attacker is playing possum (the target does not anticipate an attack), the attack comes from an unsuspected quarter (an ally or supposed friend makes the attack). Characters with extraordinary senses (like Daredevil) or danger senses (like Rogue, Franklin Richards, and Spider-Man) cannot be Blindsided in normal circumstances. Under special circumstances, though, Blindsiding these characters can be possible. Spider-Man was once Blindsided by Aunt May, as his vaunted spider-sense did not recognize the dear sweet lady with the lead pipe as a threat — let this be a lesson to us all...

Shielding: This tactic involves putting something between the target and the attacker, usually an inanimate object but sometimes, in the case of hero leaping into the fray to stop an attack on another individual, a character himself.

In the first case, the hero may decide to use something as a shield as an initial action or as a changed action after initiative is rolled. If it is an initial action, the hero may perform another action in addition to the action. If a changed action, the hero may perform no other action that round than shielding. In either case, all other FEATs attempted in that round, including combat are -2CS unless the object used as a shield is a device or object commonly used by the hero in that way (the hero is comfortable using the device defensively). The material strength of the item is used as a form of Body Armor against the attack (if a garbage can lid is used as a shield, it will provide Poor (4) protection). This applies only to physical attacks and similar attacks that may be deflected in this manner. This form of defense may be used against Slugfest, Throwing, Shooting, and Charging attacks, but not Grappling and Grabbing attacks.

The hero may also provide a form of shielding to other targets within the same area (or within a half-area for ranged movement) by putting his own body in the way of an attack directed against another. The hero may make this decision only in the decision section of the turn, and then if the hero is closer to the target than the attacker (therefore it is only useful against Shooting, Throwing, and Charging attacks). The hero (or an object the hero is carrying, as in the first section) interposes himself in the line of fire and is considered the target instead of the intended target.

Example: Spider-Man is standing next to the Mayor when he sees the barrel of a

sniper rifle sticking out of a window. Spidey acts to shield the Mayor, making himself the target of the attack. Were Captain America standing next to the Mayor in this situation, then he could bring up his shield (a common object used for this purpose) to protect the Mayor and himself (the attack is considered to be against Captain America, but his shield may deflect it).

Flight and Fight: A few additional rules apply to characters engaged in combat while in flight:

- A character in flight can be slammed regardless of the character's comparative Endurance. This is because the character is not moored to anything.
- A character in flight may Charge with normal limitations. If the flying character is engaged in a Power dive (dropping straight down), the character can gain a column shift of +4CS (with resulting possible damage for self as well). This applies only to flying characters intent on diving at the target, not to characters leaping, jumping, or falling from high distances (they receive the +3 CS maximum).

Firing at a Moving Target: A character who is moving is harder to hit. A -1CS applies to any target moving up to five areas that round; a -2CS applies to those against targets moving up to 10 areas that turn, and -4CS to those moving faster. The exception to this is attacks on a character who is Charging directly at the firer — other than the target getting rapidly larger, there is no difference in location.

Ambush: Ok, how many times have you seen this in the comics — the bad guy is right around the corner, pistol drawn, waiting for Moon Knight to come around the corner and... Blam! The Ambush is an attack set up against a certain location. As soon as any character enters that location, the attack occurs. Karma is spent when the attack is set up, not made. An Ambush gains a +1CS to hit.

Aiming (Optional): This form of attack is for use with Shooting, Throwing, and Powers, in situations where the attacker has the luxury of spending a turn aiming his weapon without firing. A character Aiming for a turn gains a +1CS to hit.

Point Blank Range: There are sometimes cases where a firer would have to be really trying to miss — you know, repulsor up against the bad guy's head, etc. A Shooting character who is adjacent to a nonfighting

opponent gains a +3CS to hit that opponent. If the opponent is fighting, or engaged in Slugfest or wrestling, there is a -3CS to hit with Missile weapons. Whether or not a target is fighting is determined when the attacker fires. If the attacker gets initiative in the round the opponent tries to escape, the attacker has a +3CS — otherwise, he has a -3CS.

Luring: Luring is a tactic by which the character makes himself a target in order to encourage his opponent into attacking him, whether to keep the opponent from attacking others, lead the character into an uninhabited area, or to persuade the opponent to throw a punch or make a charge, only to jump out of the way at the last moment. A character trying to Lure states so. The opponent gets a +2CS on attacks, but at the moment of attack, the defender can pull a defensive move of his or her choice. If the attack misses, the lured character will hit whatever was directly behind the luring character (the character's choice).

Using Karma in Combat: Karma is delved into deeply in the next chapter, but since it has an important effect on combat it should be mentioned here. Karma is used to manipulate the die rolls on the Universal Table. When a character decides to spend Karma, the player simply announces it. You automatically spend 10 Karma points by saying that simple phrase. You can spend more, but 10 points is the requirement for making the statement. On the die roll you are modifying (always the one immediately after the announcement), you add the number of points equal to the amount of Karma you spend (at least 10, the amount you spent to start with). Other uses of Karma are described in the Karma section.

Life, Death, and Health

This is one of the most important sections yet covered. In combat, we noted that various attack forms inflicted various types of damage — a strike with the bare fists inflicts up to the attacker's maximum Strength. This may be modified by Body Armor, tactics, and other stuff, but the end result is a number, which is deducted from your Health score. What happens when Health reaches 0?

Well, your character just might perish.

A character that reaches 0 Health becomes unconscious and stays that way for at least 1-10 rounds. The player rolls an Endurance FEAT for the character and consults the Kill column of the Effects Table. If the result is

no effect, the character is Stunned for 1-10 rounds and may regain consciousness (see Regaining Consciousness below). If the result is Endurance Loss, the character begins to lose Endurance ranks.

A character loses one Endurance rank per turn. The loss is temporary, but for further Endurance checks the rank number is considered to be the highest for that rank. One rank is lost per turn until the character reaches Shift 0. When the character slips below Shift 0, that character is dead. Deceased. Pushing up daisies. Beyond the mortal ken. Extreme measures must be taken to bring that character back into play. Fold up the character's sheet and put him in the Hall of Fame. (However, see Immortality.)

How do you avoid this situation if your character is the one who may pass from this mortal coil?

- Spend Karma. You can stabilize your Endurance for one round by spending 50 points. This is a stopgap measure at best. (This is a change from the Original Set.)
- Spend a lot of Karma. You can gain another Endurance FEAT when you slip a level by spending 200 Karma points. If you succeed, you are unconscious.
- Help from your friends. If a friend, ally, enemy, or passerby attempts to aid you, the loss of Endurance is halted. The character is still unconscious, and will be for 1-10 more hours. Aid is defined as first aid, summoning help, pulling the character to safety, or even

checking to see if the character is OK. A character with First Aid and Medicine Talents may be able to aid individuals who have reached Shift 0 Health.

Regaining Consciousness: A character unconscious from the result of a Stun regains consciousness in 1-10 turns, and may act normally from there on. A character with 0 Health is unconscious for 1-10 turns, then can make a Endurance FEAT. Failure indicates the character is still unconscious; check again in 1-10 turns. Success indicates the character has regained consciousness, and has Health equal to his Endurance rank.

Recovery: Ten turns after a character takes damage, he regains Health equal to the Endurance rank number, provided the character is not knocked unconscious. This Recovery only applies if the character is not further damaged within that time period. If a character is damaged, steps out, and then is damaged again before Recovery takes place, then only Healing is possible. Recovery may take place only once per day.

Healing: A character normally heals his Endurance rank number in the hour (600 turns) following the last damage. If the character takes further damage during that period, then the time is measured from that point. Characters with special abilities may be able to heal for greater amounts or at faster rates. This rate is doubled by bedrest and medical supervision (doctors or hospitals).

Robots and Reactivation: Robot PCs and NPCs that are knocked down to 0 Health and lose all Endurance Ranks are not "dead" in a conventional sense, but may be rebuilt by other characters, if they may retain most of the parts and personality. Repairing such a character would require a Reason FEAT of intensity equal to the highest Ability or Power rank of that character (if the Vision is deactivated, as he apparently was once in crossing Annihilus' Force Field, repairing him is an Unearthly intensity FEAT). The repaired character returns to play, but has no Karma. Reactivating a robot takes a number of days equal to the highest Power rank of the character (the Vision would take 100 days). Robots may suffer disabilities.

Impaired Abilities: A character who has lost Endurance ranks has a -2CS until the Endurance is returned to original levels. One Endurance rank is healed per week in normal action. One Endurance rank is healed per day if the character is in a hospital or under a doctor's care. Endurance cannot be healed to a higher rank number than the character had before the damage.

Disabilities: A character who slips to Shift 0 in Endurance is in danger of having one or more of his abilities impaired. For such a character, roll for each physical ability above Good (Green FEAT). Failure indicates that that ability is now reduced to the next lowest printed number (from an Monstrous(61) to an Amazing(50)). These abilities may be modified upwards afterwards only by experience.



3: THE CAMPAIGN

Chapter One dealt with your character, whether pregenerated or created on the spot. Chapter Two ran through the basic FEATs, combat, and movement, and what a character can do in a turn. In this chapter we expand into the realms of the campaign itself, including Karma, Contacts, and advancement.

Karma

As a hero adventures in the Marvel Universe, he gains and loses Karma. Karma is the reward system of the game, and is a register of how well the character is doing compared to an "ideal" hero.

Karma is also a spendable experience point. In other words, it is gained by the player, and may be spent by the player to make sure certain actions happen when they are supposed to (example: Captain America, with only one chance, bounces his shield off three walls and hits the lever necessary to prevent the detonation of the Z-bomb). Karma is also spent to complete technological items, accomplish Power Stunts, and to advance the character in abilities and power.

Gaining (and Losing) Karma

Karma awards are made at specific times during an adventure.

- Karma is awarded at the end of a battle or conflict.
- Karma is awarded at the completion of a task.
- Karma is awarded at the conclusion of the game adventure or gaming session.

In the first case, Karma is not awarded while there is still combat going on, or when there is potential for immediate combat. This prevents heroes from chewing through the lower-level flunkies, then using the Karma gained to take on the organization's mastermind. As long as one of the player character heroes is in combat, Karma will not be awarded for that battle.

Certain actions are rewarded immediately after they occur. Stopping a crime, rescuing someone, or preventing a disaster are rewarded as soon as they occur, as are Karma losses from committing a crime, or taking a life.

At the conclusion of the game adventure, Karma awards should be made for the play to date. Conclusion means either the end of a planned adventure or the end of the evening's play. Karma awards for items such as good role-playing should not be delayed from session to session (if only



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because Judges have terrible memories).

Karma may be awarded to individuals or to a group. Definition is determined by the number of characters required to perform the action, defeat the bad guy, or rescue the innocent. If more than one person is responsible (such as one character holds the building steady while a second clears the streets and a third checks the collapsing structure for people trapped inside), the award should be split evenly. If one character is doing all the work, then that character should get all the credit. When making group awards, the amount is evenly divided between the active participants (drop fractions). If three people perform actions that earn 100 Karma points, each gets 33 Karma points. Awards for good role-playing are always to individuals. The decision of whether Karma is awarded to the individual or group, as well as the amount, is the final province of the Judge. Karma earned by groups may be placed in that group's Karma pool even if other members of the pool's group were not present (See Karma Pools).

Karma is gained and lost through three general types of actions: Heroic Actions, Personal Actions, and Gaming Actions.

Heroic Actions are those actions the character undertakes as a hero: catching criminals, rescuing innocents, battling the forces of evil, and general acts of heroic derring-do. Similarly, Karma is lost (reducing the player's Karma total) for unheroic acts. Heroic actions are listed in the summary at the close of this section, but the general types are as follows.

Stopping or preventing crime: The hero receives an amount for preventing a

criminal action from occurring, or stopping it while in the process of occurring. The various criminal acts are listed in the Original Set, and summarized here.

- *Violent crimes* are crimes involving damage to people, and include murder, assault, and kidnapping. Attacking a super-powered hero is not in itself a violent crime, for Karma purposes, but attacking a hero in his secret ID is.
- *Destructive crimes* are violent crimes directed against property as opposed to people. Arson, bombings, riots, vandalism, attacks on super-powered heroes, and rampages fall under this category.
- *Theft* is removal of property without threat or injury. Shoplifting, pickpocketing, break-ins, and embezzling are theft.
- *Robbery* is theft with violence or implied violence. Mugging, bank robbery, and store stick-ups are robbery. Whereas theft is usually done without the target's knowledge, robbery involves a face-to-face confrontation.
- *Misdemeanors* include all minor crimes, including gambling, carrying concealed weapons, possession of drugs, and driving offenses.
- *National offenses* are those crimes that threaten the security of the nation, and include treason, hijacking, acts of terrorism, and drug and weapon smuggling.
- *A local conspiracy* is a plot or plan to break the law, affecting one company, city, or region. Meeting to plan a robbery is a local conspiracy.

KARMA

- A *national conspiracy* is a plot or plan to break the law on a national level, usually concerning taking over that country.
- A *global conspiracy* is directed against the entire world, and usually is only used by those individuals and groups who dream of world power and alien races intent on conquering the world.
- *Other crimes* are those crimes that do not fit into any set category, and include selling drugs, forgery, counterfeiting, and fraud.

Arresting criminals: Often there are cases where a hero is not on the scene when a crime occurs (best example is Spider-Man not being around when his Uncle Ben was shot by the burglar). If the hero brings those responsible for a crime to justice, this is known as Arresting the Criminal. In most cases, a hero does not have official sanction from the governments to make arrests. The best the hero can do is bring the perpetrator to justice, along with enough evidence to make a case against the creep. If the villain is released as a result of a court decision, the hero still gets the award for the arrest. The classes of crimes are as listed above.

Rescues: Saving another life is worth 20 Karma points flat. It doesn't matter if the person is Aunt May falling off the Brooklyn Bridge or Doctor Doom falling into the core of his cyclotron. To most heroic characters all life has value, even that of evil characters. A maximum of 100 points may be awarded for any one action involving rescue (Iron Man saves a 747 filled with people from crashing — he gets 100 points max).

Award for Foes: In addition to all other awards, the hero receives Karma for battling and defeating opponents. Such an opponent is usually a criminal or villain. This award may be made only if the opponent has an ability or Power of Remarkable or higher (small fry do not count). The award is equal to the highest rank number of the opponent.

Example 1: The lone hero comes upon a liquor store hold-up. The two thugs are running for the getaway car. The hero drops down on the thugs and knocks them out, to the cheers of the bystanders. She has stopped a robbery (20) and arrested the criminals (10). She gets 30 points for her actions.

Example 2: The lone hero comes upon a liquor store that has been held up. The



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owner says the robber wore the outfit of the Scorpion. The hero tracks Scorpion down, discovers proof of the crime, arrests him, and turns him over the authorities. The hero did not stop the crime, but did arrest the criminal (10), who has a Remarkable + ability (Amazing damage with tail (50)), so the hero receives 60 points.

Example 3: Three heroes tracking down a rash of thefts (four to a rash; three or less is an itch of thefts) stumble across a group of three villains plotting to hold the city of San Francisco hostage. The heroes break in and knock out the criminals. They have arrested the criminals of four thefts (20 points), stopped a local conspiracy (30) and arrested the participants (15), and the villains all have high Strengths (Incredible, 40 each). The heroes get 165 points, split three ways for 55 points each.

Example 4: A rampaging monster with Monstrous (75) Endurance is trying to push over an office building filled with people. A team of five heroes tries to prevent it. Three heroes attack the monster, which they drive off into the East River. The other two heroes help evacuate the building. All heroes would benefit from stopping a crime of destruction (20), and from rescue (100 Karma points). No points are awarded for defeating the monster, as it was just driven off, or for "arresting" the monster as it's still at large. 120 points are spread among five heroes for 24 each, or added in total to their group Karma pool.

Losses for Heroic (or Unheroic) Acts:

Heroes may also lose Karma as a result of their actions. Such losses are always individual in nature, and Karma may not drop below 0. These unheroic actions are summarized on the Karma Table as well, and are detailed below.

Committing crimes: A player character loses twice the listed Karma points for any crime he commits, even if the hero has good reason or there are extenuating circumstances concerning the crime. A hero is sometimes charged with a crime she did not commit. This has no effect on her Karma (as the hero knows she is innocent). This only applies to crimes the hero commits, even if she was under the control of outside forces.

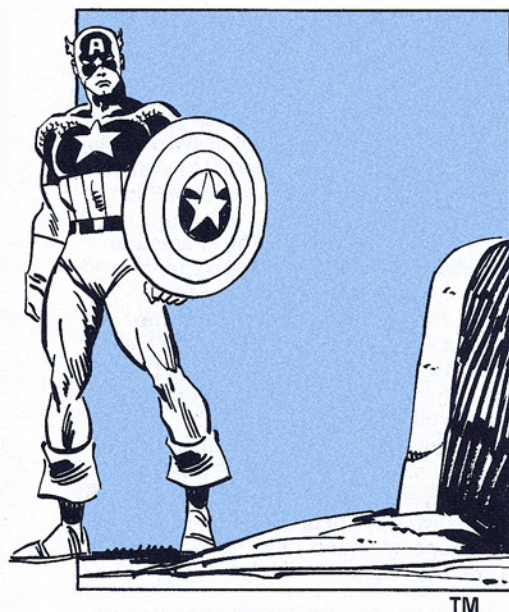
Example: Puppet Master controls a hero's mind, forcing him to rob Fort Knox. While the hero breaks Puppet Master's hold, returns the money, and convinces the authorities that he is a good guy, the fact remains that he robbed Fort Knox, and loses 20 Karma points as a result.

Note: Holding on to the devices of super-powered villains without the permission of the arresting body is considered to be theft. (Bad guys got rights, too.) Make a Popularity FEAT to see if the hero may keep the devices after the trial.

Permit crime to occur: There are times when a hero may choose not to interfere with a situation, or be unable to interfere with a criminal activity. This is generally not looked upon favorably in heroic circles, and a Karma loss equal to that of arresting the criminal is ascribed to the hero.

Example: The hero must rush a vial of anti-toxin across town to save a life (rescue - worth 20 points). En route he spots a cat burglar breaking into a penthouse apartment (theft — 10 for preventing, 5 more for arresting). He decides that a life is more important and gets to the hospital with seconds to spare. He gets 20 points, but loses 5 for not preventing the crime (he can regain those points by tracking down the cat burglar, now long gone).

Defeats: When a hero gets beaten up by a bad guy or guys, he seems ineffective in his job, and this reflects on his Karma. If the defeat occurs in a private area (no other witnesses), the hero loses 20 Karma points. If the defeat occurs with more than three witnesses (in a park, an office, or on national TV), the loss is 40 Karma points.



Property destruction: When titans clash, the insurance rates go through the roof. Super-powered characters getting down to cases can level whole city blocks. Villains generally don't care, but heroes like to avoid excess destruction. For every area that takes damage (broken walls, windows, fallen roofs, damaged pavements, wrecked cars and sewage lines), each hero involved loses 5 points.

Example: Three heroes fight the rampaging Hulk. In the process a city block of seven areas is leveled. The heroes each lose 35 points (and probably another 40 each for a public defeat, as the Hulk is one tough customer).

Death: Almost all heroes have a code against killing, and this is reflected by the fact that if a hero kills an opponent, or through his actions allows a person to die, all Karma for the character is reduced to 0. Karma that has been spent for advancement, building things, or influencing die rolls previous to the death is unaffected, but with the death, all current Karma is reduced to 0. New Karma may be earned from this point, but the Karma is lost, even if the character slain is later returned to life. Accidental deaths and deaths resulting from the hero not being in control of his actions do not mitigate this effect.

Example: Iron Man's armor is controlled by Justin Hammer, and causes him to fire his repulsor ray into the Carnellian ambassador, killing him on national TV. Iron Man's Karma is reduced to 0, despite the fact that it is not his fault.

Noble deaths, mysterious deaths, and self-destruction: These are borderline cases where the circumstances of death are fuzzy to say the least. A noble death is one where the character chooses to sacrifice herself for others (Marvel Girl taking the controls of a crashing space shuttle in order to save Scott Summers and his teammates). A mysterious death is one where no body is found, and is a favorite for villains who appear to be about to die. Self-destruction involves those cases where the death would result no matter what the hero does. For these cases, a set 50 point penalty per hero is ascribed.

Example of noble death: The Space Shuttle, carrying the X-Men, is plunging to its fiery doom. Marvel Girl volunteers to try to pilot it down, though the cosmic radiation will fry her. She knocks out a protesting Cyclops, and sacrifices her life to save her friends. Her friends lose 50 Karma points only, as this was a noble death. They do not regain that amount when it turns out she really survived the crash.

Example of mysterious death: The heroes trap the dangerous Apocalypse in a burning warehouse as the madman rants about his new genetic hierarchy. Suddenly the floor gives way, plunging him into the inferno before the heroes can react. No one could survive the heat, and no body is found in the ashes. The heroes take a 50 point penalty each, though Apocalypse may have survived the fire.

Example of self-destruction: Iron Man defeats Obadiah Stane, who is wearing the Iron Monger armor. As a final act, Iron Monger turns his repulsors on himself as opposed to admitting defeat to Iron Man. Iron Man's total is reduced by 50 Karma points.

Personal Karma Awards: In addition to heroic actions in their caped and cowed crusader alter egos, most player characters have a home life of some form, as well as non super-powered friends and allies. These friends, allies, and relationships are the source of additional Karma for the hero, known as personal Karma. Personal Karma is awarded to the individual hero (no group awards). Earning personal Karma consists of making commitments and following through on those commitments. A hero who exists in a vacuum, without friends, is cutting himself out of an interesting way of earning Karma.

Personal commitments: The character, either as hero or secret ID, can make a

commitment to meet someone at a certain time and place. This may be a personal appearance, making a date with a girlfriend, going shopping with a relative, or making a poker game. For each instance of a hero making commitments and seeing them through, the hero receives 5 Karma points.

Weekly award: In addition to specific commitments, heroes in their everyday lives receive Karma points for making the normal daily commitments. These will vary according to the heroes. Those with employment must live up to the terms of that employment (like showing up for the job, as a long absence fighting in the Skrull Galaxy may result in a loss of Karma and a change in Resource status). Heroes with families should be expected to spend some time with those families. (The Richardses have been spending a lot of time fighting menaces and leaving their son Franklin alone — this is bad Karma.) Heroes with wives or husbands are similarly expected to spend some time together to receive this reward, in domestic situations as opposed to everyday situations. A character who to the Judge's satisfaction has completed his normal tasks as employee/employer/husband/wife/parent may receive this award of up to 10 Karma points.

Example 1: Spider-Man, in his identity of Peter Parker, not only manages to get freelance photos in on time to make an issue of NOW magazine, but makes a dinner date with Mary Jane and drops in on his Aunt May. At week's end, the character gains 10 Karma for making his normal commitments, as well as an additional 5 for showing up for the date with Mary Jane.

Example 2: Iron Man, in his identity of Tony Stark, is needed to sign various papers for the continued survival of his company. Iron Man spends the week fighting the Crimson Dynamo in the Sahara Desert, and does not even check in. Iron Man receives no award for the week (and his control of the company may be jeopardized by his failure to pay attention to business), and loses Karma for not showing up.

Karma loss for breaking commitments: One way of gaining personal Karma is to make and show up for commitments. Failure to show up for these commitments results in a Karma loss, as does leaving these commitments early (sorry, you can't just touch base and take off). Failure to show up for a commitment will result in a loss of 10 Karma points, leaving early a loss of 5 Karma points. Karma levels may never drop below 0.

Example 1: Reed Richards has scheduled a meeting of the Baxter Building tenants for noon on Friday. On Thursday he is kidnaped by Doctor Doom, and does not escape until Monday. Regardless of the situation, he loses 10 Karma points for failing to show up (and probably has the tenants ticked off as well).

Example 2: She-Hulk and Wyatt Wingfoot are out on the town when suddenly a news report comes in about a giant plate of succotash eating Yankee Stadium. She-Hulk calls it a night early in order to battle the evil mixed vegetable, but will suffer a 5 Karma point loss for only partially honoring a commitment.

Charities: One easy way of earning personal Karma is through charity work. There are three types of charity that a hero can be involved with: personal appearance, act of charity, and donation.

Personal appearance involves the hero showing up for a function the proceeds of which will be donated to a worthy cause. A charity will request or accept this type of work on a red Popularity FEAT, mainly because such charities are often used as targets at which super-powered foes get even with and humiliate the hero. The hero who makes a charity appearance will receive Karma points equal to his Popularity rank number (maximum of 20). No more than one charity appearance per week per hero or group can be counted in this fashion.

Act of charity: A hero may also use his Powers to benefit the common good, or a worthy cause, in a non-combat or non-emergency situation. Heroes should be rewarded according to the situation and the type of FEAT needed to complete the task. Tasks which are automatic net 10 points, those which would require a green FEAT 20, a yellow FEAT 30, and a red FEAT 40 points.

Donation: In the Original Set, a bonus of 1 Karma point per 100 Resource points donated was set. With the removal of bookkeeping for Resources, this must be modified. In order to make a donation, the player must state what is being donated and make the appropriate Resource FEAT if necessary. The Karma award is equal to the rank number of that FEAT (if no FEAT is required, 10 Karma points are awarded).

Example 1: Box hauls a Canadian destroyer off the shoals of Newfoundland. This is an act of charity requiring a red

FEAT roll, so he receives 40 points for performing it successfully.

Example 2: Spider-Man uses his webbing to temporarily hold the scaffolding together outside an office building until it is welded. This is an act of charity, but no FEAT is required. 10 points are awarded.

Example 3: Tony Stark kicks in for a new wing of a medical center, an Incredible rank donation made possible by Stark International. Stark receives 40 points for the donation, and an additional 20 points for showing up as Iron Man at the grand opening.

Example 4: Spider-Man is gathering money for a program to give toys to small children at Christmas. The organization, wary of his rep, turns down his offer to make public appearances, but Parker still manages to donate a few bucks to the cause (Poor FEAT) and in doing so gains 4 Karma points.

Negative Popularity FEAT rolls: Heroes are supposed to be good guys, but if their Popularity drops below 0 in the range, people may follow their orders out of fear as opposed to loyalty. Each time a player character hero with a negative Popularity score uses that Popularity to influence another character, the hero loses Karma equal to his or her Popularity rank number. For example, if a hero with -15 Popularity uses that Popularity to scare away a group of panic-stricken passers-by, preventing them from being damaged by a falling wall, he receives Karma for the rescue (100 points max), but loses 15 points of it due to his negative Popularity score.

Gaming Awards: A player may gain Karma for his character through good role-play and running his character in an interesting and intelligent way. There are no negative gaming awards in the Advanced Set, as the assumption is made (at least by the designer) that you guys know what you're doing. Three examples of gaming awards are:

Role-Play Award: At the end of an adventure or gaming session, the Judge may award personal Karma to players who have shown a good knowledge of the character's personality. For characters from the Marvel Universe, this means the role-playing is in line with how the character is presented (Hercules is loud and boisterous; Wolverine, while not continually going into murderous rages, is short-tempered and threatening). For

characters created by the players, these awards are given in light of the player's stated motives and previous actions. (Captain Outrageous, "the hero who fears no evil," running from a fight with Terminus may be making an intelligent decision, but still is not acting in character.) The Judge may award up to 10 points in this fashion.

Stump the Judge Award: The characters controlled by the players have super-human Powers, and with the addition of Power Stunts, may be able to use them in new and different ways. In other words, while the Judge may figure the players will get out of a deathtrap in a certain fashion, they may surprise him by coming up with some new and different way. The Judge should make an award of no greater than 15 points to those players who come up with new, imaginative ways of dealing with situations (once done, of course, it's now longer new, so once per stunt).

Humor Award: Let's face it: one of the key reasons for role-playing is the gathering together of diverse people with the intent of swapping bad jokes. Laughing in the face of danger is a trademark of some heroes, but even Wolverine and Captain America get in a wry chuckle from time to time. The Judge should award 5 points to any player who can come up with a joke, pun, or humorous situation so dastardly that play must cease while everyone takes a deep breath and tries to recover a sense of direction.



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Karma Summary Listing

Violent Crime — Stop/Prevent	30	Other Crimes — Stop/Prevent	15	Permit Robbery	-10
Violent Crime — Arrest	15	Other Crimes — Arrest	5	Permit Misdemeanor	-5
Destructive Crime — Stop/Prevent	20	Rescue	20	Permit National Offense	-10
Destructive Crime — Arrest	10	Multiple Rescues(5 +)	100	Permit Other Crimes	-5
Theft — Stop/Prevent	10	Defeating Remarkable Foe	30	Property Destruction	-5/area
Theft — Arrest	5	Defeating Incredible Foe	40	Death	-ALL
Robbery — Stop/Prevent	20	Defeating Amazing Foe	50	Noble Death	-50
Robbery — Arrest	10	Defeating Monstrous Foe	75	Mysterious Death	-50
Misdemeanors — Stop/Prevent	5	Defeating Unearthly Foe	100	Self-Destruction	-50
Misdemeanors — Arrest	5	Commit Violent Crime	-60	Making Commitment	+5
National Offense — Stop/Prevent	20	Commit Destructive Crime	-40	Failing Commitment	-5
National Offense — Arrest	10	Commit Theft	-20	Weekly Award	+10
Local Conspiracy — Stop/Prevent	30	Commit Misdemeanor	-10	Charities: Personal Appearance	+ Pop(max. 20)
Local Conspiracy — Arrest	15	Commit National Offense	-40	Charities: Act of Charity	+10 to 40
National Conspiracy — Stop/Prevent	40	Commit Other Crimes	-10	Charities: Donation	+ Res
National Conspiracy — Arrest	20	Public Defeat	-40	Negative Popularity	- Pop
Global Conspiracy — Stop/Prevent	50	Private Defeat	-20	Gaming Award: Role-Playing	+10
Global Conspiracy — Arrest	25	Permit Violent Crime	-15	Gaming Award: Stump the Judge	+15
		Permit Destructive Crime	-10	Gaming Award: Humor	+5
		Permit Theft	-5		

Karma Pools

A Karma pool is formed by a group of heroes as a common source of Karma. Each hero may donate as much of his own Karma as he wishes. Any member of the group may then use the Karma in that pool to manipulate die rolls and build things, though Karma in a Karma pool may not be used for advancement (sorry, no "let's chip in and give Albedo Man another rank of Body Armor").

Who may form a pool: Two or more consenting player character heroes may contribute up to their present Karma levels to form a Karma pool. Others may join in the pool, adding Karma as they join. A character may leave the pool, taking back a share equal to that of any other member with him (a Karma pool of two is divided two ways, one of four characters will give the leaving character one-fourth of the total pool).

Temporary pools: Karma pools are generally considered to be formed at the start of an adventure and disbanded at the adventure's end (either end of the mission or end of the gaming session). For randomly gathered heroes, such as those that appear in Marvel Two-In-One, this is normal.

Permanent pools: Heroes who adventure together over a long period of time (several gaming sessions) may form a permanent Karma pool. This is the basis of the super-powered groups, such as the Avengers, Defenders, or X-Men. Such pools are kept track of by one player, and all members of the pool may draw from that pool, even if other members are not

present. Players may set their own restrictions as to how much people may take out of the pool, who may join, and other by-laws, according to the situation.

Adding to the Karma Pool: Any group awards may be added to the Karma pool directly, or split into equal shares for those who belong to the pool. Individual awards are made to the player's character directly. They may contribute to the pool of their own volition ("ah, guys, the Pool is a little low, shall we all chip in 50 Karma points?").

Karma pool losses: Individual losses are taken from the individual first, then from the Karma pool he belongs to. For example, if Wolverine is publicly defeated for -40 Karma points, but has only 30 points on him, he loses the 30 and the remaining 10 comes out of the X-Men Karma pool he belongs to. A group loss (everyone

defeated) may be taken out of the Karma pool as one character, spreading the blame around a little and reducing the individual damage.

If a member of a Karma pool kills a character, or through his actions causes the death of another, both his individual Karma and that of the Karma pool to which he belongs is reduced to 0. (This is why the X-Men kept such an eye on Wolverine all these years.) Noble deaths, mysterious deaths, and self-destruction are handled as for individual characters.

Dissolving and Leaving a Karma Pool: A character may only belong to one Karma pool at a time, and to join another must leave the one he previously belonged to. At that time the hero takes his equal share of the remaining Karma in the original pool. If all members choose to divide up the Karma



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ADVANCEMENT

in a pool, then the Karma pool dissolves. The Karma returns in equal shares to each member of the pool, who may use it as he sees fit (including advancement). A Karma pool cannot be reformed then until after the next gaming session.

Optional Rule: Locking Karma Pools — As stated above, heroes may set their own bylaws regarding the spending of Karma. One such law may be the locking of a Karma pool. A lock should be agreed to by all members of the group. Karma placed into the locking Karma pool may not be withdrawn by the members. It may only be used by the individual to modify die rolls. Such a locking Karma pool may only be dissolved by a unanimous vote of those who belong.

Spending Karma

Karma may be spent from its reserve for a number of purposes: manipulating die rolls, changing results, advancement, building things, and Power Stunts. Karma spent in any of these fashions is lost and may not be recovered. A player may not spend more Karma than his character normally has. Karma may not drop, through spending or loss resulting from actions, below 0 under normal conditions.

Spending Karma to manipulate die rolls:

Whenever making a FEAT roll, the player may change the die roll by declaring, before combat begins, that she is spending Karma on the result. At this point, the player is committed to spend at least 10 Karma points (or her remaining reserve, if less than 10). After rolling the dice, a number equal to the amount of Karma spent is added to the result (at least 10 points, or the amount remaining). The player does not have to declare how much Karma is spent on the roll, only that she will be spending Karma.

Certain FEATs may not be manipulated by Karma. Resource FEATs may not be so manipulated, nor may Popularity FEATs. FEATs resulting from being Blindsided or suffering an unexpected attack may not be modified by Karma (if Arcade suddenly pumps your jet full of knock-out gas, you cannot spend Karma, unless you had some previous warning of the attack).

Example 1: A character with Typical Strength must make a red Strength FEAT. He has 30 Karma points listed on his sheet. He announces he spends Karma and rolls the dice. He rolls a 68. He spends the full 30, bringing the roll up to a final result of 98 — a success. The character has no Karma left.

Example 2: The same as above, with the player rolling a 98. The FEAT succeeds, but the player still takes 10 points off his total, as he declared he was spending Karma. The character has 20 Karma points left.

Example 3: The same as above, with the player rolling a 13. No amount of available Karma will modify the roll to the point where the FEAT succeeds, so the player lets the roll stand. The 10 points for declaring the use of Karma are still subtracted, leaving the character with 20 Karma points.

Optional Rule: In order to speed play, the Judge may ask for Karma to be spent in increments of 5 points.

Modifying Results in Combat: In most types of combat, the attacking character may choose to reduce the effect of his attack (from a red result to a yellow result). Certain attacks may not be voluntarily reduced in effect: Edged Attack, Shooting, and Energy (those attacks with a possible Kill result). The player may reduce these effects by spending Karma. An expenditure of 50 Karma points may reduce the result by one color (from red to yellow, for example). This expenditure may only be made immediately after the roll generating the effect, and before any other die rolls, such as the Endurance FEAT to see if the character survives.

Power Stunts: Power Stunts are described in full under Power FEATS in Chapter 2. A Power Stunt permits the hero to use his or her Power in a fashion that has hitherto not been used. When a hero wishes to attempt the stunt, he describes the stunt to the Judge. The Judge then states if the stunt is possible, given the character's level of Power, and what FEAT would be required. The player then spends 100 Karma points to try the stunt. Any additional Karma to manipulate the die roll may be spent now, according to the rules laid out above.

Example: A first time player is running the Vision, and wishes to increase his normal density inside an opponent, stunning the opponent without seriously damaging him. This is a common Power Stunt the Vision uses, so would be a green FEAT roll. The Judge states the character would have to hit his target, and the defender would make an Endurance FEAT against the Intensity of the density control used. The player agrees and spends 100 Karma points. The player then states he is spending Karma to hit, so another 10 points are automatically spent. The hit is successful in any event, and the Vision has spent 110 Karma points on this attack.

Building Things: Karma is also spent in the process of building things, as outlined in Chapter 4. Karma may be used to determine the success of an experiment or invention. In this case and *this case only*, the player making the roll must determine how much Karma is being spent before rolling the dice (as opposed to the mere declaration of how much is to be spent, with an automatic spending of 10 Karma points). If the player does not declare the amount for this success roll, then 10 points are assumed to be spent.

Advancement: Characters may put Karma aside for advancement. This Karma is put into a separate fund and is considered untouchable by the player for normal use (and is similarly unaffected by negative Karma modifiers). Any Karma put aside is placed there with a specific purpose, and may only be spent for that purpose. Karma is placed in Advancement funds usually at the end of adventures or gaming sessions, but never in the middle of combat or during an adventure (in other words, "quiet time," as opposed to the heat of the chase). Advancement is described in full in the next section.

Advancement

As characters develop in the MARVEL SUPER HEROES RPG, they may increase in levels, Powers, and abilities. This is known as advancement.

In order to advance, individual players must create a separate listing or fund of Karma. Karma placed in that column will be used for a specific type of Advancement: Ability Advancement, Resource Advancement, Popularity Advancement, Power Advancement, Power Addition, Talent Addition, or Contact Addition.

- Ability Advancement is the increase of any of the seven primary abilities (FASERIP).
- Resource Advancement is the increase of the Resource ability, and reflects that the character is spending time and energy increasing his wealth.
- Popularity Advancement is an attempt to increase the character's Popularity rank, via the old PR campaign. Given the fluid nature of Popularity, this is used in cases where the hero has suffered from a smear campaign or other negative Popularity modifiers.
- Power Advancement is the increase in superhuman abilities the character already possesses, and reflects a fine honing of those abilities.

- **Power Addition** is the gaining of new Powers, either through experimentation, latent abilities coming to the fore, or further modification of the character.
- **Talent Addition** is the gaining of a new Talent from those listed on the Talent Table, or the development of a new Talent.
- **Contact Addition** is the gaining of additional Contacts, and reflects a previously unrevealed or newly gained Contact. As campaign play itself often creates new Contacts, this advancement pool is not often used.

Karma put aside must be put there for one of the seven purposes above. A character may not have an Advancement fund set up for more than one of the seven purposes, but, after making a purchase in one area, may move the remaining Karma to another area.

Ability Advancement: Raising an ability by one rank number costs 10 times the current rank number of that ability. Raising an ability to the next highest rank (from Excellent(25) to Remarkable(26), for example) is called *Cresting*. When cresting into the next rank, an additional 400 Karma points are spent.

Example: Potato Salad Man has been putting Karma aside for ability advancement. He has a Reason of Good (14). It will cost him 140 Karma points to advance to Good(15). It will cost him 150 points plus 400 more for Cresting to reach the next rank number (550 total) of Excellent (16).

Rationales: A character may raise any ability to Excellent without having to explain himself. Raising an ability beyond Excellent, or more than one rank above the original, may take some explaining by the player. What the Judge is looking for is a reason why the character is getting stronger, brighter, quicker, etc.

Example: She-Hulk, when she first appeared, could lift about 50 tons, putting her in the Amazing Strength category. A couple years later, she's working out on the Thing's weight machines, pressing 75 tons, putting her in the Monstrous category. The Rationale for her increase is merely that she has been working out. Should her Strength continue to increase, to Unearthly, this change may be due to further mutations from the gamma rays, or additional exposure, or eating her cheery oats.

