

D6 LEGEND

By Fred Jandt, Nikola Vrtis, and George Strayton

Introduction

A roleplaying game is a way of telling a story. You know what it's like to have someone tell you about an event that happened to him or somebody he knows. You may even have thought, "If I were him, I'd have done things differently." With a roleplaying game, you don't just listen to the story -- you take part in it. You get that chance to do things differently.

The story you build with a roleplaying game is usually called an adventure. To create it you get together with at least two people. One takes the part of the GM. She directs the flow of the story, plays the role of any opponents you and the other players may come across, and determines the results of any actions taken. The GM determines the story's main goal, the obstacles that come up along the way, and how difficult those obstacles are.

The rest of the people in the group are other participants, or players, in the story. Each player has a character that represents a person in the story. They influence the story line by deciding how to work toward overcoming the obstacles the GM places before them. With the GM, they create the story.

You can think of an adventure as a movie or television show. Each of the players has a character they pretend to be, while the GM acts as the writer and director of the show.

But if this is a game, how do you win? The object of roleplaying games is to have fun, interact with the people around you, and overcome challenges set by the GM. If you reach those goals successfully, then you've won

The mechanics of the D6 Legend Role-playing Game are simple enough: The GM picks a difficulty number, and if your roll of the dice is equal to or higher than that number, your character succeeds. Here's how that works" Your character has a value for each of his attributes (such as Reflexes, Knowledge and perception) and skills (such as martial arts, scholar and search) that represents a number of six-sided dice. You roll that many dice to see how well you do when you want to perform an action with that attribute or skill. You can use either standard six-sided dice, like those that come in most board games. You'll need several dice of any color, which are the regular dice and one die of a different color, which is the Wild Die.

To accomplish an action, you need to know how to read the dice. Here's how: On regular standard dice, each 1 or 2 counts as a failure and each 3, 4, 5, or 6 counts as a success; and on the Wild Die a 1 counts as a critical failure, 2 is a standard failure, 3, 4, or 5 count as successes and the 6 counts as a critical success (which is better than a success).

To use the dice to figure out how well you did at a task roll a number of them equal to the number listed in front of the "D" for the attribute or skill that you want to use. One of these must always be the Wild Die, while the rest are the regular dice.

For example, Will, a player character, has 4D Knowledge. If you were playing him, you would roll three regular dice and one Wild Die, count up the number of successes, and compare that to the difficulty. Of the Wild Die, if you get a 6, it's a critical success, which means you count is as a success and then you get to roll that die again. On the second roll of the Wild Die, everything but the 1 counts as a success, and if you get another 6 you get to roll again!! As long as the 6 keeps coming up you can keep rolling. However, if you get the 1 the first time you roll the Wild Die, it's a critical failure; it counts as a failure *and* takes one of your other successes away.

The GM may also decide that something terrible also happened to the character. No matter how bad your rolls, thought, you can never have fewer than zero successes.

Example One: The player rolls his 4D in Knowledge. The first time he rolls, he gets a 1 and two 3's on the regular dice and a 6 on the Wild Die. The player counts the two 3's and the 6 up to get three successes, but he gets to roll the Wild Die again. This time he gets a 4. That counts as a success too, so he has a final total of four successes.

Example Two: The player rolls 4D in Knowledge. This time gets two 1's and a 6 on the regular dice and a 1 on the Wild Die. He counts the one 6 for his only success, but because he rolled the 1 on the Wild Die, he has to take away this success. He ends up with no successes.

To figure out how well the character did at a task, compare the number of successes you rolled to a value called the difficulty number. The difficulty number represents how hard it is to accomplish a task. This number is assigned by the GM, who uses the game mechanics to determine the value.

When you roll the dice, you try to roll equal to or higher than the difficulty number. As in real life, you often won't know how well you do something until after you try it. The difficulty chart shows the difficulty levels and the number of successes needed for each.

If someone or something is rolling against you, you'll need to make an opposed roll instead of having to beat a difficulty number. For example, if you try to hit someone, that person can dodge out of the way. She would roll her dodge skill and you would roll your brawling or martial arts skill. Her roll opposes yours, which means the number of successes she rolls becomes the new difficulty number.

The Rules

There are only two rules you need to remember to play this game:

1 Have fun!! This includes everyone in your group.)

2. If some other rule contradicts Rule 1, the GM may change or ignore it.

Basic Rules

The only rule you really need to remember is *Have Fun!!* To help you follow this rule, this game has been designed around a simple system: Pick a difficulty number. If the total number of successes equals or exceeds it, the character succeeds at the action. This chapter offers specific ways to apply that system.

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, counts the number of Successes and tells the GM the result.

Regular Die

Die Roll	Result
1,2	Failure
3,4,5,6	Success

Wild Die

Die Roll	Result
1	Critical Failure
2	Failure
3,4,5	Success
6	Critical Success

If the Success Total is higher than the difficulty number the character succeeds. If it is lower, the character fails.

Difficulty	Difficulty Numbers	Description
Very Easy	1	Anyone with slight skill should be able to do this most of the time. Example: Driving a car in moderate traffic.
Easy	2	Most characters should be able to do this most of the time, though there is still a change for failure. Example: Driving a car in moderate traffic during a rainstorm.
Moderate	3	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Avoiding jaywalkers who suddenly step in front of your car during a high-speed chase.
Difficult	4	Only highly skilled characters succeed at these with any regularity. Example: Driving through an intersection full of speeding cross traffic.
Very Difficult	5	Even pros have a hard time pulling these attempts off. Example: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Extremely Difficult	6	Only the luckiest and most skilled are successful. Example: Sharpshooting through a tiny hole in an enemy's body armor at 30 meters.
Heroic	7	You'd better be skilled and lucky, and even then it's no guarantee. Example: Successfully landing a Blackhawk helicopter with no tail rotor after the main rotor has failed.
Unearthly	8	Only the most highly skilled, powered and/or cybernetically enhanced characters will succeed. Example: Jumping from one building to another.
Legendary	9	A character must have powers, advanced cybernetics and godly skill levels to even think about accomplishing such a feat.
Impossible	10	If the character succeeds, it's clear to all observers that either the character is superhuman or that Divine intervention has occurred.

