

Carbon City – 1930’s Dead Simple Superhero RPG System Third Edition

Introduction

It is 1933. Prohibition is in full swing & Carbon City is slowly collapsing under the weight of corruption & a massive crime wave.

From this pressure cooker comes a band of costumed heroes to save the good people of the city from a fate worse than death.

Carbon City is founded on Coal & Steel & is situated next to one of the Great Lakes.

We believe that roleplaying is more important than rules-playing. This is why we have condensed these rules into a couple of pages.

The cardinal rule is: if there isn’t a rule for it then make it

Hero Creation

Attributes

New Heroes have ten points to divide between the four attributes below. Each attribute must be given between one & four points.

Strength [STR] Dexterity [DEX]

Intellect [INT] Spirit [SPT]

Skills

Skill	Aptitude*	Examples
Agility	DEX	Climb, Leap, Swim
Engineer	[DEX + INT]/2	Make, Repair
Fighting	[STR + INT]/2	Kill, Maim
Knowledge	INT	Lore, Magic
Manhandle	STR	Lift, Push, Drag
Perception	[INT + SPT]/2	Spot, Hear, Smell
Persuasion	SPT	Charm, Con
Shooting	[DEX + INT]/2	Sniper
Speed	[STR + DEX]/2	Run, React
Stealth	[DEX + SPT]/2	Sneak, Hide, Stalk
Toughness	[STR + SPT]/2	Grit, Courage

Training

New Heroes are *Trained* in two skills & *Familiar* with three others of their choice. The remainder are *Untrained*.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Competent	+2
Experienced	+3
Mastered	+5

Skill Check

Score 15 or more on 1D20 modified by the relevant Skill Level, by equipment and the situation.

A roll of 20 is an automatic success and a roll of 1 is an automatic failure.

Professions

Choose one of the following for your Hero:

Captain: Well armed & armoured the Captain is often the leader of a party of Heroes. His job is to defend his friends & defeat the villains.

\$5,000 for equipment. Fighting +2, Stealth -1, Double Trouble & 3 Powers

Magus: The master of magic, he starts with 3 spells of his choice in his spell book. He is not good in combat & not very tough.

\$1,000 for equipment. Knowledge +2, 3Spells & 1 Power

Rogue: This is the burglar & scout of the party. He stops his friends getting killed by traps & ambushes.

\$3,000 for equipment. Craft +2, Stealth +2, Fighting -1, Burglary & 2 Powers.

Scientist: A man who can invent & build new Superhero equipment & analyse new discoveries.

\$7,500 for equipment. Healing, Knowledge +2, Engineer +2, Fighting -1 & 1 Power.

Mutant: An outcast from society his deformities give him his powers.

\$2,000 for equipment. Toughness +2, Perception +2, Persuasion -1, Survival & 3 Powers.

Professional Abilities

Double Trouble; Can attack twice in a turn if he has not moved.

Burglary; Can use Craft skill to pick locks, or to find & disarm traps.

Healing; Treatment makes a KO'd figure just wounded, or a wounded one whole.

Survival; Can track animals or enemies, & find food, shelter & water. Takes a Perception check.

Improving Heroes

After an adventure the Adventurers are often given Destiny points by the GM. They begin with three points each.

These can be spent to get a reroll of a die, or saved up and used to improve skills and attributes.

Cost	Improvement
20	Improve an Attribute by one
10	Improve a Skill by one training level
10	Learn a new Magic Spell (Hero only)

Training takes one day per five destiny points spent.

Superhero Powers

The same Powers can be taken twice or more, proportionately increasing their strength/effect.

Acrobatic: +3 to Agility.

Domination: If the Hero makes a Persuasion check a victim will do as he is told for 3 turns. After 3 turns he must make another check.

The victim cannot be made to commit suicide or murder.

Drain Power: If the Hero makes a successful Knowledge check he can prevent another Hero or Villain using a specified power for 3 turns.

Energy Blast: Shooting attack that hits with a +2 & has a range of 60'. Choose energy type: Heat, Cold or Electricity. Comes from eyes or a hand.

Fast Hero's ground Speed is doubled.

Flight: Hero can fly at same speed as his ground movement. Take twice to double speed.

Genius: +3 to Knowledge.

Immunity: Choose one from Heat, Cold, Electricity or Mental attacks.

Shadow: +3 to Stealth.

Telekinesis: Can move objects within 30', weighing up to 50 x SPT pounds. Items under 1/3 this max weight can be hurled up to 30' as weapons.

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Telepathy: The Hero can project his thoughts & eavesdrop on the surface thoughts of others within 60'.

Teleport: Hero can teleport to a spot he can see within 100' or one he can't see within 30'.

Ultra Senses: +3 to Perception.