Resource Advancement reflects an increase in Resource rank. The individual numbers of a Resource do not reflect any change, but only when the character



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advances to the next rank is that change apparent. Cost is 10 times the rank number, plus 200 points for Cresting.

Popularity Advancement reflects a concentrated effort to increase the character's Popularity score, and is reflected both by the addition of Karma as well as in specific acts the character must perform. Raising Popularity by one rank number costs 10 times the current rank number. There is no Cresting cost to raise from one Popularity rank to the next. In addition, the character must have performed one publicized act of charity (see Karma) in the past three weeks. (Such acts may increase Popularity in and of themselves — this merely provides another avenue for Karma-rich but press-poor characters.)

Power Advancement: Abilities under the character's Powers may be increased through expenditure of Karma. Cost is 20 times the rank number gained, and the cost for cresting is 500 additional points. Any additional increase of rank beyond the first should require a rationale similar to that of the Ability advancement.

Example: Coldboy has Cold Resistance of Amazing(60). It costs him 60 times 20, or 1200 Karma points to raise it to Amazing(61), and an additional 61 times 20 (1220) plus 500 (for 1720) to gain Monstrous(63) resistance. Note that this method requires spending large amounts of Karma to advance at high levels. This is intentional, as a world filled with Thors may be a bit tedious.

Power Addition: Heroes may increase their Powers by spending Karma. The cost of an additional Power is 3000 plus 40 times the starting rank number. New Powers (as opposed to Power Stunts, which are relatively cheap) must have a rationale of some type. **Exception:** Robotic characters may be modified at a cost of 3000 plus 10 times the starting rank number, provided that someone is capable of modifying their form. The procedure is the same as for reactivating robots. A third party must have sufficient Reason to include a Power of that rank. H.U.B.E.R.T. may be modified, but characters would have a great deal of difficulty with the synthezoid known as the Vision.

Talent Addition: Heroes may add to the Talents they have by spending Karma into the advancement pool and seeking training. Additional Talents must always have a rationale. If your character wants to learn Martial Arts D, she must find someone to teach her. Characters may learn from other player characters at a cost of 2000 points, or from NPCs at a cost of 1000 points per Talent. (This is to get them out the house.)

Contact Addition: Heroes may add to the Contacts they have by spending into this advancement pool and seeking out the Contacts. Such Contacts should fall into two categories: contacts the hero has met or dealt with, and contacts that existed in the time previous to the start of play. (Thor, for example, had several adventures before his connections with Asgard were revealed — in game terms, the player of Thor saved up his Karma and picked up the Contact.) If the Contact is one the character has encountered, that Contact should be Friendly or Neutral (not Unfriendly or Hostile). Contacts cost 500 points plus 10 times the Resource rank number of the Contact. A brief list of Contacts for the Marvel Universe are listed in Appendix C.



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POPULARITY/CONTACTS

Popularity and Contacts

Popularity, like Karma, is a variable ability, and may be increased or decreased according to the situation. Popularity is a measure of the hero's reputation and public image, whereas Karma is the hero's success within the cosmic scheme of things.

As a hero performs actions for the public good, and those actions are reported to the public at large, the hero's Popularity increases. If the hero is accused of evil acts, or failing to protect the populace, his Popularity may drop. Popularity may reach a negative value, unlike Karma.

In general, Popularity depends on what your hero does in public, and how the press reacts to him. Popularity is awarded on a day-to-day basis, as it takes time for information to move through the media.

Popularity Awards and Penalties

Defeat normal villains	+0
Defeat costumed villain	+2 Pop
Defeated in public	-5 Pop
Accused of crime	- 1/2 total
Cleared of charges	+10
Found guilty of charge	-remaining
Media attack	-5
Charity work	+1
Rescues	+2

All of the above are for public acts. Defeating Doctor Doom and preventing him from blowing up the world is good Karma, but unless someone reports it to the world, it won't result in any additional Popularity. Certain actions will be withheld from the public as they would have a disastrous effect on the general population.

Defeat normal villains: Normal villains are defined as goons, thugs, young toughs, and henchmen. Heroes are assumed to be above the normal range of human capabilities, so defeating normal villains, as well as those with no ability or Power that exceeds Excellent, grants no additional Popularity.

Defeat costumed villain: Battling and defeating another costumed character, particularly one with negative Popularity, is considered good for the image. Two points of Popularity are added.

Defeated in public: When you're a winner, everyone loves you; when you lose, you're a bum. A hero who is defeated in public loses 5 points of Popularity.

Being accused, found guilty, and cleared of crimes: The reporting of an accusation of criminal behavior by an organized and respected agency of government (including the FBI and police force, but not including other national governments or newspapers) will result in the loss of half the hero's Popularity. If the charge is cleared (hero is not guilty), then the hero regains 10 points of Popularity (which may exceed his earlier total). If the charge is found true (the hero may still be innocent, in the case of a frame), all remaining Popularity is reduced to 0.

Media attack: A media attack is an event that the players have little control over, and is a Judge-generated event. In a media attack, a publishing entity (newspaper, magazine, or TV channel) makes the hero look dangerous, foolish, or ineffective. Capturing a costumed crook in such a way that results in a media attack gives a result of +2-5, or -3 total.

Acts of charity: A publicly reported act of charity is defined as in the Karma section, and results in one point added to the Popularity score.

Self-promotion: Endeavors of the hero to promote her own image are known as a PR campaign, and are reflected by the coupling of good deeds and spending of Karma under the Advancement section. Acts of charity tied into Self-promotion and Popularity advancement have no effect on Popularity other than to fulfill the requirement for advancement.

Mutant Penalty: Any award or penalty of Popularity is reduced by one in value for characters who are recognized or declared mutants (do not really have to be mutants). This applies even to longtime Avengers, like The Scarlet Witch. In other words, mutants do not gain any Popularity from charitable acts, only one point for catching criminals, and lose only four points for being publicly defeated.

Popularity and Secret IDs: A character normally begins play with a single Popularity rank number — this reflects his Popularity both as a hero and a person. If the players wish, they may keep separate account of their gained Popularity to reflect the difference between the two. This option is only available to those characters with secret IDs.

Any Popularity award or penalty is ascribed to the persona that performed it. If the heroic ID rescued a child from a burning building, the heroic ID would benefit from

the raise in Popularity, while the non-heroic ID would not. Similarly, if the hero was accused of a crime in his secret ID, only the secret ID's Popularity would suffer.

If a hero with a secret ID has that ID revealed to the world (it is no longer secret), then the Popularity becomes that of the lower of the two values. (Revealed to the world means it is common knowledge. The fact that Bethany Cabe knows who Iron Man is is very different from the Daily Bugle knowing that the Hulk is Bruce Banner.)

Heroes with Negative Popularity: A hero who has been arrested, defeated, and/or subjected to a smear campaign may find himself in the negative Popularity category. In this case, all contacts are considered automatically Neutral as opposed to Friendly, and any use of Popularity FEATs results in a loss of Karma.

Gaining and Losing Contacts: Contacts are generally gained through the expenditure of Karma. In some cases, joining a group or gaining official government sanction will grant certain automatic Contacts. These are separate exceptions that are dealt with by the Judge and given to the players as specific opportunities.

Contacts may be lost through the hero performing actions that are not in the Contact's best interest. This indiscretion must be known to be effective. For example, hiding a criminal wanted by the FBI may endanger the character's contact with the FBI. In such situations, the Judge will make a Popularity FEAT for the character, modified by circumstance. If the FEAT fails, the hero will lose that Contact (the organization becomes Neutral or, if the crime was severe, Unfriendly or Hostile). Regaining the good graces of a lost Contact will cost half the cost of buying that Contact, and reflects that certain members of the organization may think the hero is OK, or that the organization was wrong.

Resources

Resources may be increased through the spending of Karma, and under specific circumstances laid down by the Judge. Resources may be similarly deducted by the Judge in campaign situations.

4: HARDWARE, MAGIC, & MORE

Chapters One through Three have dealt with the material necessary for almost every character in the MARVEL SUPER HEROES Campaign: the character, standard actions, movement, and combat, and Karma. Now comes the fun part — the specialized “flash” that makes the adventures of Doctor Strange different from those of Iron Man. This chapter deals with specialized sections such as magic, available hardware, building and modifying items, and vehicles.

Equipment: Weapons

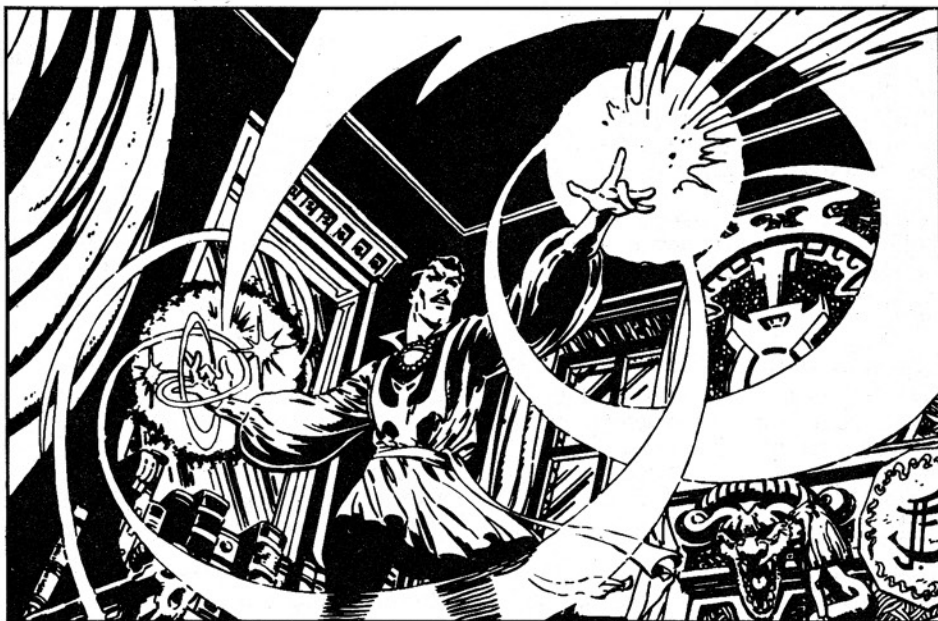
Most but not all heroes have “natural,” inborn Powers, or weapons that exist as a part of their outfit. However, as most of the hero’s opponents are armed with devices such as those found below, a more-than-passing knowledge of the common types of weapons and what they can do will aid the hero’s survival.

The tables found on pages 42-43 list all the common, readily available weapons and related material used by criminals, subversive societies, law enforcement agencies, and the military. Specialized weapons may be created by invention or modification (see the sections listed Equipment: Inventions, and Equipment: Modifying).

Shooting Weapons is the general term for all forms of handguns, rifles, bows, blasters, and missile or energy firing weapons, and range from handguns to battleship armament.

Price indicates the Resource rank of the weapons, from Poor to Unearthly. This Resource rank reflects the price if the item is available at all (lasers cannot be picked up at the local pawnshop). Items that are gained through criminal contacts (on the black market) are +1CS in cost (a Concussion Pistol, acquired through the black market, has an Amazing Resource rank rather than the listed value of Incredible).

Range is the maximum range of the weapon in question. For each area beyond the first, the weapon receives a -1CS to hit. This is different from ranged Powers, in which Range is set as effective number of areas. *Example:* a Thug with a rifle fires at a target five areas away with Excellent ability. The thug receives a -4CS to hit as a result of the range. If the thug were striking with a Power (including such specialty items as a repulsor blast), then there would be no penalty to hit from range.



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Damage lists the reduction of Health using standard damage. Stun weapons have special effects for damage, as they project a listed Intensity of Stunning force.

Type indicates the Results column used. Most of these weapons use the Shooting column, but lasers use the Energy column and Concussion weapons use the Force column.

Rate is the number of shots that may be fired per round. Multiple shots require separate die rolls, but are taken at the same time in the combat phase. Certain weapons fire bursts, which affect up to three adjacent targets, with one roll made for all targets. Some weapons are noted to scatter, which indicates all targets within one area of the target will be hit for that damage.

Shot indicates the number of shots the weapon can fire before it must be reloaded. That takes one round, though certain talents, such as Bow skill, may negate this.

Material indicates the material strength of the item. Scientific weaponry such as lasers tends to be more fragile and more expensive than the low-tech equivalents, and as such is not used by the man on the street.

The common weapons are listed below.

The **Cheap Handgun** is the weapon of choice of most low-level criminals. It is easy to use, sufficiently deadly, and most of all,

inexpensive. The hero breaking up a liquor store robbery would most likely encounter this type of weapon. The cheap handgun takes only standard ammunition.

The **Handgun/Pistol** is the next most common weapon, and like the cheap handgun, is easily concealed. A number of makes and models exist, noted by the different number of shots available. When the number is not predetermined (the text states a 9-shot pistol), assume the chambers hold 6 shots.

The **Target Pistol** is the most finely balanced and accurate of the pistols. The user of a target pistol suffers no penalty for range when firing with two hands. Its drawback is that the target pistol fires one shot, then must be reloaded.

The **Variable Pistol** has an advantage in that it may be set in the field to a specific type of ammunition, and changed according to need. Most handguns fire standard ammunition, and must be modified to fire other types as well. The guns carried by the Punisher are of Variable type.

A **Gyro-Jet Pistol** fires a miniature rocket, which may affect one or more targets according to ammunition type. Gyro-jets will only fire one type of ammunition, and gyro-jet ammunition will not fit any other type of gun. Possession of gyro-jet equipment is restricted, and its use is illegal (treat as Other Crime).

EQUIPMENT: WEAPONS

The *Laser Pistol*, *Concussion Pistol*, and *Plasma Beam Handgun* are weapons used by high-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M. Their possession is illegal by unauthorized persons (Other Crime). All three types operate from power packs.

The standard *Stun Pistol* fires a stunning beam of Typical Intensity, and the target must make an Endurance FEAT or pass out for 1-10 turns. It operates from a power pack.

The *Machine Pistol* is the most powerful form of one-handed weapon, and fires bursts (affects up to three adjacent targets). It is used by the military as well as government and subversive organizations. Possession by ordinary folk is illegal (Other Crime).

The *Rifle* and *Hunting Rifle* are standards for their types: relatively long, two-handed weapons (may be fired one-handed at -2CS). The hunting rifle is merely a higher grade of rifle.

The *Sniper Rifle*, like the target pistol, suffers no penalty for firing up to maximum range. It is used by criminals as well as the military.

The *Assault Rifle* is the version of the rifle used by the military.

The *Laser*, *Stun* and *Concussion Rifles* are larger versions of their handgun equivalents (see above). The stun rifle fires a beam of Remarkable Intensity. All use power packs. All are illegal.

The *Automatic Rifle* is a military weapon that fires bursts. A Semi-Automatic version with similar stats may be altered to fire normal shots. Possession outside of government-recognized agencies is illegal (Other Crime).

The *Shotgun* is a one- or two-barreled weapon that fires bursts. It is often loaded with non-lethal cartridges (such as rock salt) that will not inflict Killing damage (ignore Kill results). One or both barrels may be fired.

The *Riot Gun* is a smaller version of the shotgun, and fires grenade-like missiles and canister shot (treat as grenades). Riot guns may be fired one-handed at -1CS to hit.

The *Grenade Launcher* is a military weapon that fires grenades a set distance with no penalty for range. Private possession is illegal (Other Crime).

**Table of Equipment
Shooting Weapons**

Name	Range	Price	Damage	Type	Rate	Shots	Material
Cheap Handgun One-handed, no special ammo	Fe	2	6	S	1	6	Pr
Handgun/Pistol One-handed	Ty	3	6	S	1	6,8,9	Ex
Target Pistol	Ty	5	6	S	1	1	Ex
Variable Pistol One-handed, may change ammo type in field	Gd	3	6	S	1	6,8,9	Ex
Gyro-Jet Pistol One-handed, fires gyro-jet ammo, illegal	Ex	5	10	S	1 per 2	3	Gd
Laser Pistol One-handed, power pack, illegal	Rm	10	10	E	1	10	Pr
Stun Pistol One-handed, power pack, Typical Intensity stunning	Rm	2	*	*	1	10	Pr
Concussion Pistol One-handed, power pack	In	4	10	F	1	5	Ty
Plasma Beam Handgun One-handed, power pack	Am	7	20	F	1	10	Ex
Machine Pistol Bursts, one- handed, military	Ex	3	20	S	1	6	Ex
Rifle	Ty	10	10	S	1	4	Gd
Hunting Rifle	Gd	10	10	S	1	6,7,8	Gd
Sniper Rifle	Gd	10	15	S	1	4	Gd
Assault Rifle Military	Ex	7	10	S	2	20	Gd
Laser Rifle Power pack, illegal	Rm	4	20	S	1	20	Ty
Stun Rifle Remarkable Intensity stunning, power pack, illegal	Rm	5	*	*	1	20	Ty

Heading Definitions:

Name: Name of the weapon

Price: Price rank to meet or beat when making a Resource FEAT

Range: Effective Range in areas

Damage: Amount of damage inflicted by standard weapon of the type listed. Weapons that inflict special or variable damage are marked with a *.

Type: Effects Column on the Universal Table. The types are S = Shooting F = Force E = Energy

Rate: Number of shots that may be fired on one round.

1 = fire one shot/round 2 = fires 2 shots/round 1 per 2 = fires one shot every other round

Shot: Number of shots a weapon can fire before it must be reloaded. In effect, the number of consecutive rounds of firing.

Material: Material strength of the weapon.

Name	Range	Price	Damage	Type	Rate	Shots	Material
Concussion Rifle Power pack, illegal	Rm	7	10	F	1	12	Gd
Automatic Rifle Military, bursts	Ex	5	15	S	1	20	Gd
Shotgun Bursts	Gd	3	20	S	1,2	2	Gd
Riot Gun Fire one-handed at -1CS	Gd	2	15	S	1	6	Ex
Grenade Launcher Military	Ex	4	*	1 per 2	1	1	Gd
Sub-Machine Gun Fire one-handed at -2CS, bursts, military	Rm	7	25	S	1	7	Gd
Machine Gun Bursts, military	In	10	30	S	1	20	Gd
Flamethrower Fire burns for 10 points/damage/ round, scatters, military	In	2	30	E	1	5	Ty/Gd
Bazooka Two men to fire, military	In	4	40	S	1 per 2	1	Gd
LAW Military	Am	4	40	S	1	6	Gd
Light Artillery Two men to operate, military	Am	10	40	S	1	20	Ex
Stun Cannon Two men to fire, one-man firing at -1CS to hit, Incredible Intensity stunning, bursts, power pack	Am	10	*	*	1	10	Rm
Concussion Cannon Power pack	Am	15	40	F	1	10	Rm
Laser Cannon Power pack	Am	20	30	E	1	10	Ex
Heavy Artillery Two men to fire, scatters, military	Mn	40	50	S	1	30	Rm
Superheavy Artillery Stationary, two men to fire, military	Un	80	50	S	1	30	In
Missile Launcher Fires missiles of various capabilities, military	In	*	*	*	1	10	Rm
Regular Bow Two-handed	Pr	5	6	S	1	1	Pr
Long Bow Two-handed	Ty	6	10	S	1	1	Ty
Compound Bow Two-handed	Ex	7	15	S	1	1	Gd
Crossbow Fire one-handed at -2CS	Gd	3	10	S	1 per 2	1	Ty

Notes:

One-handed: The weapon can be fired one-handed without penalty

Illegal: Possession of this weapon outside of certain authorized groups is a misdemeanor.

Military: Possession of this weapon outside of the military and certain authorized groups is a crime (Other Crime).

Power pack: This weapon operates from a power pack, as opposed to using standard ammunition.

Bursts: This weapon may affect multiple adjacent targets.

Scatters: This weapon affects all within one area of the target.

Two men to fire: Two persons are required to fire this weapon effectively. One may fire, with the result of the firing rate being halved and a -2CS to hit.

Stationary: This weapon does not move, but it can turn in place.

The *Sub-Machine Gun* is a military weapon that fires bursts, and may be fired one-handed at -2CS to hit.

The *Machine Gun* is a military weapon that fires bursts, but may not be fired one-handed.

The *Flamethrower* is a military weapon that shoots a jet of flaming jelly, affecting all targets in the area. The fire burns for Incredible (40) points damage the first round, and continues to burn for 10 points damage each round until put out (or 1-10 rounds).

The *Bazooka* is an old-style military weapon, still used in small armies and by criminals as well as in old WWII movies. It has recently been replaced by the LAW. It requires two men to fire.

LAW stands for Light Anti-tank Weapon, and is the replacement for the Bazooka on the battlefield. It requires one man to fire.

Light Artillery is a blanket term for projectile weapons above the Bazooka/LAW class but still moveable by a normal man, and includes mortars.

Stun, Concussion, and Laser Cannons are the largest version of the pistols and rifles of the same name. They must be stationary to fire, and all rely on power packs. Stun cannon fires bursts of Incredible Intensity.

Heavy Artillery refers to large mobile weapons that require horses or vehicles to lug around. They must be stationary to fire. Fire affects all in target area.

Super-Heavy Artillery is reserved for large immobile weapons, most often battleship and railroad guns. They require a crew of at least two men to fire.

The *Missile Launcher* is a military weapon that fires missiles (see Missiles), and may range from small launchers similar to the LAW to missile equivalents of the Heavy Artillery.

Finally, shifting back down to more personal weapons, *Bows* are two handed-weapons, though the Crossbow can be fired one-handed at a -2CS to hit. Both Bows and Crossbows have a -1CS to hit, unless the wielder has Bow Talent.

Ammunition: Damage listed for each weapon is for standard ammunition. Stun, concussion, and laser weapons operate from power packs, and may not use other types of ammunition. Gyro-jets may only use gyro-jet ammunition, though there are several warhead types.

There are several types of specialized ammunition, the first of which is *Mercy Shot*. Mercy bullets inflict no damage, but spread a Remarkable Intensity knock-out drug over the skin of the target. If the bullet inflicts damage to the target, the drug takes effect, knocking those affected out for 1-10 rounds.

Of a more deadly nature is *AP Shot*. Armor-piercing bullets reduce the target's Body Armor by 2 CS (from Good to Poor, for example) for purposes of hitting and damage. This type of ammunition has no effect on force fields (including the force-field stiffened armor of Iron Man).

Less lethal is Rubber Shot, a type of ammunition that inflicts slugfest damage as opposed to shooting damage. Ignore Slam results in using rubber bullets. Explosive Shot inflicts twice normal (listed) damage for the weapon. If the weapon fires bursts or scatters, all in the area are affected when using explosive shot.

Canister shot is a special type of ammunition, similar to the shot-gun shell in that it may be loaded with a number of cartridges for various effects, all for the same cost. The player should specify the type of canister desired when purchasing. *Gas Canisters*: contain Incredible Intensity Tear Gas. Cover one area.

Knock-Out Canisters: contain Remarkable Intensity Knock-Out gas. Cover one area.

Ammunition Table

Name	Weapon	Cost	Rounds
Standard	All Handguns	Fe	50
Standard	All Rifles	Fe	50
Standard	Assault Rifle	Fe	30
Standard	Automatic Rifle	Fe	20(1 clip)
Standard	Sub-Machine Gun	Fe	7(1 clip)
Standard	Machine Gun	Pr	20(1 clip)
Standard	Shotgun	Fe	10
Standard	Bazooka	Fe	1
Standard	LAW	Fe	1
Standard	Light Artillery	Pr	1
Standard	Heavy Artillery	Ty	1
Standard	SrHvy Artillery	Gd	1
Power Pack	Pistol	Ty	1 pack
Power Pack	Rifle	Gd	1 pack
Power Pack	Cannon	Ex	1 pack
Mercy Shot	Handgun	Fe	10
Mercy Shot	Rifle	Fe	10
Mercy Shot	Assault Rifle	Fe	5
Mercy Shot	Automatic Rifle	Ty	20(1 clip)
AP Shot	Handgun	Fe	10 rounds
AP Shot	Sniper Rifle	Fe	10 rounds
AP Shot	LAW, Bazooka	Fe	1 round
Rubber Shot	Handgun	Fe	40 rounds
Rubber Shot	Rifle	Fe	40 rounds
Explosive Shot	Handgun	Ty	10 rounds
Explosive Shot	Rifle	Ty	10 rounds
Explosive Shot	Bazooka	Gd	1 round
Canister Shot	LAW, Bazooka, Riot gun	Gd	1 round
Canister Shot	Lght Artillery	Gd	1 round
Canister Shot	Hvy Artillery	Ex	1 round
Canister Shot	SrHvy Artillery	Rm	1 round
Standard	Gyro-jet	Pr	5 rounds
Explosive	Gyro-jet	Pr	1 round
Heat-Seeker	Gyro-jet	Pr	1 round
Explosive HS	Gyro-jet	Gd	1 round

Name: Type of ammunition

Weapon: Specific type of weapon used

Price: Resource Rank

Amount: Standard packaging of that type of ammunition (you cannot purchase half a clip of Automatic Rifle standard)

Smoke Canisters: contain Excellent Intensity smoke. Cover one area.

Explosive Canisters: inflict double damage to all in target area, normal damage to all in adjacent areas.

Incendiary Canisters: inflict damage as listed for weapon in fire, which burns at that Intensity for 1-10 rounds.

Heat-Seeker Ammunition seeks out the hottest source in line to the target. Will track the hottest source up to maximum of the weapon's range, and suffers no penalty for range. If several targets are of the same heat, then it will determine a target randomly. This ammunition type is only available for Gyro-Jet Pistols.

Melee Weapons

The common melee weapons listed on the table on page 45 are listed according to Cost rank, normal (minimum) damage, type of damage (Edged Attack (EA), Edged Throwing, Blunt Attack (BA), Blunt Throwing, Grappling (Gp) or Grabbing (Gb)), and normal material strength.

When attacking with an object in a Blunt Attack, the hero inflicts damage equal to his Strength or the material strength of the item, whichever is less. When attacking with a weapon designed for combat, the character will always inflict damage of the effects type listed and always a minimum of the damage listed (a knife will always inflict at least 10 points). A powerful character may inflict up to his Strength or the material strength of the object in damage, whichever is less. Example: Wonder Man with his bare hands can inflict up to 100 points of damage in slugfest. With a normal knife he can inflict a minimum of 10 points Edged Attack, and a maximum of 20 points (Excellent material) damage. That is why Wondy doesn't carry a knife.

Note: If a weapon hits a material of higher material strength (knife against the Hulk's skin), there is a chance of it breaking as if purposely attempting to break the weapon. Make a Breaking FEAT roll, comparing the material strength of the object and either the Strength of the wielder or the material strength or Body Armor of the target. **Example:** Black Knight attacks Hulk with a regular sword (his Ebony Blade is being polished). Sword is Excellent material, Hulk's Body Armor is Monstrous, and Black Knight's Strength is Good. The attack inflicts no damage, and a second check is made, Good Strength breaking an Excellent material sword, to see if the blade breaks.

A *Knife* is defined as any blade weapon with a blade up to 12 inches. May be thrown as a thrown object.

Swords are considered one-handed blade weapons with blades over 12 inches long. Not normally thrown.

Great Swords are two-handed blade weapons. They may be wielded one-handed at -2CS to hit.

Axes are any chopping weapon, including fireaxes, that may be wielded with one hand.

Great Axes are two-handed chopping weapons, used by medieval-type folk.

Melee and Thrown Weapons

Name	Price	Damage	Type	Strength
Knife	Fe	10	EA,ET	Ex
Sword	Pr	10	EA	Ex
Great Sword	Gd	15	EA	Ex
Two-Handed				
Axe	Gd	5	EA	Gd
Great Axe	Ex	15	EA	Gd
Two-Handed				
Spear	Fe	10	EA,ET	Gd
Club	Fe	10	BA,BT	Gd
Shuriken	Fe	10	ET	Ex
Boomerang	Pr	10	BT	Gd
Whip,leather	Pr	0	Gp,Gb	Ty
Whip,metal	Gd	10	Gp,Gb	Gd

A *Spear* is considered as any thrusting blade with a handle over one foot long, and is normally thrown or wielded with two hands.

Clubs are standard blunt weapons, and include makeshift weapons such as chairs and tables.

Shuriken are also called throwing stars. Maximum range of these stars is three areas.

The *Boomerang* is a flat, curved throwing stick. Only a character with Throwing talent may cause a Boomerang to return to his hands.

Whips can make Grappling or Grabbing attacks from a distance, as if the whip had a Strength equal to its material strength. **Example:** a villain using a leather whip tries to entangle a charging hero. The villain rolls a Grappling attack on the Typical column. The result would then be a Miss, Partial hold, or Full hold.

Other Weapons

Grenades on the price list refers to those standard types of grenades available. All grenades are usable by military and government organizations but their ownership and use by private citizens (and criminals) is illegal (Other Crime).

Fragmentary Grenades inflict Remarkable Edged Attack damage to all in the same area.

Smoke Grenades release Excellent Intensity smoke. All FEATs within the smoke-filled area are made at -2CS.

Tear Gas Grenades release Typical Intensity Tear Gas.

Knock-Out Grenades release knock-out

gases of various Intensities. Health is unaffected by knock-out gas.

Flash Grenades create a flash of up to Amazing Intensity. Those facing the flash are affected.

Concussive Grenades inflict 40 points of damage as a Blunt Attack, to all in the area.

Sonic Grenades inflict 20 points of Energy damage to all in area; in addition, all must make an Endurance FEAT against Excellent Intensity Stunning.

Missiles are expensive propositions. In addition to a missile launcher, the user must purchase the missile itself, the specific payload to be used, and the control system. This restricts missiles to those who can afford or invent them.

A missile without a control device will fly in a straight line to its target's location at the time of the firing, and hit those in that area on the Shift 0 column (individuals who are not choosy about their targets often do this, while loading up on the explosives). Aircraft Bombs (like the type in old B-52 movies) are missiles without control devices (the "launcher" is in the plane itself -they are "launched" straight down).

There are three readily available types of missiles:

The Standard Missile		
Body Ex	Control Rm	Speed Ex
The High-Tech Missile		
Body Ex	Control In	Speed Ex
The High-Speed Missile		
Body Ex	Control In	Speed Am

VEHICLES

These three types come in a variety of forms, and a character cannot be able to identify an approaching missile's type unless he is familiar with the various makes.

Example: Given his background in weapons research, Tony Stark may be able to make a Reason FEAT to determine what a type of missile is, but Johnny Storm cannot.

Control Systems:

Wire-guided: The missile is controlled by wire leading from the tail of the missile (Feeble material). The Wire-guided missile has the Agility of the controller to hit. Severing the wires causes the missile to behave as if it has no control. Range of 10 areas, maximum, but no penalties for range.

Tele-Guided: The missile is guided by a camera in the nose of the missile, and the operator may be up to 5 miles away. Use the Control of the missile or the Agility of the controller (whichever is lower) to determine Control FEATs for this type of missile.

Computer-Guided: The missile is programmed internally for a specific target. Its ability to determine the target is considered Poor if multiple similar targets are available.

Radio-Linked: Also called a homing missile. The missile tracks on a specific wavelength, either directed from its point of firing or issuing from the target. Destruction of a tracer or cessation of the signal causes the missile to go out of control.

Heat-Seeking: This form of guidance will "lock on" to the highest flame source in its path (usually a jet-engine or flaming hero). The missile will only be sidetracked by a higher source of heat.

The Payloads

Standard Missile Payload inflicts 40 points EA damage to all in the target area.

Concentrated Explosive inflicts 40 points EA damage to target only.

High Explosive inflicts 70 points EA damage to all in target area, and 20 points to those in adjacent areas.

Incendiary inflicts 40 points Energy damage to all in area, and burns for Good Intensity for each round afterward until put out.

Gas Payload contains Amazing Intensity tear or knock-out gas, which will affect all in the area.

Other Weapons Cost

Name	Cost	Special Damage
Grenade, Fragment	Ex	Rem damage, Scatter
Grenade, Smoke	Gd	-2 CS for FEATs
Grenade, Tear Gas	Ex	Typical Intensity
Grenade, Knock-out	In	Good Intensity
Grenade, Knock-out	Am	Excellent Intensity
Grenade, Knock-out	Mn	Remarkable Intensity
Grenade, Flash	Ex	Amazing Intensity
Grenade, Concussive	Rm	40 points BA
Grenade, Sonic	In	20 points Energy
Missile, Standard	Am	
Missile, High-tech	Mn	
Missile, High-speed	Mn	
Missile Control, Wire-guided	Rm	
Missile Control, Tele-guided	In	
Missile Control, Computer	Am	
Missile Control, Radio	In	
Missile Control, Heat Seeker	Rm	
Missile Payload, Standard	Rm	40 points, Scatter
Missile Payload, Concentrated Explosive	Rm	40 points, one target
Missile Payload, High Exp.	Am	70 points Scatter
Missile Payload, Incendiary	In	20 points, adjacent
Missile Payload, Gas	Am	40 points fire
Smoke, fill one area	Gd	Amazing Intensity
Tear Gas, fill one area	Ex	-2CS on FEATs
Knock-Out Gas, fill one area	Ex	Typical Intensity
(also explosives)	Ex	Feeble Intensity
	Rm	Poor Intensity
	Rm	Typical Intensity
	In	Good Intensity
	In	Excellent Intensity
	Am	Remarkable Intensity
	Am	Incredible Intensity
	Mn	Amazing Intensity
	Mn	Monstrous Intensity
	Un	Unearthly Intensity
		10 points BA

Gases

Smoke: Smoke, whether from fire or missiles, is usually considered to be of Excellent Intensity to see through. All FEATs performed while in a Smoke-filled area are at -2CS.

Tear Gas: Most tear gas is considered to be Typical Intensity. Those failing the FEAT roll against this gas may take no actions other than movement until they leave the area, nor for one round after leaving that area.

Knock-Out Gas: Knock-out gas is listed in various Intensities, as it is a favorite device to knock out bad guys and good guys. Those in the same area as knock-out gas must make an Endurance FEAT or be knocked out for 1-10 rounds.

Vehicles

Not all characters have their own garage filled with neat vehicles, but most come into contact with this necessary type of equipment in some way (as weapons if nothing else). The table on pages 48-49 list the more common and well-known craft in use.

Vehicles are defined by six statistics: Type, Cost, Control, Speed, Body, and Protection.

The *Type* of a vehicle is a handy definition of the general purpose. A Blimp, the Concorde, and the Avengers Quinjet are all basically airborne craft, and so are classified as "air" types. Vehicles of the same Type are normally bound by the same general rules regarding control and damage.

Road vehicles are those designed primarily to be driven on relatively flat surfaces (like roads), and include most vehicles found in modern cities. Road vehicles suffer penalties for Control and Speed when off-road (like cutting through the park in your luxury limo).

Off-Road vehicles are land vehicles designed to handle broken ground better than road vehicles. Some recreational vehicles and military equipment fall under this category.

Railed vehicles follow a predetermined path or track; the most common example is Trains. A Railed vehicle that runs off the track has disastrous effects.

GEV means Ground Effect Vehicle, which is basically the hovercraft. GEVs exhibit properties of both Air and Off-Road Vehicles, and as such deserve their own entry.

Air vehicles travel mainly through the friendly skies, and include all forms of aircraft from gliders to the Concorde.

Space vehicles are those which are capable of sustained space travel in orbit or between planets.

Water vehicles are boats of every description, from sailboats to carriers. Their main limitation is the danger of sinking. *Submersible vehicles* are those designed to travel underwater, and are represented by the submarine. Subs are similar to water vehicles in the danger of sinking.

The *Cost* of a vehicle is represented in the Cost column. It is often possible to buy a used (and therefore unreliable) version for one less than listed (a used sedan costs Excellent rather than Remarkable, and small countries can get their own used battleships for Monstrous cost).

The other four "Statistics" of a vehicle determine how well the vehicle performs under most situations. The *Control* stat is a measure of how well the vehicle responds to moving in different directions and making sudden stops. *Speed* is a note of the maximum safe speed of the vehicle. *Body* is the amount of damage the vehicle can sustain before a chance exists of system failure (the vehicle breaks down). *Protection* is a new attribute for vehicles, and represents the amount of equivalent Body Armor the vehicle provides for those within.

Driving Lesson (Using Vehicles)

The Control attribute of a vehicle represents how well the vehicle handles, makes turns, and generally performs. In certain situations, an operator of the vehicle must make a Control FEAT to perform a certain action. This FEAT refers to the character's Agility, or the vehicle's Control, whichever is less. Situations where such FEATs are required are determined by type:

- Road Vehicles make Control FEATs for sudden stopping, travelling off-road, turns of 90 degrees or more, or any sudden action at higher than listed Speed.
- Off-Road Vehicles have the limitations of road vehicles except for traveling off-road.
- Railed Vehicles check for sudden stops, only.
- GEVs check Control as Off-Road and Air vehicles.
- Air Vehicles check Control for sudden turns (including dodging), turns of up to 45 degrees (one-eighth of a circle), and Take-off and landing in non-normal situations (landing on an airfield does not require a Control FEAT. Landing on a fog-enshrouded runway or with two engines dead does).
- Space Vehicles check Control for take-off, landing, and sudden movements.
- Water Vehicles and Subs check Control only for sudden changes in course.

Failure to make a Control FEAT is described in **Out of Control**.

Example: The Wasp, with her Agility of Excellent, is flying the Quinjet, with a Control of Remarkable. Coming out of a fog bank and seeing the Empire State Building looming straight ahead, Wasp must make a sudden change of direction. She makes a FEAT roll using her Agility as opposed to the vehicle's Control, because her Agility is the lesser of the two values. Were Captain America at the controls, with his Incredible Agility, he would have to make a FEAT roll against the Quinjet's Control, which is the lesser of the two. The FEAT roll would be green in most normal cases, but if there were other circumstances (say, the ship was damaged), it might be a yellow or red FEAT to avoid smashing into the Empire State Building.

Speed indicates the maximum safe speed for the vehicle in question. Similar to flying movement, all vehicles must obey certain rules of acceleration and deceleration. Vehicles accelerate in 2 areas/round stages, as if they were characters of

Excellent Endurance. Their current Speed rank is considered to be that equal to the areas moved or the next highest on the long-distance movement table (see page xx). All vehicles use the Land/Water column, save for GEV, Space, and Air types, which use the Air column.

Example of Acceleration: A hero with Amazing Endurance and no other movement-related powers is chasing a Jeep. Both are moving from a standing start. In the first round, the hero moves 3 areas, determined by his Endurance. The Jeep moves 2 areas in the first turn, and accelerates to 4 areas in the second turn (Good speed). The Jeep then moves 4 areas per turn each turn afterwards. Machines, of course, unlike heroes, never get tired.

Note on Air vehicles: Most aircraft must have a section of open space (a runway) to attain the speeds necessary to achieve flight. Air vehicles must be moving at a ground speed of equal rank to their listed air speed before they can take off. A Commercial jet must make Monstrous ground speed (9 areas/round) before it can take off. During this time the Air vehicle is considered a Ground vehicle for purposes of control. (Sub-note: Vehicles that launch from very short runways, such as aircraft carriers and the top of the Avengers' mansion, use catapults that fling the craft at the necessary speeds over the water (or over Central Park, as the case may be).)