Performing Actions

When heroes want to perform actions, they need to use skills (or default to the appropriate attributes). The player decides what she wants her hero to do and tells the Narrator. If there's a chance that a hero may fail at an action, the hero must make a skill check. The Narrator determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding up the successes.

The introduction provides particulars on how to read normal dice or special Hero Dice to determine success, while Chapter 2 offers further explanation on skill use.

Additionally, to take into account the random complexities of life, there are some simple solutions: the Wild Die, Character Points, and Hero Points. (Chapter 12 contains suggested modifiers that offer another way to account for existing conditions.)

Wild Die

Whenever any player, including the Narrator, makes any roll, one of the dice must be different from the rest in size or color. This die is known as the Wild Die.

If the player rolls a 6 on a standard Wild Die, she rolled a critical success. She may add the success to her total and roll the Wild Die again. As long as she turns up critical successes (6) on that die, she continues to add them to her total and continues to roll. If, on the second or subsequent tosses, she rolls a 2, 3, 4 or 5 she adds another success but stops rolling. If on the second or subsequent tosses, she rolls a critical failure, she doesn't add any successes and stops rolling.

If the player rolls a 1 on the initial roll of the Wild Die, she's rolled a critical failure. (No complications occur when a 1 shows up on a later tosses of the Wild Die in the same roll.) The Narrator chooses one of two options for the failure, depending on the gravity of the situation:

1. The critical failure cancels out one success, and the player counts up the remaining successes
2. Count the successes normally, but a complication occurs. The Narrator gauges how badly the hero messed up by the number of successes generated.

Using Character & Hero Points

The average person fails at average activities nearly half of the time. Heroes aren't average people, so they have way to beat those odds. Thus, they have Character and Hero Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Character Points may not be traded for Hero Points; nor may Hero Points be traded for Character Points.

Character Points: Whenever a player makes any roll (attribute, skill, damage, power, and so on), she may want to spend Character Points to increase the total. She may use one Character Point to receive an extra Wild Die, up to a maximum based on the Power Level of the game. Use the following chart to determine the allowable number of Character Points.

Power Level	Character Points per Roll
1	2
2	5
3	10
4	20
5	Any

Players may only spend Character Points after a roll is made. Character Points and Hero Points may be spend on the same roll.

Extra Wild Dice gained from spending Character Points work like a normal Wild Die except that a critical failure counts as a normal failure and a normal failure (2) counts as a success.

Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from her normal Wild Die.

Character Points may also be used to reduce damage. The amount of damage taken off the Damage Total depends on the face that turns up. A critical failure is worth 1 point, a failure is worth 2 points, a success is worth 4 points, a critical success is worth 5 points (and the player may roll the die again).

Once a Character Point is spent, either for adding to a roll or reducing damage, that point is gone.

Hero Points: When a player feels she needs even greater help for her roll, she may spend a Hero Point to double the number of dice she gets for that roll. The player rolls only one Wild Die, though. All die code penalties and bonuses are applied after doubling the initial number.

Only one Hero Point may be spent per roll, and these points may be spent only before making a roll. Hero Points may be used with character Points. For example, Impulse has 4D in *dodge*. His player decides he really needs to make this roll, so he spends a Hero Point to double his *dodge* to 8D (though he still only rolls only one Wild Die). If he thinks that the total he generates is still too low, he can use one or more Character Points to improve his roll.

Rounds & Initiative

Generally in a roleplaying game, time doesn't matter too much. A hero may spend several hours searching a library, though only a minute passes as far as the player and Narrator are concerned. To keep the storyline moving, sometimes it's necessary to skip any tedious parts.

More intense scenes require more detail. In these cases, time slows to units of five seconds called **rounds**, each of which is roughly equivalent to one panel in a comic book. Each hero may take one action in the round with no penalty. Unless the hero has special skills or power, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multiple Actions" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued and so on).

Once rounds have been declared or depending on the situation, the Narrator applies one of three methods to determine the order of play.

The first method is to allow whoever makes the first significant action (such as those surprising other character in an ambush) to act first in the rounds. The characters retain the same order until the scene ends.

The other two ways require that the characters involved make *Reflexes* rolls to generate initiative totals. The Narrator makes one roll for each character or group of characters he controls, depending on the number. The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and new one begins. Note that a character rendered unconscious, immobile, or otherwise unable to act loses her action for that round if she hasn't taken it already.

The Narrator may choose to have everyone roll initiative once for the entire scene (the faster method) or roll at the beginning of each round (the more realistic, yet slower, way). Characters may save their actions and go later in the round, but waiting counts as an action. A character who waits incurs a multi-action penalty unless she has a power (such as Speed Manipulation) that allows her to take several actions without penalty.

Once the hero decides to take her turn, she must take all of her actions at once, so all actions, if she has the ability to make more than one without penalty, are lost. For example, a hero surprises a thug. Because she got the jump on him, the Narrator decides the hero may act first in this round. The hero decides to wait and see what the thug will do. The thug takes a swing at her, so the hero decides to dodge. If the hero has not super speed-type powers, she may only take one action without penalty. She used that one action on waiting. When she makes her *dodge* roll, it's a -1D, because it's the second action she's taking this round. Note, that if the hero has a *martial arts* skill of 4D, she could make three attacks or defenses this round. Since the waiting does not count as a defense, when the thug strikes, the hero still takes the multi-action penalty, but she has two combat-related actions left in addition to her *dodge*.

The Narrator and players may use Character Points, but not Hero Points, to increase their initiative roll if they want. Spending one Character Point, for example, allows the player or Narrator to add 1D to the initiative *Reflexes* roll.

