

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 [calculated from Attributes]

Skill	Aptitude	Examples
Agility	DEX x 2	Climb/Leap
Craft	DEX + INT	Make, Repair
Fighting	STR + INT	Kill, Maim
Knowledge	INT x 2	Lore, Memory
Perception	INT + SPT	Spot, Hear
Persuasion	SPT x 2	Charm, Con
Shooting	DEX + INT	Sniper
Speed	STR + DEX	Run, React
Stealth	DEX + SPT	Sneak, Hide
Toughness	STR + SPT	Grit, Courage

Training

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

The remainder are *Untrained*.

Level	Bonus	Level	Bonus
Untrained	-1	Experienced	+2
Familiar	+0	Mastered	+3
Trained	+1		

Skill Check

Roll less than Aptitude + Training on a 20-sided die.

When making a skill a roll of 1 is an automatic success & a roll of 20 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 spellbook. He is not good in combat & not very tough. *\$1,000 for equipment. Knowledge +2, 2 Spells & 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 & analyze new discoveries. *\$7,500 for equipment. Healing, Knowledge +2, Craft +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 Heroes divide the loot or rewards between them equally. They can then spend some of this on training to improve themselves.

Cost Improvement

\$500	Improve Attribute by +1
\$250	Improve a Skill's training by +1
\$500	A Magus can add a new spell.
\$5000	A Hero can acquire a new power.

A Hero can also improve by buying better equipment, or by creating & using armour, weapons & other cool stuff.

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.

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.

Magic

Unless stated otherwise spell range is 30'.

Befriend: One person likes you for five minutes. He will help & defend you, but not do anything suicidal. He will remember what you did to him.

Blind: Enemy is blinded for 3 turns.

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

Dodge: Reduces the Combat skill of anyone who attacks the Magus by 1 for 3 turns.

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

Enchant Weapon: Touch a Weapon to give it +1 to Fighting/ Shooting skill for 3 turns.

Fire/Ice/Lightning Bolt: If the Magus makes a Shooting check this automatically causes a wound, i.e. armour can't stop it, but a Shield can deflect it.

Float: Touch person/self to let them float up/down at full speed for 3 turns.

Haste: Magus can move again in Magic phase.

Illuminate: Magus can make a hovering ball of light, with a radius of 30', for five minutes.

Invisibility: Magus cannot be seen for 3 turns unless he attacks an enemy in any way.

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

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

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.