Normal Deceleration is similar. A vehicle may drop its speed by two ranks each round until Shift 0 is reached (a mini-car moving at Good speed (4 areas/round) slows to Poor (2 areas/round), then to a full stop). A vehicle may drop its speed by 3 ranks in a round by making a Sudden Stop (with the attendant Control FEAT).

Example: A vehicle moving at Good speed moves 4 areas in a round. In the next round it may slow normally to 2 areas/round, and come to a complete stop in the third round. The vehicle can slow to one area/round in the second round by making a sudden stop. If the stop still brings it into conflict with a solid object (Crash), it will be moving at Feeble speed.

Note for Air vehicles: An Air vehicle has to be moving at the ground equivalent of its air rank speed (a plane with a speed of Shift X must be moving at 12 areas/round to make a safe landing (making a landing at higher than that speed requires a Control FEAT)).

Vehicles

Name	Type	Cost	Control	Speed	Body	Protection
Sedan	Road	Rm	Ty	Gd	Gd	Pr
Mini-Car	Road	Ex	Gd	Gd	Pr	Fe
Sports Car	Road	In	Ex	Rm	Pr	Pr
Luxury Car	Road	In	Pr	Gd	Ex	Gd
Security Limo	Road	Am	Ty	Ex	Re	Re
Van	Road	Rm	Pr	Gd	Gd	Gd
Convertible	Road	Rm	Ty	Gd	Gd	Fe
Taxi	Road	Ex	Ty	Gd	Ty	Pr
Bus	Road	In	Pr	Gd	Ty	Ty
Police Car	Road	Rm	Gd	Ex	Ty	Ty
Police Van	Road	Rm	Ty	Gd	Ty	Ty
SWAT Van	Road	In	Ty	Gd	Rm	Ex
Semi	Road	Rm	Ty	Ex	Ex	Gd
Sleeper	Road	In	Ty	Ex	Ex	Ex
Armored Car	Road	In	Ty	Ty	Rm	Rm
Fire Truck	Road	In	Ty	Ex	Gd	Ty
Includes Fire Hoses, Hook and Ladder						
Ambulance	Road	Rm	Gd	Ex	Gd	Gd
Rocket Car	Road	Am	Fe	ShZ	Pr	Pr
Bicycle	Off-Road	Pr	Gd	Ty	Fe	0
Motorcycle	Off-Road	Ex	Ty	Ex	Pr	0
Motor Trike	Off-Road	Rm	Rm	Gd	Gd	0
Pickup Truck	Off-Road	Rm	Ty	Gd	Gd	Ty
Jeep	Off-Road	Rm	Gd	Ex	Gd	Pr
ATV	Off-Road	Rm	Rm	Gd	Gd	Ty
Snowmobile	Off-Road	Ex	Gd	Gd	Ty	Rm
Heavy Truck	Off-Road	In	Pr	Ty	Ex	Gd
Tractor	Off-Road	Rm	Gd	Ty	Gd	0
Bulldozer	Off-Road	In	Ty	Ty	Ex	Ty
Tank	Off-Road	Am	Ex	Ty	In	Rm
Includes Light Artillery mount and Machine Gun						
SPG	Off-Road	Mn	Ty	Pr	Rm	Ex
Includes Heavy Artillery mount and Machine Gun						
Armored Carrier	Off-Road	Am	Gd	Gd	In	Rm
Includes Machine gun						
Walker	Off-Road	In	Gd	Gd	Rm	Rm
Includes Stun Cannon						
Borer	Off-Road	In	Pr	Ty	Rm	Rm

Heading Definitions:

Name: Name of the Vehicle

Type: General "type" of the vehicle

Road — Craft which travel on hard, flat surfaces

Off-Road — Craft which travel on rough ground with no penalty

Railed — Craft which travel on predetermined paths

GEV — Ground Effects Vehicles — those that ride on a cushion of air

Air — Craft which normally are airborne

Space — Craft which are space-worthy — these craft are usually but not always airworthy as well

Water — Craft which ride on the top of the water

Sub — Craft which normally travel beneath the water's surface

* — Indicates the craft is compartmented

Cost: the Resource Rank of the craft

Control: Ability of the craft to respond to sudden changes in direction and speed

Speed: the rank representing the maximum safe speed of the craft

Body: amount of damage the craft may take before failing to operate; its personal body armor and material strength

Protection: amount of Body Armor the craft provides to normal riders. Some craft provide no protection to the rider.

Vehicles

Name	Type	Cost	Control	Speed	Body	Protection
Train	Railed	In	Fe	Ex	Gd	Gd
Bullet Train	Railed	Am	Pr	In	Gd	Gd
EI	Railed	In	Pr	Ty	Gd	Gd
Monorail	Railed	In	Pr	Ex	Ex	Gd
Hovercraft	GEV	In	Ex	Rm	Gd	Gd
Private Plane	Air	In	Ty	Am	Fe	Ty
Corporate Jet	Air	Am	Ty	Am	Pr	Ty
Military Jet	Air	Mn	Ex	ShX	Ty	Ty
Includes 4 Missiles of various types, Machine Gun						
Commercial Jet	Air	Mn	Gd	Mn	Ty	Ty
Blimp	Air	Am	Fe	Pr	Fe	0
Traffic Copter	Air	In	Gd	Ex	Fe	Fe
Battle Copter	Air	Am	Ex	Ex	Ty	Gd
WWII Plane	Air	In	Gd	Rm	Ty	Ty
Includes machine gun, 2 bombs						
WWII Bomber	Air	In	Ty	Ex	Gd	Gd
Machine Guns, 100 bombs						
WWI Fighter	Air	In	Rm	Gd	Pr	0
Includes Machine Guns						
VTOL Jet	Air	Mn	Rm	Un	Ty	Ty
Includes four Missiles						
Ultra-Light	Air	Ex	Ex	Ty	Fe	0
Gliders	Air	Ex	Ty	Ty	Fe	0
Autogyro	Air	Rm	Ex	Ex	Pr	Pr
Air Car	Air	In	Ex	Pr	Gd	Gd
Skymobile	Air	Rm	Ex	In	Ex	0
Flying Car	Air	Am	Rm	Am	Ex	Gd
Quinjet	Air	Am	Rm	ShY	Ex	Gd
Concorde	Air	Mn	Ty	ShX	Gd	Gd
Omnijet	Air	Am	Ex	ShY	Ex	Gd
Pogo Plane	Air	Am	Ex	ShY	Ex	Gd
Fantastocar	Air	In	Ex	In	Gd	Ty
SRC	Air	In	Gd	Rm	Ex	Ty
"Blackbird"	Air	Am	Rm	ShY	Ex	Gd
Space Shuttle	Space	Mn	Ty	ShZ	Rm	Rm
Lunar Shuttle	Space	Am	Gd	CI1000	Rm	Rm
Space Ship	Space*	Un	Ex	CI3000	Ex	Ex
Raft	Water	Fe	Ty	Fe	Pr	0
Rowboat	Water	Ty	Gd	Fe	Ty	Fe
Sailboat	Water	Gd	Pr	Pr	Fe	0
Racing Sloop	Water	Rm	Gd	Gd	Pr	Pr
Motorboat	Water	Gd	Ex	Ex	Ty	Pr
Yacht	Water	In	Ty	Gd	Ty	Ty
Speedboat	Water	Rm	Gd	In	Ty	Pr
Patrol Boat	Water	Rm	Gd	Rm	Gd	Ty
Includes Light Artillery, Machine Guns						
Hydrofoil	Water	In	Ty	In	Ty	Ty
Jetskis	Water	Rm	Ex	Ex	Gd	0
Ocean Liner	Water	Am	Gd	Ty	Rm	Gd
Destroyer	Water*	Mn	Ty	Ty	Ex	Ex
Includes Light Artillery, Heavy Artillery						
Battleship	Water*	Un	Ty	Pr	Rm	Ex
Includes Super Heavy Artillery						
Carrier	Water*	Un	Ty	Pr	Ex	Ex
Does not include air craft, includes Missiles						
Submarine	Sub*	Am	Gd	Pr	Rm	Ex
Includes 8 Missiles						
Mini-Subs	Sub	In	Ex	Gd	Gd	Gd
Missile or laser armed						

Air Vehicle Ascent and Descent: Air vehicles may climb and descend as do flying characters. The only exception is that if the "floors" climbed or descended are greater than the forward areas moved by the plane, a Control FEAT is required to maintain control of the plane. Failure in either case indicates the aircraft is going into a fall until control is regained (for downward movement, speed is considered to be speed of the aircraft).

Example: A military Jet is standing on its tail, climbing 50 floors in a single turn without any "forward" movement. A Control FEAT is required for the pilot to maintain control, or else the ship goes into a falling spin starting at the end of that round (let's hear it for the right stuff).

Speeding: A character may exceed the listed safe speed, at the danger of losing control of the vehicle. The speed may be exceeded by one rank, with the following limitations:

- All actions with the vehicle, including all turns, climbs, and descents, require a Control FEAT.
- Any FEATs required are at one color higher for success: a required green FEAT now requires a yellow FEAT, a yellow requires red, but a red remains red to succeed.

Turns: All vehicles may make turns of up to 90 degrees in a fashion similar to flying characters: that is, the turn itself counts as one area for movement to reflect the necessary slowing to make the turn. Turns of more than 90 degrees are considered Vehicle Stunts.

Vehicle Stunts: In these rules, we have tried to make general statements regarding the various types, but by no means do they take into account the various actions that any viewer of action-TV shows knows they may take. Examples include the "Boot-leg" turn for the hero's sports car, and the Immelman turn (loop-the-loop for you groundlings). For this reason Vehicle Stunts are included as an open-ended option.

A Vehicle Stunt is proposed by the player whose character is proposing the stunt, and the Judge determines if a) the stunt is possible with the vehicle in question, b) the player is capable of pulling the stunt off. In the first case, common sense is required. A Sports car is more amenable to flips and Boot-legs (intentionally losing control of the car, spinning 180 degrees, and heading back in the direction you came from), while the mini-car is severely less so. Whether a

747 can survive a barrel roll is a matter of debate, since no one has tried it (nor does the author wish to try, even in the spirit of investigation).

A character with an applicable Talent or background, or using a Power to aid the work, should need a green or yellow chance to pull off a FEAT. A relative novice would require a red FEAT to succeed.

No Karma needs to be spent to attempt a Vehicle Stunt, though should the FEAT fail, the craft is automatically out of control.

Body is the protection of the vehicle itself. Damage inflicted on the vehicle must pass through the Body to inflict damage. (See **Crashes and Vehicles in Combat**)

The **Protection** statistic is a new one to those familiar with the Original MARVEL SUPER HEROES game. It reflects the amount of protection the vehicle provides to the rider or riders. This is the equivalent of Body Armor for all those within the vehicle, if they are the subject of attack (as opposed to an attack on the vehicle itself). The passengers of certain vehicles cannot be attacked without the attacker getting past the body. (See **Crashes and Vehicles in Combat**)

Out of Control

If a character fails the Control or Agility FEAT required to maintain control, the craft is considered out of control. Karma may not be spent to regain control of an out-of-control craft. Out-of-control vehicles behave differently according to Type.

Road, Off-Road, Railed, and GEV craft which go out of control continue to move forward at the speed they were traveling before (though they may spin or wobble according to their type and situation). The character may try to regain control in the next round. If control is not regained, speed is reduced by one rank (most vehicles of these types require active participation by the driver to move them forward — like the driver's foot on the gas pedal) and another FEAT is made. If that should fail, Speed is reduced another rank and another attempt may be made the next round to regain control. This continues until the vehicle comes to a complete stop, the driving character regains control, or the vehicle hits something (see **Crashes**).

Water and Sub types move forward in a straight line without reducing speed, until control is regained, or the vehicle hits something (see **Crashes**).

Air vehicles on the ground (taking off and landing) are treated as Road vehicles. Those that lose control in the air continue to move in a straight line without reducing speed, and begin to lose altitude as if falling (3 floors (45 feet) in the first round, 6 floors (90 feet) the second, 10 floors (150 feet) the third, and 20 floors (300 feet) every round thereafter). The "driving" character may try to regain control, but any such FEATs are yellow FEATs at least. The out-of-control status continues until the character regains control or the vehicle hits something (see **Crashes**).

Crashes

A Crash is a situation where a vehicle hits another object, usually at high speed. A crash often but not always results in the vehicle coming to a sudden and often damaging stop.

When a crash occurs, compare the material strength of the object and the Body of the vehicle. Make a Strength FEAT roll to determine if the object is damaged as if the vehicle had a "strength" equal to its Speed or Body, whichever is lower. If the vehicle "makes" this FEAT roll, the vehicle continues on its path, its Speed reduced by the rank of the material.

Example: A sedan (Good Body) moving at Excellent Speed hits a concrete pillar (Excellent material). Making a FEAT roll of Good versus Excellent material, a red result will break the pillar, reducing the sedan's speed to 0. Making a white, yellow, or green FEAT means the post does not break, but the car does. Its speed is reduced to 0 and passengers may take damage.

Example: The Quinjet (Excellent material) moving at Monstrous Speed slams into the Empire State Building (concrete — Excellent material). The Quinjet makes a "strength" FEAT roll to to break through the wall, needing a yellow FEAT to succeed. Should the Quinjet make the FEAT roll, its speed is reduced by 5 ranks (from Monstrous to Typical). Passing through the building at a reduced Typical Speed, the Quinjet hits a Typical Strength interior wall. Another FEAT roll is made, with a yellow or red result indicating the wall has been broken down and the ship's speed has been reduced to 0. (Don't laugh, a bomber hit that famous structure, with similar results).

If the vehicle "fails" that FEAT roll, the vehicle comes to a complete stop, with resultant damage to the occupants. Damage is figured as follows:

Take the material strength of the object struck or the Speed of the vehicle, whichever is higher. This is the base amount of damage of the crash.

Reduce the amount of damage by the Protection of the vehicle. This is the amount of damage each passenger takes in the crash.

Roll an "attack" on the material strength or Speed (whichever is higher) to determine damage. A white result indicates no damage. If the characters were safely strapped down (wearing seat belts, helmets, crash webbing, etc.) this is a Blunt Weapon attack. If not, this is an Edged Attack. Again, no Karma may be added this roll, though characters may add Karma to negate the effects of Stun, Slam, and Kill results.

Example: Let us say the sedan ramming the concrete post fails the roll to break through. The Speed was Excellent, as was the material strength, so the base damage is 20 points. The protection of a sedan is Poor, which reduces damage to $(20-4=)$ 16 points base. The sedan has two passengers, one of whom is buckled up. Two attacks are made, one on each passenger: a Blunt Attack on the secured passenger, an Edged Attack on the unbelted passenger. (Safety lesson here, kids.)

Example: "Crash positions, everyone!" shouts the Wasp at Black Knight and the Thing, as the Quinjet slams into the building. Damage is Monstrous (75), reduced by Excellent (20) to 55 points. Blunt attacks are made against all three passengers. Black Knight's armor absorbs another 10 points of the damage, so he takes 45 points, and since he (rolls) gets a red result, is Slammed (forward) into the building one area, into a wall (not his day). Thing has Incredible(40) Body Armor, reducing his damage to 15 points, and with a yellow result, there is a possible Stun (makes the Endurance FEAT). Wasp would take the full 55 points of damage, reducing Health to 0. However, the attack on her gets a white result, so her crash webbing holds and leaves her unharmed. (Dane Whitman may have a few choice words about women drivers when he comes to.)

Damage to the Vehicle (or driving away from the crash)

When a vehicle undergoes a crash, or takes damage as a result of being hit by an attack, there is a chance that the vehicle will be less maneuverable than it was before, and may go out of control. For an aircraft, this may represent something from a hole in the wing to losing part of the fuselage, while for a road vehicle it may be a flat tire, shattered windshield, or a bullet



in the engine block or gas tank. The physical details of the crash are left to the Judge, given the situation and vehicle in question.

When a vehicle suffers damage, check the table below, as to whether the vehicle suffers any long-term effects. Compare whether the damage inflicted is greater, equal to, or less than the Body of the vehicle. Make a FEAT roll against the Body of the vehicle that has taken damage.

Damage Greater than Body

Red — Body -1CS, damage
Yellow — Speed -1CS, Control FEAT
Green — Control -1CS, Control FEAT
White — All -1CS, Out of Control

Damage Equal to Body

Red — No damage to vehicle, passengers
Yellow — Body -1CS, damage to passengers
Green — Speed -1CS, Control FEAT
White — Control -1CS, Control FEAT

Damage Less than Body

Red, Yellow — No damage
Green — Body -1CS, Control FEAT
White — Control -1CS, damage to passengers, Control FEAT

What the results mean: A -1 Body, Control, or Speed indicates that that stat is reduced by one rank until repaired. A Control FEAT result indicates that a Control FEAT must be made or the craft goes out of control. An Out of Control result indicates the craft is automatically out of control. Damage to passengers indicates damage inflicted to passengers from the attack as in a crash. (This is for attack only. Damage in a Crash to passengers has already been discussed.)

If Control is reduced below Feeble, the vehicle is out of control. If Speed is reduced below Feeble, the vehicle stops moving (a way of stopping bankrobbers, but results in a crash if used on a plane). If Body is reduced to 0, the passengers receive no protection. If Sea or Sub type, it will begin to sink. If Air type, any action will require a Control FEAT.

Vehicles and Combat

Vehicles may be used in combat, and may be shot at, attacked, and used to attack in a number of ways.

When shooting at a vehicle, the attacker must decide whether to shoot at the vehicle itself or at the passengers. Shooting at the vehicle may stop the vehicle, while it may be easier to stop the driver. Any passenger shot at would require a bullseye shot to hit, and would in addition have equivalent Body Armor to the Protection of the vehicle (unless the hero negates this — converting a sedan to a convertible by ripping open the roof).

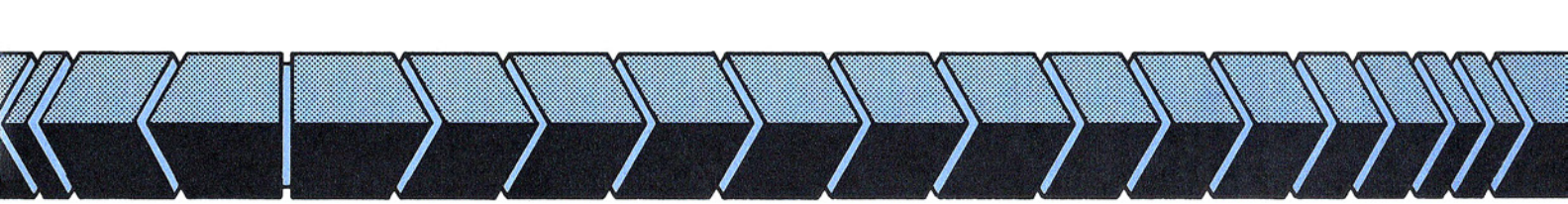
Vehicles can be used as a Charging attack, with the attack rank being either the Body or Speed rank of the vehicle, whichever is lower. This would be considered a crash situation, and while the attacker would have a +1CS advantage (the target is not fixed), there are cases where the vehicle would not survive the encounter but the target would.

Specific Vehicles

Sedans is the term for most standard automobiles, concentrating on the mid-sized representatives of Detroit steel. Sedans seat about 5, according to the commercials (two sets of twins and a man named Murray).

Mini-Cars are those of a smaller size than the sedan, and include most compacts of the American companies, as well as the still-extant VW Beetle and newer imports such as the Yugo and the Hyundai. These seat four in tight quarters.

Sports Cars include most of the jazzy little numbers the detectives on TV zip around in. They have a higher safe speed and better control than the family car, but are made of lighter materials and more easily damaged. Sports cars carry two normally, three or four with crowding (the Trans Am back seat is not designed for the human form).



Luxury Cars are the gas-guzzling huge cars, and range from a mid-sized Cadillac to the huge vehicles with wet bars inside. Their big trouble is that they steer like rocks. Luxury cars seat from 5 up to about 10 for the largest monsters.

Security Limo is a variant of the luxury car, with stronger materials, thicker plating about the passenger compartment, bullet-proof glass, and a higher protection value to those within. Seating is as for *Luxury Cars*.

Vans are large, box-like vehicles on a sedan wheelbase. They have the advantage of space (about 8 bodies), and the back may be covered to prevent unwanted eyes seeing in. Both *Captain America* and *Punisher* have modified vans.

A *Convertible* is a sedan with a top that folds down. With the top up, it has similar protection to a sedan. Include cars with T-top roofs as well in this category.

The *Taxi* is that ever-present vehicle of New York and other major cities, and is similar to a sedan (carries about three passengers in addition to the driver). Your standard Yellow Cab fare is a Typical cost for getting crosstown. (Note — Taxi drivers are normally a tough, friendly lot, but their temperaments can be frayed when they carry super-powered individuals who may be attacked at any moment by their foes.)

Buses are another major form of mass transportation for the city, and is a Feeble cost for a trip to the suburbs. City and School buses rarely make their full speed on their runs, while those of cross-country companies run at top Speed between cities (Cost between Poor and Typical, depending on location of cities). Buses carry up to 80 people.

Police Cars are the vehicles of the constabulary, usually with a little more power under the hood and better-cared for than the standard sedan. Police cars seat 5, but often have a grill between the front and back seats to prevent the passengers from getting to the driver (and vice-versa).

The *Police Van* is to the van as the *Police Car* is to the sedan. This vehicle often carries additional armament for teams in trouble, including Riot Guns and gas canisters. The back part of the van can carry up to 10 prisoners for short periods.

The SWAT in *SWAT Van* stands for Special Weapons And Tactics, and these babies are

portable armories of ten riot guns, ten sniper rifles, ten flak jackets, and a wide supply of smoke, tear gas, and knock-out gas grenades (sorry, weapons and batteries not included in purchase of the vehicle). Carries about ten people.

The *Semi* is the two-piece truck common on the nation's highways, carting the nation's food from city to city at high speeds. The forward Tractor can be detached from the Trailer, and has stats similar to the van. The rear trailer may be of a number of types, either to haul produce, mask secret operations, or carry equipment. The Tractor portion seats about 3 comfortably. *Sleeper* tractors can hold a king-size bed in the compartment behind the driver, and thus can carry considerably more people.

Armored Cars are favorite targets of criminals, and normally sport a team of two guards in the front, and an optional man inside. Armored Cars are also used for transporting powerful criminals who are under arrest.

Fire Trucks are large trucks used to carry men and materials to fires. Each carries up to a dozen men, along with hose, hooks and ladders, nets, and fireproof suits.

An *Ambulance* is a van equipped with a more powerful engine and gear to handle most medical emergencies. Ambulances operate both in conjunction with hospitals and as separate Para-med services. Driving Note: Ambulances, Fire Trucks, and Police Vehicles with their top-lights flashing have right of way over other vehicles.

A *Rocket Car* is the fastest land vehicle in the world, and is only used in large areas where there is not much to hit, like the Bonneville Salt Flats. As a road vehicle, it is fairly useless due to its lack of maneuverability. This does not stop certain young souls from modifying their cars with Rocket Packs (see under Modifications) to duplicate this one's Speed benefits.

A *Bicycle* is the standard, man-driven two-wheeled vehicle. It is faster than walking for most people.

The *Motorcycle* is the marriage of the car and bicycle. Due to its precarious balance, a Motorcycle that goes out of control cannot be brought under control until it comes to a stop. Cycle riders may reduce damage by one rank by wearing adequate headgear. Seats two.

The *Motor Trike* is a motorized tricycle, and

has the advantage over the motorcycle in that it has greater stability. A motor trike that goes out of control can have control regained while still in motion.

The *Pick-Up* and *Jeep* are four-wheel drive off-road vehicles. Four wheel drive does not prevent you from getting stuck, it only gets you stuck in worse places (quote by Dirtbuggy Doug Niles). The Jeep has been a workhorse for the Army for years, and is only now being replaced by another vehicle with similar stats.

ATV means All-Terrain Vehicle, and is a catch-phrase for the wide variety of multiple-tired and treaded vehicles used both by ordinary citizens and secret subversive societies.

Snowmobiles are ATVs for the snow. They have a Control of Feeble when on ice or non-snow terrain. Snowmobiles range from 2 person to ten person major vehicles.

Heavy Trucks include dump trucks and other heavy construction equipment.

A *Bulldozer* is another typical construction vehicle. The blade on the front makes a suitable battering ram, and is made of Remarkable strength material.

Tank is a nice generic term for most vehicles that carry light artillery, regardless of their make and nationality. The typical tank carries one piece of Light Artillery and 1-2 machine guns as standard equipment. There are modified versions available, including those mounted with Laser Cannons, Stun Cannons, or Concussion Cannons instead of Light Artillery, and carrying lasers instead of machine guns.

SPG means Self-Propelled Gun, a piece of Heavy Artillery on its own halftrack. SPGs do not have the Protection of the tank, but have more range and firepower.

The *Armored Carrier* is an armored troop-carrying vehicle (about 20 people maximum). The armored carrier operates on treads, and carries two machine guns (lasers in some cases).

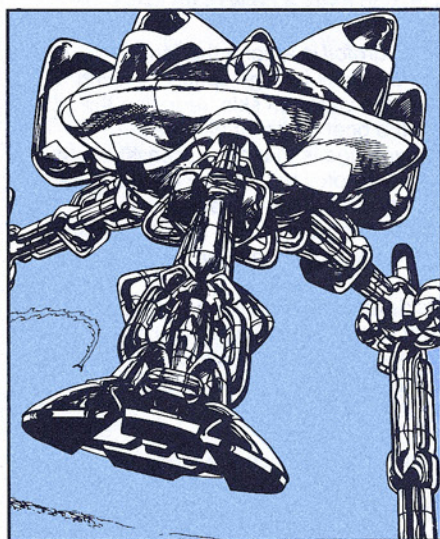
The *Walker* is a curious form of off-road vehicle in that it does not have wheels or treads, but rather two or more legs that simulate human or animal movement. Such devices are generally experimental and as such are used by organizations such as Hulkbusters. They are normally equipped with a stun cannon, as firing weapons with recoil (such as LAW or Light Artillery) would

require a Control FEAT to prevent tipping over. Any attack on a walker vehicle requires a Control FEAT by the operator to determine whether it remains upright. Seats four to eight persons.

The *Borer* is not really a land vehicle, but a subterranean vehicle. It allows speedy travel through the underground. If moving at Poor speed, its passage leaves a tunnel that others may follow; otherwise it leaves churned earth behind it. Villains who live deep within the Earth, such as Mole Man, use the Borer as standard equipment. Because of its construction, with the forward screw, the borer can make an Edged Attack for Incredible damage.

The *Train* is the most common form of the Railed vehicles. All Railed vehicles cannot change their direction other than forward and backward, and may only change Speed. Control FEATs only concern sudden deceleration. If the track is removed or destroyed, the vehicle will immediately go out of control without chance of regaining control. Trains may be bulk carriers, or passenger lines, such as Amtrak. The train maintains a "crew" of 5, and in the case of passenger trains, 3 or more cars that may each carry 100 people or more. Train costs vary, but between cities with regular service, a ticket is Typical Cost.

The *Bullet Train* includes all of the new, high-speed versions of trains, and is used exclusively for passengers. Capacity and limitations are similar to the normal train. Such trains are in use in France and Japan, where Cost for a trip is Poor. None have been built in the United States as yet.



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The *El* includes the elevated trains of Chicago and New York, and the Light Rail Systems of cities such as Pittsburgh and San Francisco. Cost for these systems is Feeble, and they are primarily used by commuters. Els have the restrictions of all Railed vehicles, and carry up to 80 people per car.

Monorail systems are popular in amusement parks, as well in major industrial parks such as the former SI Industrial Park on Long Island. As the system gains its power from the line it travels on, breaking that line results in the vehicle coming to an immediate halt.

The *Hovercraft* is the only notable mention of the Ground Effect Vehicle. This vehicle is neither fish nor fowl, as it rides on a cushion of air, handles as does an Air type, but goes out of control as an off-road vehicle. Hovercraft move at a maximum Speed of Good off road, over broken ground, or in stormy weather.

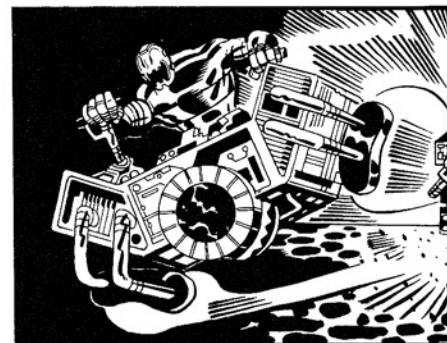
Private Planes generally represent small propeller-driven aircraft used by individuals. The private plane seats 5 with little problem.

Corporate Jets represent the more modern turbo-prop jets that more powerful corporations use for their top executives. Corporate Jets have a crew of two and may carry up to 20 people in comfort.

The *Military Jet* is the modern fighter of the skies, laden with electronic detection gear and weaponry. Military jets carry machine guns (alternately lasers), as well as up to 4 missiles with launchers in the jet itself (missiles would be separate purchases).

Commercial Jets include the large jet-driven aircraft, such as the DC-10, the Tristar, and the 707s and 747, as well as cargo planes. A Commercial jet can carry upwards of 100 people. Cost varies between cities, but for flights in the same country, cost is Good, Excellent for international travel.

Blimps include everything from the Hindenberg to the modern airships that huckster for tire companies. Blimps may remain in place (0 movement) without danger of crashing, but unlike other aircraft, are more susceptible to winds. Blimps may take off vertically or horizontally. Early airships used explosive hydrogen for lifting (Amazing explosion), but helium is universally used today. If the Body of the airship is reduced to 0, the craft does not have enough lift to remain aloft, and will



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crash. Finally, blimps include both balloons and those airships with an internal frame — the latter are properly called dirigibles.

Traffic Copters are fairly common in the airspace over American cities, and this type also includes private vehicles and medivac copters as well. Helicopters have VTOL ability (Vertical Take-off and Landing), and as such may drop to 0 speed without losing control.

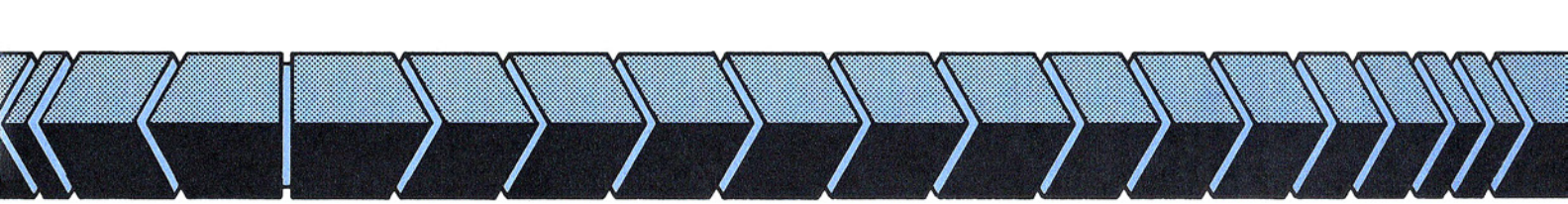
Battle Copters are heavy duty versions of the Traffic Copter, can carry a squad of 15 men plus crew, and are armed with Machine Guns (alternately lasers). All Copters have VTOL abilities, and may hover in place.

WWI and WWII planes are still available in some countries, among collectors, and in the possession of nut-cases like Arcade. WWII planes include (but do not do justice to) a variety of fighters, including the Corsair, the Spitfire, and the Zero. WWII bombers include the large, punishment-taking craft like the Flying Fortress and Junkers bombers. WWI planes consist of light, fragile craft including the Spad, the Neuport, the Fokker triplane, and the Sopwith Camel.

VTOL Jets exist in several air forces, and have been used with efficiency by the RAF in the Falkland war. VTOL jets have the capabilities of jet fighters, with the added ability to hover and take off vertically.

The *Ultralight* is a small glider powered by a gasoline engine. Its mylar wings make it incredibly fragile, and it offers little Protection to the rider. It is, however, relatively inexpensive, portable, and makes little noise.

Gliders include hang gliders and paragliders (parachutes designed to allow the wearer to steer). Gliders will normally fall 3 floors per round, but can travel 6



areas in that time. Individuals skilled in gliders can rise by use of thermals (columns of warm air, usually found over desert and parking lots) at a rate of 1 floor per round, but this requires a Control FEAT.

An *Autogyro* is a small, one-man plane similar to the ultralight, but is a relative of the helicopter. The Autogyro has VTOL abilities.

Air Car represents all one-man vehicles that float by means of electro-magnetic field, columns of air, or gravimetrics. These vehicles are generally better for moving vertical distances than linear ones, and as such rise 10 floors in a single round. Air cars have VTOL abilities.

The best example of a *Skymobile* craft was originally designed for Hawkeye, and has become a standard piece of equipment for the West Coast Avengers, as that sunny climate is more conducive to the exposed nature of the craft. It is an airborne motorcycle with VTOL capabilities, and can lift upwards of half a ton.

Flying Car represents the model used by S.H.I.E.L.D. as a standard vehicle. While on the ground, it has the capabilities of a Ground vehicle, and has the Control and Speed listed only when airborne. (Body remains same in both cases.) The S.H.I.E.L.D. flying vehicle is armed with a forward Stun Cannon and a rear LAW, the latter of which occupies most of the trunk space.

Quinjet, designed by the Wakanda Design Group and built by Stark International, represents a durable long-distance vehicle used by the east and west coast teams of the Avengers. It seats 7, including a crew of 2. The vehicle has VTOL abilities, but was until recently launched by a catapult that flung the craft over Central Park.

Concorde represents all versions of supersonic passenger craft, which includes a Soviet version and an American SST which never got off the ground. Used for long-distance hauls of 200+ passengers. Travel from Paris to New York is a Remarkable cost.

The *Omni-Jet*, built through Canadian contractors for use by Alpha Flight, is that team's version of the Quinjet. It seats seven and has VTOL abilities, and is capable of hovering in place. The team currently has only a single Omni-Jet, though more are being contracted for.

The *Pogo Plane* was one of the first VTOL

craft, and was designed by Reed Richards. It differs from most other VTOLs in that it lands and takes off in a vertical position (hence its nickname). The plane seats four. Unlike most other VTOLs, it cannot hover in place.

The *Fantasticar* is another of Richards' designs, and serves its purpose as a short and medium range carrier. The Fantasticar seats six, and the two side seats are small miniplanes that may break off from the mother craft and move separately. The craft have the following stats: Control: In, Speed: Ex, and Body: Ty.

SRC stands for Short Range Carrier, and represents a general type of air cushion and anti-grav vehicles used for short distances. The most famous of these craft is the original Flying Bathtub used by the Fantastic Four, but similar types of craft have been developed by other organizations.

Blackbird is the name of the X-Men's RS-150 Lockheed. A relative of the effective spyplane, the Blackbird has been modified by alien (Shi'ar) technology to its present state. It will seat ten, and carries no weapon. The Blackbird, as result of its Shi'ar modifications, is capable of VTOL, though others of that type are not.

The *Space Shuttle* represents those near-space reusable craft similar in design to those operated by NASA and some private industries. In the atmosphere, the Shuttle has the attributes of an aircraft. The shuttles are designed only to reach near space, the realm of most satellites. They cannot reach the moon.

The *Lunar Shuttle*, of the type used by the Inhumans, allow travel from Earth to the moon or a similar distance. In the atmosphere, the vehicle depends on powerful retro-engine to land safely.

The stats provided for the *Space Ship* are for a generic type, used by most interstellar civilizations of one kind or another. There are a number of different types with different armament, and when a specific kind of ship is used, its stats will be provided. Armament varies as well, and usually but not always includes several laser cannons. Space ships have 1-100 compartments, depending on size.

The *Raft* represents the simplest of the water vehicles, no more than the floating of bound logs or wreckage. It may be propelled by oars or by wind power, neither with any great efficiency.

The *Rowboat* includes all those oared vehicles designed for that purpose (as opposed to rafts, which may be jury-rigged). Rowboats are moved by oarpower, and include rowboats as well as canoes and life rafts. Rowboats hold upwards of 20 people in the latter case, though 4-5 is the more normal number.

The *Sailboat* includes all manner of small sailing vehicles, including the sunfish and sailfish craft that dot the waterways. For all sailing vehicles, the speed is increased one column shift to the right when moving in the same direction as the wind, and may not exceed the listed speed when moving against the wind.

The *Racing Sloop* is the larger, ocean-going sailboat that is used for long-distance runs. The Sloop may have an engine as well (motorboat stats). Seats up to 5 comfortably.

The *Motorboat* is the standard rowboat with a motor attached. It includes shuttles, dinghies and other small craft.

The *Yacht* is the large pleasure craft version of the motorboat. Most carry up to 10 in comfort, and have all the comforts of home.

The *Speedboat* is the more streamlined, powerful version of the motorboat. It is used as a pleasure craft, and also for missions requiring quick entrance and exit. Seats about 4 comfortably.

The *Patrol Boat* includes those craft of the harbor patrol and Coast Guard, as well as small military craft. Most are armed with one piece of light artillery, 1-3 machine guns, and carry a crew of up to 10.

The *Hydrofoil* is among the fastest of water craft. It attains its high speed by rising above the water on skis, reducing the drag from the boat in the water. The disadvantage is that any successful attack on the hydrofoil results in a Control FEAT to see if control is lost. If control is lost on a Hydrofoil at greater than Excellent speed, the craft will crash into the water.

Jetskis are small one-man sea-equivalents of the snowmobile. Some may be modified to carry weapons, and others have been modified to give flight and underwater abilities.

Ocean Liners include the modern cruise ships and the passenger liners of the days of the Titanic. They are compartmented to prevent sinking in case of being holed (40

compartments). The Ocean Liner carries upwards of 300 people. Cost of a typical cruise is Remarkable. Passage across the ocean on a less-than-class line (read: tramp steamer) is Excellent.

Destroyers include all military ships from the patrol boat up to the battleship. These craft have 20 compartments, and carry a crew of about 150 trained seamen. Most destroyers carry between 0-3 pieces of heavy artillery and 1-4 pieces of light artillery, though some of the more modern ones have been equipped with missiles.

Battleships are the floating platforms for the big guns, the super-heavy artillery. All the dreadnoughts from WWI and battlewagons from WWII fit into this category, but their use is reduced in the modern navy, replaced by the carrier. There will be 2-4 super heavy artillery pieces, 4-6 heavy artillery on the ship. The ship is compartmented (40 compartments) and carries upwards of 1000 men.

Carriers are aircraft-bearing ships (aircraft available separately), and are armed with missiles as well. Similar to battleships, the carriers have 40 compartments and carry up to 100 men.

Submarines run the gamut from WWII U-Boats to modern craft armed with powerful missiles. The "standard" sub is armed with 8 missiles, and in addition carries a supply of about 20 torpedoes (treat as undersea missiles). Modern subs have 5 compartments and carry about 50 men.

Mini subs are one- or two-man craft that may be launched from specially designed ships. These subs are faster and more maneuverable than the sub itself, and are armed with missiles or laser-rifles.

Setting Up House (Headquarters and equipment that does not move or blow up — usually)

This section is devoted to that chiefmost of heroic requirements: setting up a base of operations that may provide an adequate defense against foes and be a meeting place for other heroes. Many heroes, such as Spider-Man and Daredevil, operate out of their homes, while most groups, such as the Avengers and Alpha Flight, have their own separate headquarters. Many things go into making a building a home, and this section should cover the bulk of them.