Actions in Rounds

Each entry on this list counts as one action. The skill required for the task, if any, appears at the end of each entry. The specifics of tasks with special game mechanics are described in the "Combat Options" section of Chapter 12.

Aim: Prepare to fire at a target. This option counts for all the actions in the hero's turn. If she's interrupted in her preparations, she loses the bonus. (*marksmanship, missile weapons or thrown weapons*).

Bash: Hit an opponent with a blunt weapon (*melee weapons*)

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping.)

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence).

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot, (*brawling, martial arts, melee weapons, marksmanship, or thrown weapons*)

Dodge: Actively evade an attack.

Entangle: Use an entangling weapon on an opponent. (*marksmanship, missile weapons, or thrown weapons*)

Escape: Break a hold. (*Physique or lifting*)

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. (*brawling or martial arts*)

Kick: Strike an opponent with a foot. (*brawling or martial arts*)

Leap: Jump over an opponent or onto a table or any other such maneuver. (*leap*)

Lunge: Lean forward into an attack. (*brawling, martial arts, or melee weapons*)

Move: Maneuver around the area up to your Speed.

Parry: Block an opponent's blow. (*brawling, martial arts, or melee weapons*)

Pin: Pin an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning clothing, this is a called shot. When pinning the whole opponent, use the tackling rules. (*brawling, martial arts, melee weapons, marksmanship, or thrown weapons*)

Punch: Strike an opponent with a fist. (*brawling or martial arts*)

Push: Forcibly move an opponent. Use the charging attack/knock-back rules to determine the result. (*brawling or martial arts*)

Quick Draw: Act rapidly in a round, such as draw and fire a weapon in one smooth motion. This option counts as all the actions for the hero's turn. (any attack skill)

Ready a Weapon: Draw a gun, unsheathe a knife, reload a rifle, and similar actions.

Run Away: Flee from the scene. (*running*)

Shoot: Fire a missile weapon. (*marksmanship*)

Slash: Swing an edged weapon. (*melee weapons*)

Tackle: Overcome an opponent by attacking him with your body. Once tackled, the opponent can do nothing other than attempt to break the attacker's grip. (*brawling or martial arts*)

Throw a Weapon: Toss a weapon at an opponent. (*thrown weapons*)

Trip: Quickly force one or both of an opponent's legs upward. (*brawling or martial arts*)

Use a Skill or Power: Perform an action related to a power the hero possesses or a skill she wants to use.

Vehicle Maneuver: Perform a stunt in a moving vehicle. (*boating, driving, or piloting*)

Multiple Actions

Heroes may attempt to perform several tasks in a single round. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at any one task. Thus, for most characters, for each action taken beyond the first, 1D must be subtracted from all skill rolls (but not damage or initiative rolls). Thus, trying to do four actions in one round gives the hero a -3D modifier to each roll. For characters with Speed Manipulation or in combat situations with high levels of *martial arts*, the multi-action penalty doesn't necessarily take effect until the hero uses up his allotment of approved actions. For example, if the hero has Speed Manipulation at 4D, he has an action allotment of eight per round. If he wants to perform nine actions, each of the nine actions is at -1D.

Movement

The Speed of a hero determines the distance he can easily move in one round. To increase the movement rate, a hero rolls against his *flying*, *running*, or *swimming* skill. The difficulty is determined by the number of extra movements he takes. One movement equals the Speed value; two movements equal twice the Speed value, and so on. For each movement beyond the first, add 1 to the base difficulty of zero. For instance, a hero with a Speed of 30 who wants to move 60 feet in one round has a *running* roll covers only his Speed or may even trip.

The Narrator may include additional modifiers or require an additional *acrobatics* roll, depending on surface conditions. More information is included in Chapter 12.

Flying

A vehicle or hero with the ability to fly may move up to their flying Speed per round. For heroes who can fly, this Speed equals their normal Speed. *Piloting* is used to perform personal and vehicle aerial stunts, including tight turns, rapid decelerations, and landing.

Heroes use the *flying* skill or Speed Manipulation power to increase their flying Speed, though this skill or power cannot be used to affect vehicles. The difficulty for the *flying* skill is figured in the same way as for the *running* skill. Thus, if a hero with a flying Speed of 30 wants to move 90 feet in one round, the difficulty is 2. A hero who fails her *flying* roll at best only travels her Speed. For terribly low rolls, she may find herself dropping suddenly.

Swimming

A hero's swimming Speed equals half his normal Speed. As with *running* and *flying* for *swimming*, one movement equals the swimming Speed, two movements equals twice the swimming Speed, and so on. Increasing this rate likewise increases the difficulty by +1 for each movement beyond the first. Thus, the difficulty for a hero to move two times his swimming speed is 2 (1 for the base difficulty plus 1 for the additional movement).

Combat Essentials

Sometimes the only option left for a hero is to fight. This section is devoted to those instances in which diplomatic tactics fail.

When the situation must be resolved with force, time becomes broken into rounds. Within these rounds, three steps occur: (1) generating initiative, (2) attacking and defending, and (3) repeating the steps, if necessary. As was discussed earlier, determine initiative based on the first significant action or on *Reflexes* rolls. Then go on to "Attacking & Defending."

Attacking & Defending

This is where the action starts. The person whose turn it is gets to decide what type of action her hero is going to do. Once she chooses, she makes a skill roll.

To attack with any body part, the player rolls the hero's *brawling* or *martial arts* skill. To attack with a weapon, roll the character's *marksmanship*, *melee weapons*, *missile weapons*, or *thrown weapons* skill, depending on the chosen weapon. If a hero doesn't have the skill needed for the specified action, roll the die code for the default attribute. Using the default attribute (such as rolling *Reflexes* instead of *brawling*) adds a +1 penalty to the difficulty.