Unarmed Combat Focus: +2 to Fighting unarmed.

Superhero Equipment

Unlike Powers equipment can be damaged, stolen or lost. A Scientist can repair equipment.

Energy Pistol: +2 to Shooting. Choose from Heat, Cold or Electricity. \$3,000.

Energy Weapon: +2 to Fighting. Choose from Heat, Cold or Electricity. \$3,000.

Force Field: Stops bullets & other ballistic projectiles. \$4,000.

Gas Filter: Makes Hero immune to gases. \$500.

Heavy Armour: Power-assisted Metal Hero Suit. Adds +2 to STR. \$10,000.

Light Armour: Covertly Reinforced clothing or Hero suit. \$1,000.

Medium Armour: Overtly Reinforced clothing or Hero suit. \$4,000.

Power Glove: +1 in Fighting. \$2,000.

Power Weapon: +2 in Fighting. \$4,000.

Rebreather: Hero can breathe underwater for 30 minutes. \$500.

Rocket Pack: Allows Hero to Fly. \$2,000.

Shield: Deflects one ballistic or energy attack per turn. Can be thrown at +2 up to 60'. \$1,500.

Spider Gloves & Boots: Can move up vertical surfaces. \$500.

Wrist Radio: 5 mile range. \$500.

Superhero Magic

Unless stated otherwise spell range is 30'.

Befriend: One person likes you for 5 minutes. He will help & defend you, but not do anything suicidal. He will remember afterwards what you did. If you attack him it breaks the spell.

Berserk: Adds +2 to Fighting, but user cannot cast spells or use other skills. Lasts 2 turns.

Blind: Enemy is blinded for 3 turns. Range 30'

Countermagic: This disrupts a spell targeted at the Magus & nullifies it. This is the only spell that can be cast as an immediate reaction and not on the Hero's turn. It can only be cast once per turn.

Cover of Night: The target gets a +1 bonus on all Stealth checks for 5 turns.

Daze: Enemy cannot attack for 3 turns. He can still move & defend himself. Range 30'.

Demoralize: Target suffers a -1 to Fighting & Shooting for 3 turns.

Detect Enemy: Gives the location of the nearest creature who intends to harm the Magus within 60'.

Dragon Scale: Magus has equivalent of Heavy Armour for 3 turns. Doesn't work with Dodge.

Extinguish: This spell instantly puts out a specific fire of no more than 6' in any dimension.

Float: Touch person to let them float up/down 30'/turn. Lasts 1D6 turns (GM rolls this die).

Hasten: Speed +2 for 5 turns.

Ignite: This sets fire to a single flammable object that is touched by the Magus.

Invisibility: Magus cannot be seen for 3 turns unless he attacks an enemy or casts a spell.

Protection: Increases armour protection by 1 for 5 turns.

Shrive: If Magus makes a Shooting check this automatically causes a wound. Range 30'.

Target: Cast on missile gives it +2 to Shooting.

Teleport: Magus disappears & reappears at any point he can see within 60'.

Terrify: Enemy must pass a Toughness skill check to attack Magus. Lasts 3 turns.

Rules of Play

When things get interesting the game is played in 'Turns' of about ten seconds in length. Each turn follows the sequence below:

1. Movement

Heroes can choose to move before or after their enemies. Note that squares are 5' across.

They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if they are in Heavy.

You cannot move through a solid object over waist high or another figure (unless they let you).

You can climb over or up an object but this is at half speed. Stealthy movement is also at ½ speed.

2. Use Magic or Perform Healing

A Magus can cast one spell from his Spellbook each turn. To cast a spell on an enemy you must be able to see him. Casting a Spell is a Knowledge Skill use. Failure means the spell doesn't work.

A Scientist can use Healing once in a turn. Healing is a Craft Skill use. It takes 2 turns to treat someone. Failure means it doesn't work.

3. Bloody Combat

Heroes & enemies can attack once each in a turn. You can only fight another figure in a square next to your own (including diagonally).

You can shoot at any figure that is in line of sight & range, even if they are fighting.

The Heroes always attack first.

The attacker makes a Fighting or Shooting skill check minus their opponent's DEX.

If there is more than one attacker attacking an opponent each one gets +1 to their Fighting/Shooting.

The amount the attacker scores below what they need is the damage.

Armour stops the first few points of damage. Light Armour stops 1 point, Medium Armour stops 2 points, Heavy Armour stops 3 points & a Shield stops an extra 1 point.

If his armour doesn't stop all the damage the defender must make a Toughness skill roll.

He must roll less than his Toughness, minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills are reduced by three points (including Toughness).

If wounded a second time he is knocked out (KO'd). A KO'd figure can be easily killed or captured.

4. Use other Skills

Anything not listed above can now be done.