Buildings: The building is the frame into

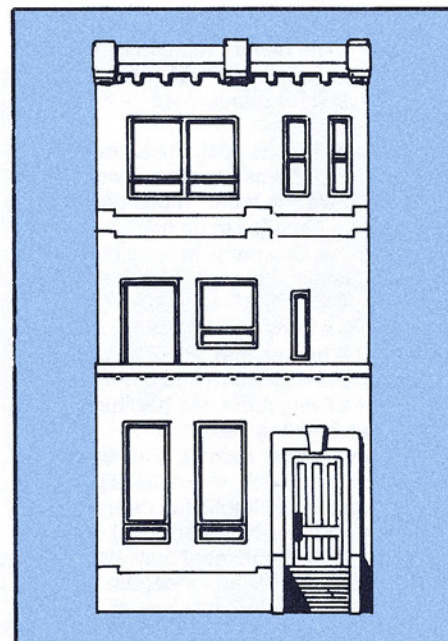
which all the headquarters equipment is placed. It should have enough space for all equipment, plus extra space for the inhabitants and living quarters, if required. Let common sense decide if the territory is getting too crowded for the members, rather than any set rules. Heroes tend to be pack rats, acquiring bits and pieces from previous adventures, interesting technologies and half-finished experiments and mementos from old ex-foes. Were it not for villains scheming to destroy the HQs, heroes would have to hold garage sales in order to clear the equipment out.

An easy way to determine if the building has sufficient room is to take an inventory of what is inside. List the rooms and the major equipments therein (no, don't bother about hairbrushes and the like). This gives your heroes the idea of where to find that cosmic ray-blaster when the super-Skrull drops in unexpectedly.

Heroes seeking an HQ may rent an existing structure, buy an existing structure, or build their own. The FF have done all three, starting out renting the top 5 floors of the Baxter Building, then buying the structure outright, and most recently building a new Baxter Building after the original was destroyed. Building your own HQ costs as much as buying, though the time must be figured using the building rules.

Buildings are defined by a number of factors: original purpose, number of floors, running water and power, how close it is to schools, etc. While all these are important, the key is size, cost, and material strength of the structure. These are noted in the table on page 56.

Size is a general statement. Small quarters are suitable for one or two heroes with a small amount of equipment, and has two, maybe three areas or rooms. Mid-sized housing is suitable for two or three heroes, any support crowd (offices would fit into this area), and runs no more than 5 areas or rooms. Large is suitable for a number of heroes and equipment, and has 10 or more areas spread over two floors. Deluxe is the largest size, and is for heroes with several vehicle types, trophy rooms, and living quarters. It has 20+ areas spread through 3 or more floors. Spider-Man's lodgings are an example of Small dwelling, The Heroes for Hire offices were Mid-sized, the Angel's place used by the Defenders in Colorado Large, and the Avengers' mansion, Baxter Building, and Doctor Strange's sanctum sanctorum are Deluxe. (The last measures interior size, not exterior.)



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Cost is a reflection of location as well as size of the structure. The listed prices are for a building in most American cities and their suburban surroundings. If the heroes are apartment hunting in Manhattan or the richer suburbs, raise prices by 1CS. If the heroes settle down in a relatively secluded spot, like Colorado, Tamarind Island, or Lake Geneva, shift cost down by 1CS. Cost is presented in two values. The first is the cost if the character is renting, payable by the month. The second is if the character is buying or building (in the case of apartments, this is dealing in condos).

Material strength is considered to be the strength of the walls and floors. For the sake of simplicity, wall and floor strength are noted as one in the same, but there will be situations where they may be different: in particular, dealing with large pieces of equipment. A floor can support a load equal to its material strength + 2CS over time, and a higher amount for temporary periods (people walking on it). Material strength is considered similar through-out, though light-weight openings (windows, doors) will create weak spots that a hero (or villain) can crash through.

Room Packages

Once you have the building itself, you need to stock it with the various requirements for civilized life. Rather than sending would-be super-hero teams to various furnishing stores to price materials, we have organized the standard rooms found in

most HQs and reduced them to "packages." The hero or team may pick up a standard package, or modify what is available to suit his needs.

Each package lists its cost, the amount of space (either in rooms or areas) it would take up, and what is found in that package. Packages are used to set up housekeeping, and also for replacements in case of fire, flood, and Galactus dropping in for dinner.

Costs are for a fairly nice selection of material. The heroes may acquire something less expensive and/or reliable (in the case of a living room, the furniture doesn't match -in the case of a second-hand danger room, it goes berserk more often than usual), at -1CS of price. Very high quality packages (a Library Package stocked with first editions) may be +1CS or +2CS. Equipment may also be picked up by pieces, and for certain types of equipment this is the only way of acquiring it.

Rented, furnished places often have their own packages installed. This is included in the rent, though the hero is responsible for their replacement in case of damage or theft. ("Let me get this straight, Mr. Grimm. You threw a what through the where to hit who?")

Living Room Package Cost: Good
Occupies one room. Consists of sofa, two easy chairs, two end tables, coffee tables, two lamps (ceiling table or floor). At Excellent Cost add television, stereo set-up, or piano. At Remarkable Cost add all three.

Dining Room Package Cost: Good
Occupies one room. Consists of table, four chairs, ceiling lamp. Excellent Cost add large table, bureau and four more chairs. Remarkable Cost add china cabinet, set of good china and sterling tableware.

Kitchen Package Cost: Good Occupies one room. Consists of sink, stove (gas or electric), four cabinets, dishware and stainless tableware, counterspace. This version is standard equipment with most residential housing. At Excellent Cost add refrigerator, dishwasher, or microwave, plus a fire extinguisher. At Remarkable Cost add all three and freezer.

Library Package Cost: Excellent Occupies one room. Consists of two easy chairs, table, desk, straight chair, and up to five bookcases on general subjects (texts readily available, and including encyclopedias, world histories, and

Headquarters

Type	Cost	Size	Material
1 BR Apartment	Fe/Ex	Small	Gd
2 BR Apartment	Pr/Ex	Small	Gd
3 BR Apartment	Gd/Rm	Small	Gd
Cottage(2 rooms)	Pr/Gd	Small	Pr
Small House(4 room)	Ty/Ex	Small	Ty
Medium House(8 room)	Ty/Rm	Mid-sized	Ty
Large House(12 room)	Ex/In	Mid-sized	Gd
Small Manor(18 room)	Rm/Am	Large	Ex
Large Manor(24 room)	In/Mn	Deluxe	Ex
Mansion(30 + room)	Am/Mn	Deluxe	Ex
Office(3 room)	Gd/Rm	Mid-sized	Ex
Storefront(4 room)	Ty/Rm	Small	Gd
Office Suite(6 room)	Ex/In	Mid-sized	Ex
Office Floor(12 room)	Rm/Am	Mid-sized	Ex
2 " "(24 room)	In/Mn	Large	Ex
Brownstone	Ex/Rm	Mid-sized	Gd
Office Building, 4flr	Rm/Am	Large	Ex
Office Building, 8flr	In/Mn	Deluxe	Rm
Office Building, 12flr	Am/Un	Deluxe	Rm
Office Building, 20flr	Mn/ShX	Deluxe	Rm
Office Building, 30 + flrs	Un/ShZ	Deluxe	Rm
Small Warehouse	Ty/Rm	Mid-sized	Ty
Medium Warehouse	Gd/In	Large	Ty
Large Warehouse	Ex/Am	Deluxe	Gd
Small Factory	Gd/In	Mid-sized	Rm
Medium Factory	Ex/Am	Large	Rm
Large Factory	Rm/Mn	Deluxe	In

atlases). Remarkable Cost adds globe, microfiche or microfilm reader, computer terminal (only useful if building has computer room or is linked up to computer). Special or rare volumes, such as the Book of the Vishanti, the Necronomicon, or Amazing Fantasy #15, would have to be obtained separately.

Computer Room Cost: Remarkable
Occupies one room. Includes computer itself and a terminal for access, or terminal and communication equipment for access to computer outside the building. This computer is capable of performing simple tasks (calculation, information retrieval, monitoring) with Excellent ability. Incredible Cost buys a computer with this at Remarkable ability. Computers with higher forecasting and processing abilities, such as the one running the old Baxter Building and artificial computer intelligences, are unique designs.

Communications Room Cost: Remarkable
Occupies one room. Includes chair, short-wave monitor, tap-in for computer net-works, police band. At Incredible Cost includes national security alert equipment and visual display screens.

Crime Files Room Cost: Excellent
Occupies one room. Basically a separate computer with a specialized task at information processing and retrieval. Used

by large groups to keep track of former villains and modi operandi. Performs its task with Remarkable ability. (Example: Buildings are disappearing, leaving large holes in the ground. A check with the crime files computer indicates this has been a previous tactic of the Mole Man.) Super hero groups on good terms often share their crime files. Room cost includes terminal, chairs, lights.

Workshop Package Cost: Remarkable
Occupies one or more rooms. Basic equipment for metal and woodworking: lathes, drills, saws and fire extinguisher. Incredible Cost includes laser guided instruments. Amazing Cost includes all of the above and automatic processing materials (an automatic factory, in effect, for simple goods).

Laboratory Package Cost: Remarkable
Occupies one or more rooms. Basic lab equipment: scales, sinks, common chemicals, microscope. At Incredible Cost include computer capable of analysis with Incredible ability, or clean room (prevent germs from escaping lab). At Amazing Cost include both, plus poison analysis and serum dispenser (Excellent effects against known poisons only). Certain pieces, such as electron micro-probes and stellar mass detectors, may be purchased separately (in general, such items are Incredible Rank purchases).

Office Package Cost: Good Occupies one or more rooms. Includes desk, three chairs, two lamps. Excellent Cost doubles the material, adds file cabinet, typewriter. At Remarkable Cost, add computer terminal, double previous material, add hanging plants, decorative art.

Rec Room Package Cost: Excellent Occupies one or more rooms. Consists of unmatched sofa and easy chairs, pool table or ping pong table or TV. Remarkable Cost contains all of above, video and/or pinball machines (hot tub is optional, only in California). Amazing Cost has all of above plus computer-assisted holographic entertainment projector.

Gym Package Cost: Excellent Occupies one or more rooms. Consists of typical weight-lifting equipment, Universal gym, lockers. Remarkable Cost includes rings, even and uneven parallel bars, short horse. Incredible Cost includes separate locker and steam rooms (two additional rooms), diagnostic displays. Amazing Cost includes boxing area, robotic opponents, and electronic-based weights capable of reaching 100 tons, and must occupy at least 3 areas.

Pool Package Cost: Remarkable outdoors, Incredible indoors Occupies 2 or more areas, and extends 1 floor downward. Consists of standard olympic swimming pool, diving boards, and sun room (alternately, sun roof which is retractable).

Danger Room Cost: Incredible Duplicates Remarkable Cost Gym package with additional active dangers and security systems. "Threats" may be of any general type, but no "threat" may exceed Incredible in strength, intensity, or damage. Amazing Cost: as Incredible, with threats increased to Amazing strength, intensity, or damage. Some limited holographic illusion generation at the Excellent rank. This represents the danger room of the type originally possessed by the X-Men and now used by the Hellions. The current X-Men danger room is a unique hybrid design using Shi'ar technology, and has holographic abilities that outshine those listed here.

Conference Room Package Cost: Remarkable Occupies one room. Contains material for assembling of heroes, or alternately for news conferences and presentations. Contains large table and up to 10 normal chairs, or platform, speaker, and 30 ordinary chairs. Wood paneling available at Incredible Cost.

Medical Package Cost: Remarkable Occupies one room. Equivalent of emergency room care, no heavy equipment, standard antidotes and medication. Incredible Cost: X-ray, clean room, operating room, pathology. (Additional rooms.) Amazing Cost: as above, plus cryogenics. Note: The Auto-doc and other life-saving devices are generally experimental on Earth. The one in the X-Men's possession is of Shi'ar hybrid technology, is one of the most powerful available, and is limited to Excellent healing ability.

Power Room Cost: Remarkable Occupies one room. Buildings are generally assumed to draw their power from outside sources, with the resulting danger of black-outs and power overloads. Heroes who wish a back-up source or alternate source (say, to power a Monstrous-strength ray-gun) must install their own power supply. At this level the generator purchased will provide a 12-hour supply of power. Incredible Cost brings a 24-hour supply of power and an automatic cut-in 2 rounds after power fails. Amazing Cost brings solar-powered cells, removing need of external power in normal situations.

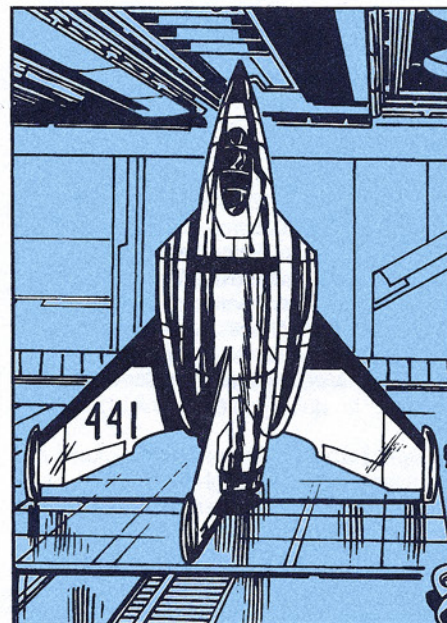
Garage Package Cost: Good Occupies one room. Servicing for a single ground vehicle, including repair facilities and fire extinguisher. Excellent Cost may service up to three ground vehicles, and Remarkable up to 12 ground vehicles.

Hangar Package Cost: Excellent Occupies one area per vehicle using that hangar. Servicing for a single air vehicle, including repair facilities. Each different vehicle requires its own hangar package.

Dock Package Cost: Remarkable Occupies three areas per sea or sub vehicle. Servicing for a single sea or sub vehicle, including drydock facilities. Each sea or sub vehicle requires its own dock package.

Porches, storage, bathrooms, and closets These are assumed in the cost of the building, according to its design. These rooms cost nothing, and no package exists other than what the heroes decide to stuff into the closets.

Security Packages Cost: Good — one Security package to a door or window. Occupies no space. Consists of hand-set burglar alarms on windows and doors, coupled with mechanical locks. Excellent Cost: Automatic burglar alarms with computer-code or card identification



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system. Remarkable Cost: automatic burglar alarms with palm-print scan, can activate defense systems. Incredible Cost: full body scan with benign identification program as to hostility. Can activate defense systems.

Defense Package Cost: Excellent Will protect one or more areas. Pre-set defenses consisting of entangling tentacles or nets or lasers or stun rifles, or concussive rifles or pit traps, with the maximum of Remarkable Strength or Intensity. Remarkable Cost: defenses activated by Security package, consists of one type as above of Incredible Strength. Incredible Cost: as above, intensities are of Amazing Strength. Multiple defense mechanisms may protect the same establishment (example, the WCA compound consists of net-filled pits, stun rifles disguised as trees, and a passive alarm system in the Security Package). Specialized defense packages may be designed.

Trophy Room Package Cost: Excellent Occupies one room. Contains showcase, lighting, frames to display mementos, and may be used as a reception hall or gallery. At Remarkable Cost, contains capability to handle potentially dangerous exhibits at the Incredible level.

Imprisonment Package Cost: Excellent Occupies one room. Contains standard restraining devices, including bars of

Remarkable material strength. At Remarkable Cost, restraining devices made of Incredible Strength. At Incredible Cost, restraining devices at Amazing Strength and Excellent Strength inhibitor restraints.

Fire Protection Package *Cost: Excellent*
Occupies no space. Sprinkler system that may cover up to 10 rooms, provides Good protection from fire. Remarkable Cost: foam-projectors that provide Excellent protection from fire, covers up to 10 rooms. Fire Protection Packages automatically activate on heat or smoke, and must be modified to avoid extinguishing flaming heroes.

Multiple Rooms: Different rooms of the same type must be bought separately. Players may construct a multiple number of bedrooms, according to what they can afford. Heroes may have back-up systems of the same type to take over in case of damage (example, a back-up crime file in the basement in case the one upstairs gets wiped out in a hurricane).

Salaries, Sundries, and Other Equipment

Found on the table on pages 58-59 are a number of other items that do not normally fit under the classification of weapon, vehicle, or headquarters package. They include common tools, modifications to weapons and vehicles, entertainment items, salaries, and items unique to the Marvel Universe.

Fire Extinguishers inflict no damage normally, but against fire are of Good Intensity (eliminate fire of Typical Intensity or less in the same area on a green FEAT, of Good Intensity on a yellow, and up to Excellent on a red). Against characters with flaming powers, such as the Human Torch, the extinguisher causes a FEAT roll against that Intensity to retain flame.

Fire Hoses have been used as riot control devices, and inflict 10 points Blunt Attack at a range of one area, and can be considered as fire bursts. Against fire and flaming characters, the water from a fire hose is considered Remarkable Intensity.

The **Silencer** is a device that may be added to a pistol or rifle which inflicts damage on the Shooting table, excluding the gyro-jet and all lasers, stunning and concussion weapons. The silencer operates by dispersing the gases from the shot that creates the crack of the pistol. Using a silencer reduces maximum range by one rank for the weapon, but the target (and those around him or her) must make an

Other Stuff

Item	Price	Notes
Fire Extinguishers	Ty	Excellent Intensity
Fire Hoses	Ex	Incredible Intensity
Silencer	Gd	Reduces range one area
Sniper Sights	Gd	Removes penalty for range, fire last
Infra-red sights	Gd	Sees in dark
Tripod	Ty	+1CS to hit
Flashlight, normal	Fe	Typical Intensity
Flashlight, halogen	Gd	Remarkable Intensity
Infra-red Goggles	Ex	Sees in Dark
Polarized Lenses	Gd	Good protection from light
Mace	Ty	Remarkable Intensity
Gas Mask	Ty	
Asbestos Suit	Ex	Remarkable Fire Prot.
Radiation Suit	In	Incred Radiation Prot.
Flak Jacket	Ex	Good Body Armor
Beta Cloth	Re	Typical Body Armor
Flare Pistol	Gd	Good damage, incendiary
Camera	Gd	
Personal Computer	Gd	Poor Reason
Caltrops	Ty	Control FEAT
Handcuffs	Ty	Excellent material
Inhibitor bands	Rm	-7 CS
Nullifier bands	In	-7 CS
Stasis Ray	Mn	Amazing Stunning
Spear Gun	Gd	As crossbow underwater
Scuba Gear	Gd	2 hours breathing
Roller Skates	Ty	Move as vehicle
Rocket Pack	Rm	Flight, Ex speed
Salary, Butler or Housekeep	Ty	
Salary, Secretary	Ty	
Salary, Pilot	Gd	
Salary, Lawyer	Gd	

Intuition FEAT to hear the shot and know its location.

Sniper Sights are built into the sniper rifle and the target pistol, and added to any other weapon eliminate the penalty for range for weapons. The user of a weapon with a sniper sight automatically has an initiative roll of 10 (last in the round). Its use is considered illegal (Other Crime).

Infra-Red Sights are a modification similar to the sniper sight, may be used for any missile weapon. These sights permit the user to see up to 5 areas in the dark.

A **Tripod** includes all devices used to steady a rifle, automatic rifle, assault rifle, or machine gun to aid in its firing, and may be used by laser, stun, and concussion versions of those weapons. A weapon with a tripod receives a +1CS to hit, provided it is resting on the ground or other steady surface.

Flashlights are common to all readers. The normal flashlight is the type most common,

with a plastic or metal body. The Halogen flashlight has a brighter bulb and more concentrated beam, and blinds with a more powerful Intensity. Normal flashlight has a range of two areas, the halogen three.

Infra-Red Goggles are similar to infra-red sights; these permit normal vision up to 5 areas away in dimly lit areas.

Polarized Lenses are goggles that provide Good resistance to light attacks. If exposed to a bright light, they darken for 1 round, then lighten to allow normal sight.

Mace is a small one-area weapon that shoots a mist of Typical Intensity tear gas at a single target adjacent to the user. It does not require an Agility FEAT to hit, though the target must make an Endurance FEAT to avoid the effects.

The **Gas Mask** allows the wearer to breathe and act normally in conditions of smoke, tear gas, or knock-out gas. It does not allow clear vision in these areas, however, only normal movement.

Item	Price	Notes
Salary, Bodyguard	Ty	
Salary, Mechanic	Ty	
Salary, computer specialist	Ex	
Salary, scientist	Ex	
Salary, cook	Ty	
Salary, groundskeeper	Ty	
Salary, 10 workers	Ex	
Salary, 50 workers	Rm	
Salary, 100 workers	In	
Salary, 150 workers	Am	
Night on the Town	Gd	
Broadway tickets	Ex	
Dinner and Movie	Ty	
Respectable Clothing	Pr	
Rented Tux	Ty	
Purchased suit or Tux	Gd	
Halston original	Rm	
Fur coat	In	
20 comic books	Ty	
Original Art	Gd	
Unstable Molecules	In	
Wankandan Vibranium, 6 oz.	Am	
Antartic Vibranium, 6 oz.	Un	
True Adamantium, 1 lb.	ShX	
Secondary Adamantium, 1 lb.	Un	
Translation Device	In	
Mystic Texts	In	
Underwater Breathing Pills	In	Last 4 hours
Pym's Reduction Formula	In	
Mutant analyzer	Am	
Mutant Neutralizer	Un	
Robot, standard	In	
Robot, Sentry	In	
Robot, Talent	Am	

Asbestos Suit is a flame-resistant suit used by firemen and others dealing in fiery and high temperature situations. It provides Remarkable protection from heat and fire, and is made of Good material.

Flak Jackets are worn by police in special situations and by SWAT teams. These jackets provide Good protection from physical damage.

Beta-Cloth is a light-weight material worn by agents of S.H.I.E.L.D. It provides Typical protection from physical attacks, Excellent protection from heat and radiation.

Radiation Suits are used by technicians exposed to high radiation situations, and are of Good material, lined with lead. They provide Incredible protection against radiation.

Flare Pistols fire a burning charge that lights the sky, either to provide illumination (lighting all areas within three) or as a signal device (fired 10 floors straight up). Used as a weapon, the device has a range of two

areas, and inflicts Good damage. The charge is incendiary and will ignite flammable material.

Camera represents the standard photographer's tool. More expensive versions are available with higher definition. Camera accessories would include film (Feeble cost), flash (normal or halogen, as flashlight), and special lens, such as telephoto lens (Good cost).

The *Personal Computer* listed here is the type commonly available to most Americans, and is a tool, not an artificial intelligence, unlike some more powerful computers. The personal computer may be considered to have Poor Reason for problem solving, analysis, etc. as it is only as smart as the information placed inside it. At Excellent Cost, the user can get a modem that links his machine into a net with other machines.

Caltrops are small, dart-like jacks that are scattered to avoid pursuit. They inflict Poor Edged Attack on those that step on them (but are non-lethal — no Kill results). For

road and off-road vehicles that use tires, the caltrop acts as an Edged Attack of Excellent damage, and immediately forces a Control FEAT.

Handcuffs are a standard restraining device used by the police forces of the world to prevent actions by criminals in custody. They are made of Excellent material.

Inhibitor Bands interfere with the use of natural abilities, including those of mutants and altered humans. The hero suffers a -5CS on all physical abilities (FASE), and a -7CS on the use of all Powers. Talents and mental abilities (but not Powers) remain untouched. No ability may drop below Feeble. Technological and magical powers are not affected.

Nullifier Bands interfere with the working of high-tech power suits in much the same way as Inhibitor bands affect mutants. If the strength of a character wearing a suit of powered armor (such as Vindicator, Iron Man, or Guardsman) is reduced to Feeble, the suit freezes up and the character is immobilized.

The *Stasis Ray* is an expensive device that often shows up in the defenses of mastermind villains. It projects a ray of Monstrous Intensity stunning, and those who are held by the ray are immobilized for as long as the ray is in effect. It is rarely portable, and requires a massive drain of power to maintain. It has been used by futuristic geniuses such as Kang the Conqueror.

The *Spear Gun* is similar to the crossbow in statistics, but may fire its bolts underwater for their full distance without penalty.

Scuba Gear allows the wearer to breathe tanked air for 2 hours, and as such dive to moderate depths in the ocean. The hoses and mask are made of Good material, and the tanks are made of Remarkable material. If the tanks are punctured, they will explode for Remarkable damage to all in the same area.

Roller Skates are used by a variety of heroes from Dazzler to Iron Man. Standard skates allow the hero to move at listed speed as if Endurance was three ranks higher.

Rocket Pack, worn either as a belt-pack or a back-pack, allows the wearer to fly at Excellent speeds. All limitations on flight apply to the wearer, and Agility FEATs required are at one CS lower.

Salaries represent the payment of the listed services. Their abilities are generally self-evident (a pilot will always have pilot ability, a computer specialist computer talent). The listing for number of workers are for general numbers of people, whether construction workers, office employees, or security guards.

Sundries list various costs the players may encounter in everyday life. They are intended as guidelines, and the Judge may set a cost for certain items based upon the situation.

Robots represent the preprogrammed, simplistic devices used as security guards or in danger rooms. It does not include robot player characters such as the synthezoid Vision, nor free-willed entities such as Ultron.

The **Standard Robot** is only capable of simple tasks, and has no special abilities other than to record what transpires before its recorders and perform simple tasks. The H.E.R.B.I.E. series was a modified form of the standard robot. All Standard robot abilities are Typical.

The **Sentry Robot** has a bit more programming and firepower. It is programmed to identify hostile threats (that is — anything not in its bank) and open fire. Sentry robots come equipped with Good Strength lasers, though some may be additionally armed. All sentry robot abilities are Good.

The **Talent Robot** is a robot specifically designed for a certain purpose, and its programming reflects that purpose. The Avengers' fire-fighting robots or the robotic opponent the Black Knight uses are examples of talent robots. Such robots may have one ability at Remarkable level. All others are Excellent.

Final note on robots: Certain robots may be custom built. These are reflected in the Building Things section.

Unstable Molecules are a discovery of Reed Richards, and are used to provide clothing and uniforms that will adapt to the abilities and size of the character. Unstable molecules provide no additional protection to the wearer, but allow the use of super-powers without ill effect. The uniforms of the Fantastic Four, the Wasp, and the original outfits worn by the New X-Men were made of this material.

Vibranium is a metallic substance that



occurs in two related isotopes. There are two types. Wakandan vibranium is found only in that isolated African kingdom, and its existence had been kept secret from the outside world for years. Wakandan vibranium is a sound absorber, and a 6 oz lump will absorb all the sound in a single area. Sonic attacks are reduced by 5 ranks for effect. A gun with a vibranium silencer would be totally silenced. Antarctic vibranium, the other form of the substance, weakens the bonds of metal atoms, causing them to melt. A 6 oz. lump will cause all metal in an area to become liquid (material strength FEAT to avoid). Wakandan vibranium is only rarely available due to the substance being kept by the Wakandan people and entrusted to the care of their ruler, T'Challa, better known as Black Panther. Antarctic vibranium is only slightly less available since the destruction of its source, the Savage Land. Both forms have Incredible material strength.

Similar to vibranium, there are two forms of **Adamantium**. True adamantium is a mixture of chemical resins whose exact nature is a government secret; it has Class 1000 material strength, sufficient to resist the attack of an atom bomb. Secondary adamantium is less expensive, but while still very strong, is of Unearthly material strength and may be destroyed by the more powerful heroes of the Marvel Universe. It should be noted that Captain America's shield is stronger than true adamantium, and is made of an adamantium/vibranium alloy of unknown creation and consistency.

Translation devices are used by Reed Richards and others to converse with strange creatures from other worlds. The translation device handles most known international and galactic languages, but an advanced model (Cost +1CS) would be needed to analyze an unknown tongue. Translation for known languages is

instantaneous, for unknown languages 10 plus 1-10 rounds.

Underwater breathing pills are another invention of Reed Richards, and allow air-breathers to breathe water for up to 4 hours. The pills also permit those characters with inborn flame abilities to use those abilities under water.

Mystic Texts is a blanket term for those less-powerful magical books that mages acquire to aid them in their work. While such a mystic book would not hold the secrets of the Darkhold or the Book of the Vishanti, they may possess some spell usable to the mage. Such books are found in old collections, in the effects of wizards, and as such are not for sale at your local Waldenbooks.

A **Mutant Analyzer** is a portable device that may be used to identify mutants at a distance. Range is one area. A mutant analyzer cannot detect a specific person as a mutant, but only that a mutant is present. The X-Men's Cerebro unit is a large scale version of this device, but the portable attachments function as listed. Similar devices have been developed by Forge and installed in various versions of the Sentinels.

A **Mutant Neutralizer** is a device that removes inborn abilities temporarily or permanently. The range of the device is 3 areas, and the target gets an Endurance



FEAT to avoid the effects. Standard time of effect is 1-10 rounds without power (abilities drop to Excellent, no super-human powers permitted, but Talents and Contacts are unaffected). The mutant Forge, working for the Department of Defense, has developed a neutralizer with potentially permanent effects. The only model of this neutralizer was destroyed by Jim Rhodes (Iron Man II).

Magic in the Marvel Universe

Magic in the Marvel Universe is a can of worms that, once opened, may prove difficult to contain. For the player running the likes of Doctor Strange volumes may be written on the various magic wielders, spells, and creatures, while for those that are more interested in the abilities of Spider-Man and his foes, such information is of mild interest at best.

Rather than devote an inordinate amount of space to the magic-wielding character, this designer would highly recommend to those interested in the full workings of magery to check out another product currently available: the *Realms of Magic* book (MHAC-9) by Kim Eastland. This excellent text deals with magic at its fullest, with all its specialized spells and incantations, as well as providing the stats for those characters who wield magic.

What follows here is a simplification of Mr. Eastland's work, suitable for use with the Advanced Set in general. If the heroes are non-magical in nature and/or rarely run up against the likes of a powerful sorcerer, these rules should suffice. Mr. Eastland's work delves deeper into the nature of magic, defines a number of spells that are not simulations of super-human Powers, and talks at length of dimensions and the beings that may be invoked in casting dimensional energy spells. As such it will disagree with what is noted here in places. In such cases, the Judge should determine which system he is operating by, and let that system control the mages of his campaign.

Magic in the Advanced Set is a duplication of super-human Powers from a magical base. Whereas a full mage may summon the Images of Ikonn, a character using this system may duplicate the Illusion Power. Thus the cards for Doctor Strange and Shaman list Powers as opposed to spells, but all those Powers derive from the use of spells (much as all of Iron Man's Powers derive from his armor — both Tony Stark without his armor and Stephen Strange without his abilities are mere mortals).

A character with magical abilities chooses which Powers (if any) are magical. Power ranks are generated normally, and these are considered the Power rank of the spell, or the *Spell rank*. When casting the spell, abilities such as Psyche are used to determine success. The effects are then determined by the Power rank of that ability. *Example:* a character with Excellent Psyche and Remarkable Mind Control as a spell attempts to control another's mind. In casting the spell (seeing if it is successful), use the Excellent rank. After the spell succeeds, the Mind Control is considered of Remarkable Intensity to break.

The concentration of this section is on the magic-wielder, the one who casts true spells. The human who has been altered by magic, such as the Absorbing Man or the Wrecking Crew, is considered an Altered Human. (It is magic, not gamma rays, cosmic rays, or the attentions of powerful beings, that gave them their Power.) Those individuals who wield items of great power, such as Black Knight, are more related to the Hi-Tech hero, save that the items are mystical in nature as opposed to the products of Stark International. The individual who throws spells is a unique figure, and may be of any origin. There are magic-wielding humans (Doctor Strange), mutants (Magik), high technology characters (Doctor Doom) and aliens (Loki). In theory, any human being has the potential to learn to use magic, but that learning is a long and difficult road to travel.

Mystical Origin is a Talent that a character may gain, and indicates the character has some potential to wield magical power.



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Such characters must have a Psyche of Good in order to pursue their abilities in the magical arena. The character must also seek out a master who can train the hero in mysticism. Doctor Strange sought out the Ancient One, Clea sought out Doctor Strange, and so forth. A character who wishes to enter magical training must have a master. The master will normally be an NPC created by the Judge, and the Judge is under no obligation to make the master immediately or easily available. A character who is not interested in developing his magical abilities may still use the mystical origin for Reason FEATs involving arcane lore. For example, though early in her career the Scarlet Witch used her mutant abilities in a magical fashion, it was only later that she exploited her magical background and became a true spell-caster.

A magic-wielding hero's Powers are divided into three general categories, depending on what energies they use. There are three types of energy available: Personal, Universal, and Dimensional.

Personal Energies are those that derive from the character's spirit, mind, and body. In general, these spells are those that affect only the wielder or someone he is mystically linked to (such as by hypnotism). Powers that rely on personal energies include thought projection, astral form, and mental probe.

Universal Energies are those ambient to the character's home dimension, and are tapped by the mage. Illusions, most forms of attack, and teleportation use Universal Energies.

Dimensional Energies are those native to other dimensions, either being a part of the dimension itself (such as the Rings of Raggador), or granted by powerful beings native to another dimension (such as Dormammu or Ikonn). These energies are invoked by spells and entreaties to these Powers.

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Magical Powers Table

This table lists all the available Powers, and is geared towards the magic-wielding character. It will help the character define what energies must be used for a particular spell: personal, universal, or dimensional.

Personal Energies

Resistances

Resistance to Cold
Resistance to Corrosives
Resistance to Disease
Resistance to Electricity
Resistance to Emotion Attacks
Resistance to Fire and Heat
Resistance to Radiation
Resistance to Toxins

Senses

Combat Sense
Enhanced Senses
Infravision
Protected Senses
Astral Detection
Emotion Detection
Energy Detection
Magic Detection
Magnetic Detection
Psionic Detection
Tracking Ability

Body Alterations — Defensive

Absorption
Body Armor
Healing
Pheromones
Recovery

Mental Powers

Astral Projection
Emotion Control
Empathy
Mental Probe
Mind Control
Postcognition
Psi-Screen
Psionic Attack
Telepathy

Body Control Powers

Blending
Imitation
Invisibility
Shape-Shifting

Movement Powers

Flight
Gliding
Levitation
Lightning Speed
Swimming

Universal Energies

Matter Control Powers

Air Control
Earth Control
Fire Control
Water Control
Weather Control
Density Manipulation

Senses

Astral Detection
Emotion Detection
Energy Detection
Magic Detection
Magnetic Detection
Psionic Detection
Combat Sense
Cosmic Awareness
Enhanced Senses
Infravision
Protected Senses
Tracking Ability

Energy Control Powers

Electrical Manipulation
Gravity Manipulation
Light Manipulation
Magnetic Manipulation
Sound Manipulation
Energy Reflection

Mental Powers

Animal Control and Communication
Animal Empathy
Animate Drawings
Emotion Control
Force Field Generation
Image Generation
Mind Control
Precognition
Psi-Screen
Telekinesis
Transferral

Distance Attacks

Corrosive Missiles
Ensnaring Missiles
Nullifier Missiles
Projectile Missiles
Slashing Missiles
Stunning Missiles
Ice Generation
Fire Generation
Energy Generation
Sound Generation

Movement Powers

Climbing
Digging
Flight
Gliding
Leaping
Lightning Speed
Teleportation
Swimming
Wall-Crawling

Resistance Powers

Resistance to Cold
Resistance to Electricity
Resistance to Energy Attacks
Resistance to Fire and Heat
Resistance to Mental Attacks
Resistance to Radiation

Body Alterations — Offensive

Blinking Touch
Corrosive Touch
Energy Touch
Health-Drain Touch
Paralyzing Touch
Rotting Touch
Claws
Extra Attacks
Extra Body Parts

Body Alterations — Defensive

Absorption
Damage Transfer
Healing
Recovery
Regeneration
Water Breathing

Body Control Powers

Animal Transformation — Self
Animal Transformation — Others
Blending
Body Transformation — Self
Body Transformation — Others
Density Manipulation — Self
Elongation
Growth
Imitation
Invisibility
Phasing
Plasticity
Power Absorption
Shape-Shifting
Shrinking

Dimensional Energies (And entities commonly entreated)

Resistance Powers

Resistance to Magical Attacks (Satannish, Oshtur)

Invulnerability (Various)

Senses

Astral Detection (Various)
Cosmic Awareness (Aggamotto)
Enhanced Senses (Aggamotto, Nirvalon)
Magic Detection (Various)
Psionic Detection (Various)
Tracking Ability (Various)

Movement Powers

Climbing (Various)
Digging (Various)
Dimensional Travel (Hoggoth, Seraphim, Various)
Flight (Seraphim, Various, Elemental Spirits)
Leaping (Various)
Lightning Speed (Watoomb)
Swimming (Various, Elemental Spirits)
Teleportation (Watoomb)
Wall-Crawling (Various)

Matter Control Powers

Air Control (Valtorr, Wattomb, Elemental Spirits)
Earth Control (Elemental Spirits)
Fire Control (Faltine, Elemental Spirits)
Water Control (Munnopor, Elemental Spirits)
Weather Control (Munnopor, Satannish, Elemental Spirits)
Density Manipulation (Various)

Body Control Powers

Animal Transformation (Various)
Body Transformation (Various)
Blending (Ikonn, Various)
Growth (Various)
Phasing (Various)
Shrinking (Various)
Shape-Shifting (Various)

Energy Control Powers

Time Control (Various)
Nullifying Power (Amator, Various)
Darkforce Manipulation (Darkforce Dimension)
Light Manipulation (Nirvalon, Seraphim)
Probability Manipulation (Various)

Distance Attacks

Darkforce Generation (Darkforce Dimension)
Energy Generation (Seraphim, Faltine, Oshtur, Balthakk)
Fire Generation (Faltine, Falroth, Elemental Spirits)
Ice Generation (Ikthalon, Various)
Sound Generation (Various)
Corrosive Missile (Bromagdon, Various)
Ensnaring Missile (Raggadorr, Cytorrak, Dyzakk, Various)
Nullifier Missile (Various)
Projectile Missile (Denak, Daveroth, Various)
Slashing Missile (Denak, Cyndriarr, Hoggoth, Various)
Stunning Missile (Various)

Mental Powers

Animal Communication and Control (Set, for reptiles; various)
Animate Drawings (Ikonn, Various)
Emotion Control (D'Spayre, Nirvalon, Various)
Force Field Generation (Cytorrak, Seraphim, Various)
Image Generation (Ikonn)
Mind Control (Nightmare, Munnopor, Various)
Possession (Various)
Postcognition (Various)
Precognition (Aggamotto, Various)
Telekinesis (Various)
Ultimate Skill (Various)

Body Alterations — Defensive

Body Armor (Seraphim, Various)
Extra Body Parts (Various)
Immortality (Various, but always exacting a high price)
Life Support (Various)

The table on pages 62-63 lists those general Powers available to generated characters, and which energies they rely on. Certain Powers may rely on more than one energy type, and the player may choose which his hero has. Certain Marvel Super Heroes are listed as having Powers that may use more than one energy (noted as P, D, or U on the cards). In that case, the player may choose which type of energy the character draws upon.

Each type of energy has its own advantages and disadvantages.