The difficulty for combat is the **Defense Total**, which equals the Passive Defense Value (PDV) or the result of a *dodge*, *acrobatics*, or parry roll plus any defense modifiers. (Note that the Defense Total may never be less than 1, no matter how many modifiers are included.) The attacker must meet or beat this number to get successfully past the opponent's defenses.

To determine the Passive Defense Value, take the character's *Reflexes*, *acrobatics*, or *dodge* die code, whichever is higher. Next, add any modifiers – From Advantages, Disadvantages, skills, or powers – to the die code. Finally, divide this total by 2 and round up. Recalculate the pDV whenever the modifiers or determining skill changes.

Think of the Passive Defense Value as the hero's natural survival instincts. The character can also opt instead to use "active defenses," defenses he consciously exercises, such as *dodging*, using *acrobatics*, or parrying attacks with *brawling*, *martial arts*, or *melee weapons*. Each of these is represented by a skill and counts as an action. The total rolled by the skill takes the place of the hero's innate Passive Defense Value. Active defenses can only be made when it is the hero's turn as determined by initiative, but the total for the roll is effective until the character's next turn in the next round.

Active Defenses

The number of successes rolled by an active defense replaces the Passive Defense Value, the hero has succeeded in making himself easier to hit – by miscalculating where the attack would be placed and actually getting in it way. Additionally, turning up a critical failure on the Wild Die means that no positive modifiers are added to the active defense roll (only the negative ones are included) instead of the normal cancellation of one success. If there are no positive modifiers added to the roll (only negative ones), then, as usual, the critical failure takes away one success.

For example: A group of thugs attacks two heroes. The heroes decide to get out of the way. One hero is in a dimly lit alley, so the Narrator gives her a +1 defense bonus. The hero rolls her *acrobatics* and gets three successes and a critical failure. The critical failure negates the positive modifier, so the hero's Defense Total is 3.

The other hero is still on the street. Because he has a limp from an earlier injury, the Narrator gives him a -1 defense modifier. The second hero rolls his *dodge* and gets four successes and a critical failure. Because there are no positive modifiers to the Defense Value, the critical failure takes away one success. This hero's Defense Total becomes 2 (4 successes minus 1 for the defense penalty minus 1 for the critical failure).

Remember: If a hero's turn is later in a round than the character attempting to hit him, he cannot take his turn sooner and use *dodge*, *acrobatics*, or parry to replace his Passive Defense Value – he just wasn't quick enough to react to his environment. If he decides to *dodge*, use *acrobatics*, or parry when his turn comes up, however, that value will be the new Defense Value until the hero's next turn in the next round.

Dodge: The hero attempts to anticipate the final location of any attack and be in another place when it comes. Attack types include energy beams, melee and projectiles weapons, and so on. This is done by rolling either the *acrobatics* or *dodge* skill.

Parry: The hero attempts to stop his opponent's attack by intercepting it. The hero may roll his *brawling*, *martial arts*, or *melee weapons* (if he has something in his hands) to block it. If the hero uses a sharp weapon (sword or dagger, for example) to block an unarmed blow and is successful, the attacker takes Base Damage Value of the weapon. However, no *Physique/lifting* bonus or Effect Value modifier is added to the damage.

If the opponent strikes at the hero with a bladed weapon and the hero uses any part of his body to parry the attack, he takes the weapon's Base Damage value. If the block was unsuccessful, the hero takes damage as normal. The hero may avoid this aspect by having armor, a power (such as Armor, Forcefield, or Invulnerability), or a suitable *brawling* or *martial arts* or specialization in weapon parry.

Defense Modifiers

Range: The effectiveness of a punch, weapon, or power depends on its range. When the hero targets something between zero and five feet away, this is considered **Point Blank**. The target receives a -1 modifier to the Defense Value. **Short** range is between three feet and the first value given in the range listing. These attacks add no modifier to the Defense Value. **Medium** range is between the first value given and the second one. These attacks add +1 to the defense Value. **Long** range is between the second value given and the third. Attacks at this range afford a +2 bonus to the Defense Value.

Unless a special maneuver allows otherwise, *brawling* and *martial arts* attacks may be made only at Point Blank range. In most cases, this is true for *melee weapons* as well, though the distance can be increased to Short range if the weapon is longer than three feet. For example, a hero with a streetlight can whack an opponent at Point Blank or Short range.

Combat Formulas

Defense Total=Defense Value+ defense modifiers

Defense Value=Passive Defense Value or any active defense skill roll

Passive Defense Value=(*Reflexes* or *acrobatics* or *dodge* + modifiers/2, rounded up

Damage Total=Base Damage Value + damage modifiers- Armor Value

Effect Value=skill roll – Defense Total

Note: The Defense Total may never be less than 1. Defense modifiers include range, certain combat options, and other Narrator-chosen options. Damage modifiers include the Effect Value, the *Physique/lifting* bonus, and other Narrator-chosen modifiers.

Pulling a Punch: This option adds +1 to the target's Defense Value, but it allows the attacker to limit the damage done. For *brawling*, *martial arts*, or *melee weapons*, this allows the hero to decide how much of his *Physique/lifting* bonus to add to the blow. For any power that does damage, regardless of the managing skill the hero uses, it enables the character to choose the amount of base damage done, up to maximum allowed by the power.

Other Modifiers: Other combat options include modifiers to the difficulty of an attack. These modifiers are added to or subtracted from the Defense Total. Additionally, the Narrator may choose to include other modifiers as the situation warrants.

DETERMINING DAMAGE

If a character successfully hits his target, he may have damaged it. To determine the damage done, use the following formula:

$$\text{Damage Total} = \text{Base Damage Value} - \text{Armor Value} + \text{damage modifiers}$$

Damage Total: This total is the number of Body Points the target loses.

Base Damage Value (BDV): All weapons and most material objects have die codes that represent the base range of damage they do. (Specific die codes are listed in Chapter 4.) Someone punching or kicking has an unarmed Based Damage Value of 1D. The *brawling* skill raises this value to 2D, plus adds a skill bonus of +1D for every 3D in the skill. Certain powers can also do harm; see Chapter 3 for more details.

Armor Value: Armor has a value that represents how much damage it protects against. Someone with Forcefield, Natural Armor, or another such power can also subtract the Armor Values for these from the amount of damage done.

Damage Modifiers

Effect Value: This is the difference between the skill roll and the difficulty number. It is always added to the Base Damage Value. Remember that the skill roll must be equal to or higher than the Defense Total for the attack to be successful.)

The formula to determine this is: **Effect Value=skill roll – Defense Total**

Physique/lifting Bonus: Whenever a character strikes with *brawling*, *martial arts*, *melee weapons*, *missile weapons*, or *thrown weapons*, she may add her *Physique/lifting* bonus to the Base Damage Value. For every 2D, the character has in *Physique* or *lifting*, she gets a +1 bonus to her damage. Therefore, a character with 10D in *Physique* would get a +5 bonus to her damage.

Additional Modifiers: Circumstances may warrant additional modifiers, which the Narrator determines.

Death

If the hero's Body Points reach zero (0) but the hero wasn't instantly killed by massive damage, he is still gravely injured. Note that Body Points can never fall below zero (0).

The Narrator then decides how serious the wounds are. A hero with deep gashes, gaping wounds, or similarly traumatic injuries will most likely die from them. Once his Body Points reach zero (0), he falls unconscious. If medical aid cannot be offered within five minutes, the character goes into shock. He dies in about an hour if intensive medical attention (such as getting him to the nearest hospital or using the Healing power) is not administered.

A character can survive injuries sustained primarily from blunt weapons (such as fists or sticks), pulled punches, or carefully placed attacks. When the hero's Body Points reach zero (0), she falls unconscious. She'll wake up in a few hours with a horrendous headache, unless she gets aid sooner, but otherwise heals normally. If the hero takes any more damage after she's unconscious, the wounds become serious (and the recommendations in the previous paragraph take effect).

Step 3: Repeat

If the fight isn't finished after one round, then return to Step 1 and do it all over again. Repeat these steps until the fight is resolved in one way or another (usually with the bad guy out cold).

Healing

There are many different ways that characters can regain their health. Characters may never regain more than their starting number of Body Points.

Natural Healing

The body heals naturally during the course of the day. The more rest the character gets the faster his wounds are healed. A character can restore 10 Body Points per full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, she may restore up to 6 Body Points per day. However if most of the day is spent fighting and running, she only gains back 2 Body Points per day.

Skill

As noted in the *medicine* skill description, a character can restore to his patient a number of Body Points determined by his skill roll. Remember that a character may only attempt to heal a patient once a day, although the patient may be stabilized by that character any number of times. Other characters may also try to help the patient, adding their expertise to the first healer's.

Power

The mechanics for the Healing and Reincarnation powers and the way in which other powers can affect healing are covered in the Powers section.

Hero Creation

Dice Pools and Power Levels

A New hero starts with a certain number of dice to purchase attributes, skills, powers, and so on. Called a Dice Pool, this number is determined by Power Levels picked by the GM who bases his decision on the type of powers and maximum number of starting dice he wants to allow in the adventure. The Narrator chooses one of the listed Power Levels for all heroes created for the adventure. (GM's should feel free to adjust the Power Levels to the specifications of their adventures and players.)

Power Level 1: 65D Dice Pool; maximum of 5D in Disadvantages; all powers maximum of 2D.

This level is ideal for beginning roleplayers and younger, low-powered heroes.

Power Level 2: 70D Dice Pool; maximum of 5D in Disadvantages; maximum of 10D in Physical powers, all others maximum of 2D

This level feeds players' need for high-powered characters while allowing the GM a significant amount of control over the powers used in character creation.

Power Level 3: 75D Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in physical and mental power, all others maximum of 2D

This level offers several more power choices for characters while still giving the Narrator a lot of control.

Power Level 4: 80D Dice Pool: 80D Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in Physical, Mental, Transportation, and Protections powers, all others maximum of 2D.

This level allows for a wide variety of powerful characters, while severely restricting the more unbalancing character of this level.

Power Level 5: 85D Dice Pool: maximum of 15D in Disadvantages; all powers maximum of 10D.

This level offers the most options, though, it's also the one for which it's the most difficult to create suitably challenging adventures.

These dice are distributed among the characters attributes, power, and skills. They are also used to gain certain characteristics. Furthermore, players can expand their Dice Pools by taking Disadvantages.

To create a hero, follow these steps:

1. Calculate Advantages and Disadvantages.
2. Distribute dice for attributes.
3. Distribute dice for skills
4. Distribute dice for powers.
5. Determine character's Tech Level, Speed, and other details.
6. Name the character and create his or her background.

Advantages and Disadvantages

Advantages and Disadvantages are the benefits or quirks that your character has developed. Some affect the hero's attributes, and others affect their skills. But they all help give your hero depth and assist you in roleplaying.

The die code following each entry represents the number of dice you add or subtract from your current Dice Pool. Advantages help your character. Because of this, they subtract from the total amount of dice in your pool. Disadvantages add to the total number of dice in your Dice Pool to offset the negative aspects they represent.

The Power Level of the game set by the Narrator determines the maximum number of dice you can gain through Disadvantages. Advantages are bound only by the maximum number of dice you want to spend on them and the number of dice you have in your Dice Pool.

Both Advantages and Disadvantages may be taken more than once, each time representing a variation on the same theme. Whenever an Advantage or Disadvantage calls for a roll of dice and doesn't specify what kind of dice, roll the dice as normal, counting up successes to determine a total. Make sure to include the Wild Die with your roll.

Skills

Skills are the aptitudes that the hero has acquired through study, his career as a crime fighter, or a constant practice. The "Skill List" chart shows the skills with their default attributes. Descriptions of the skills are included in Chapter 2 of this guide.