Personal Energies are automatically available, but may only be used on the wielder or on a willing target. A green Psyche FEAT is required for success. (There may be cases where the target is restrained but less than willing. In those cases, a red FEAT would be required for success.) Spells that use personal energy require no chanting or gestures to succeed. Use of personal energies has some effect on the wielder. For each turn of Power use, the caster loses one Health point. If Health is reduced to 0 as the result of these actions, the mage becomes unconscious. Do not allow an Endurance FEAT, unless other circumstances (say, the hero loses consciousness above an active nuclear reactor) merit it.

The success of spells using *Universal Energies* depends on the type of spell. All spells that affect the Psyche or abilities of the target grant that target a Psyche FEAT to avoid the effect, treating the caster's Psyche as the Intensity of the attack. If the Psyche FEAT is successful, the attacking magic-wielder's Psyche is reduced by one rank for 1-10 turns. If Psyche is reduced below Good, the caster loses the ability to cast spells. Universal spells require a gesture or chant to cast, and the caster must have his hands and mouth free.

Spells that rely on *Dimensional Energies* may duplicate those of personal and universal effects, but draw their energy from an outside source. Those extra-dimensional entities that are listed as the magic-wielding character's Contacts are considered Friendly to the mage's actions, and may be called on to work the listed spells. Those that are not listed are considered Neutral or Unfriendly Contacts, and those that the mage has personally offended are considered Hostile. Dimensional energy spells automatically have an initiative roll of 10 and require both chanting and gestures to entreat the force to respond.



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KARMA AWARDS/ADVANCEMENT

Example: The good Doctor Strange has listed on his card as Contacts the Vishanti, Cyttorak, Hoggoth, Raggadorr, and Seraphim. He is considered Friendly to these Powers. Ikonn is not listed, though Doc Strange does have illusion Powers that draw on him. He is considered Neutral. Dormammu, whom Strange called on early in his career and later discovered to be an evil force (a real sludge-bucket), is Hostile.

To cast a spell requiring dimensional energies, make a Popularity FEAT, treating the caster's Psyche as Popularity. If the FEAT is successful, the dimensional energy is granted, and the spell goes off as noted. If the FEAT is unsuccessful, there will still be a magical effect, but it will be of significantly less power, and may have other effects as well:

- If the being is Friendly to the mage (listed as a Contact), the spell goes off at 3 column shifts less powerful than the listed power. **Example:** The character has a distance Entrapment Power which he refers to as the Crimson Bands of Cyttorak, at Amazing (47) rank. The entity is listed as a Contact, but the Psyche FEAT fails. The spell goes off, but is only of Excellent(20) rank Strength.
- If the being is Neutral to the mage, the call will go unanswered. The spell will fail. **Example:** Doctor Doom attempts to summon the Flames of Falroth to reintegrate his body. Falroth does not give two hoots about this Doom fellow, so that when the FEAT fails, nothing happens.
- If the being is Unfriendly to the mage, the Judge must make a decision. It may respond either as Neutral or Hostile. Look at the hero's involvement with that being. Has he called on it before? Was it once a Contact? Is the situation dire? If all else fails, the Judge rolls a single die: on a result of 1-7 the entity or power is Neutral, if 8-10 the entity is Hostile.
- If the being is Hostile to the mage, retribution is swift and sure and totally up to the Judge. If the being is hateful of all life, a gate may be opened, allowing it to enter this dimension. If the caster is in combat, the being called upon may aid the opponent. If the being is rather a dimension that the mage has gotten on the bad side of (such as Raggadorr), the caster may suddenly find himself sucked into that dimension, before that being, or tossed into another dimension entirely. It is not a good idea to attempt to summon Hostile beings.

Shifts for casting spells

A number of conditions may affect the casting of spells, resulting in column shifts. These shifts are made at the time of the casting, and may reduce a spell below Feeble to Shift 0. At Shift 0, a spell is impossible. All Shifts are cumulative.

- 1CS ● if the target of the spell is from a different dimension than the caster
- if the caster is in astral form
- 2CS ● if the target is more than 30' in size or occupies more than one area
- +1CS ● if the area in which the spell is cast is familiar to the mage or to the Powers he invokes (home turf advantage)
- +2CS ● if the spell is cast in ceremony
- if the form of the spell comes from an ancient book or tome found during the campaign
- +3CS ● if the target of the spell is a willing subject for dimensional and universal energies

A *ceremony* is an established ritual by which certain actions are taken to achieve desired results. Ceremonies are only used for Universal and Dimensional energies. A ceremony takes a number of rounds equal to the rank number of the spell being cast.

Example: A magic-wielding hero casts a force bolt, an Eldritch Bolt, at a Mindless One that has stumbled into our dimension. The mage's Psyche is Amazing, and the force is Good. The character rolls to hit on the Amazing -1CS or Incredible rank, and it hits inflicting Good damage. (The -1CS is because the Mindless One is a native of another dimension — the dread dominion of Dormammu, to be exact.)

Example: A mage seeks to ensorcel an unwilling victim and read her mind. Using a mental probe (Incredible(41)) with his Psyche of Excellent(12), the mage decides to call on Hoggoth for aid (Personal energies will not work on an unwilling victim). He sets up a ceremony for Hoggoth, giving him a +2CS to cast the spell. The ceremony is cast with Incredible chance of success (Excellent +2CS), and Incredible Intensity if it succeeds. The mage makes a Popularity FEAT, treating the Psyche as Popularity, and, if he gets a green result, ensorcells the target with Incredible Intensity.

Special: Eldritch Bolts and Shields. Instead of rolling random Powers, any starting mage may choose Eldritch Bolts and

Eldritch Shields as spells, each replacing that which would be a random Power roll. The initial Power ranks of these spells are always the Psyche rank and rank number of the character.

Eldritch Bolt is a bolt of magical power, and includes all manner of spells such as Doctor Strange's Bolt of Bedevilment. The range is as determined in the spell range table below, and damage is equal to the Power rank, with the following difference: the bolt may reduce Health or Karma values (in the latter case, the target's effectively out of luck). If the bolt attacks Health, treat it as a Force attack.

The **Eldritch Shield** is a shield of mystical energy that provides the caster with mystical Body Armor equal to the caster's rank number. This is also proof against magical attacks or those attacks which arise from magic.

If an attacker directs his attacks against the shield itself, treat the attack as an attempt to break the material, with the attacker's bolt supplying the strength and the defender's shield the object that may be broken. The mage whose shield is broken that round takes no damage, but has no shield until he raises it the next round. An Eldritch Shield will protect its caster from all forms of magic of up to the Psyche of the caster.

Karma Awards, Popularity, and Advancement

Characters who have true magic abilities (as opposed to those with mystic origins, the potential to gain magic, or using magical items) gain Karma at the standard rate. All Karma losses are at twice the standard rate. The reason for this is thus: A sorcerer, no matter what his background, is more aware that all things are part of a greater whole, that bread cast upon the water comes back a hundredfold, and you reap only what you sow. In other words, Karma counts twice as much against them because they are more aware of its effects.

On the plus side, the cost for a mage to perform Power Stunts using his spells is reduced. It costs an "ordinary" super hero (if there is such a thing) 100 points to attempt a Power Stunt. It costs a mage only 10 points of Karma if the stunt uses Personal or Universal energies, 50 points if using Dimensional energies.

A mage advances in ability ranks and gains talents as do non-magical characters. A mage may gain new spells in two ways: through normal advancement, where costs are halved in Karma, and through location of new spells.

New spells may be found in mystic texts, unearthed in ancient ruins, or taught by individuals of higher ability than the mage in question. The first time a spell is cast 500 Karma points are spent, regardless of the effects of that spell. After that, the mage has added that spell to his repertoire of usable spells. The spell itself is usually vague about the level of its Power. i.e., If your mage finds a book promising control over the waters of the world, it may rank in Power from Feeble to Unearthly, or may have some unknown requirement or deadly curse. The written spell itself will not reveal this information. There may exist legends, tales, and support material (like instruction sheets) for the spell itself, but likely as not these materials may be erroneous or fraudulent.

Contacts in other planes cost twice the normal Karma cost of Contacts to reflect the powerful nature of these Contacts. The hero must have existing contact with these planes in some form, whether by physically encountering them (a hazardous endeavor) or by invoking their names in spells and calling upon their dimensional energies (another dangerous endeavor if dealing with powerful, Hostile beings).

Note: Only some powerful extra-dimensional beings grant magical Powers. For example, Odin of Asgard was the ruler of a tribe of gods that controlled its mystic realm, similar to Dormammu. Yet as of this writing, it has been hundreds of years since any have called upon the All-father for spell-like abilities, and whether they would be granted those spells now is an unknown point.

Magical Abilities and Limitations

In the original set of Marvel Super Heroes was a table delineating magical abilities and limits using these Powers. The table below replaces that table, and refers to limits as set to the Power rank of the spell being cast as opposed to the Psyche of the caster.



Spell Rank	Duration of Effect	Area of Effect	Standard Damage
Shift 0	None	None	None
FE	1 round	Touch	2
PR	1 round	Touch	4
TY	1 round	Touch	6
GD	1 round	Same Area	10
EX	1 minute	1 Area	20
RM	1 hour	2 Areas	30
IN	1 day	5 Area	30
AM	1 month	12 areas	50
MN	1 year	1 sq.mi	75
UN	Perm.	10 sq.mi	100
Shift X	Perm.	1 planet	150
Shift Y	Perm.	1 planet	200
Shift Z	Perm.	1 planet	500
Class 1000	Perm.	1 dimen	1000
Class 3000	Perm.	1 dimen	3000
Class 5000	Perm.	5 dimen	5000
Beyond	Perm.	ALL	Infin.
*Perm. — Permanent			

This effects table only applies where the effects are needed — for example, the range of a spell is in question, or how long an enchantment can last before it must be renewed or expire. A mage may always choose to inflict less damage with his spells, or to have less duration or area affected.

All mages have an "ear" for magical power, and as such are aware of its use within their general region. The casting of a spell that will affect a ten mile area will alert any mage of that power level or higher in that area, as well as those powerful entities that

may have agents operating in that area. Similarly, the casting of spells that will affect all of the Earth will definitely come to the attention of Doctor Strange, who is that Earth's sorcerer supreme (indeed, one of his prime tasks in that roll is to protect Earth's dimension from invasion and damage by other mystics), and magically messing with a dimension will come to the attention of the great Powers of magery.

Hardware: Building, Modifying, and Alien Technology

Despite the wide variety of items that are offered in the earlier sections, players will often want to have tailor-made items to fit their needs. These items may be more powerful, have better or different powers than the original, or be something totally outside the realm of normally available items. This section deals with building items and modifying existing items, both over a long period and upon demand (the latter is known as kit-bashing).

Note: Hi-tech heroes rely on devices, whether magical or technological in nature, to provide their super-human abilities. These items possessed by the hi-tech hero at the start of the campaign are not affected by the rules herein. Hi-tech abilities are increased and modified as for any other heroic character.

If another character is using the devices inherent to a high technology hero, the character using those devices must make a Reason FEAT to correctly use the device. The FEAT is always a green FEAT, with failure resulting in the character hitting the wrong button, activating the wrong system, or pointing the weapon in the wrong direction. Results of these actions vary according to situation, and may range from a -1CS or -2Cs to hit or effectiveness, or the damaging of the system itself.

Similar rules apply to characters encountering alien technology for the first time. In this case, a Reason FEAT is made against a standard Remarkable Intensity. Once that FEAT is made, the player can use the alien device in normal situations, and another Reason FEAT is called for only in extenuating circumstances (such as when the character tries a Power Stunt or Vehicle Stunt with the device).

The key requirement of building an item is its *Effective Cost*. Effective cost determines the Resources required to make an item, the amount of time that must be spent to build an item, and whether or not that item

works. A hero may attempt to build an device that has a higher effective cost than his Reason.

Effective cost is determined in the following fashion: Take the highest applicable rank number for that item. For every applicable rank that is equal to that rank, add a +2CS. For every applicable rank that is one rank lower than that rank add a +1 CS. This gives the base cost for all types of items. Ranks of two or more CS below have no effect on effective cost. Further modifiers may alter the effective cost, according to the item.

What is an *applicable rank*, anyway? It is one of those ranks that define the performance of the item.

- In the case of vehicles, applicable ranks are Control, Speed, Body, and Protection.
- In the case of weapons, applicable ranks are generally Damage, Range, and Material strength.
- In the case of items that enhance abilities (such as power suits), applicable ranks are those abilities that are modified, and the material strength or Body Armor.
- In the case of robots and other artificial beings, the applicable ranks are the listed abilities and any additional Power ranks.
- In the case of all other things, the applicable ranks are material strength and Power ranks involved. The more an item does, the more applicable ranks it involves, and the more it will cost to build.

In addition, certain specific functions of the item may shift the effective cost upwards or downwards. Certain special items may be required to finish a device (such as an Alludium Q-36 Space Modulator). These requirements are described in full below.

Upon finding the effective cost, the player whose character is building the item makes a Resource FEAT to determine if he can afford it (for more expensive items it may be necessary to use his Contacts). If the character can afford the item, work begins.

The time for invention takes as long in days as the item's effective cost rank number (something that costs Typical takes 6 days). Upon completion of the time and cost requirements, a Reason FEAT is made to determine if the invention really works.

Breaking down this process into its steps, the first concerns the the general type of

item that is being built, and the additional modifiers to its effective cost.

Weapons are defined by Range, Material Strength, and Damage. Range is set from the following table. If the weapon falls within that range, it has that rank.

Range Ranks

Range in Areas	Rank
Touch	*
1	Poor
2	Typical
3-4	Good
5-6	Excellent
7-8	Remarkable
9-11	Incredible
12-20	Amazing
21-40 (1 mile)	Monstrous
41-60	Unearthly
61-80 (2 miles)	Shift X
81-160 (4 miles)	Shift Y
161-400 (10 miles)	Shift Z
10-100 miles	Class 1000
Intercontinental	Class 3000
Interplanetary	Class 5000

- * Weapons that inflict damage only on touch do not have a applicable cost rank, and in fact, reduce the total cost by -1CS. For example, an Monstrous Strength sword would have a -1CS, for Amazing Cost, in the final cost of the item.

Figuring the damage rank is as easy — find the amount of damage the weapon inflicts under normal circumstances, treat that as a rank number, and the weapon has that rank damage. Weapons that do not inflict damage but require ability FEATs (such as stun cannons) use Intensity rank as opposed to damage rank. Example: a handgun inflicts 6 points of damage with standard ammunition. This is Typical damage, so the damage rank of the handgun is Typical. A stun pistol has no damage rank, but an Intensity rank of Good. Its damage rank for the purposes of figuring effective cost is Good.

The material strength rank is the set material strength of the device, and reflects the amount of damage the weapon can take. It is possible to build handguns and daggers of Feeble material, but they can be easily damaged.

Other modifiers to Effective Cost:

- If weapon must be touched to the target to inflict damage, modify by -1 CS.
- Items that are thrown such as grenades or shuriken ignore the range

modifier (but do not gain the -1 shift for having to touch the target).

Examples of weapons building: Building a machine gun as listed on page 43:
 Inflict 30 points damage Remarkable
 Range of 10 areas Incredible
 Made of Good strength material Good
 Effective cost is Incredible +1CS (for Remarkable damage) for cost of Amazing.

Example: A Laser rifle from page 42:
 Inflicts 20 points damage Excellent
 Range of 4 areas Good
 Made of Typical material Typical
 Effective cost is Excellent +1CS (Good Range) for a Remarkable effective cost (as expensive as the standard listed price, but remember, these things are illegal).

Example: a Knife from page 45:
 Inflicts 10 points damage Good
 Can be thrown No Modifier
 Material Strength Excellent
 Effective cost is Excellent +1CS (good damage) -1 CS (melee weapon) for Excellent Cost. Costs much less to buy one.

Vehicles: The applicable ranks for vehicles are: Speed, Control, Body, and Protection. Vehicles are of a set type (Road, Off-Road, etc.) determined at the start of construction.

Other shifts:

- +1CS Occupies more than one area (compartmented vehicles always occupy as many areas as there are compartments)
- 1CS If craft offers no protection
- +1CS If craft is GEV

Example: Building your own Sedan
 Control Poor
 Speed Good
 Body Good
 Protection Typical
 The price of building this sedan is Good +2CS (for the other good ability) +1CS (for Typical Protection) or an Incredible effective cost to build a car from scratch. Keep this in mind when borrowing the car. It is cheaper to buy them from a major company, which manufactures a lot of standardized types.

Example: Building your own Skymobile
 Control Excellent
 Speed Incredible
 Body Excellent
 Protection 0
 The price of building is Incredible, -1CS (Excellent Control and Body neither add nor subtract, but there is no Protection) for a Remarkable cost.

Note on arming vehicles: The best approach is often to build the vehicle first, then add any armament, either from off the shelf, or by building it separately. It is cheaper to build the tank, then add the light artillery and machine guns, than to build the entire operation all at once.

Power Suits This category includes all items that modify the wearer's seven basic abilities. The applicable ranks are the item's material strength or Body Armor (whichever is higher), and the final stats of the modified abilities.

Other modifiers:

+1 CS for every Power added (if Power is within one of, or higher than, the highest stat, it becomes an applicable rank, and this modifier is ignored)

Example: You wish to build a super-powered suit of Good material, providing Excellent Body Armor, raising your Strength to Amazing and Endurance to Incredible. Effective cost is Amazing +1CS (for the Incredible) or Monstrous cost. The Good material and Excellent Body Armor have no effect on the effective cost.

Example: You wish to build a super-powered suit of Excellent material that provides Good Body Armor, raises Strength to Remarkable, and duplicates the powers of Flight at the Excellent rank, with Force attack (Repulsors) at the Remarkable rank. The effective cost is Remarkable (highest rank) +2CS (other Remarkable) +1CS (one of the Excellent ranks) +1CS (the other Excellent rank) for Unearthly cost.

Compare the two examples. It costs more to build a power suit with more options than one that has certain specialized functions. This is why such suits are normally restricted in their capabilities. (Remember — Hi-tech heroes such as Iron Man exist outside this way of constructing items.)

Power Suit Option An alternate method of building a Power Suit revolves around those suits that modify the ability by column shifts as opposed to setting higher levels. A harness that would increase the wearer's Strength by +1CS (Excellent max) would be of this type.

For building Power Suits of this type, figure the effective cost using the material strength or Body Armor rank (whichever is higher), and the Power ranks of any powers that are given to the suit. For every shift that the suit modifies a primary ability,

modify the result by +1CS.

To determine maximum ranks, calculate the results if the inventor (choose one if a group effort) were wearing the suit. If an inventor with a Strength of Good built a suit that modified Strength by +1CS, the maximum Strength would be Excellent.

Example: A character is building a Power suit made of Excellent materials, providing Typical Body Armor, and duplicating the Flight power at Good rank. The suit modifies Strength by +2 CS, and Endurance by +1CS. Effective cost is Excellent +1CS (Good flight) +2CS (Strength) +1CS (Endurance) for an Amazing effective cost. The inventor has Good Strength and Typical Endurance, so the maximums of the suit are Excellent for both. Were the suit constructed to provide Excellent Strength and Endurance, cost would be prohibitive (Excellent +2CS (one Excellent) +2CS (second Excellent) +1CS (Good Flight), for Unearthly effective cost.

Robots and other mechanical constructs that duplicate or imitate the abilities of living creatures are constructed along similar lines. Applicable ranks to figure effective cost are those the robot possesses; if the robot has no Fighting ability, none is counted. Non-player robots (things built by player characters) rarely have Intuition and Psyche abilities, and those that do are considered free-willed individuals (examples: Ultron, Delphine Courtney, and the original Human Torch). Non-Player robots (those with limited programming) are considered to have Typical Reason, those who are able to talk Good Reason. For the effects of this Reason, see Programming under the Modification section.

Other modifiers:

-1CS if the being is humanoid
+1CS if the being is supposed to imitate a specific individual

Example: The X-Men build a humanoid robot to serve as a sparring partner for Colossus. The Robot has the following stats:

Fighting:	Excellent
Agility:	Excellent
Strength:	Monstrous
Endurance:	Incredible
Reason:	Typical

Has no Intuition, or Psyche. Made of Incredible Strength materials (has Incredible Body Armor as a result). Effective cost is Monstrous -1CS for Humanoid form, or Amazing cost.

Example: Arcade wishes to construct a duplicate of Doug Ramsey in order to lure Kitty Pryde into a trap. The android has the following stats:

Fighting:	Poor
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good

No Psyche or Intuition. The Reason ability reflects a programmed set of reactions and a library of languages to duplicate Doug's abilities. The android is made of Good material. Effective cost is Excellent +1CS (Good material) +1CS (Good Reason) +1CS (duplicate of existing being) or Amazing cost.

Other items are built in the same fashion as listed above. Always consider the material strength of the item, and any ranks the item has as the result of its performance.

For example, the Missile falls outside the normal weapon requirements. Its applicable ranks are Body, Control, Speed, and Damage. Similarly, explosives have one rank number, that being their effective cost (over-the counter explosives are more expensive, but have less of a tendency to blow up before you want them to).

Important: Items which duplicate powers that are not readily reproducible by 1980's technology always have an applicable rank of Monstrous added to everything else. If you want to build a Teleporter, duplicating the power at the Poor rank, there will be an additional applicable rank of Monstrous because we currently do not have teleporters in our society. Likewise, a device that flies by means of jet engines would not suffer this penalty, but one which provided flight by anti-gravity devices would.

Example: The players wish to develop a medical scanner which would monitor the patient and diagnose the patient's ailment. Early forms of this type of "diagnostic bed" exist, so the Monstrous limitation does not apply. The bed and its components are made of Good material, and the device should be able to provide medical opinions with Excellent Reason. The effective cost would be Excellent +1CS for the materials or Remarkable. If the device needed to be able to scan through the 3-inch steel hide of the team's resident bulldozer (Incredible armor), the cost would be Incredible.

Example: The hero team wishes to develop a device that would scan alternate dimensions. Such a device does not exist in the "real world," so the first applicable rank is Monstrous. It is made of Excellent materials, and must punch through into another dimension with Amazing ability. Effective cost is Monstrous +1CS or Unearthly.

Other modifiers to Effective Cost:

- +2CS if the device cannot normally be seen
- +1CS if the device is pocket-sized
- +1CS if the device is portable
- +1CS if the device occupies more than one area

Special Requirements for Inventions

Often a device may require a specific item to work properly. This is a Special Requirement. The special requirement is set up for the Judge as a safety mechanism to prevent too many wonders of technology from floating around, and to provide a base for hero (and villain) actions.

Devices which have an effective cost under Remarkable rarely need a special requirement. Those with an effective cost of Remarkable or higher may have one special requirement, while those of Monstrous or higher effective cost will always have at least one special requirement.

Special Requirements are set by the Judge as specific items for completion of the work, and the Building Things section in the Judge's Book delineates his options. The special requirement may be a particular circuit, a secondary invention required to make the item work, a new method of producing an item, a special alloy or substance with specific unique properties, or an existing device to use as a model.

The Resource FEAT and Building (Or, how am I going to PAY for all this?)

Once effective cost is calculated, the player(s) involved make a Resource FEAT. This FEAT may be out of one character's pocket, a combined FEAT if two characters have Resources within one rank of each other, or as a result of using Contacts with sufficient Resources to create the device.

Example: An interstellar destabilization detector is calculated as having a Monstrous cost. The Resource FEAT may be made as follows:

- A single character with Resources of Monstrous makes the FEAT roll.
- Two characters with Amazing Resources, or one with Amazing aided by one with Incredible Resources, make a single FEAT.
- A character with insufficient funds, but with Contacts in an organization with Monstrous Resources, persuades them to fund the project. A hero with Good funds but Contacts with the Department of Defense convinces them that this is a good idea (Popularity FEAT — possibly more than one). Contacts providing the funding may have their own restrictions or requirements to any such agreement.

If the Resource FEAT fails, the hero may not make another attempt before the next week. Cost is not prohibitive, but the character does not have the money right now.

Time and Building Things

The effective cost determines the time it will take in days to complete the product, assuming normal working conditions. The rank number of the effective cost rank is the number of days the project will take (an item with an effective cost of Typical would take 6 days, one of Unearthly 100 days).

The time represented is for one man, working alone, with regular stops for eating, sleeping, and other necessities. Conditions may reduce the time according to the situation:

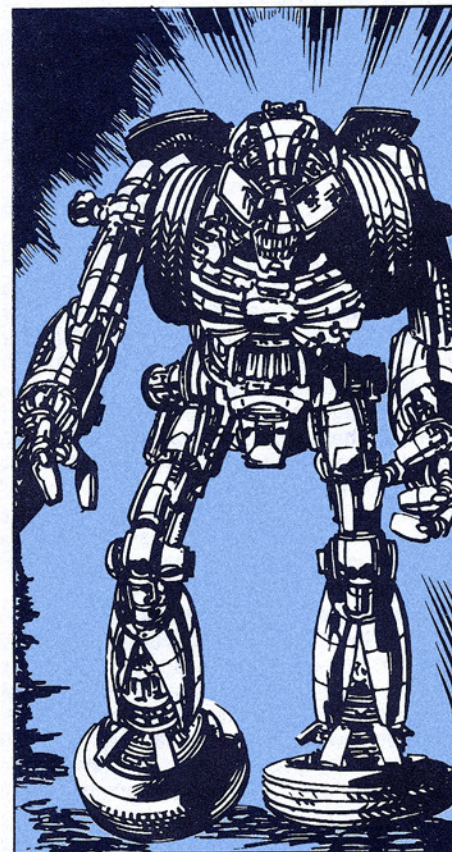
- If the inventing character (the one whose Reason will be used to make the FEAT) has aid (a lab assistant), the time is halved.
- If the inventing character's assistant has a Reason within one rank of the inventor's, then time is quartered (this is why brilliant scientists always seem to have searched out equally brilliant, but often morally corrupt, lab assistants).
- If the inventor works straight through, time is again halved. An inventor along with his brilliant lab assistant of equal Reason, working around the clock on a project of Excellent effective cost (20 days normally) would complete the project in 2-1/2 days. Working straight through indicates other short-cuts, as well as a lack of attentiveness to details, and may result in a negative column shift upon completion (see **Success**).
- Work performed by NPCs based on the player character's requests or designs will always take the maximum amount of time. This includes situations where the hero has hired or persuaded someone else to do the work.

A hero may only work on one project at a time, though he may have several inventions being developed by others.

Success! or — Eureka! I have found it! (Now, where did I put that plutonium...)

After making the Resource FEAT and spending the amount of time required for the invention, the inventor makes a Reason FEAT roll to determine if the invention is successful. Use the hero's Reason, or the highest Reason of those heroes involved, with the following modifications:

- +1CS for assistance, no less than one rank lower (maximum of +1)
- +1CS for each applicable talent (examples — electronic for building a robot, piloting for building a plane; maximum of +3CS from talents)
- 1CS if time was shortened by rushing
- 1CS for each special requirement in the invention (Maximum of -3CS)
- +1CS if the device existed previously (from a failed experiment or from kit-bashing)



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The inventor makes the Reason FEAT and reads the result from the list below. If the effective cost is greater than the Reason of the inventor (after all shifts), then the result is read as one color less than the one rolled. (Red becomes yellow, yellow green, and green becomes white).

White Result: You missed something, but a double check shows what it is. Start again. No Resource FEAT is needed, but the amount of time is the same, and a special requirement is added.

Green Result: It flies, Wilbur, but not for long. The device will fail in 1-10 turns. Failure may result in destruction or damage, depending on the situation. Repairs done as for White result.

Yellow Result: Working prototype. Operates at -1CS for all abilities until fine tuned. Fine tuning takes 1-10 additional days.

Red Result: Success! The device does exactly what it was designed for.

Karma and Success: Karma may be added before the die roll, but in this case, and this case only, the amount of Karma should be determined before the roll is made.

Kit-Bashing

All of the above is very good when you have the time to work on a device, or have others work on it for you. What happens when Terminus pops up, and you need that device to help you defeat him?

You start kit-bashing — taking what is available and working with it to get something that will save the day.

Kit-bashing is conducted similarly to normal invention, but at a highly collapsed timescale, at the expense of Karma. Expenditure of ten points of Karma will reduce one day of normal work to one

round. If a device has Monstrous (75) effective cost, then it would take 75 days under normal circumstances. At an expenditure of 750 Karma points, this may be reduced to 75 turns.

Kit-bashing may be used to rush a project to completion. If you are on day 5 of an anti-Skrull product requiring 10 days, and the Skrulls invade, you can complete the project in 5 turns by kit-bashing. If any part of the device is kit-bashed, the entire device suffers the effects of kit-bashing.

Kit-bashed devices will succeed on a Reason FEAT of the inventor, but will only operate for 1-10 rounds before becoming inoperative (depending on the device — some may be inoperative in particularly spectacular fashions). If the inventor can salvage the pieces, he will receive a bonus on future FEAT rolls to duplicate the device.

Karma for kit-bashed devices may be pulled from any sources available to the inventor, including his own fund of Karma, Karma pools he belongs to, and Karma that has been set aside for Advancement. Allies of the inventor may contribute their Karma as well, if they are assisting.

Modifying Items

Often, a full design is not necessary, as an existing weapon, device, or vehicle may be modified to perform the actions necessary. This is known as modification, and is often less expensive than full-fledged invention. Modification is also used to smooth out the rough edges of inventions, and improve them slowly.

Only one modification may be made at a time. If you wish to improve the Speed and Control of your convertible, first you must improve the Speed, then in a separate modification improve the Control. If you wish to add weaponry or flight capabilities, these would be separate modifications.

Modifications that alter abilities have an effective cost of the new ability rank, but may only be made one rank at a time. If you wished to increase the Body Armor of a power suit from Good to Remarkable, you must modify it first to Excellent, then make a second modification to Remarkable.

Modifications that give abilities that the device previously did not have (such as Flight for an off-road vehicle, or adding machine guns to your jeep) are handled according to situation. In cases where the modification is easily made (adding Light Artillery to a tank), the effective cost is

Typical (it is effectively installation only). In cases where some modification of the device itself would need to be made (flight for the off-road Vehicle), effective cost is equal to the new power added, but never less than Good effective cost. Remember that modifying devices for powers not reproducible by modern technology (a gun that only hits people thinking of crime) are Monstrous, at minimum.

Time and success of a modification are determined as for any invention. Failure may damage the original device as well. Modifications may be kit-bashed.

Programming and Reprogramming

Computers and the programming of robotic NPCs present special problems, and as such are dealt with separately. Such devices are assigned Reason abilities, but possess no creative thought or personality of their own (player character robots are, as always, an exception). The "Reason" ability reflects the amount of information the device has, and the ease with which it may be accessed. A computer with vast information with its data trapped behind codewords, split into various files, and unable to access important programs is as "dumb" as a home computer.

Computers are only as smart as the information they get, and can only answer a direct inquiry. Gaining information from a computer is easy, if the proper passwords are known. The fact that passwords are usually restricted to those with need to know is the restriction of the computer. Most computers have a restriction of Excellent. Those with sensitive information have restrictions of Remarkable or higher. NPC robots have restrictions and inhibitions as listed for their Reasons.

Information may be taken from a computer with a Reason FEAT, green if passwords are known, red if they are not. Robots and computers may be reprogrammed, again at a Reason FEAT. Time is equal to the restriction rank number in turns. *Example:* Nightcrawler reprograms a bunch of Arcade's androids to attack Arcade. This takes 10 rounds each (Good Reason), and requires a Reason FEAT for each robot.

Repairs

Long-term repairs are made at repair centers. Heroes intent on making repairs may invest in a repair center. The cost of the center is equal to the effectiveness of the repair center. A repair center of Good cost may repair at the Good level; one of

Remarkable cost will repair at the Remarkable level.

If a damaged device (usually a vehicle, sometimes a robot, and rarely a weapon) is brought in, it can be repaired. Damaged devices are those that are reduced in abilities because of beings hitting on them. A repair center can restore the device by one rank if a Reason FEAT is made, using the Reason of the repair person or the value of the Repair center, whichever is lower. Karma may be added. Effective cost is as for modifications, but time is measured in hours as opposed to days.

Example: A Self-Propelled Gun made a wrong turn when fighting the Hulk and lost two ranks of Body, from Remarkable to Good. The repair center is of Incredible ability, and the tech on duty has a Reason of Remarkable. The center must restore the Good Body to Excellent, and finally to Remarkable. This will take one man 20 hours for the first, 30 for the second. (Time may be reduced by assistance.) Repairs are automatic as long as the rank of the center is higher than that of the device. Otherwise a FEAT (Reason of repair person) is needed, with failure resulting in the damage being beyond the ability of the

shop to repair.

Repairs in the field may be made with a Reason FEAT of the repairing character. The Intensity of damage is equal to the original stat that is trying to be repaired. Field repairs will last for 1-10 hours before shaking loose again (damage reduced to original with an additional rank of damage).

Devices which have had abilities reduced to below Feeble are beyond hope — they cannot be repaired. Their materials may be salvaged for use in new inventions along similar lines, with the resulting bonus to the roll for success.



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The following is a description of the Powers available to generated characters, which are listed on pages 8-9 of this book. These summaries are general descriptions of the Powers. Specific heroes native to the Marvel Universe may have their own specialized versions of these Powers.

Resistances Resistances are Powers that protect the hero from specific forms of attack, such as fire, cold, radiation, or toxin. All damage caused by that type of attack is reduced or negated, according to the type of Resistance.

Resistance to Fire and Heat: All damage from fire and heat-based attacks is reduced by the Power rank number. Further, any fire of less than this Power rank has no effect on the hero. (Example — the hero with a Resistance to Fire/Heat of Amazing(50) rank could walk through super-heated steam of Incredible(40) Intensity without ill effect.)

Resistance to Cold: All damage from cold-based attacks is reduced by the Power rank number. Further, ice and cold of less than this Power rank may be ignored. Physical items made of ice may still affect the hero. A hero with Resistance to Cold would not be easily frozen by Iceman, but could still be hit with a club made of ice.

Resistance to Electricity: All damage resulting from electrical-based attacks is reduced by the Power rank number. Further, electricity of less than this Power rank is ignored by the hero. The hero must decide if this Power is conductive or non-conductive in nature. Conductive resistance allows energy to pass through the hero into those the hero is touching (like a copper wire). Non-conductive resistance stops the energy at the contact point, allowing those being touched or held to be unharmed (like rubber insulation).

Resistance to Radiation: All damage resulting from radiation-based attacks, including but not limited to X-rays, alpha and beta particles, and gamma rays, is reduced by the Power rank number. Most non-convulsive energy rays used by super-powered individuals may be so reduced (i.e.: this resistance would provide protection from Captain Marvel in X-ray form, but not from Radioactive Man's force-based attacks). Any radiation of a lower Intensity than the hero's Power rank has no effect on the hero.

Resistance to Toxins: This Power rank is always a minimum of one rank greater than the hero's Endurance rank (if the random roll sets this Power as less than this stated minimum, it is raised to Endurance rank + 1CS). This rank is used instead of Endurance for all FEATs involving poison, and is not reduced by damage or effects of poison. Failing a FEAT with this Power will mean Endurance drops by one rank, but this Power rank does not drop. It will be used *next* turn at its normal level for determining further effects.

Resistance to Corrosives: This resistance reduces the amount of damage from acids and other caustic agents, including but not limited to rust, rot, acids, salt deterioration, and destructive microbes. The hero with this Power may ignore acids and corrosives of less than this resistance's Power rank number in Intensity, and may reduce damage from higher level acids by the Power rank number.

Resistance to Emotion Attacks: This Power rank will be no less than one rank higher than the character's initial Intuition, and should be raised to that rank + 1CS if a lower rank is rolled. Any Emotion-related attacks that affect the Intuition, including illusions, emotion-control, and dominance must overcome this rank as opposed to the Intuition of the individual.

Resistance to Mental Attacks: This resistance is similar to that of resistance to emotion attacks, but is used against attacks that affect the Psyche from psionic (but not magical) sources. This Power rank will be no less than one rank higher than the individual's Psyche, and should be raised to that rank + 1CS if a lower rank is rolled.

Resistance to Magical Attacks: This resistance is similar to that of Resistance to Emotion Attacks, but is used against attacks that affect the Psyche from magical and extra-dimensional sources. Further, all magical damage-inflicting attacks are reduced by this Power rank number. Unlike the Resistances to Mental Attacks and Emotion Attacks, this Power rank may be *lower* than the Psyche initially, making the individual *more* vulnerable to certain types of magical attack (but less vulnerable to damage-inflicting magical attacks).

Resistance to Disease: The individual with this resistance is less susceptible to disease than other heroes with the same Endurance. Included are common diseases, as well as the effects of biological warfare and vampirism. The individual's

rank in this Power is no less than one rank above the individual's Endurance. (Any roll of less than that rank should be raised to the Endurance Rank + 1CS.)

Invulnerability: The hero with this Power is totally unaffected by one or more of the attack forms listed above. The initial choosing of Invulnerability counts as two choices, but every additional choice in Resistances may be changed to an Invulnerability. (Example — A hero being generated picks up Invulnerability to Fire, counting it as *two* slots. She then gets another resistance, and chooses Resistance to Cold. She may then choose to be Invulnerable to Cold instead at no additional cost.)

Invulnerability means that the hero in question has a Class 1000 resistance to that attack form.

Senses Powers in the Senses category are those that permit the hero some exotic method of detection, either by protecting or expanding the existing senses, or providing senses that outstrip the limits of other normal senses.

Protected Senses: One or more of the hero's basic senses are protected from attack. The hero ignores potentially damaging attacks of less than the Power rank in Intensity level. In many cases, this considers the effects of specially polarized goggles that prevent being suddenly blinded by high Intensity light, or earplugs or headgear that reduce the effects of sonic attacks.

Enhanced Senses: One or more of the hero's five normal senses (hearing, sight, smell, touch, taste) is increased to the Power rank level. Use this rank instead of Intuition to discover clues, spot items, and determine initiative (in the case of Hearing). These extra-ordinary senses are *more* vulnerable to attack, such that attacks against them are at + 1CS. Examples of such attacks include bright lights for sight, sonic attacks for hearing, traps activated by touch, or knock-out gases for smell.

Infravision: The individual with this ability can see in the dark. In most normal darkness, this sight range is 5 areas. This Power has a rank because there are potentially high-Intensity darknesses that may foil this Power (for example, the Darkforce). If the Intensity of the darkness is higher than the rank of the infravision, sight is limited to only the immediate area (within 2 feet).

POWERS

Cosmic Awareness: The hero possessing this Power is in tune with the universe to some degree, allowing him to perceive other powerful entities and to detect weaknesses in opponents. Individuals with Class 1000 primary abilities or better within 10 miles of the hero will always be noticed by the hero. In addition, making a Power rank FEAT with this Power allows the user to gain a +1CS on FEATs against an opponent by finding the weak point in an opponent or structure.

Combat Sense: This Power rank may be used instead of Intuition for determining surprise, instead of Fighting for blocking, instead of Agility for dodging, and instead of Strength for escaping. The minimum level of this Power is the Intuition rank of the character.

Computer Links: The character with this Power may communicate with and retrieve information from computer systems with Power rank ability. The hero must be able to access the computer in some way; usually this is by means of an implant relayed to a predetermined computer. If attempting to break into a new computer, compare this Power rank with the Reason of the computer or mechanical being. This Power also allows the reprogramming of simple robots (but not Player Character robots under normal circumstances).