Skills have a base value equal to that of the attribute they fall under (this is called the default attribute). From this base value, most skills can be increased by spending 1D from your hero's Dice Pool to improve the skill by +1D. If no dice are spent on a specific skill and the Narrator asks for a roll for that skill, the attribute the skill falls under is rolled instead of a +1 penalty to the difficulty (known as defaulting to an attribute).

Many skills also offer specializations. A specialization is a dedicated field of study. For example, biology is a specialization of science; bow and arrow is a specialization of missile weapon. Any number of applicable specializations can be purchased for each skill (scholar or science can have a lot), though it's not necessary to have the governing skill before obtaining the specialization.

For any specializations, every 1D spent from the Dice Pool can purchase two specializations at +1D each. For example, 1D can get specializations in biology and bow and arrow at +1D each or just biology at +2D. No more than +2D can be purchased in any specialization at the time of hero creation.

The specialization bonus is generally added to the overall skill or attributes die code. For example, a hero may have streetwise at 5D and a specialization in New York City at +2D. Whenever she uses her streetwise (New York City) skill, she rolls 7D, but if she goes to another city, she only uses her general streetwise and rolls 5D.

At hero creation, the maximum total one skill plus each of its specializations can be is 8D. This maximum promotes more well-rounded, realistic heroes. GM's should feel free to adjust this based on what they know they can handle, as well as on their group's preferences.

Each specialization is added separately to the skill. Thus, a hero could have 7D in science with +1D in biology and chemistry (each equals 8D total) but not a physics specialization of +2D (which equals 9D total). Powers that provide bonuses to skills do not count toward this maximum. After creation, a hero can raise all skills and specializations as high as she'd like.

The following chart offers some comparative values of different die codes for skills. Although the chart reflects skills up to 15D only, this is not the highest a hero can attain skills or powers; it's merely the maximum used here.

Die Code	Description
1D	Below Average: untrained human average
2D	Novice: below average human level
3D	Average: average level of training for a human
4D	Competent: above average level of expertise
5D	Skilled: professional level of training for a human
6D	Professional: considered among the best in a city or geographic area
7D	Exceptional: considered among the best in a state, region or province
8D	Brilliant: considered among the best on a continent
9D	Nationally Renowned: among the best in the world
10D	World Renowned: among the top few individuals possessing this skill in the world
11D	Master: the world's best seek advice from this individual
12D	Sector Renowned: among the best in a star system
13D	Galactically Renowned: among the best in several star systems
14D	Legendary: stories of the individual's skill will be passed down for generations
15D	Mythical: the individual will be known for all time as one of the greatest in this skill

Skill List

Reflexes

- Acrobatics
- Boating
- Brawling
- Climbing
- Dodge
- Driving
- Martial arts
- Melee weapons
- Piloting
- Riding
- Sneak

Coordination

- Catch
- Lockpicking
- Marksmanship
- Missile weapons
- Sleight of hand
- Thievery
- Thrown weapons

Physique

- Flying
- Leap
- Lifting
- Resistance
- Running
- Swimming

Presence

- Animal handling
- Bluff
- Charm
- Command
- Disguise
- Interrogation
- Intimidation
- Persuasion
- Willpower

Knowledge

- Arcane lore
- Computer ops
- Criminology
- Demolitions
- Forgery
- Languages
- Medicine
- Navigation
- Research
- Scholar
- Science
- Security

Perception

- Artist
- Engineering
- Hide
- Invent
- Know-how
- Repair
- Search
- Shadowing
- Streetwise
- Surveillance
- Survival
- Tracking

Skills

Skills are specific uses of the attribute under which they fall. They represent training and experience in particular activities. This chapter defines those skills available to characters in the D6 Legend System.

Using Skills

When a player wants her hero to do something, she describes the hero's actions to the GM in detail. The Narrator then decides which skill or skills are most suitable for successfully completing the task. He calculates the number of actions required (which he tells the player about) and any other penalties or bonuses (which he may or may not mention).

Next he picks a difficulty number and asks the player to roll the appropriate number of skill dice in the relevant skill. If the total successes meets or exceeds the difficulty number, the hero succeeds. If the skill total is too small, the hero fails.

Keep in mind that vivid descriptions of style are the essence of roleplaying. These kinds of descriptions help the player feel more a part of the game, which means everyone has more fun. Even if the task seems too challenging remember that great heroes are made through great deeds.

If a hero doesn't have dice in the skill required to attempt an action, the player uses the die code of the attribute under which that skill falls with a +1 modifier to the difficulty. This modifier takes into account that those without training or experience in certain tasks usually have a harder time accomplishing them.

Learning and Improving Skills

Heroes can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points the hero needs experience with the skill, either through training or by attempting to use the skill (through rolling its or its governing attribute's die code, regardless of the outcome) during an adventure. If there is a significant amount of training involved, or the hero needs to find a suitable teacher, that might become an adventure's focus. The details of training are discussed in the next section.

In most cases, the cost of getting a new skill after initial hero creation equals three times the number of dice in the governing attribute's die code. For example, if a hero wants to learn arcane lore after an adventure and he has a Knowledge die code of 3D, the first die in arcane lore costs him nine Character Points. The hero then has a 4D in his arcane lore skill.

The cost of improving most existing skills is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost. For example: a hero has an acrobatics of 4D and wants to increase it. To raise the skill to 5D, the hero must spend 12 Character Points. To increase the skill to 6D after the next scenario the hero must spend 15 Character Points.

The cost to get a new specialization in any skill is two times the number of dice in the governing attribute or skill's die code. (A character does not need the governing skill to get a specialization in it.) For a hero with 6D in missile weapons to gain a bow and arrow specialization, he needs to spend 12 Character Points to get a +1D in the specialization.