Emotion Detection: The hero can detect emotion in others with Power rank ability. This Power may be a limited form of Empathy, or merely the ability to catch the subtle physiological clues that indicate a person is under stress, lying, or worried. Success with this FEAT roll indicates the hero detects only the target's emotional state, not the cause of it. (The target may be lying, but the hero with this Power is able to detect only that the individual is worried, the heartbeat pattern is up, etc.) Targets trying to conceal their emotional state use their Intuition as an Intensity rank to determine the type of FEAT required. Detecting non-human emotions — those of robots and aliens, for instance — should be done at a higher shift.

Energy Detection: The hero with this Power is able to identify specific types of energy and track energy trails. The hero can identify the general "type" of energy (particles, x-rays, light, exhaust of a nuclear engine, etc.) with Power rank ability, and can track the energy trail of that specific type with Power rank ability per hour. Faint trails or common types of energy with confusing patterns may require yellow or

red FEATs at the Judge's option.

Magic Detection: The hero with this Power can detect magic. When magic is in force around the hero, make a Power rank FEAT roll. White means failure; check again next round. A green result indicates recognition that there is magic in the area, a yellow result the individual or individuals involved in the magic, and a red result the type of spell or magic involved. Spells that mask or mislead the spell-casting may reduce these chances at the Judge's option.

Magnetic Detection: The hero with this Power can detect the magnetic field of Earth (and likely other planets as well), as well as aberrations of that field (created by large iron deposits, huge electro-magnetic doomsday devices, etc.) with Power rank ability. It is difficult for a hero with this Power to become lost.

Mutant Detection: The hero with this Power is attuned to the specific mental radiation given out by mutants. The range is dependent on the Power rank of the individual. (See the Power Rank Range Table). This Power reflects the conscious will to detect mutants.

Psionic Detection: The hero with this Power is attuned to exceptional mental radiation in general, and as such can detect the use of paranormal abilities including mindreading, thought-casting, mental control and attacks, whether by technological or of mutant origin (but not those of magical origin). The hero can detect these abilities only when they are in use, by making a Power rank FEAT roll. Make a check each round the hero is in range of psionic activity until the hero makes the FEAT or psionic activity ceases. The FEAT is green if the hero is specifically checking for psionic activity, yellow if not paying specific attention.

Astral Detection: The hero with this Power can see the forms of creatures operating in the astral plane, including ectoplasm of those adepts who can astrally project. This is an automatic ability: the individual can always recognize that an astral form is nearby. Use the Power rank FEAT to determine if the individual can note the features of the astral individual, such that the individual can be recognized or later identified.

Tracking Ability: Through use of heightened senses, learned abilities, or mutant Powers the hero with this Power can track another individual's path. Make a Power rank FEAT

to catch the track, but once on the trail, FEAT rolls should only be required when there is a chance of losing the track. This will depend on the nature of the tracking ability. For example, a hero who tracks by scent may have to make another FEAT (perhaps yellow or red) if the trail leads through a stockyard or perfume plant, while one who tracks by the heat left from his prey's footsteps must check when the individual passes through a stream.

Movement Powers As the heading notes, all Powers within this section influence the character's ability to move, whether by expanding the existing abilities, or providing new capabilities. It is up to the player, when creating his character, to create the basis for how the hero has the given ability. Flight can be accomplished by a number of methods. If a character flies by wings, what happens when those wings are impeded? If a character has rocket-boots, what if the boots are clogged by a foam-gushing arrow?

Flight: The hero with this Power can move through the air under his own power. The method of flight (wings, rockets, unconscious graviton manipulation, etc.) is left for the player to define, though it should be defined before play begins. The character's speed is determined by the Power rank of the individual (see Movement in Chapter 2). Agility is used to determine actions while flying, including changing course and dodging. Winds (including wind Powers) of greater Intensity than the hero's Power rank will cause the hero to lose altitude. The hero may gain one additional area (44 yards) for each 15 feet (1 story) dropped, and is slowed by one area of speed for each 30 feet (two stories) climbed. (A hero who can fly 10 areas may climb 30 stories in a single round.)

Gliding: The hero has the ability to glide, dropping 1 story (15 feet) for every turn in the air. The distance covered per turn is set by the Power rank as for flying. The Gliding hero cannot climb, but can maintain level flight by making an Agility FEAT (failure indicates loss of 2 stories (30 feet)). The method of gliding is set by the Judge and player. The gliding Power may be severely affected by winds, and winds of greater Intensity than the glider's speed may halt, down, or move backward the hero who glides, and will at least reduce the hero's speed by as many ranks as the Intensity is above Feeble.

Leaping: The hero with this Power can leap great distances. Use the table on page 24, Chapter 2, replacing Strength with this Power rank. This Power rank will always be at least the Strength of the character +1CS. If a lower rank is rolled, raise it to this minimum.

Wall-Crawling: The hero can move along vertical and upside-down surfaces as if they were normal surfaces. This Power rank indicates how strong the adhesion is (the mechanism — suction cups, atomic field suppressors, etc. — is left to the player). The hero will use the Power rank to determine the ability to stick, according to the Intensity of the slipperiness of the surface. Some examples:

Ordinary Concrete	Feeble
Ordinary Brickwork	Feeble
Glass and Steel	Typical
Steel Alloys	Good
Surface Coated with Oil	Remarkable
Non-stick Surfaces	Incredible
Frictionless Surfaces	Class 1000

Lightning Speed: The hero with this Power can move as a vehicle with a speed equal to the Power rank, as opposed to his distance per round being limited by Endurance. This Power will always be at the Endurance rank +1CS. If a lower rank is rolled, raise it to this minimum. Lightning Speed is assumed to apply to ground movement, but may be applied to any of the following Powers, if the hero has them in his possession: Flight, Gliding, Wall-crawling, or Digging. Characters with Lightning Speed can turn at maximum speed without penalty, and Agility FEATs may be made either with the Agility ability or with this Power rank. Characters with Lightning Speed can accelerate to full speed in a single round, and decelerate from full speed to full stop in the space of one area.

Teleportation: The hero with Teleportation Power can move instantaneously from point to point without physically crossing the distance between. The exact method of this crossing is left to the player and Judge, but generally in the Marvel Universe consists of the character entering another dimension, moving through that dimension, and returning to another location. Nightcrawler, Magik, Sidewinder, and Cloak all have different methods of teleportation, but all operate by this mechanism. Each time the hero teleports, make a Power rank FEAT roll. Failure indicates the hero arrives at his or her location, but is disoriented by the experience, and may take no action in the following round. The teleporting hero may carry either all individuals in his area or

someone the hero is touching up to his Strength limitations (this decision must be made when the character is created). Those carried by a teleporter must make a green Endurance FEAT or be disoriented for 1-10 rounds. Those teleported from an area must make a yellow Endurance FEAT or be disoriented for 1-10 rounds.

If the Hero teleports into a solid object (because he was unaware of its presence), make an Endurance FEAT. Failure results in damage equal to twice the material strength of the object teleported into (Strength for living creatures). Success indicates another, random (Judge-determined) port, with the hero being unconscious for 1-10 rounds.

A Power stunt that is used by teleporters is a version of multiple attacks (see Power Stunts), by which the hero teleports quickly from place to place, both dodging attacks and feints and parrying to do damage to one or more targets. Teleporters who attempt this trick may make multiple teleports in the same area (note that "area-teleporters" may not try this trick), and attack one or more targets. Such teleporters trying this trick are considered to be Dodging for purposes of attacks upon them, and may deliver up to twice their normal number of attacks.

Levitation: This Power allows the hero to move vertically unaided, and usually has a magical or mental origin. It does not allow true flight, but is immune to the effects of wind or air control Powers, unless the hero with the Power so chooses. The hero with the Power moves vertically a number of stories determined by the Power rank as speed. (A hero with Incredible levitation can move 20 areas vertically in a round.) Horizontal movement is possible by pushing off from other surfaces, or levitating while moving.

Swimming: All heroes are assumed to be capable of swimming (or at least remaining afloat and treading water) if free of impediments (inability to swim would be a minor limitation in the Talents section). The Swimming Power shows that the hero can move through the water at high speeds, as in the Lightning Speed Power applied to water. This Power does not negate the need to breathe, but the hero who gains it may choose Water Breathing as a Bonus Power without a roll.

Climbing: The hero with this Power can scale vertical (but not upside-down) surfaces as if possessing the Wall-Crawling Power with Lightning Speed. The speed of

the climbing is determined by the Power rank, and the surface must have sufficient handholds or cracks (even those of mortared bricks will do). In addition, the hero can move through tangled pipes, vines, and other areas that require manual dexterity using this Power instead of the hero's Agility.

Digging: The hero can move below ground by digging a tunnel. The hero may choose Claws as A Bonus Power if he has this Power. Normal movement is as for normal ground vehicle speed, half if the hero is digging a tunnel well-supported enough to allow others to follow (otherwise the tunnel collapses behind the hero as she digs). The hero may dig through materials of lower material strength rank than his Power rank, but not those of equal or greater rank.

Dimensional Travel: This Power allows the character to break through into other dimensions. The hero does this automatically, but must make a Power rank FEAT if under pressing conditions (2000 rabid barbarian rabbits are bearing down on the hero). A Power rank FEAT is always required if the hero is heading for a particular alternate dimension or universe.

Dimensional destinations are created as for Power stunts. If a hero has developed the ability to reach Limbo through a Power stunt, reaching the dread dominion of Dormammu is a separate stunt. At start, the hero has one dimension or alternate universe to where he can travel.

Ability to reach a specific location in a given dimension is a red Power rank FEAT. Returning to a familiar location of the native plane is a yellow Power rank FEAT. Karma may be added to these FEAT rolls.

Matter Control Powers These Powers affect specific types of inanimate or animate matter (substance as opposed to energy) outside the body of the hero. They include the various elemental Powers, as well as the ability to animate objects and transform items and people.

Earth Control: The hero with this Power can manipulate natural or semi-natural mineral items. The range and ability of these modifications are determined by the hero's Power rank (see Range of Powers listed in Chapter 2). This Power is limited to naturally occurring materials (dirt, rock, stone), or semi-natural materials that are of consistent nature (concrete, asphalt, and glass). Radically altered items such as steel alloys and artificially constructed

mechanisms (including computers, guns, and vehicles), and living or once living things (rubber, wood, or flesh) are beyond the scope of this Power.

The Earth Control Power allows the hero to manipulate an amount of material up to the hero's Power rank taken as Strength in every round. The material may be used as a weapon (inflicting material strength damage), or shield (of material strength).

The player running a hero with this Power is able to develop a number of Power stunts. The hero starts with no stunts other than the mere manipulation of myriad materials. Power stunts that may be developed can include:

- Digging (moving earth out of the way).
- Earthquake-type attack (All targets in a given area, damage equal to hero's Power rank).
- Create "earth beings" of stone or rock, with physical abilities whose rank Power number sum does not exceed the Power rank number, with Body Armor of material strength rank.
- Transportation (creating a wave of earth that moves, carrying the hero along) of Power rank Speed.
- Levitation (building a pillar of earth beneath the hero).
- Entrapment (opening the earth beneath an opponent's feet, or wrapping stone around them).

Air Control: The hero with this Power has the ability to manipulate air, winds, and (potentially) weather. The hero can create shields of wind up to Power rank damage that are effective against all physical missile attacks of that rank or lower. The hero can also use air as a distance weapon, inflicting up to the Power rank of damage, but repelled by any form of Force Field, including shields made of air. The hero can also generate winds of Power rank Intensity.

The hero with Air Control may also develop Power stunts for this Power. A character with Air Control begins with one Power stunt, which may be:

- Flight: at Power rank speed.
- Limited Weather Control: Tornadoes of Power rank Intensity and damage, controlled by Power rank FEAT.
- Limited Weather Control: Summon Storm.
- Limited Weather Control: Summon Fog.
- Lightning of Power rank range and damage.
- Reducing existing Weather Conditions with Power rank ability, as for each type of weather.

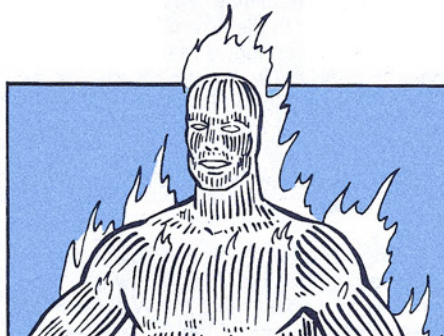
Fire Control: The hero with this Power can control existing fire sources. He can intensify the fire up to the levels of his Power rank, or may reduce the Intensity of the fire by the same amount, reducing fire damage by the rank number. The hero with this Power can manipulate flame, so as to form a fiery shield that will inflict the Power rank number of damage on those who cross it, but cannot initially use the Fire Control to affect targets at a distance. (See Distance Attacks - Fire Generation, for this Power.)

The hero with Fire Control can develop Power stunts using this Power as time goes on:

- Using existing flame as a missile weapon.
- Creating shapes from flame of Power rank number Health and damage.
- Writing words with flame in the sky.
- Creating entrapment devices of Power rank damage.
- Controlling heat to a Power rank degree.
- Absorbing heat and flame within an area as if Fire Resistance of that Power rank number.

Water Control: The hero with Water Control Powers can use available liquid water for specific effects. The water can be used as a missile weapon, inflicting Power rank damage at 1 area range. The water can also be used as a shield, having no effect on physical weapons, but reducing energy, force, and fire attacks by the rank number of the Power. The hero with Water Control may develop Power stunts, including:

- Creation of watery "servants" of Power rank Health and Abilities.
- Using water to speed ships and water vehicles, at Power rank Speed.
- Creating bubbles of air to allow others to survive underwater.
- Limited Weather Control: create fog of Power rank Intensity.
- Limited Weather Control: create storms of Power rank Intensity.
- Melting solid ice as if Water Control



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Power was Fire Generation of Power rank Intensity.

Weather Control: The hero with this Power has the ability to manipulate the forces of weather. Using this Power, the hero can duplicate several Power stunts of other control abilities, and in addition create new stunts as well. Weather Control Power stunts cost only 50 Karma points, not the normal 100 points. The hero does not begin with any Power stunts: all Power stunts must be developed, and use the hero's Power rank to determine if they are successful.

- Create Fog of Power rank Intensity.
- Summon storms of Power rank Intensity.
- Generate winds of Power rank Intensity, including tornadoes capable of inflicting Power rank number damage.
- Summon Lightning, given stormy conditions of Power rank damage, hitting its target using the Power rank as Agility.
- Lower Temperature, causing those in one area to be -1CS on FEATs, and materials to be reduced by one rank in material strength.
- Raise Temperature, causing those in one area to be -1CS on FEATs. If Power rank is higher than Endurance, target must make an Endurance FEAT to avoid heat prostration (unconscious 1-10 rounds).
- Detect Weather at Power rank ability (character may determine changes in the weather up to three days in advance).
- Reduce Weather Effects by Power rank ability.

Animate Objects: The hero with this Power may cause inanimate objects to move and attack at mental command. Animated objects retain their material strength as Strength and Endurance, but have the Agility and Fighting abilities of the Power rank of the animator. Health is considered to be the material strength. The movement and types of attack vary according to the object animated (a statue is able to walk, but an animated boulder rolls). The hero is unable to animate an object of greater material strength than his Power rank, or of greater weight than he can lift (using physical Strength or other Powers). Some examples of animated objects include:

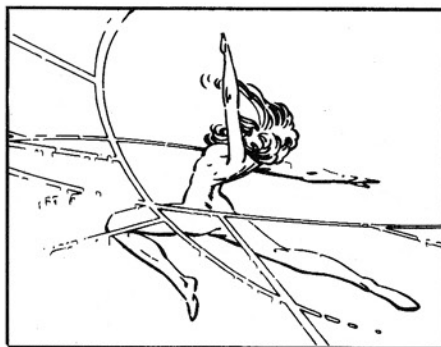
- Stone Statue: May move as character of material strength Endurance, has Body Armor equal to the material strength.
- Furniture: May move up to 2 areas per round, made of Typical material, may

- perform charging or slugfest attacks.
- Swords and other weapons: May be animated and fight as if the animator were wielding them. Such items have a Health equal to their material strength, and may be knocked out of the animator's control by a catching, blocking, or grabbing attack. An item that is in possession of another is not normally able to be animated.
- A rope that is animated may make an grappling attack of the animator's Power rank, but is made of Poor material strength.
- Buttons, levers, and other devices may be activated at a distance by this Power. (Range determined by the Power rank number). Those devices which require keys, codes, or have special safety locks to prevent unauthorized tampering may not be activated by this Power.

Density Manipulation — Others: The hero can alter the density of other individuals on touch, either increasing the density (and thereby mass) or reducing the density (take less damage, etc.). The hero must touch his target, and an unwilling target may make a Psyche or Endurance FEAT (target's choice) to avoid the effects (type of FEAT roll required is determined by this Power rank. Effects are:

Density Reduction: The target becomes vaguely transparent, and as such will become both less vulnerable to attacks and less effective in attacking. All Physical attacks on the individual in this state are reduced by this Power rank, and similarly all physical attacks by the affected character are reduced by this Power rank. The affected individual may not phase, but may be affected by winds of Good Intensity or greater. This effect lasts for 1-10 rounds, and the affected individual will be reinstated to his original state after this time.

Density Increase: The affected individual increases in density (and therefore mass) without the increased strength in the limbs and other structures required to move that mass. Each round, make an Endurance FEAT (type determined by Power rank as Intensity) or the character becomes unconscious. Upon becoming unconscious, make a second Endurance FEAT or the affected individual begins to lose Endurance ranks at a rate of one rank per round, until another Endurance FEAT halts the process. Performing any physical action while under the effects of this Power requires an Endurance FEAT. The effects of this manipulation last for 1-10 rounds after being applied.



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Body Transformation — Others: The hero with this Power can convert living tissues to other substances, for example, as Warlock turns his opponents to crystal circuitry or Grey Gargoyle his to stone. The hero with this Power chooses one material and the transformation duration (up to one hour). A target of this Power must be touched, and may make a Psyche or Endurance FEAT (target's choice) to avoid being converted into that substance. While in that form the target has no recollection of what has occurred, and has the material strength of that substance. Flesh-to-flesh contact must be made; a foe in a full body-suit would be immune to this Power.

Heroes who accept a -2CS shift in initial Power may affect non-living tissue as well. In the case of touching a foe in a body suit, the suit would be converted into the material in question. Materials of a higher material strength than the Power rank are unaffected.

In any event, the target regains his normal form following the transformation, even if pieces are broken off or dispersed.

Animal Transformation — Others: The hero with this Power can transform human targets into animals and reverse the process. The target must be touched, and must fail a Psyche or Endurance FEAT (target's choice, color of feat determined by the Intensity of the power). The target then has the physical attributes (FASE) of the animal, but retains the mental attributes (RIP) of the original form. The touch must be flesh-to-flesh. Heroes with inborn Powers retain those Powers in their new form (transform Cyclops into a puppy and you have a puppy with Excellent Strength optic blasts).

Energy Controls Energy controls reflect those Powers which manipulate the various types of energy that exist — effectively those non-material states outside the

character's own body. These include most known energy states.

Magnetic Manipulation: The hero can manipulate magnetic lines of force. Initially, this gives the hero the ability to move and control metallic objects of up to Power rank size at Power rank range with Power rank ability. As the hero progresses, Power Stunts may be developed. These include, but are not limited to:

- Flight: at Power rank Speed -3CS.
- Shocking Touch: At Power rank -1CS.
- Affecting non-ferrous metals (like bullets), though manipulation of Earth's magnetic field.
- Affecting non-metallic objects through manipulation of Earth's magnetic field. (The hero must be able to manipulate non-ferrous metals first.)
- Scrambling non-sentient machinery at Power rank level.
- Affecting sentient robots as shocking touch, but at Power rank +1CS (no benefit if robot is non-ferrous).
- Magnetic Field Detection at Power rank -1CS.

Electrical Manipulation: The hero can manipulate and control electricity. Initially, this gives the hero a resistance to electrical attacks equal to this Power rank (raise one of the two Powers if Electrical Resistance is also chosen). As the hero progresses, the hero may develop the following Power Stunts.

- Healing damage through absorption of electricity, up to Power rank amount per round.
- Absorbing electrical damage as if possessing Resistance to Electricity of -2CS.
- Acting as a conductor between a Power source and a target, as if possessing Resistance to Electricity of -2CS.
- Moving at Power rank speed by riding the lines of electrical potential, along power lines and through building wiring.
- Storing energy within self and delivering a shocking touch of Power rank damage.

Light Manipulation: The hero can generate light and manipulate existing light energy. Such light is of Power rank Intensity and may either be cast in a burst, affecting all targets in the same area, or in a line, affecting a single target. Light used in this fashion inflicts no damage, but may blind the targets with Power rank Intensity. Power Stunts that may be developed include:

- Darken or intensify existing light energies by +/-1CS per round, with Power rank ability.

- Create illusions at -3CS. These illusions have no aural or tactile components.
- Hypnosis at -2CS against a single target or group.
- Create a concentrated, modulated blast of light (laser) at -2CS Power rank range and damage.

Sound Manipulation: The hero can manipulate existing sonic energies, dampening existing noise by the Power rank number in Intensity, or increasing that noise by one level of Intensity if a successful Power rank FEAT is made. The individual with this Power may reduce all sonic-based attacks on his form by the Power rank number. A character with this Power may gain Sound Generation as a bonus Power, which would occupy the next Power slot instead of a randomly rolled Power.

Darkforce Manipulation: The hero with this Power can manipulate the extra-dimensional energy known as the Darkforce to perform specific actions. The hero may have one Power Stunt when the character is created; all other Power Stunts must be developed in the campaign.

- Flight at Power rank -1CS Speed.
- Darkforce Distance Weapon at -1CS range and damage.
- Creation of specific shapes of Darkforce (one Power Stunt per shape created) of Power rank material strength.
- Teleportation, by moving through the Darkforce dimension, at -2CS Power rank.
- Create Darkness of Power rank Intensity in three areas.

The hero must concentrate to manipulate the Darkforce in this fashion, and breaking that concentration results in the immediate dissipation of the effects.

Darkforce as used by Cloak is an unknown extradimensional energy, and may either have a sentience of its own, be home to a hostile sentience, or both. The Judge may choose to use this potentially hostile nature of the Darkforce against those who wield the Power by applying limitations.

Gravity Manipulation: The hero with this Power can alter the attractive forces of gravity. This grants the hero one of the Power Stunts, and gives him the potential to develop others as the campaign continues.

- Flight at Power rank -2CS speed
- Levitation at Power rank -1CS speed

- Levitation of others (other targets roll an Agility FEAT to avoid the effects) at -1CS speed
- Reduction of weight (not mass) by Power rank (will offset gain in mass from Density manipulation, and target may be slammed on any hit)
- Increase of weight, acting as an added load of Power rank weight on the target (Strength FEAT rolls to move)

This Power lasts as long as the hero concentrates (if the Power is inborn) or 5 rounds (if Power is result of technology or spell). Any break in concentration results in immediate negation of the effect.

Probability Manipulation: This is a very potent Power, and has strict limits. The hero has the ability to alter the chance element effected by the die. Individuals with this Power include the luck-manipulators Black Cat, Shamrock, Roulette, and Longshot, but not the hex-manipulator Scarlet Witch (though her Power is related). A hero with manipulation Powers must roll a second time:

01-50	Bad Luck
52-90	Good Luck
91-100	May manipulate both types

An individual with Bad Luck Power may call it into play for any roll. On that roll, the order of the dice is changed — the low die is always considered the "tens," the high die "ones" (a nine and a one are not 91, but rather 19). Similarly, one with Good Luck Powers will read the high number first.

Given the potential Power of heroes using the manipulative Powers to further alter the roll, a limitation to this Power *must* be taken by the character. This limitation may be any one of the following, or may be one devised by the Judge.

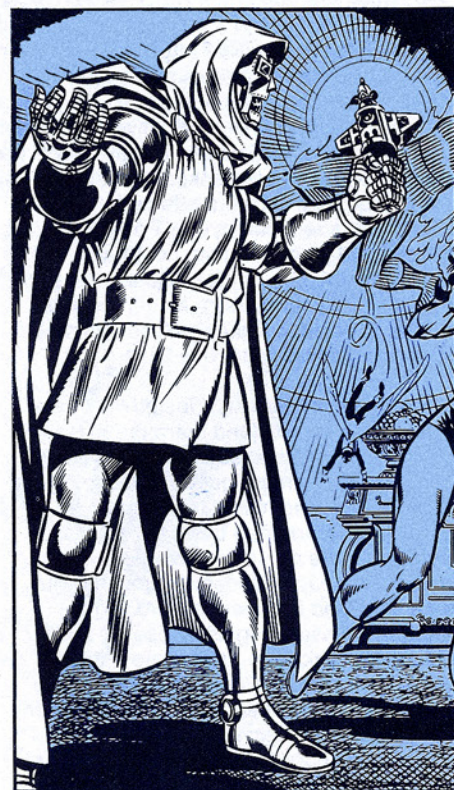
- Affects all targets in same area (Good or Bad).
- Only operates on FEAT rolls involving non-living things
- No Karma may be gained in any encounter using this Power
- All associates of the individual (teammates, etc.) suffer the effects of Bad Luck. Check this with a Psyche FEAT rolled every week or so, secretly. This effect will disappear if the individuals stay away from the teammate for about a week.
- The Judge keeps track of every Good and Bad affected roll (bad for opponents is good for the hero). The Judge, if he finds an imbalance, may ask for any critical die roll to be Good or Bad to balance things up (no more than once

per hour). The Judge chooses which die rolls to modify.

Good Luck may only affect the hero with the Power. Bad Luck affects those that are attacking the hero or performing actions that would result in damage to the hero. Note that the allies, friends, and relatives of the hero with this Power do not benefit from this Power, and in fact may be damaged by its limitations.

Nullifying Power: The hero with this extremely potent Power can negate the inborn super-human Powers of other individuals with Power rank ability. Technological or Magical abilities are unaffected. Those affected must make an Endurance FEAT against the Power rank Intensity or lose those inborn abilities as long as the hero is in range, or for 1-10 rounds. Note that this Power will affect all within the range of the Power, and the individual may use no other inborn super-human Powers while using this Power.

Energy Reflection: This Power grants the hero a limited form of Invulnerability (as the Power) to a specific form of energy. Any



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attack of that energy up to Unearthly damage or Intensity inflicts no damage on the character. The attack may be reflected in the round it occurs against the attacker or another target within Power rank range. The damage of the attack is as for the original attacker. The hero reflecting the attack makes an Agility FEAT to determine if the reflection hits its target. A hero does not lose Karma from the results of a reflected attack. If the hero is attacked with more than Unearthly damage, the hero will reflect 100 points of that damage elsewhere, and take the remainder.

Time Control: Time control is a powerful Power. Should the hero choose it, it will count as two Powers, and the hero will receive an automatic limitation from the Judge (who is encouraged to be fiendish in this matter). Time Control allows the character to perform Power Stunts involving time, as limited by the laws of the Marvel Universe. Each Power Stunt must be gained separately, and the hero starts with no Power Stunts initially. Such stunts include:

- Speeding up time surrounding the hero, permitting him Lightning Speed of this Power rank.
- Slowing down time for all within one area, allowing the hero Multiple Attacks of this Power rank.
- Slowing down the time for an injured, dying, or poisoned character. One turn passes for the character so affected as the Power rank number of turns pass for the others (if used in combat, treat as Multiple Attacks as noted above).
- "Travelling in Time" According to present theories on time in the Marvel Universe, the past is immutable. When a character travels back in time, that character is actually shunted to an alternate dimension where the desired actions are occurring. By going back in time and "changing the past" one creates a divergent reality but does not change the "original" past of his time line. Similarly, travel into the future will put the character into an alternate future dimension, which may not be the actual future of his character (see Time Travel in the Judges Book).
- Summoning Duplicates: These duplicates may be summoned from the past, future, or alternate dimensions (information on which of the three is *not* available to the player at start). The doppelgangers have identical stats and abilities to the character that summoned them, despite the chance for advancement. These duplicates *may not* use Time Control abilities of their own.

Initial use of this Power creates up to 2 duplicates. After the Power Stunt is automatic, a new Power Stunt may increase that number by one (you have to have three duplicates down before you can summon four). Death of a duplicate is considered to be death of a character, and though the original may be unharmed, Karma is lost. Whether such death will result in the eventual death of the "original" character is up to the Judge.

Body Controls This category of Powers includes those which allow the hero to significantly modify his own form, becoming larger, smaller, lighter, or different in appearance. While these modifications may have combat applications, they are not primarily offensive or defensive in nature.

Growth: The hero with this Power can grow taller at will. The limit of growth is determined by the Power rank, as noted on the table below. The hero may use his Power rank instead of Strength when performing Feats of Strength, including wrestling combat. Charging, slugfest, and missile attacks on an enlarged character all receive positive column shifts to hit. Characters that experience growth usually but not always draw their additional mass from an unknown source. Characters with growth are not slowed or impaired by their added mass.

Rank	Height	Plus to be Hit
Feeble	8 feet	+1 CS
Poor	10 feet	+1 CS
Typical	12 feet	+1 CS
Good	14 feet	+1 CS
Excellent	16 feet	+1 CS
Remarkable	18 feet	+2 CS
Incredible	20 feet	+2 CS
Amazing	22 feet	+2 CS
Monstrous	25 feet	+3 CS
Unearthly	30 feet	+3 CS
Shift X	40 feet	+3 CS
Shift Y	50 feet	+3 CS
Shift Z	100 feet	+3 CS

For Unearthly + individuals with this Power, a strength of at least Monstrous is required to support the body, or else 30 feet is the maximum the hero may assume on Earth.

Finally, the hero with this Power may choose (as a limitation) to have the Power always in effect. This means the Power is raised one rank initially, but the hero is fixed at that size, permanently (an Alter Ego may still be normal size). A hero with a permanent size of 12 feet may find trouble maintaining a secret ID.

Shrinking: The hero with this Power can make himself smaller, while retaining the original strength and abilities. The hero's Strength is unaffected by the shrinking. In addition, the hero may have a column shift modifier that reflects the increase in attacks against larger (normal-sized) foes and the reduction suffered by such foes attacking the hero.

Rank	Height	Column Shift
Feeble	48 inches (1/2 original size)	0
Poor	24 inches (1/4 " ")	0
Typical	12 inches (1/8 " ")	0
Good	6 inches (1/16 " ")	1
Excellent	3 inches (1/32 " ")	1
Remarkable	1 inch (1/100 " ")	2
Incredible	.5 inch (1/200 " ")	2
Amazing	.25inch (1/400 " ")	2
Monstrous	.1 (1/1000 " ")	3
Unearthly	.01 (1/10000 " ")	3
Shift X +	Special	

Shrinking Power in Shift X capability, or multiple shifts that reduce the individual's size below one ten-thousandth of original size, cross the Pym barrier and throw the individual into a subatomic "Microverse" (see Microverses in the Judge's Book). Further reductions are apparently not possible once in the Microverse.

Density Manipulation — Self: The hero with this Power can alter his mass at will. Density may range from Shift 0 (almost intangible) to the Power rank of the Ability. The hero who has altered mass weighs as much as a character with that strength could lift. (A hero with Feeble Density would weigh 50 lbs, while one with Shift 0 would be effectively weightless).

An individual gains Body Armor equal to his current Power rank. In addition, the character may inflict charging damage using the Power rank instead of the Strength ability, and may affect materials of lesser material strength than the current Power rank. In the Shift 0 state the hero may not initially pass through solid items (see Phasing), but is immune to physical attacks (though not energy or force attacks).

A high density may slow the character down. If the density of the character is higher than the individual's Endurance, both Fighting and Agility suffer a -1CS penalty.

One Power Stunt developed by density manipulators is to solidify inside a target. Those heroes with Density Manipulation may not do so initially, but may develop the ability as time goes by. Solidifying inside a non-living object will result in possible damage to the object. Treat the character's Power rank as Strength to determine the FEAT needed (if any) against the material strength. Disrupting the material will result in damage to the hero equal to the material strength of the target.

This Power Stunt may also be applied against living targets. In this case, make a FEAT against the Endurance of the target. If the target makes a successful FEAT, no damage is inflicted. If the target fails, the target takes damage equal to the Power rank and must make a second Endurance FEAT to avoid losing consciousness.

Phasing: This is similar to Density Manipulation, save that it pulls the molecules of a body out of phase with those of the surrounding area, allowing the hero to "phase" through solid items. While phased, the hero is immune to physical and most energy attacks, but is still subject to the effects of mental attacks and magic. The hero may pass through other objects if the Power rank exceeds the material strength of the object, and may pass through force fields of lower material strength by making a green FEAT roll. The phasing individual may not pass through materials of greater material strength, or force fields of equal or greater material strength than the hero's Power rank.

While the hero cannot be affected by physical attacks during a round, the hero may similarly not make physical attacks, with one major exception, which is treated as a Power Stunt. Phasing has a detrimental effect on electronic devices. Phasing through such a device (like a computer) will cause a malfunction. In affecting robotic beings or hi-tech heroes, use the hero's Endurance (for robots) or Reason (for equipment) to determine the effects. Failure of an Endurance or Reason FEAT results in the loss of an amount of Health equal to the Power rank. To otherwise attack, the hero may phase in, strike, and then phase back out (depending on initiative, this may take three turns).

The effect on electrical items is considered a Power Stunt. Other Power Stunts include:

- Affecting another being in contact.
- Walking on air, at normal speed.
- Phasing inside an ally, granting that ally the phasing abilities.

- Phasing in, striking, and phasing back out in a single round (only attacks made at the instant of the phaser's attack will affect the hero).
- Phasing in part of the body, allowing the remainder to remain out of phase or vice versa (always a red Power FEAT).

Finally, unless the hero does not require air, the duration of any given phase is that of the hero's ability to hold his breath. While the hero could phase into a vacuum, that hero would have to leave before having to breathe again.

Invisibility: The hero with this Power can make his body invisible to normal sight. This Power does not negate location by other senses, or nor does it initially negate location by heat or ultraviolet sources. The hero still has mass and substance (coating the hero with dust or paint reveals the true form, as does fog or rain). The hero may remain invisible as long as desired, and the Power rank has no effect on whether the hero becomes invisible under normal circumstances. The Power rank is used in connection with various Power Stunts that may be developed:

- Making others invisible on touch
- Making others invisible over Power rank range (you must first master invisibility on touch)
- Making invisible objects visible (FEAT roll determined by the Intensity of the opponent's invisibility; if there is no stated rank, consider it to be Good rank invisibility)
- Making part of a specific part of the body invisible (clothing, a mask, a hand, etc.)
- Extending that invisibility to more than the physical body, thereby effectively becoming undetectable by heat vision, ultraviolet, and so forth

Plasticity: The body of the hero with this Power is slightly elastic and malleable, and the hero manipulates his body as he sees fit. The hero with this Power may also choose Elongation as a bonus Power, placing that Power in the next slot without a random roll. The plasticity of the body serves as Power rank Body Armor. In addition, the hero with this Power may develop Power Stunts:

- Using the Power rank instead of Agility for catching falling items and individuals. The character with this Power takes no damage from a falling character landing on him.
- Limited imitation and disguise abilities at -2CS for detection. Plasticity will alter appearance, but not skin color or

voice (Mr. Fantastic would make a very pale Skrull).

- Bouncing: similar to the Leaping Power, with the hero able to fall a number of floors equal to his Power rank number without damage, and to leap as if possessing that Power at -1CS.

Elongation: Elongation is similar to the Power of Plasticity, but differs primarily in that it allows the character to extend his body and limbs over a number of areas (Doctor Octopus and Machine Man both have Elongation without Plasticity, while Mr. Fantastic has both these Powers and can elongate any part of himself.) The character with this Power may attack non-adjacent foes in close combat types of attacks (slugfest, grappling, etc.). The target of these attacks may only make close attacks against the part of the opponent that is attacking, and as such may not benefit from Kill, Stun, and Slam results. A character with this Power may extend a number of yards equal to his Power rank number. For the sake of consistency, use the following table:

Rank	Number	Areas
Number	of Yards	
Up to 22	Up to 22	1/2
Up to 44	Up to 44	1
Up to 66	Up to 66	1 1/2
Up to 88	Up to 88	2
Up to 100	Up to 100	3
Over 100	Over 100	5

Shape-Shifting: This Power allows the hero to radically modify his shape to resemble other objects or beings, to the point of being that object to all appearances (touch, taste, etc.). The degree of success of the shape change is determined by a Power rank FEAT against the investigating creature's Reason, Intuition, or Psyche, whichever is higher (compare with Limitation). A character may not gain more than half his height or shrink to half his original size. Only obvious, visible physical Powers may be gained by shifting shape (claws, gliding membranes, etc.). True super powers may not be gained in this fashion. A character who shape-shifts may be able to develop other Power Stunts:

- Develop claws and/or teeth, allowing the shape-shifting character to inflict Edged Attack damage.
- Develop Gliding Power (but not true flight) at -2 Power rank ability.
- Duplicate material strength to the point of providing Body Armor of the material strength of the object imitated -1CS or the Power rank -2CS, whichever is less.

Imitation: Not the sincerest form of flattery, but a specialized form of Shape-shifting that allows the hero to duplicate the appearance of other humanoid forms, up to the limits of Shape-shifting (half-again or half of original size). The character with Imitation may duplicate the appearance, voice, and mannerisms (but not Powers, Talents, or abilities) of a specific individual. The hero must have seen the individual previously for a sufficient period to duplicate him. The success of the imitation is determined by a Power rank FEAT, against the Reason, Intuition, or Psyche of the person being fooled, whichever is lower.

A hero with imitative Powers may attempt to duplicate a character with high Popularity and/or powerful Contacts. If successful, the character may be treated as if he has that Popularity, and his actions would be ascribed to the character he is imitating. (Of course, the imitated character will eventually find out and likely come looking for you...)

Body Transformation — Self is similar to Body Transformation — Other, with the added advantage of normal mobility and cognizance while in the transformed state. The character that is in this state gains Body Armor equal to the material strength of the material, or the Power rank, whichever is lower. In addition, the character gains any special functions of that material. Examples include:

- Becoming water of another liquid allows that character to move as a liquid through tight spaces, pipes, etc.
- Lodestone makes the character magnetically attractive at a Strength equal to his Power rank.
- Becoming Vibranium bestows the Powers of that substance. Becoming Adamantium only grants the Power rank Body Armor, unless the Power rank was above Class 1000.
- Becoming a vapor or gas allows the character to fly at Power rank speed, but makes him particularly vulnerable to wind and air control attacks (+2CS for effect). The character retains control over his consciousness. The Intensity of concealment or, if necessary, knock-out or poison abilities of the gas is equal to the Power rank.
- Becoming an energy state grants the Powers of that energy state at Power rank -2CS. Energy states include fire, cold, X-rays, radio waves, or other radiation.

The hero gains an additional +1CS if he confines his body transformation to one

state: solid, liquid, gas, or energy. The hero gains an additional +1 (for a +2CS shift at start) if he limits himself to a particular type of matter or energy (granite, water, knock-out gas, or heat energy).