To improve any specialization (including those for close combat skills), the cost equals the number of dice in the governing skill plus the current specialization level. Thus, for a hero with 3D in medicine to improve a first aid specialization from +1D to +2D, she must spend four Character Points. After the next adventure, she may improve the first aid specialization from +2D to +3D for five Character Points.

A hero may improve a skill or any of its specializations but not both. In other words a hero may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by 1D per completed adventure.

Close Combat Skills Exceptions...

The exceptions to these rules are the close combat skills of brawling and martial arts. Considering the number of bonuses received by purchasing these skills it takes four times the Reflexes value to gain the first die. A hero with Reflexes of 2D who wants to have the martial arts skill must spend eight Character Points to receive the skill at 3D. Improving the skill is figured in the same manner as other skills, though the price is now four times the current skill value. So, for the same hero to improve her martial arts to 4D, she must pay 12 Character Points

To gain or improve a specialization in these skills, the expenditure is the same as for any other skill's specializations.

Training

Remember: to improve skills or specializations the hero must have either spent time training or used them in a recent scenario. Only having taken that time and effort may the hero shell out Character Points to receive additional dice.

If the hero can't or won't find a teacher, he must spend one day in training for each Character Point spent to improve the skill or specialization. However, if the hero has a teacher, the training time drops to half a day for each Character Point spent.

Reading the Skill Description

A skill description briefly relates what type of activities the skill covers. The "Specializations" section, below the skill name, covers ways in which the skill may be honed. The Narrator may add to this list as the game requires.

The description also often mentions ways in which the skill can enhance a hero's activities as well as some of the other skills, if any, which oppose it. However, most difficulties and modifiers are included in Chapter 12. This is to help players worry about what they need to roleplay them better, rather than concern themselves with game mechanics.

Descriptions

Reflexes

Acrobatics

Specializations: trapeze artist, tightrope walking, breaking falls, running obstacle courses.

Acrobatics covers tumbling, running along a narrow surface, flips and other actions involving the precise movement of the character's body. Additionally, heroes may employ acrobatics to reduce damage from falls.

This skill can be used in place of the Passive Defense Value for combat, as well as to determine the PDV.

Boating

Specializations: speedboat, tugboat, yacht form special maneuvers or stunts in a water based vehicle

Brawling

Specializations: particular special maneuver (see the end of this chapter for details)

This skill covers all forms of unarmed combat not dealt with by the martial arts skill, as well as the use of natural weapons. Damage equals 2D plus the hero's Physique/lifting bonus for fists and other such body parts. This Base Damage Value (BDV) increases by +1D for every 3D in the skill, rounded down. So, a hero with 2D in brawling has a BDV with this skill of +2D, while a hero with 7D has a skill bonus of +2D, giving him a BDV of 4D. Natural weaponry does its listed damage plus +1D, the character's skill bonus, the character's Physique/lifting bonus and any specialization modifiers.

Climbing

Specializations: rock climbing, indoor wall climbing, rope climbing

The hero knows how to scale a vertical surface. She can move up the surface at her normal movement rate (barring environmental factors) with this skill; otherwise she moves at half her normal rate.

Dodge

Specializations: type of attacks (marksmanship, missile weapons, melee weapons, hand to hand combat) type the weapon

The character uses this skill to anticipate the path of an oncoming object and get out of its way. This skill can be used in place of the Passive Defense Value (PDV) for combat, as well as to determine the PDV.

Driving

Specializations: car, semi-trailer and truck, bus, bicycle

The skill measures the hero's ability to perform special maneuvers or stunts in a land-based vehicle.

Martial Arts

Specializations: particular special maneuver

The martial arts skill covers the use of certain fighting technique-philosophies designed to focus the mind, deflect blows, intensify attacks, and quicken reaction time.

For every 2D (rounded down), heroes with this skill receive an extra combat action in addition to their normal action. This action could be used for attacking again with this skill or actively defending with acrobatics or dodge. Thus a hero with 3D in martial arts may take two combat actions when using this skill.

Melee Weapons

SPECIALIZATIONS: sword, club, streetlight, telephone pole.

This skill covers all handheld weapons, including improvised ones (such as gut butts and street lights). It represents the ability to both attack and defend with such weapons.

Piloting

SPECIALIZATIONS: single-prop plane, Boeing 747, space shuttle

Piloting covers the operations of air and space vehicles. Planes, helicopters, space shuttles and interstellar warships are all examples of craft that are covered by this skill.

Riding

SPECIALIZATIONS: horse, camel, elephant

This skill covers the character's ability to ride any living creature. All rideable mounts have an Orneriness rating that opposes the riding skill when the rider attempts to mount the animal or perform any complex maneuvers.

Sneak

SPECIALIZATIONS: urban, plains, forest, jungle

A hero who wants to move silently, leaves false trails and slips past surveillance devices undetected uses this skill. Sneak only covers the ability to be stealthy and quiet; its results affect all sense. Sneak is opposed by Perception, search or tracking.

Coordination

Catch

SPECIALIZATIONS: type of items caught (arrows, daggers, baseballs, automobiles, manhole covers, torches)

A character's ability to grab projectiles out of the air is enhanced by this skill.

Lockpicking

SPECIALIZATIONS: combination locks, key locks

The character has the ability to open mechanical locks without a key or combination, though some basic tools may be needed. The Lockpicking skill does not cover electronic or computerized locking systems; that is covered under security skill.

Marksmanship

SPECIALIZATIONS: rifle pistol, submachine gun

The skill is used when firing any energy projectile weapons.

Missile Weapons

SPECIALIZATIONS: bow, slingshot, sling

This skill is used when firing any simple mechanical weapon that requires strength to operate.

Sleight of Hand

SPECIALIZATIONS: palming items, stage magic

Sleight of hand covers misdirection, nimble fingers and a good sense of timing. This skill is opposed by Perception

Thievery

SPECIALIZATIONS: pick-pocketing, car theft, breaking and entering

This skill covers the various nefarious activities relating to thieves and their kind, including picking pockets, hot-wiring vehicles, and the complex actions of stealthily breaking into a house (without picking a lock). It does not cover reconnaissance (surveillance), opening locks (Lockpicking), circumventing security systems (security) or sneaking (sneak).