A hero who is damaged while in transformed state takes damage as normal, but if destroyed in this form may reintegrate if any Health remains. (Conversely, if dropped to 0 Health, the character could not reintegrate until some of the damage healed naturally or from outside influence.) The pieces may integrate only if within one area. (The Absorbing Man once transformed into glass and was shattered, then waited until most of his body arrived at a dump to reintegrate. Nitro, who maintained a gas state, was neutralized by being split into two parts.)

Animal Transformation — Self: This Power allows the hero to assume the form of a normal animal (check the list in the Judge's Book), with all applicable Powers of that animal. Weight and height are that of a normal version of that particular animal. The animal's Reason, Intuition, and Psyche may be that of either the character or the animal, but if any are of the animal, then a Power rank FEAT must be made. It requires a Power rank FEAT to make the transformation from hero to animal, but it may be made without such a roll if a single animal type is chosen (Wolfbane only becomes a wolf, and as such makes no such check). Any other super-human Powers are lost while in animal form.

Raise Lowest Ability: Not really a Power by any means, but a method of immediate self-improvement for a character that may be suffering from terminally low stats in a critical area (say, a Feeble Strength in a character with Body Armor, who carries a mystic sword). Only one of the seven abilities may be modified in this fashion, and then only the lowest one (if two are lowest, the hero gets to choose which one is modified). The ability is raised 20 points. The hero may then choose his next Power from this complete list.

Blending: The hero has the ability to change his shade to blend in with his surroundings, and has in effect a specialized form of Invisibility. The hero (and his uniform, if made of unstable molecules) are hidden with Power rank ability, and will not be detected until the character moves or acts. Should a hero choose a limitation (such as the Power only works on night, or only in forests), the Power is raised +2CS, as opposed to the

standard +1CS.

Power Absorption: This is not the absorption of energy, but the acquiring of other individuals' super-human Powers and abilities. Only those naturally occurring powers and abilities may be absorbed, though Robot PCs with this Power may duplicate items of technology as well. The character must touch the target in order to gain those abilities, and the target may make a Psyche or Endurance FEAT to avoid the effect. The type of FEAT is determined by the player when the character is created (that is, not on a case by case basis). The maximum of any ability so acquired is limited to the Power rank of the Power Absorption (got that?). If a Power or ability is of a higher rank (a character with Good Power rank tries to grab Thor's Unearthly Strength), then the hero making the attempt must make a successful Psyche FEAT or be knocked out by the backlash for 1-10 rounds, and would only gain Good Strength in the process.

A character starting with this Power may only acquire one Power or ability, stated before the attack is made. If a limitation on the Power absorption is taken, a second Power may be drained. Further Powers and abilities may be added as Power Stunts. (Draining three powers or abilities at a time would have to be gained permanently before four Powers may be drained.)

While the Power-absorbing hero has the Power or ability of another, the character from whom he took it cannot use it (if the character it was stolen from had a higher rank than the Power rank of the Power thief, that ability is reduced by that amount). Characters with basic abilities reduced to below Feeble are unconscious for 1-10 rounds.

There are a number of limitations that may be assumed with this Power, including:

- Only functions on Powers
- Only functions on Talents
- Only functions on Abilities
- Takes memories as well, but if target's Psyche is higher than the hero's, the hero must make a Psyche FEAT to determine who controls the hero's mind.
- Transfer may be permanent. Permanent transfer results in Karma reduced to 0, and effects of memories as noted in the above example, regardless of level of the target's Psyche (this occurred to Rogue, with the result that in periods of stress, Carol Danvers' personality comes to the fore).

Alter Ego: This was listed in the Original Set as a limitation, but the advantages of transforming into a "normal" individual often allow a hero to escape a trap that would confound his super-human self. An alter ego is *not* the same thing as a secret ID (such as possessed by Spider-Man). It is a separate persona, also controlled by the player. Abilities for this character are rolled as for Normal Folks (column 2 on page 6).

An alter ego has no super Powers, and the hero who creates him must decide if the Contacts are enjoyed by the hero, the alter ego, or both (being unknown is often an advantage). Talents remain the same for hero and alter ego. Popularity is split as for a secret ID. Karma is gained and lost separately by the hero and the alter ego; they cannot spend Karma from each other's Karma pools.

Transformation from alter ego to hero is immediate. If the hero chooses a limitation, such as the transformation takes 1-10 rounds, requires a specific item, or Talents are not shared by the two personas, then one of the hero's Abilities may be raised one rank (Unearthly maximum). This is an exception to the standard rules for alter egos.

Distance Attacks are just what they sound like: missile weapons that allow the hero to strike from a distance with less danger of being hit in return. Ranges of these Powers are set as on the Power Range table in Chapter 2.

Projectile Missile: A projectile missile represents a specially designed weapon that inflicts damage according to the Shooting column. This is usually some form of technological device, but not always. This weapon is specially designed for the character, and the hero suffers no penalty for range when firing it (other individuals that may get their hands on it *would* suffer such a penalty). The hero uses his Agility to determine if the attack hits. The weapon or device has Power rank range and damage, and any increase in its abilities through advancement is considered to be from tinkering and improvement (the device is not affected by the rules for building and inventing items). Examples of this type of weapon are specialized handguns, needle guns, wrist-rockets, and portable artillery.

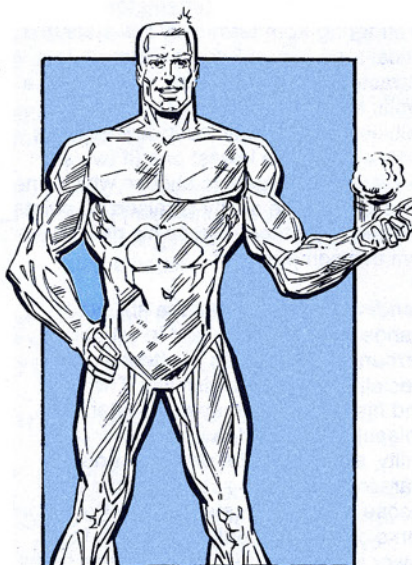
Ensnaring Missile: An ensnaring missile is a device that makes a form of grappling attack. The hero making the attack rolls an Agility FEAT to hit, and any hit is considered to have entangled the opponent. This

entangling is the equivalent of a grappling attack of Power rank Strength, and the ensnarement is considered to have Power rank material strength. This Power may be increased in Power rank by accepting any one of a number of limitations:

- Ensnarement only affects one target
- Ensnarement wears off after 1-10 rounds
- Ensnarement weakens by one material strength rank each turn
- Ensnarement has a limited number of charges

Ice Generation: The hero in question may draw water from the ambient atmosphere (nearby area) and convert it to ice, which the hero may then use initially as a missile weapon. He may later develop other uses through Power Stunts. The ice missiles have Power rank range, inflict up to Power rank damage (the hero may throw less-lethal snowballs), and use Agility to hit either on the Blunt Throwing or Edged Throwing battle effect column. The hero may gain one additional Power Stunt at start, and develop others as play progresses. These include:

- Entrap others in ice of Power rank material strength, up to 2 areas away.
- Give the hero Body Armor of Power rank -1CS Strength. The armor is a thin casing of ice, and as such is vulnerable to fire (fire attacks are +1CS to hit and damage).
- Create columns, walls, and other shapes of Power rank -1CS material strength.



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- Create ramps of ice that allow the hero to "skate" at Power rank -1CS speed. This does not give the hero the effects of Lightning Speed (he cannot make quick turns and stops), but if properly supported, a ramp can rise two floors per round. These ice ramps are not permanent, and their melting may result in damage of the surrounding area (with appropriate Karma loss).
- Create slick spots of Power rank -1CS slipperiness.
- Project waves of cold as opposed to ice. The cold has Power rank range and intensity, and reduces the opponent's FEATs by -2CS if the intensity is higher than Endurance, -1CS otherwise. This cold may also be used to offset heat damage.
- Absorb cold and ice (effectively melting the latter) with Power rank ability and capacity. Were a hero to absorb Monstrous (75) cold in her area with a Amazing (47) Power rank, then 28 points (or Remarkable Intensity cold) would get through.

Fire Generation: The hero with this Power may project flame with Power rank range and damage, using Agility to hit. Damage is taken on the Energy table. Like ice generation, creation of large amounts of flame may damage the surrounding area in a fashion that leads to loss of Karma. The hero may choose to inflict less damage with his flame, or have a lesser effect than rolled on the Universal table. The hero begins play with the ability to use flame as a missile weapon (fire balls or a jet of fire), plus one Power Stunt. Other stunts may be developed.

- Create a flaming shield. This wall of fire surrounds up to one area. Anyone passing through it takes Power rank damage from fire. This may be used defensively or to restrain criminals who are not wild about getting singed.
- Body transformation into fire at -2CS. This body transformation grants Body Armor at the lower rank, as well as Flight at that rank.
- Create flaming images at Power rank -1CS. These images include duplicates of the flaming form, as well as fire-writing in the sky.
- Control other forms of fire at -2CS.
- Absorb fire and heat at Power rank level and range (see example for absorbing cold).
- Project heat at Power rank -1CS. The heat projected causes discomfort and a -1CS on all FEATs in the area of effect.

Energy Generation: The hero with this Power can fire bolts of force that inflict Energy-type damage, Force-type damage, or either (determined before attack). One type is gained initially, and the other may be developed as a Power Stunt at full effect. The bolts hit for Power rank range and damage, and use Agility to determine if they hit the target. The hero with Energy Generation may choose to inflict less damage than determined, whether in amount of Health lost, or effects of the attack. (The character may "pull his punch.")

Sound Generation: The hero with this Power can make sonic attacks of up to Power rank range and damage. Sonic attacks are made on the force column, and can initially affect only one target at a time. Other Power Stunts may be developed using this Power:

- A wide-band attack that affects all in a given area at -1CS Power rank damage.
- A Stunning attack that affects a single target (or, if possessed, multiple targets), of -1CS Intensity. The target must make an Endurance FEAT or become unconscious for 1-10 rounds.
- Flight at -2CS (-1CS if some form of control such as glider wings or a cape is used to control the glide).
- Creation of sonic walls of Power rank -1CS material strength.
- Absorbing sound of -1CS Power rank, reducing other sonic attacks by that amount.
- Creating holographic illusions at -2CS Power rank. These creations are semi-real, and can inflict up to Power rank -3CS damage.

Stunning Missile: The hero possesses a weapon, energy bolt, or Power that either inflicts damage on the Force column, or inflicts a Stunning attack of Power rank Intensity. One of the two types must be chosen at start, though the other may be developed as a Power Stunt. Range and damage are determined by the Power rank, though damage and effects may be voluntarily reduced.

Corrosive Missile: The hero has some form of corrosive, acidic, or matter-hostile attack that inflicts damage over a long period of time. A corrosive attack inflicts Power rank damage the first round, Power rank -2CS damage the second, and Power rank -4CS damage the third. Damage may be halted by washing the exposed material or area. The character with this attack may never choose to inflict less damage. Corrosive

attacks may also affect materials and Body Armor. Make a FEAT roll as if the Power rank of the corrosive was an attempt to break the material. Success indicates the attack has burned through or weakened the material such that it is no longer useful or provides no further protection. This FEAT may be made only on materials of lesser material strength than this Power rank. Corrosive attacks must hit the target, and as such have no effect on Force Fields and the like.

Slashing Missile: The hero with this form of weapon makes attacks on the Throwing, Edged column, and may not reduce the effect of the attack. The slashing missile has damage and range equal to this Power rank. The hero with this Power may develop an attack with a result on the Blunt Throwing Column as a Power Stunt.

Nullifier Missile: The hero with this type of attack inflicts no damage, but may nullify inborn or technological Powers (one or the other) with Power rank Intensity. The effects of this nullification last for only as long as the hero concentrates. He can concentrate on only a single target within Power rank range at a time. Each round, the target may make a Psyche FEAT (for inborn) or Reason FEAT (for hi-tech) against the intensity of this Power to evade its effects.

Darkforce Generation: The character with this Power may summon the effects of the Darkforce for use as a weapon and for developing Power Stunts. The Darkforce inflicts either up to Power rank damage or has the effect of a Power rank Intensity Stunning attack, affecting the targets for 1-10 rounds. In addition, the character with this Power can develop all the Power Stunts listed for Darkforce Manipulation, *except* teleportation. The character with Darkforce Generation may develop the following additional Power Stunt:

- **Create Darkness:** By allowing the Darkforce into this dimension, the hero can block out up to 3 areas simultaneously with Power rank darkness. Normal vision is reduced to less than a foot, and those with infrared, special senses that permit seeing in the dark, or light-Powers must make a FEAT against the Intensity of the darkness to use those Powers.

Mental Powers The list here explores the choice available to heroes with extreme Powers of the mind. Mental Powers are very valuable in that they have little visible effect, and the hero who is the source is often undetectable. Their disadvantage is

that widespread and indiscriminate use results in a loss of Karma.

Ultimate Skill is a special Power possessed by the hero, making him literally the "best at what he does." The hero picks any one Talent on the following list. His ability in that Talent is considered Unearthly, as opposed to modifying the existing ability by a +1 or +2CS. Those Talents that may have Ultimate Skills are:

- Weapon Skills: All skills
- Fighting Skills: All skills
- Professional Skills: None
- Scientific skills: All skills
- Mystic and Mental Skills: None
- Other Skills: All except student, heir to fortune, and leadership

The Judge has *final* ruling on whether a Talent is available for ultimate skill. As Powers are generated before Talents, there is a chance that no applicable Talent will appear if the character chooses this Power. If this is the case, the hero may choose another mental Power.

Telepathy: The hero with Telepathic Power may establish mind-to-mind communication between himself and other individuals. The telepath only reads surface thoughts, but does so without visible or audible signs.

The hero attempting to make telepathic contact must make a Power rank FEAT. Contact is automatic with willing targets and unwilling targets who have a lower Psyche than the hero's. Targets of equal Psyche require a yellow FEAT, and those with mental Powers or some form of psionic screening a red FEAT. Individuals with a higher Psyche who are unwilling to be contacted telepathically are impossible FEATs.

Characters with telepathy may develop Power Stunts, including:

- Using the telepathic "push" as a bolt of mental force of Power rank range and damage, using the Energy attack column.
- Linking the minds of a team sharing a Karma pool, so that all team members are aware of each other's actions. Range for this is half that listed for Powers. Non-verbal orders may be passed, and all characters are considered to have the Intuition of the telepath.
- Performing a mental probe at -2CS Power rank ability.

Image Generation: The hero with this Power may create vivid mental images. These images do not register on cameras, film, or in the minds of non-sentient robots. (Player Characters are considered to duplicate human eye and brain patterns, and as such are subject to the effects of these Powers, though they gain a +1CS to disbelieve them.)

Heroes with Image Generation may cast their illusions within the Power rank range, but must be in line of sight of these illusions. Targets must make an Intuition FEAT against the intensity of the illusion (the Power rank of the caster). Targets only gain a FEAT roll if the players running those characters decide that the images are false. (If they think that yes, that's a brontosaurus walking up Park Avenue, then as far as they are concerned, that's a brontosaurus walking up Park Avenue.)

Illusions will last as long as the hero concentrates on them. Illusions inflict no intrinsic damage, but if they are believed, the characters that believe them will take imaginary damage, with apparent "death" resulting in unconsciousness for 1-10 rounds. Since a character who has time to examine his wounds will find he is not hurt, and the damage is illusory, most illusion-casters do not make direct attacks but use their illusions for subterfuge and deception (perhaps covering a true threat).

Illusions fool characters but do not fool nature. If a hero creates a brick wall, which the opponent believes is real, the opponent will not move through the brick wall because he believes it to be real. If the hero creates the illusion of a bridge over a chasm, and the character believes in it, the character will still fall into the chasm. In the former case, it is the limitations of the mind that dominate. In the latter the laws of gravity override.

Telekinesis: This Power allows the hero to lift objects and perform other FEATs of Strength as if the character had a Strength of the Power rank. The Power rank determines the maximum range of this Power as well. A character with telekinesis may develop various Power Stunts:

- Flight for self and others within one area at -1CS Power rank, providing the character can lift that amount of weight.
- A Telekinetic Force Field (really a stiffening of the air) of -2CS Power rank.
- Telekinetic Force Bolts at -1CS Power rank and range. These bolts attack on the Force column of the battle effects

table, and use Agility to hit.

Items that are wielded telekinetically attack as if wielded or thrown by someone with Strength equivalent to that Power rank.

Mind Control: Mind Control is the total overriding of the conscious mind. The character's personality remains, but his actions are controlled by the character with this power. The target may make a Psyche FEAT to avoid this effect against the Intensity of the Mind Control Power rank. If that FEAT fails, the conscious actions of the character are controlled. The target has no memory of the period he is under control.

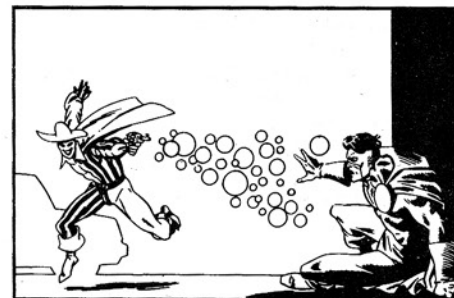
The attacker and target must be within 1 area initially to effect Mind Control, though the target and attacker may be separated by miles afterwards. The target will only obey the orders of the controller, though those orders may be verbal or telepathic (if the controlling character has that Power) in nature.

The victim of a successful Mind Control gains an additional Psyche FEAT roll each time he is placed in a Karma-losing situation. No Karma may be added to *any* FEATs while under the control of another, including this one. An additional Psyche FEAT is gained if the victim is placed in a life-threatening situation (that is, the situation threatens the victim). Karma *may* be added to this roll.

Controlling another mind is the psychic equivalent of breaking and entering. The hero loses 10 Karma points whenever this Power is used. (Heroes may choose to lose more Karma as a limitation by which they can raise this Power.) If Karma is gained or lost as a result of the actions of a mind-controlled character, that gain or loss is ascribed to the hero, as if the mind-controlling hero had performed the action himself. (You mind-control the Vulture to bump off Electro. You lose all Karma for slaying Electro, even though Vulture, being a villain, would not normally lose Karma for doing so.)

A character who has been Mind Controlled is unaware of his actions, knowing only that he has blanked out for a while. If a Player Character is under the effects of a Mind Control, run him normally, but all actions must be OKed by the controlling character. Naturally, the controlled PC cannot pass on the information of his state to others.

Emotion Control: Emotion Control is a related form of Mind Control that acts upon



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the subconscious fears and attractions to produce the required results. Targets of an Emotion Control attack must be in the same area as the character with this Power, and may make an Intuition FEAT to avoid the effects, which have a duration of 10-100 turns after the initial attack. The effects must diminish before another "dose" of Emotion Control may be applied. Robots and non-human alien beings are immune to the effects of Emotion Control.

Only one type of emotion may be instilled in a target at a time. The character with this Power may modify any emotions, but gains a +2CS if he chooses to modify one emotion exclusively. Such a character is extremely powerful, but may not develop other types of Emotion Control as Power Stunts. Those heroes that do not limit themselves to one particular emotion begin play with two emotions they can modify, with others that may be developed as Power Stunts.

Emotions may be influenced to reflect on the user of the Power, or on another target. The types of emotions that may be instilled and manipulated include:

- Respect — The target treats an individual as a Friendly Contact.
- Love — The target is devoted to the individual, to the point of endangering his own life in the other's behalf.
- Fear — The target is filled with fear, of an object, a person, or a situation. The target will flee as quickly as possible, and only attack if backed into a corner.
- Hatred — The target is instilled with a great hatred, particularly for former friends and allies. The target will attack his former friends.
- Loyalty — The target will follow the individual's orders without question, cheerfully providing all necessary information and aid as if to a long-time friend and ally.
- Doubt — The target is unsure of his actions. Intuition is considered to be a 10 (Good) for purposes of actions.

- **Pleasure** — The target feels incredibly good and non-hostile. The feeling is so overwhelming that the character cannot do anything but sit contentedly for 1-10 rounds, and for the remainder of the duration of the Emotion Control is Friendly to the hero with this Power.

A character under Emotion Control may gain additional chances to break the control if placed in a Karma-losing situation, similar to breaking the Mind Control Power. For PCs under the effects of Emotion Control, see the section in Chapter 4.

Force Field Generation: The hero with this Power can create force fields that will protect himself and possibly other allies. It is not necessarily a Power of the mind, but since its most powerful practitioner, the Invisible Woman, has it as a mental ability, it is included here.

The hero with this Power can generate a force field that covers an area equal to the "tens" place of the rank number. A character with a rank number of 70 may cover 7 areas. For every area covered beyond the first, the strength of the force field is reduced by one rank, so that a force field encompassing 7 areas would reduce the effects by -6CS.

A hero may choose to have a personal force field at +1CS instead of being able to project force fields. This choice is made at the start of play, and as such cannot be changed. Characters with individual force fields cannot engage in Power Stunts using this option.

A force field operates as a form of Body Armor. If the amount of damage incurred in a round from all forms of attack is less than the rank number, then that damage is absorbed without harm to those within the area. If the amount is greater, the force field is breached. If there is a Monstrous (75) force field, then up to 75 points in a turn may be absorbed. At 76 points the force field fails. A personal force field is considered to replace Body Armor, such that damage that gets around a personal force field is *not* absorbed by Body Armor. (You cannot layer Body Armor with a force field to become a tank, though the two together give you options.)

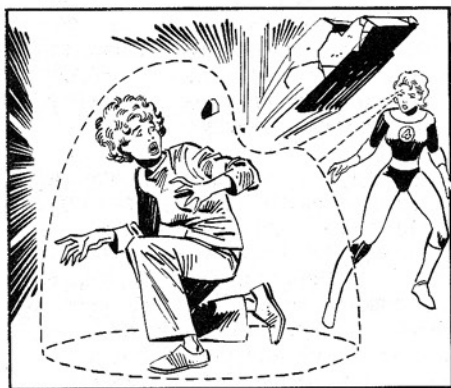
What occurs with a failing force field depends on its type. A personal force field shuts off, and the excess damage is taken by the user, including any effects from the battle effects table. The failure of a projected force field results in the force field

coming down, but those inside are unharmed by that attack. The wielder of the force field must make a Psyche FEAT roll against the Intensity of the attack or become unconscious for 1-10 rounds.

A force field is most effective against energy attacks, less effective against all others. Treat the amount of protection against other forms of attack at ten points less than the listed rank number. If the rank number is Excellent (21), the force field can absorb 21 points of energy-type damage, including heat, force, and similar non-physical attacks. Against all other types it can absorb up to 11 points.

Force Field Generation may be used for Power Stunts only if the force field is projected. Personal force fields cannot be used for Power Stunts. Power Stunts using a projected force field include:

- Force missiles of -1CS range and damage, attacking on the Force column.
- Forming a "cushion" of invisible force, resilient enough to absorb up to Power rank damage from a fall or crash for all those involved.
- Enhanced movement, by means of forming a column of force and allowing it to topple and elongate in a given direction. The ability may rise a number of floors per round equal to the Power rank -2CS as Levitation, or Fly at a maximum of Typical speed.
- Entrap *others* in the force field, as if protecting one's self, up to the limitations of the Power.
- Make a Grabbing attack up to Power rank range away (use Power rank as Strength for determining success.).
- Create a bubble of force inside a small opening and expand it to inflict up to Power rank damage, avoiding the effects of Body Armor resulting from battle suits. The suit must have some opening, and this would not be



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recommended against living targets.

Animal Communication and Control: A hero with this Power can talk to animals and influence their actions. The hero gains a +1CS if she chooses to influence only a particular type (or class), such as sea life or birds. This is increased to +2CS if she narrows it further, to a particular class or family such as bony-skeletoned fishes or falcons. Choosing to influence a specific animal (Chucky the Falcon, or Leo the Lionfish) gives the hero a +3CS. In the latter case, the animal is a companion of the hero at the start of the campaign. A character who selects one of these limitations may also converse with animals that are one step more general, but no further, with a loss of -1CS. The character with Chucky the Falcon can also converse with falcons in general, at +2CS (the Power rank raised to +3CS minus one for generality), but not with birds that are not falcons.

Communication with animals is considered automatic with these Powers, and the types which benefit from a +2CS modifier are considered Contacts (always Friendly). Otherwise animal reactions are Neutral to Hostile. Communication with Hostile animals is chancy at best.

The Power rank reflects the ability of the hero to control the actions of the animal in question. Make a Popularity FEAT for any requests the hero makes of the animals, using Power rank instead of Popularity. Therefore, if a hero controls crocodiles with Amazing(50) ability the result is rolled on the Amazing column. Failure indicates the animal may turn on the controller. Animals which are Contacts (always friendly) never turn on the controller.

Note on communications: Animals have no language, per se, but do communicate by a number of verbal and non-verbal signals. Communication is considered to be a super-human ability to recognize those signals and make one's own desires and wishes clear, as limited by the animals intelligence level.

Mechanical Intuition: This is a specific form of Ultimate Skill that affects repairs, inventing, and building things. The character with this Power has a strong intuitive knowledge of machinery. Regardless of Reason, any rolls for determining whether an invention works or not are at Unearthly Rank. No modifiers may be added to this roll. The character with this Power must still provide Resources for these inventions in the standard fashion.

Empathy: Empathy is similar to Telepathy, but registers the surface emotions as opposed to the surface thoughts of the opponent, and no emotions may be transmitted back to the target. The character with this Power must make the FEAT roll to determine its success (indeed, the target may never know). Success is determined in a similar matter to Telepathy, but Empathy and Emotion Control Powers will block its success.

Animal Empathy: This specialized form of Empathy extends to all animals in a primitive form of Animal Communication. The hero with this Power may detect and influence the surface emotions of the animal involved, and instill in it fear, hunger, affection, exhaustion, or other emotions on a successful Power rank FEAT.

Psi-Screen: This form of Psi-Screen is an inborn Power that resists mental scans and domination. All characters with any of the mental Powers have this Power at an equal level to their Psyche (hence the difficulties in reading their thoughts). A character with this Power will have a Psi-Screen at +1CS higher than his Psyche at start, and may increase it through experience to higher levels. A character with Psi-Screen may use this value instead of the Psyche to resist the effects of any Mental Power that requires a Psyche FEAT roll.

This Power differs from the Talent of the same name in that it may be extended over a number of targets to attempt to protect others from attacks. Each target protected requires a Power rank FEAT, with failure indicating all such Powers are lost for 1-10 turns (usually enough time for the opponent to gain advantage). Also, the attacker will be aware of the protector's mental presence.

Mental Probe: This Power is a specific form of Telepathy. A Mental Probe is a search for a specific image in the mind of the target. The hero with this Power must state what she is looking for before beginning the scan.

The target makes a Psyche FEAT to resist the effects of a Mental Probe. If successful, the mind may not be probed again for 24 hours. In either case, the target must make a second Psyche FEAT. This FEAT determines if the Psyche is at -1CS for the next 24 hours as well. (Psychic interrogators may try again just at the 24 hour mark, when the mind is capable of being probed but before the Psyche returns to normal.)

A successful Mental Probe will reveal the information known by the individual being probed, strictly limited to that character's knowledge. Probing a guard of a scientific installation may not reveal what the installation is working on, only that it is "hush-hush," they have a number of scientists, and they have been shipping a large number of crocodiles into the plant.

Animate Drawings: The hero with this Power may animate flat drawings and other representations, causing them to become fully operational items. A character may attempt to animate any drawing, even one of his own creation, or animate a specific type or class of object. In the latter case, a +1CS to Power rank is initially given, though the character loses the ability to animate other drawings (an example of this would be Tarot of the Hellions, who draws her animated figures from a Tarot deck).

The animated drawings will have abilities and Powers according to their nature, but no Power or ability can exceed the Power rank number of the hero. No additional Powers can be given to the animation, unless the card shows those Powers in operation. In other words, animating a picture of the Invisible Woman would not give the animation force fields or invisibility Powers, unless those Powers were shown in the picture. (And how can you show invisibility in a picture?)

Animated figures last for 1-10 rounds, the actual amount of time determined secretly by the Judge. They dissipate at that time, return to their original location, and may not be animated again for 24 hours. The figures also dissipate if they are destroyed or reduced to 0 Health.

Possession: This Power is a specific form of Mind Control in which all actions of the character are assumed by the controller. The controller is in effect "inside" the mind of the character, and as such controls all actions without having to give commands. Possession is only possible against targets with no greater Psyche than the hero's Power rank. The target may make a Psyche FEAT to avoid the Possession.

A character who is possessed neither gains nor lose Karma when being possessed, though she may suffer from losses of Popularity while her body performs actions that are not heroic in nature. The character may make a Psyche FEAT to escape if placed in a life-threatening situation. The character possessing another may spend her own Karma (but not the Karma of the

possessed character) to influence actions.

Transferral is the ultimate form of Possession, in that it allows the complete transferral of consciousness with a target within one area. The target's consciousness is not put away in the back of the character's mind, but rather moved into the body of the character with the Transferral Power. Transferral always needs a red Power rank FEAT to succeed, and may be performed against creatures with higher Psyches, those with Mental Powers, and alien beings or robots. If the transfer fails, the attacker is unconscious for 1-10 rounds, and may not attempt again for one day.

When characters transfer consciousness, they also trade the mental abilities, Powers, and Talents. They do not trade physical abilities or Powers, nor do they trade Popularity, Contacts, or Resources. The character performing the transferral also trades Karma amounts with the target.

For example, if Doctor Doom conducts a transferral with Reed Richards, Doom enters Reed's body and vice versa. Doom/Richards gains Richards' appearance, Contacts, Popularity, Resources, Karma, physical abilities (Fighting, Agility, Strength, and Endurance), and Powers (stretching). Doom retains his own Talents, knowledge, and mental abilities (Reason, Intuition, and Psyche) and Mental Powers (including this Transferral Power). Richards/Doom is similarly switched.

Astral Projection: The hero with this Power may cause his or her astral form to leave the body and travel elsewhere, either in this dimension, or entering other dimensions. The range of astral travel is determined by the Power rank of the ability. If the ability is magical in origin, use the magical range chart on page 65. If not, use the Power rank range as determined on page 16.

The character in astral form may observe actions in the "normal" world, but may not be detected by normal means (Astral detection and Telepathy will reveal the presence of the astral intruder). The character may not use his other abilities in the Astral form against non-astral targets. An astral character is not affected by non-telepathic objects or forms of attack, but may be affected by Mental Powers (those listed under the Mental Powers table, including Force Fields). The astral character may phase through solid objects without damaging either character or object.

While the astral form is separate, the body is immobile, in a trance. Damage to the body will be known to the astral traveler if it is in this dimension, and it is possible for the body to perish while the astral form is away. Characters whose bodies have perished are trapped in astral form.

Astral characters may travel across dimensions with Power rank ability. Locating a specific dimension is a Psyche FEAT. In this dimension, the astral character moves up to the limit of his or her range in a single round. Further separation, or the removal of the astral form from the body for more rounds than the Power rank of this ability, results in Endurance FEATs for the body as if it were suffering a lethal (kill result) attack.

Characters with Astral Projection may also detect the astral as a Power Stunt, and two characters in astral form will be able to see each other. Astral combat and other dimensions are covered in the Judge's Book.

Psionic Attack: This Power gives the hero the ability to project psionic force blasts at Power rank range and Intensity. The target of this attack must make a successful Psyche FEAT or be knocked unconscious for 1-10 rounds. Characters with Mental Powers may use their Power ranks instead of Psyche, and those with Psi-Screen should use that Power rank before any other. Force Field's operate against psionic attack.

Precognition: An accurate divining of the future is impossible due to the nature of the Marvel Universe. There are a large variety of possible alternate futures diverging at any one point, all leading to different conclusions. The future is also mutable, such that the actions of today may bypass the future of the timeline that is viewed in this manner. If a character with Precognition (also called a *precog*) sees a Quinjet crash in the near future, and no one takes the Quinjets, thereby avoiding the crashes, that "future" is not totally negated; it occurs in another divergent future.

In game terms, Precognition allows the character to scan these alternative futures up to a week in advance and choose from them an image that may or not come true, and use that information to form his own decisions. No farther than a week in the future may be scanned in this fashion.

Precognition may not be used more than once a day. In addition, the character with

Precognition *must* choose a limitation to that Power. Suggestions include:

- Power is intermittent — the Judge chooses when the images appear and what they say. (OK this with the Judge; it's a lot of work for him.)
- Power only works on people, and the person must be in contact with the precog.
- Power only works on objects, and the hero must be holding or using the object to read its future.
- Power is extremely realistic in its manifestation. The Judge presents the reading in such a fashion that the player can act and interact, but it has no effect on the outside world (the hero's friends will see the character shudder, shiver, talk, and use his Powers as he reacts to the threat).
- Power only manifests itself in dreams. Judge will pass on information only when character is asleep.
- Power only operates once per image. Until that image comes true, or the time that image passes, no other precognition may be used.

When the Precog uses his Powers (or those Powers activate), the Judge secretly rolls a die, comparing the result against the character's Power rank. No Karma may be added to this roll.

If the result is white, the Judge should give the character an image, setting, or phrase out of thin air. The Judge is encouraged to lie like Mephisto's Realm when necessary.

Example: The character is trying to precog a gun the Judge intends to use at a bank robbery. The Judge rolls the die and gets a white result (failure). He may say that there is an image of the gun shooting one of the heroes (this may or may not happen, but it is guaranteed to make you players verrrry cautious).

If the result is green, the Judge should be partially truthful in his description. (You see a dark-haired man with a hat. If you see him again, you will know him.)

If the result is yellow, the Judge should be fairly honest about the future, as far as he knows it. (You see the gun in the hands of a bank robber. The robbery is on 9th Avenue.)

If the result is red, the Judge should give the player something honestly useful — information that would not normally be available. (You see two men talking. One calls the other Bruno. They are planning to knock over a bank. Bruno takes the gun. He

drives a 57 Chevy. You see colorful costumes at the door of the bank...etc.)

The Judge will never lay out the entire plan to the precog character, no matter what the results of the die roll.

Precog Option: The above is fairly involved, requires work on the Judge's part, and works best in a planned campaign where the Judge has a clear idea what will be happening. The following is a short version, useful only in combat, that Judges may use instead of the above power. Precogs may use this Power as a Power Stunt.

At the start of the turn the precog makes a Power rank FEAT. On a yellow or better result, the Judge must tell the precog what he plans for his (the Judge's) characters to do. The two sides then roll Initiative. If the side that gains initiative has the precog with it, the player running that character may share the information with the others, and they may make their decisions accordingly.

WARNING: Characters with precog Powers often have unwanted images implanted by the Judge, whether to foreshadow upcoming adventures, or to throw the character's off balance ("You don't understand!" the hero shouts, "the Red Skull is not Dead!").

Postcognition: The reverse of Precognition, but easier to handle, in that the past is fairly immutable. Postcognition only works on items the character handles. The Postcog makes a Power rank FEAT, the color required determined by the length of time scanned.

- Within one day — green
- Within one week — yellow
- Within one year — red
- Further back — no accurate scan possible, but a red FEAT will give a "feeling" as to the general past of the item.

If the FEAT is successful, a second FEAT is made to determine what is picked up, as for Precognition above. The same example can be used, only changing the robbery from a possible future happening to a definite past occurrence (the characters find the gun at the robbery).

Plant Control: The hero with this Power can command the actions of plants, granting them temporary Powers of their own, including movement, growth, and a rudimentary intelligence. These abilities only exist as long as the hero concentrates.

The hero cannot control plants with a higher material strength than his Power rank. Plant-like creatures with intelligence receive a Reason FEAT against the hero's Power rank as Intensity to avoid being controlled.

By mere control, the hero cannot have the plants perform any actions that would not be normally possible by the plants (this severely limits their usefulness). The hero may develop Power Stunts using the plants in abnormal fashion, including these examples:

- Forcing vines to animate with Power rank Agility, and act as entangling ropes with Power rank material strength.
- Creating plant-images that duplicate living humans with Power rank ability.
- Commanding trees to move and attack as creatures of Power rank number Health and Power rank material strength Body Armor.
- Command the actions of mushrooms and fungi, which are not proper plants.
- Gather information from plants as to recent passers-by, within 1 day, in a primitive form of communication.

Body Alterations — Offensive: These Powers are severe changes to the body's structure and/or chemistry that allow the hero to perform actions that are of greatest benefit in offensive combat. For hi-tech heroes, or those who have weapons with these Powers, these listings reflect devices that grant these Powers in close combat.

Extra Body Parts: The hero who gains this Power when the character is generated may choose the type and number of body parts. Some of these parts may provide Bonus Powers. These Powers are then placed in the next available slot in Power generation, if there is one.

- Additional Arms — Extra attacks as a bonus
- Additional Legs, including centaur-like form — Lightning Speed as a bonus
- Prehensile Tail — Climbing as a Bonus Power, and hero may use the tail as a limb with normal (for the hero) Agility.
- Wings — Flight as a Bonus Power at +1CS.
- Combat Tail — Not usable for climbing, but may attack in slugfest for Strength +1CS damage.
- Additional Eyes or Sensory Organs — Enhanced Senses or any detection Power as a Bonus Power.
- Claws — on either hands or feet, these give Claws as a Bonus Power, with +1CS to their material strength (see Claws).
- Spines — Similar to those on a

porcupine, these quill-like spines may be shot. Bonus Power of Projectile Missile at +1CS.

Extra Attacks: This Power is always +1CS better than the starting Fighting ability. Use this Power instead of Fighting to make multiple attacks. There is no penalty for failing with this roll, but the individual may make only one effective attack in that round.

Energy Touch: The hero with this Power may inflict damage and effects from the Energy column of the Battle Effects table, with a Bullseye regarded as a possible Stun. The hero may always choose to inflict less damage than is rolled, or to reduce the effects of the damage. The touch can be carried through conductive material, and may affect multiple targets in this fashion. If the hero is standing on a steel girder facing off three goons from HYDRA, and uses the Energy Touch on the girder (a conductive material), all three get shocked. The hero with this Power gains Resistance to Electricity as a Bonus Power.

Paralyzing Touch: Those touched by an individual with this Power must make an Endurance FEAT against this Power rank, or be knocked out for 1-10 rounds. This Power is always in operation, and the user may be knocked out himself by such a touch.

Claws: Claws are... well, claws. Sharp pointy items that inflict damage on the Edged Attack column of the battle effects table. As with most sharp things, they inflict the listed amount and effect, and cannot be reduced in damage or effect.

The Power rank lists both the damage inflicted by the claws and the material strength. The damage cannot be increased from its initial roll except by raising the experience, but the initial material strength can be increased by accepting limitations. Grant a +2CS to the material strength of the claws when the hero accepts any limitations, including limitations required by other Powers.

The effects of claws depend on whether they are being wielded against living creatures (people) or non-living materials (things). Against living creatures, claw attacks are resolved on the Edged Attack column for Power rank damage. Against non-living materials, compare the material strength of the claws against the material strength of the object. Make a Strength FEAT roll to determine if the object holds up

to the attack. This applies to Body Armor that is not natural (inborn) as well as doors, walls, computer terminals, freelancers, and other inanimate objects. This does not apply to Body Armor that is a natural part of the character, or to energy constructs such as force fields.

Example: Everyone's favorite maniac from Canada Wolverine goes up against a Sentinel with his Unearthly material strength claws which inflict Good damage. If he attacks the Sentinel directly he won't get too far; the robot's Body Armor is too thick. If he concentrates on the armor, however, he can shred it with a Red FEAT roll. This trick would not operate on Iron Man (personal Force Field) or the Thing (natural Body Armor).

Rotting Touch: This touch causes organic material to decay. The character inflicts Power rank damage on those he touches. In addition, this touch acts on organic material (wood, rope, cloth) as if an attempt to break the item with Power rank Strength. Resistance to Corrosives will offset the effects. This Power can be directed against organic (natural) Body Armor in order to weaken it, similar to the effect claws have on inorganic Body Armor.

Corrosive Touch: Similar to Rotting Touch, but affects inorganic materials instead. The character inflicts Power rank -3CS damage to living targets, affects organic materials with greatly reduced damage (as for living targets), and acts on inorganic material as if breaking it with Power rank Strength. Resistance to Corrosives will offset these effects. Similar to Claws, this may chew through inorganic Body Armor to affect the individual beneath.

Health-Drain Touch: The touch of a character with this Power transfers a Power rank amount of Health from the target to the hero. Previous damage is healed in an equal amount, up to the maximum Health of the character. Drained Health above that point is lost. Characters drained to 0 Health must make an Endurance FEAT to avoid dying. If they do so, the attack has no further effect. Reversing this process, directing one's own Health into others, is a Power Stunt.

Blinding Touch: The touch of this character can blind the unprotected target for 1-10 rounds. The hero with this Power must make a Stun or Slam result to blind. The target receives no attempt to avoid this touch, unless the target possesses Protected Senses or something similar to

prevent the touch (such as a helmet with covered eyelits).

Body Alterations — Defensive These are modifications (or devices that simulate modifications) that have a primarily defensive nature, either by helping the character survive under trying circumstances, or regain Health that is lost.

Body Armor: A hero with Body Armor has a natural resistance to physical damage and, to a lesser extent, energy attacks. Body Armor does not affect attacks which have an intensity that must be checked against a FEAT roll, unless to require that FEAT the attack passes through the Body Armor. Example: A Sonic attack ignores Body Armor, as it does not need to pass through the Body Armor. A poison-tipped dagger must get through the Body Armor in order to affect the hero with the poison.

Body Armor absorbs an amount of damage from any physical attack equal to the Power rank number of the Body Armor. Body Armor of Amazing (49) protects the hero from 49 points of each physical attack. If an attack does not equal or better the amount of Body Armor, then none of the effects of the attack take place. (A dagger hurled at the Thing will not hurt him, even if a "Kill" result is called for, if the damage from the dagger does not get through his hide.)

Body Armor is proof against physical attacks, including Blunt and Edged attacks, Shooting, Throwing attacks, Force, Grappling, and Charging attacks. It is less effective against Energy attacks, and its Power rank number is 20 points less than listed for any Energy attack. The Amazing(49) Body Armor would provide 29 points damage (in the Remarkable range) protection from Energy attacks.

Body Armor may be natural (also referred to organic or inborn in this text) or artificial material. Natural Body Armor is protection that is part of the creature itself, such as the thick hides of the Thing, Hercules, or the Hulk, the elastic body of Mr. Fantastic, or the soft form of the Man-Thing. Artificial Body Armor is made of other materials, which may be bolstered by force fields, and is reflected in the body suits of such heroes as Iron Man, and foes like the Sentinels and Crimson Dynamo. Certain types of attack are more effective against one type of Body Armor than the other (examples: Claws, Rotting Touch). Artificial Body Armor has the advantage that it can be removed, allowing the hero to have a relatively normal life.

Body Armor may be increased by one rank by accepting a -1CS to Agility. Agility may never be dropped below Feeble.

High technology heroes who choose Body Armor may choose to have a battle-suit. All of the hero's other Powers are included in the suit, and the suit is considered artificial Body Armor. In addition, the high technology hero receives potential bonuses to his physical abilities (Fighting, Agility, Strength, and Endurance) when wearing the suit. The nature of these modifications is explained under the character generation for high technology heroes. When a high tech character advances in abilities, he may choose whether his natural abilities or those of his suit are advanced.

Water Breathing: This is a wimp Power. Face it. When the great hero parties take place, and Ulterior-Motive Man asks you what you do, if you say, "I breathe water" you end up wearing a full fishbowl. This Power allows you to breathe water (fresh or salt) as if air. No Power rank is needed for this Power. In addition, this Power allows the hero to see underwater as if on land (vision is reduced in the underwater realm), and survive at great depths. The hero's next Power may be either Swimming or Animal Communication and Control (Sea life). The hero may choose both, but then *only* breathes water, and will "drown" on dry land (reverse of characters drowning in water).

Absorption Power: The hero with this Power may absorb a certain specific type of damage (for example, fire-based damage, energy damage, or kinetic (physical) damage). Any attacks made in the specified mode inflict no damage; rather the damage is absorbed, healing existing damage and even temporarily raising the individual's Health by the Power rank involved. A hero with Health of 100 and Amazing (48) Electrical Absorption may be hit with a lightning bolt and have his Health raised to 148.

Damage above the rank number of the Power does inflict damage, but the points of such damage may be redirected towards opponents in the next round. Any such absorbed energy dissipates 10 rounds after it has been absorbed, and must be discharged before then or it is lost. Health loss is taken from the absorbed Power first, then from the actual Health of the hero. For example, the character with the Health of 100 raised to 148 takes 30 points of damage. These points are removed from the 48 extra points initially. If the effects of

the energy wear off, the character still has 100 points of Health.

Regeneration: The hero with this Power heals faster than the normal rate of Endurance Rank per day. A hero with Regeneration recovers the Endurance Rank every 10 turns (one minute), providing the hero does not take additional damage in that time and is able to rest. A hero resting cannot engage in any other actions while healing himself. If that rest is interrupted (14 ninja of the Hand rush in on turn 9 of his rest), the hero must start again to recover.

Solar Regeneration: The hero with this Power heals as per Regeneration, but only heals the Power rank in Health every ten minutes he is in the sunshine. In darkness, inside buildings, and in other similar situations, the character heals normally. This Power has a minimum Power rank of the Endurance of the character +1CS.

Recovery: The hero with this Power recovers from losses of Endurance ranks at a rate of 1 rank per day, and makes a Power rank FEAT to regain the lost rank. The hero with this Power may choose any Resistance as a Bonus Power.

Life Support: The hero with this Power has the potential to survive under hostile conditions for longer than normal amounts of time. The Power rank number is the amount of time in turns the hero may survive in a hostile environment (deep space, deep underwater, in lava) before any Endurance FEATS must be made. At Shift Z or higher, the individual may survive in hostile environments indefinitely without requiring food, water, or air.

Pheromones: Pheromones are a specialized form of Emotion Control that affect the pleasure centers of the...ah...opposite sex. When this Power is in operation, female individuals (if the hero is male) or male individuals (if the hero is female) must make a Psyche FEAT against the Power rank number of this Power as Intensity or be considered Friendly to the character. Robots, aliens, and those unable to smell or be affected by the pheromones (behind a force field, for example) are not affected. Characters that are Hostile will still be attracted to the character, but that attraction will not stop them from putting the hero in a deathtrap, from which the only release is for the hero to profess his love for the Hostile character and join her in crime.

Damage Transfer: This Power is a relative of the Health-Drain Touch, except Health

may be transferred between two separate targets on touch, in effect healing one while reducing the Health of the other. The hero may not regain any Health in this Damage Transfer.

Healing: This Power allows the hero to restore lost Health and Endurance ranks to others (but not the hero himself). The Power rank indicates the maximum amount of Health that may be restored to one hero maximum, on any one day. For each attempt at healing, the hero must make an Endurance FEAT — failure indicates the loss of Karma equal to the amount of Health being healed. A character without Karma may not Heal.

Endurance ranks may be similarly restored at a rate of one rank per day per hero. An Endurance FEAT is required for the healing hero, with the result of a failure being the loss of one Endurance Rank for the hero (the Endurance for the other is healed). This Endurance may only be healed naturally. If

the Endurance drops below Feeble, the healer will perish.

Immortality: The character with this Power does not age or die in a normal fashion. Now, before you all run out and grab this Power for your young hero, note the fine print. The hero can still suffer loss of Endurance ranks as the result of wounds, poisons, and damages, but if the results call for perishing, then the character is left at Shift 0 Endurance but does not die. The character cannot move or act until Endurance reaches Feeble, however, so throwing an Immortal character into an active volcano will keep him out of the way for a while. (He cannot heal while taking damage.)

If Endurance reaches Shift 0, or the character otherwise dies, the Immortal character loses all Karma, including that set aside for advancement. The character may be out of luck, but at least he has his Health. If an immortal character is part of a Karma pool, then an amount of Karma is subtracted as if the character had left the

group. This is done each time the immortal character becomes "dead."

This Power does not have a Power rank. It counts as two Powers for any hero who takes it, *unless* the character is alien in origin, in which case the cost is normal (this reflects that a large number of extra-dimensional aliens are effectively immortal).

An immortal character's body will slowly regenerate lost parts and heal, so that short of atomizing the remains and spreading that collection of atoms through a large portion of space, the immortal character will return at some point in the future.

Immortality is applicable to the Earth Dimension only (including all planets of this dimension). An immortal character in another dimension — such as Asgard or Olympus, but excluding variant or divergent earths — does not age, but may be killed normally while in that dimension.



Talents differ from Powers in that they may be possessed by everyday citizens of the Marvel Universe, they are generally easily gained, and they generally modify existing abilities or Powers as opposed to creating new ones. Talents are broken down by general type.

Weapon Skills The hero with these Talents is devoted to the ins and outs of handling certain types of weapons, and as such is more proficient with these weapons than persons with similar abilities who have not studied them. Weapon Talents may not be combined. A character who has a +1CS with shuriken as a result of Thrown Weapons Talent gains Oriental Weapons Talent. The additional +1CS with shuriken attendant to Oriental Weapons Talent does not apply. The character still has a +1 CS. Weapons Talents may be combined with Fighting Talents, if applicable.

Guns: Individuals without this Talent fire guns (all handguns, rifles, and submachine guns, including laser, stun, and concussion varieties) at their Agility rank. Those with this Talent fire such weapons at +1CS.

Thrown Weapons: Characters with this Talent toss weapons designed to be thrown (including spears, daggers, shuriken, disks, and snowballs) at +1CS to their Agility.

Bows: Bows are tricky items to operate, such that those who have not been trained fire them at -1CS to their Agility. Those with this Talent gain a +1CS to hit with all bows, including crossbows, and may fire and reload in a single round. They may fire multiple arrows on a successful Agility FEAT.

Blunt Weapons: Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Blunt Attacks column of the Battle Effects Table.

Sharp Weapons: Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Edged Attack column of the Battle Effects Table. This includes swords, daggers (unless thrown), and spears, but excludes claws and other natural extensions that inflict this type of damage.

Oriental Weapons: This is a special category that grants the character a +1CS to Fighting or Agility when using the following weapons: shuriken, crossbows, sais (treat as swords), and oriental swords and daggers (including the katana and the kris).

Marksman: The character with this Talent gains a +1CS to hit with any distance weapon that requires line of sight to hit (the character could benefit when firing heavy artillery, but not when controlling a tele-guided missile). Such a weapon in the hands of a marksman does not suffer penalties to hit from range.

Weapons Master: The character with this Talent gains a +1CS to hit with any weapon that requires a Fighting FEAT to hit.

Weapons Specialist: The character with this Talent gains a +2CS with a single weapon of choice. This may be any type of weapon, missile or melee. The character who is a weapon specialist will also increase his initiative when using this weapon by 1.

Fighting Skills: These Talents are primarily used in close combat, and used without weapons. Bonuses from these Talents are cumulative and may be combined with those from other Talents.

Martial Arts A: This form of martial arts concentrates on using an opponent's strength against him, and is typical of oriental-American forms such as judo and karate. The practitioner of this type of martial arts can Stun or Slam an opponent regardless of their comparative Strengths and Endurances.

Martial Arts B: This form of martial arts is keyed on offense and inflicting damage in short, quick bursts, and includes such disciplines as boxing. The practitioner of this form of martial arts gains a +1CS to Fighting ability when engaged in unarmed combat.

Martial Arts C: This form of martial arts concentrates on holds and escapes. The practitioner of this form gains a +1CS to his Strength for Grappling attacks (including damage), a +1CS to Strength for Escaping and a +1CS to Agility for purposes of Dodging.

Martial Arts D: This meditative form of martial arts searches out the weak spots of the opponent's defenses and strikes against them. The practitioner of this form of attack may ignore the effects of Body Armor (though not force fields) for determining Stun and Slam results. The attack by the character with this Talent does not have to inflict damage to force a check for possible Stun and Slam. The disadvantage is that the target of this attack must be studied for two rounds before the effects may be

brought into play. The character with this Talent does not have to attack the character, only watch him in battle for two rounds previous to attacking.

Martial Arts E: This form of martial arts encourages quick striking to catch the opponent off-guard. Heroes with this form of Martial Arts are at a +1 to initiative rolls in unarmed combat.

Wrestling: The hero with this Talent is proficient in applying holds. It includes familiar types of wrestling as well as the sumo forms of the art. The hero with this Talent gains a +2CS when making Grappling attacks, but gains no benefit in damage. (A hero with Martial Arts B and this Talent gains a +3CS to hit in a Grappling attack, and a +1CS for damage.)

Thrown Objects: The hero with this Talent gains a +1CS with all Throwing attacks (both Edged and Blunt), and +1CS on Catching. This applies to both thrown weapons and normal items. If the hero has the Thrown Weapons Talent as well, the modification is +2CS when using thrown weapons.

Acrobatics: The hero with this Talent is very limber and as such gains advantages when under attack. The hero has a +1CS when dodging, evading, and escaping.

Tumbling: The hero with this Talent knows how to fall and land without undue injury. Individuals with this Talent may make an Agility FEAT to land feet-first after any fall that does not inflict damage.

Professional Skills Skills in this category reflect general professions. In addition to providing bonus Column Shifts in their field of specialty, the Talents can be used to increase initial Resource levels through gainful employment.

Medicine: The hero with this Talent has extensive knowledge of medicine, and as such limited Talents in healing. In general, a character losing Endurance Ranks as the result of a lethal situation can have those losses stopped by any character checking on him. The individual with Medicine Talent may bring back characters that have reached the Shift 0 level up to 20 turns after they have reached that level. A character with this Talent may restore one rank of Endurance to a wounded character per week, in addition to natural healing. Finally, the character with Medicine as a Talent is +1CS on Reason FEATs that involve medical problems, medications, poisons, and surgery.

TALENTS

Law: The character with this Talent has an extensive background in law (the assumption being US Law, but this may vary according to the Judge's campaign). The hero may be a lawyer or capable of applying to pass the bar (Reason FEAT of Good Intensity). A character with Law as a Talent gains a +1CS to all FEAT rolls involving the law, including correct legal procedure. A character without Law gains no benefit to Reason FEATs, and in addition, will have to make Reason FEATs more often than a character with Law Talent.

Law Enforcement: The character with this Talent has a background with law-enforcement authorities. This Talent includes both Gun and Law Talents, and the character, if still a member of a law-enforcement agency, may legally carry a gun and make arrests.

Pilot: The character with this Talent has a working knowledge of most aircraft, and receives a +1CS for all FEAT rolls involving an aircraft that character is controlling (including Control FEATs, Agility FEATs, and Reason FEATs involving aircraft handling and design). A character with a background that would permit it (a hero who is an alien) may extend this Talent to spacecraft as well.

Military: The hero has had some dealings with one of the armed services. In military matters, the hero gets a +1CS to all FEAT rolls, and in addition may take a member of the armed services as a Contact.

Business/Finance: The hero is familiar with the world of business, corporate finance, and how money works. Initial resources are a minimum of Good, and the hero gains a +1CS for FEAT rolls dealing with money. The hero gains a Contact in the Professional category.

Journalism: The hero with this Talent gains an additional 2 Contacts to those already generated. The Contacts should be connected with the media in some fashion, such as at local newspapers, radio or TV stations, or as sources in law enforcement, political circles, or snitches of the criminal underworld.

Engineering: Engineering includes all the varied types of that profession dedicated to the design of functional items: civil, chemical, mechanical, etc. A character with Engineering Talent gains a +1CS to all FEATs involving building things, including the Resource FEAT to determine if an object can be built.

Criminology: The hero with this Talent has an understanding of the criminal mind and behavior, either from studies or first-hand observation. The character with this Talent gains a +1CS on all Reason and Intuition FEATs involving criminal practices ("If I were a crook, where would I hide?"). The hero also gains a Contact in either the police or crime areas.

Psychiatry: The hero with this Talent has a background in studies of the mind, and as such gains a +1CS on all FEATs involving the mind. This is a popular Talent with those heroes and villains with Mental Powers, and the character with these Talents gains a +1CS on FEATs involving Mental Control, Domination, Hypnosis, Emotion Control, and Mental Probe Powers.

Detective/Espionage: The hero with this Talent has been trained to notice small clues in solving crimes. The character with this Talent gains a +1CS to discover clues to a crime, and in addition gains a Contact in either crime, law enforcement, law, or espionage.

Scientific Skills almost exclusively affect the Reason ability, granting the character with them a +1CS to all Reason FEATs involving that strong point. A character can only bring one such scientific Talent to bear at a time, and as such the Talents are not cumulative with each other.

Chemistry: A +1CS on matters of chemistry, including developing new formulas, finding cures for inorganic poisons, and identifying chemicals by smell, touch, or taste.

Biology: A +1CS on matters of biology, including animal and plant identification, finding cures for organic poisons, and researching diseases and their cures.

Geology: A +1CS on matters involving the Earth, including volcanic activity, the geology of the surrounding land, types of rocks and their powers, and mineral identification.

Genetics: A +1CS on matters involving the genes, including creating new life forms, understanding mutants, and researching diseases.

Archaeology: A +1CS on matters involving the past, including paleontology, historical records, and ancient myths and legends.

Physics: A +1CS on matters involving

physics and astrophysics, including motion, flight, and the planets and stars.

Computers: A +1CS on matters involving computers, computer-controlled equipment, and artificial intelligences.

Electronics: A +1CS on matters involving electronic devices, including their creation and repair.

Mystic and Mental Skills: These Talents are quasi-Powers, simulating some of the effects of Powers themselves, while being available in the Marvel Universe to those characters with those abilities.

Trance: The character may place himself into a trance. While in a trance the character slows his body functions to such a level that he may be assumed to be deceased (Intuition FEAT for the character checking). A character in a trance reduces needs for food and water to a minimal level, and may regain Endurance ranks at one rank per day.

Mesmerism and Hypnosis: This Talent is a primitive form of Mind Control at the Power rank number equal to the Reason of the character with this Talent. Information can be gained as per a Mental Probe, and post-hypnotic suggestions may be implanted within the victim's mind. Any attempt to force an individual to do something that he would not normally do, or divulge information that he would not normally reveal, will cause the hypnotism to break. A hypnotic command fades in 1-10 hours after it is given.

Sleight of Hand: This is a Talent developed by stage magicians which causes items to appear and disappear by a combination of misdirection and swift, fluid gestures. The character with this Talent may palm small items, making them appear or disappear with Agility +1CS ability.

Resist Domination: This is a Psi-Screen that may be developed by the individuals without that Power. This permits the character to resist mental attacks as if the character had a mental power of Psyche +1CS. The Talent is passive in nature, and does not grant any other particular benefit. A character with Mental Probe may be able to discern where the character gained this Talent, but nothing else.

Occult Lore: The character with this Talent has a knowledge of magical societies, antiquities, runes, and a general understanding of forgotten lore. The

character gains a +1CS to Reason FEATs involving items of a magical nature.

Mystic Background: In the Marvel Universe, all humankind has the potential for developing magical Powers. This "Talent" shows that the character has some background with magical forces. Heroes may have derived their powers from these forces if they choose this Talent. A character with this Talent may have Magical Powers (see Magic), with the approval of the Judge. If the Judge allows magical player characters, then any of the initial Powers created may be spells, and should be noted as deriving from Personal, Universal, or Dimensional energies.

Other Talents This is a catchall category for all the other types of Talents the character may gain. These often have some form of background of special nature.

Artist: The character with an artist background creates works of art, either for himself or for sale to others. This includes painting, sculpting, and writing. A single work takes 1-10 weeks, and upon completion grants the artist Karma points equal to 10 times the number of weeks. The character must allocate some time daily at his work.

Languages: The character with this Talent has a natural understanding of languages. The character gains 1 additional language at start, and made add other languages at half the cost of a Talent (500 points regardless of who teaches it). Characters without languages Talent must gain this Talent first to learn other languages. The gaining of additional languages assumes someone is available to teach these languages. A Player character with this Talent does not have to assign a language at start, but may fill one in later as need be.

First Aid: The medicine Talent notes that the loss of Endurance ranks may be halted by someone checking on the dying character and administering some form of aid. The First Aid Talent grants the character this immediate halt to Endurance rank loss, the recovery of one rank immediately (one use only per situation), and in addition, the hero with this Talent can stabilize a dying character at Shift 0 Health up to 5 rounds after that character reaches that level.

Repair/Tinkering: The character with this Talent gains a +1CS to any Reason FEATs involving the repair and modification of existing items, but *not* the building of new

items. This +1CS may be added to any other bonuses gained from other Talents, so that an Engineer with Tinkering Talent would gain a +2CS on repair.

Trivia: This is a general category that covers any one subject desired by the character. On that subject, the character gains +1CS to all Reason FEATs. (Say, the character is into collecting Spores and Fungus. A Trivia Talent would be: Trivia/ Spores and Fungus). Trivia categories should be specific (old movies, military history, sports, rock music, comic books) as opposed to general (all knowledge) or covered by other Talents.

Performer: The character is someone who acts, sings, dances, mimes, or otherwise uses his Talents to entertain (this is related to the Artist, the key difference being that the Artist may leave the scene of creation; the Performer is identified with that creation directly). A Performer receives 10 karma points for a week's worth of performance, whether in a play, doing a nightclub routine, or working for a movie.

Animal Training: The character with this Talent has the ability to train animals to perform certain stunts. The individual does not have Animal Empathy or Communications and Control, but may teach an animal a trick based on the Reason FEAT roll. If the hero with this Talent does have Animal Empathy or Animal Communications and Control as Powers, these Powers are raised by +1CS.

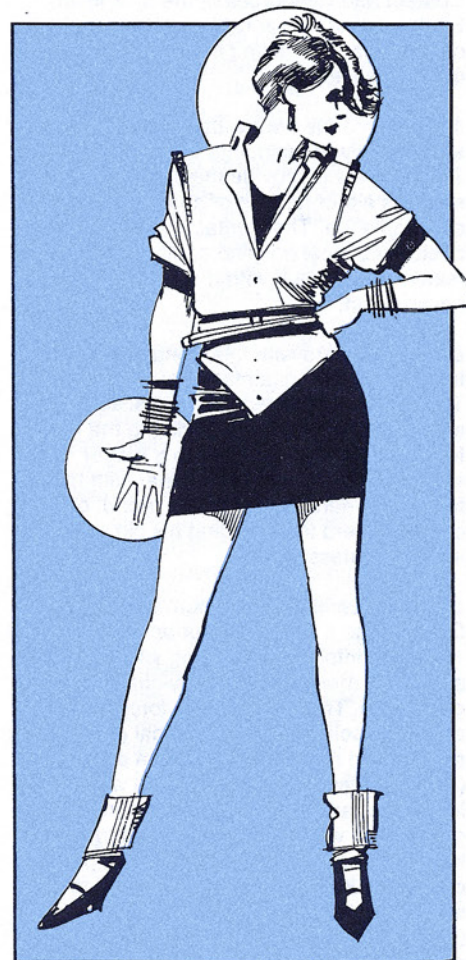
Heir to Fortune: This is not a Talent, but a situation which brings the character into a lot of money. The minimum Resources of a character with this Talent is Remarkable (if your character is making Excellent Resources or less, do not take this Talent). This "Talent" may not be gained by a character after the generation process is finished, and may only be chosen by characters being generated.

Student: Similar to Heir to Fortune, this Talent may only be chosen at the start of play, and may not be gained through experience. The Student character has no other initial Talents, but may gain other Talents at a discounted price. New Talents cost 1000 Karma points if learned from another player character, 800 if learned from outside. Students may maintain Advancement Totals for a Talent along with other forms of Advancement funds.

Leadership: The hero with this Talent has the brains and understanding of a cohesive

group, such that he is a benefit to the team. Any Karma Pool to which the character belongs receives a 50-point bonus, provided the character with this Talent is recognized as the "team leader." A Karma Pool may only have one recognized leader, though more than one character with Leadership may belong to one group. When the "Leader" of a group leaves, the 50 points are deducted from the Karma Pool, but the leader does not receive them for personal use (the bonus points only exist as a part of the pool).

Other Skills: The above is not a complete list, but may serve as a basis for other Talents that may be developed and proposed by players (for example: Botany as a scientific Talent). Any new Talents that may be added should be no more powerful than a +1CS to an ability, and not be cumulative with other Talents (Juggling may grant a +1CS on catching items, but may not be added to the bonuses gained from the Thrown Objects Talent).



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APPENDIX C

Included below is a partial list of possible Contacts for characters operating in the Marvel Universe or in one of its close variants. Many of these Contacts are usable in any type of campaign, but here are noted for their role in the Marvel Universe.

Each entry for a Contact delineates the type of aid that may be granted, either in information, skills, heroic help, and/or equipment. The more powerful a Contact, the more likely that Contact may interfere with the hero's life, requesting favors, providing missions, and the like. A low level Contact like a snitch in the criminal element provides fewer ties to the character than knowing the President on a first name basis ("Cap? Hi. This is Ronny. I have this problem in Central America....").

Professional Contacts Professional Contacts are individuals and groups that may provide distinct services, information, or equipment according to their description. Equipment may be provided as if the Contact had Resources of the rank listed. Equipment of higher rank may be acquired on higher approval and in special circumstances.

Medicine: The hero with this Contact has a friend, ally or acquaintance with Medicine Talent, who will provide medical advice and services either for free or charge an affordable fee. The Contact may be a doctor at a local hospital or clinic, or a researcher familiar with the character's background.

Law: The hero with this Contact has a friend, ally, or acquaintance with Law Talent, who will provide legal assistance for a reduced fee and legal advice to the hero for free. The Contact may be a lawyer whose firm has been on retainer for the family for years, is a personal friend, or who owes the hero for providing his big break into the profession.

Law Enforcement: The hero with this Contact has a friend, ally, or acquaintance with Law-enforcement Talent, who is in addition a member of the law-enforcement profession. This may include forces of local and state police and the national guard, and may vary in rank from knowing a patrolman (Excellent rank knowledge of the world at large, Remarkable of his beat), being on good terms with a Detective (Remarkable knowledge of criminal investigation, plus detective skills), or being well-known to a station captain or commissioner (Remarkable Resources, limited to that material which police forces normally have).

Note that the higher the Contact, the more likely the Contact will get in touch with the hero when *he* needs help.

Military: The character has a Contact in the armed forces, either of the United States or another nation. This may range from a low-level sergeant to the Joint Chiefs of Staff. Military Contacts may provide Amazing Resources, maximum.

Business World: The character has a Contact in the world of business or finance. This may rank from the accountant for their hero's group to a captain of industry who is trying to build fusion plants across the country. Resources available are at the Incredible level.

Journalism: Journalist Contacts are Poor in Resources (unless you want to borrow the Mobile-Three Action-Camera van) but have Remarkable knowledge about their field of expertise. (If your Contact is a city desk reporter, she may be aware of something going down on the streets. If the Contact is in entertainment, maybe he has free passes to the ballet.)

Crime: The character with this Contact has some connection with the criminal underworld. This ranges from having a snitch that pass on information about street action, such as Turk Barret is for Daredevil, up to a Contact high in the hierarchy of the Maggia or independent gangs. **WARNING:** Having criminal Contacts may place the hero in Karma-losing or Contact-losing situations, with the hero having to choose between losing a criminal Contact or losing Karma by aiding the Contact. High-level criminal Contacts (Remarkable Resources or higher) may seek to manipulate the hero to their own ends (the best example of which is the Kingpin of Crime).

Engineering: The character with this Contact has some connection with someone who builds, either independently or for a larger corporation. The character may aid in the construction of devices.

Psychiatry: The character with this Contact has some connection with a character in the fields of psychiatry or psycho-analysis, including doctors devoted to the curing of the criminal mind.

Espionage: The character with this Contact has connections with the world of espionage. This includes agencies such as the FBI, CIA, NSA, KGB, Interpol, MI5, S.H.I.E.L.D., and the criminal organization H.Y.D.R.A. Such Contacts provide

information up to Remarkable level, though top-secret information will be harder to obtain. Equipment may be provided for up to Incredible rank, Amazing for S.H.I.E.L.D. and H.Y.D.R.A. All these agencies have no concern about using Contact heroes as agents to their own ends, and any hero that uses a Contact in this area will be guaranteed to receive a request for a return favor some time in the near future.

Hero Group: The character has some connection with, or was or is a member of or an ally of some existing group of super-powered heroes, and as such may enjoy the privileges thereof. This includes using their equipment, calling them in on an emergency, using their HQ, and benefitting from their training. As an example, the Mutant Dazzler, while not a member of the X-Men, maintains a good relationship with them and has benefitted from training with them. The player running this hero may choose the group, subject to the approval of the Judge. Excessive liberties taken with the privileges (cracking up three Quinjets in a row) may result in the contract's revocation. The other disadvantage (in addition to being at the group's beck and call) is that enemies of the hero group are considered enemies of this hero as well. A hero who belongs to a group is always considered to have that group as a Contact (once an Avenger, always an Avenger).

Scientific Contacts: All scientific skills put the character in touch with someone with that scientific ability. The Contact may have Resources varying from Good to Remarkable, determined by the Judge. The Contact has the Talent listed as in Appendix B, and a Reason of no less than Excellent. The scientific skills include: Chemistry, Biology, Geology, Genetics, Archeology, Physics, Computers, and Electronics. Acting and Performing, while not "scientific" skills, are Contacts that perform in a similar fashion (the character knows someone with that skill).

Political Contacts: The heroes with these Contacts have friends in high places.

Local: The hero has an ally in the local political scene: alderman, mayor, or councilman. The Contact may provide information on what is going on in the neighborhood.

State: The hero has an ally in state government — connected with the office of governor, a state representative, or someone in one of the state agencies. The Contact may provide Good services and

information, as well as equipment of up to Remarkable Resource cost.

National: The hero has a Contact in national government — a congressional aide, a congressman, representative, member of the Executive Branch or one of the myriad number of agencies that infest the capital. Resources of up to Monstrous in their field may be gained, but the more powerful the Contact, the more likely the favor will be called in.

Other National: The hero has a Contact in national government — someone else's. The hero may be friendly with the leadership or government apparatus of any other nation, friend or foe. This Contact, if known to others, may create difficulties in dealing with other political Contacts. Resources available are as for National

government, but the character must be able to communicate with the Contact to gain any materials.

International: The hero has Contacts in the UN or in a similar multi-national organization, such as the Common Market of Europe. This type of Contact can provide equipment of up to Monstrous Resource rank.

Planetary: This Contact is available to Alien characters only. The hero is well-known to the inhabitants and/or rulers of another planet, and may call on those Resources (up to Unearthly or higher) provided they can get in contact with those sources.

Mystic Contacts

Mystic Arts: The hero has a Contact with someone who is aware of extra-dimensional

powers greater than our own.

Occult Lore: The hero knows someone who "dabbles" in the darker arts, and as such has at least a Remarkable Reason involving these matters. The Contact may provide advice on mystic writings, spells and their castings, and curses. The Contact is not necessarily someone of Doctor Strange's category (a true magic-wielder), but most likely a college professor who has done copious reading on the subject.

Mythology: Similar to Occult Lore, with the direction towards recognized mythology: actions of the extra-dimensional beings known as gods (Olympians, Asgardians, etc.). The Contact will specialize in one "pantheon" of deities.



TM



Character Information Sheet

Player Name _____

Hero's Name _____

Group Affiliation _____

Base of Operations _____

Hero's Identity _____

☐ Secret ☐ Public

Age _____

Origin _____

Primary Abilities

Secondary Abilities

	Initial Roll	Initial Rank	Current Rank	Current Rank Number	Health	Karma	Resources	Popularity
F A S E R I P					F + A + S + E	R + I + P		

Special Abilities

Powers: _____

Limitation: _____

Talents:

Advancement Fund
Karma

Karma Pool

Contacts:

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Power Listing Summary

Resistances — p.71

Resistance to Cold
Resistance to Corrosives
Resistance to Disease
Resistance to Electricity (specify Conductive or Non-conductive)
Resistance to Energy Attacks
Resistance to Emotion Attacks
Resistance to Fire and Heat
Resistance to Magical Attacks
Resistance to Mental Attacks
Resistance to Radiation
Resistance to Toxins
Invulnerability (counts as two Powers, specify type of Invulnerability)

Senses — p.71

Astral Detection
Emotion Detection
Energy Detection
Magic Detection
Magnetic Detection
Mutant Detection
Psionic Detection
Combat Sense (counts as two Powers)
Computer Links
Cosmic Awareness (counts as two Powers)
Enhanced Senses
Infravision
Protected Senses
Tracking Ability

Movement Powers — p.72

Climbing
Digging (Claws as Bonus Power)
Dimensional Travel (counts as two Powers)
Flight
Gliding
Leaping
Levitation
Lightning Speed
Swimming
Teleportation (counts as two Powers)
Wall-Crawling

Matter Control Powers — p.73

Air Control
Earth Control
Fire Control
Water Control
Weather Control (Reduced cost for Power Stunts)

Body Manipulation — Others (specify material, duration)

Density Manipulation — Others
Animal Transformation — Others
Animate Objects

Energy Control Powers — p.75

Darkforce Manipulation
Electrical Manipulation
Gravity Manipulation
Light Manipulation
Magnetic Manipulation
Probability Manipulation (counts as two Powers, hero must take a limitation)
Sound Manipulation (Sound Generation as a Bonus Power)
Nullifying Power (counts as two Powers)
Energy Reflection
Time Control (counts as two Powers; hero must take a limitation)

Body Control Powers — p.77

Alter Ego
Animal Transformation — Self
Body Transformation — Self (counts as two Powers)
Blending
Density Manipulation — Self
Elongation
Growth
Imitation
Invisibility
Phasing
Plasticity
Power Absorption
Raise Lowest Ability
Shape-Shifting
Shrinking

Distance Attacks — p.80

Darkforce Generation
Fire Generation
Energy Generation
Ice Generation
Sound Generation
Corrosive Missile
Ensnaring Missile
Projectile Missile
Nullifier Missile
Slashing Missile
Stunning Missile

Mental Powers — p.81

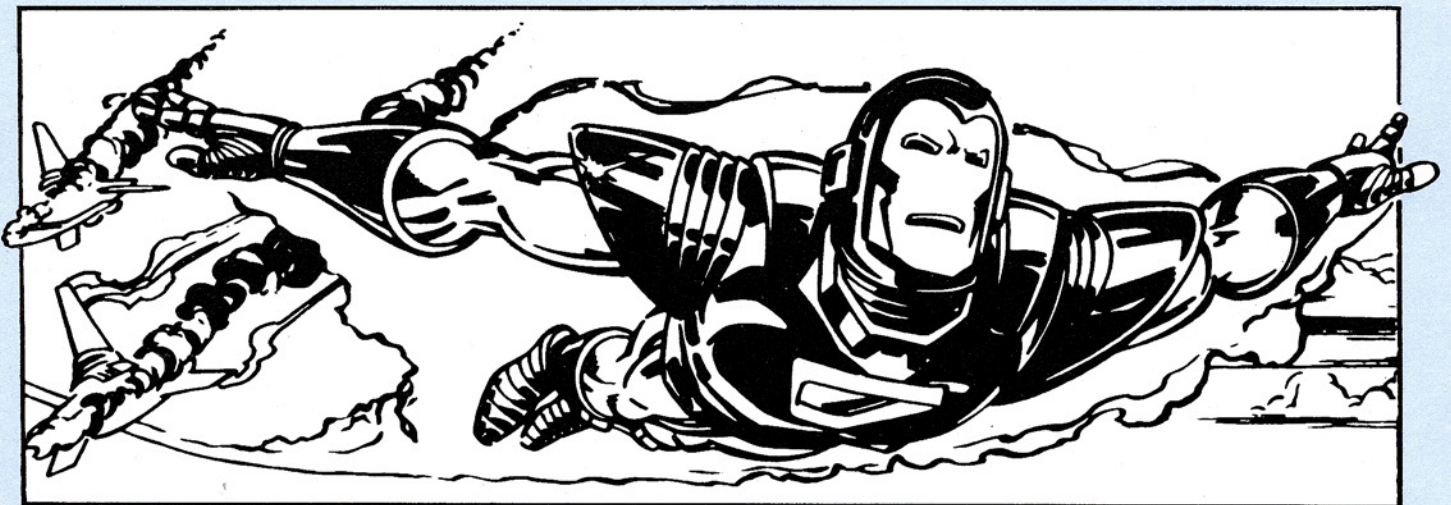
Animal Communication and Control
Animal Empathy
Animate Drawings
Astral Projection
Emotion Control (counts as two Powers)
Empathy
Force Field Generation (Projected or Personal)
Image Generation (counts as two Powers)
Mechanical Intuition
Mental Probe
Mind Control
Plant Control
Possession (counts as two Powers)
Postcognition
Precognition (counts as two Powers, hero must take a limitation)
Psionic Attack
Psi-Screen
Telekinesis
Telepathy
Transferral (counts as two Powers)
Ultimate Skill

Body Alterations/Offensive — p.86

Claws
Extra Attacks
Extra Body Parts (potential Bonus Powers)
Blinding Touch
Corrosive Touch
Energy Touch (Energy Resistance as a Bonus Power)
Health-Drain Touch
Paralyzing Touch
Rotting Touch

Body Alterations/ Defensive — p.87

Absorption
Body Armor (Natural or Artificial, modification for Hi-Techs)
Damage Transfer
Healing
Immortality (counts as two Powers, unless alien)
Life Support
Pheromones
Recovery (any Resistance as a Bonus Power)
Regeneration
Solar Regeneration
Water Breathing (Swimming and/or Animal Control as Bonus Powers)



	Blunt Attacks BA	Edged Attacks EA	Shooting Sh	Throwing Edged TE	Throwing Blunt TB	Energy En	Force Fo	Grap- pling Gp	Grab- bing Gb	Escap- ing Es	Charg- ing Ch	Dodging Do	Evad- ing Ev	Blocking Bl	Catching Ca	Stun? St	Slam? Sl	Kill? Ki
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	- 6 CS	Autohit	1-10	Gr. Slam	En. Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	- 2 CS	Evasion	- 4 CS	Miss	1	1 area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	- 4 CS	+ 1 CS	- 2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	- 6 CS	+ 2 CS	+ 1 CS	Catch	No	No	No

	0 Shift 0	Fe Feeble 2	Pr Poor 4	Ty Typical 6	Gd Good 10	Ex Exce- llent 20	Rm Remark- able 30	In Incre- dible 40	Am Amaz- ing 50	Mn Monst- rous 75	Un Unear- thy 100	X Shift 150	Y Shift 200	Z Shift 500	1000 Class 1000	3000 Class 3000	5000 Class 5000	B Beyond ∞
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