Thrown Weapons

SPECIALIZATIONS: boomerang, spear

This skill covers the throwing of any object as a weapon (rocks, clubs, park benches, daggers)

Physique

Flying

Flying enables heroes with powers that give them flight to move faster. A hero's Flying Speed equals his normal Speed. See Movement in Chapter 5 for information on increasing Flying Speed with this skill.

Leap

SPECIALIZATIONS: long jump, high jump

This skill governs leaping over pits, chasms, or other obstacle gaps, as well as jumping up and grabbing an outcropping. A hero's total leaping distance (vertically and horizontally) from a standing position is one-quarter of his Speed.

Lifting:

SPECIALIZATIONS: power lifting, bench press, specific type of blows

This skill expresses how much weight the hero can lift and how long he can carry it. A hero must make a lifting check when he first lifts an object. For each round the object is being carried, the hero must make another check to see if he can continue to carry the object or if he is too exhausted and must put it down. If the hero is doing anything else at the (other than talking or slow walking), continuing to carry the object counts as a multiple actions. If the character fails a roll, he must immediately put the object down.

Additionally, lifting represents a hero's time spent increasing the amount of Physique damage he can do. Lifting thus takes the place of Physique when determining the Physique/lifting bonus. When used in this respect, no roll is necessary to determine if the hero is successful at using the skill to increase the damage.

Resistance

SPECIALIZATIONS: specific disease, specific poison

To avoid the effects of a toxin a hero has encountered (through inhalation, contact, ingestion, or any other method), he makes a resistance roll. Several factors figure in to the difficulty of the attempt, including the deadliness and dosage of the poison or disease in question. See the "Poison" section of Chapter 12 for difficulties and results.

Running

SPECIALIZATIONS: springs, long distances

The hero can move at an increased rate with this skill, though not as easily as someone with Speed Manipulation. See "Movement" in Chapter 5 for details on increasing Speed.

Swimming

SPECIALIZATIONS: long distance, short distance, cold water

This skill helps the hero float as well as move quickly through water. For every round the hero wants to float or cover some distance, she must make a swimming roll. A hero's swimming Speed equals half of her normal Speed.

KNOWLEDGE

Arcane Lore

SPECIALIZATIONS: Druidic, Egyptian

Those heroes possessing this skill know the rumors, legends, tales and possibly spells of a mystical nature. This knowledge does not allow them to cast spells, however – they need the Magic Manipulation power to do that.

Computer Ops

SPECIALIZATIONS: specific computer system (IBM-compatible)

The hero has the ability to operate computers and computer programs, including computerized security systems. This skill does not allow the hero to repair any of the computer's hardware. The repair skill is needed for that.

Demolitions

SPECIALIZATIONS: bridges, buildings, vehicles

The hero knows how to blow stuff up. This skill covers detonating devices, the proper placement of explosives to get the desired effect, and the amount of explosives needed. When a hero sets charges, she can decide to spend extra time trying to either set the explosive to cause extra damage or to create some special effects. If she's in a hurry, she may opt for the normal amount of damage the explosive is capable of.

Forgery

SPECIALIZATIONS: type of document (birth certificates, death certificates, identification, money, etc.), specific signature counterfeiting

The forgery skill is used to recreate documents or signatures, as well as to distinguish a forgery.

Languages

SPECIALIZATIONS: Spanish, French, Esperanto

This skill measures the hero's ability to communicate in human and alien languages other than her native one.

Medicine

SPECIALIZATIONS: first aid, pediatrics, neurosurgery)

Medicine is a measure of the hero's ability to render aid to someone in need. Additionally it can be used for diagnosing physical problems or performing autopsies.

In a first aid capacity, a successful skill roll restores a number of Body Points, to the patient by comparing the roll to the "Healing Rate" chart (located under medicine in Chapter 12). A critical failure on the Wild Die means the procedure was unsuccessful (no matter the remainder of the roll). If someone has been reduced to zero Body Points, a medicine skill roll must be used to stabilize them within five minutes or the patient goes into shock and dies in one hour, unless hospitalized. A Very Difficult medicine skill roll made within five minutes and with the aid of a medical kit, stabilizes the patient long enough to get her to a medical facility, but she still needs more attention.

The medicine skill may restore Body Points only once per patient per day. However, medicine may be used to stabilize her any number of times.

Navigation

SPECIALIZATIONS: orienteering, star mapping

The hero has the ability to find his way through the use of external reference points (stars, map, landmarks)

Research

SPECIALIZATIONS: library, historical, Internet public records

This research skill measures the hero's ability to gather information from a source. Several sources may be checked for the same information, but a separate research skill roll must be made for each.

Scholar

SPECIALIZATIONS: archaeology, anthropology, cooking, critiquing fine art, other skills

This skill represents advanced knowledge and/or education in areas not covered under any other skill. This may be restricted to a specific field (represented by the specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories and the like as appropriate for the subject in question. This skill covers only what the hero himself can recall, not what he can find through research (which is dealt with in the research skill).

A hero can have another skill as a specialization of the scholar skill. This means that he knows the theories behind the skill but can't actually use it. For example, a character has scholar (riding). He knows the techniques behind riding various animals and could probably judge a contest. However, he would have difficulty mounting an animal and getting it to do what he wants. Critics often have these sorts of specializations.

Science

SPECIALIZATIONS: genetics, physics, geology, mathematics

This skill covers knowledge and education related to hard science and theoretical technology. As with scholar, this skill does not deal with what a character can find through research (which is under the research skill) or how well he can apply it (which is under the inventing and engineering skills).

Security

SPECIALIZATIONS: type or model of security device, system design, electronic safe cracking

The security skill represents the hero's knowledge of electronic or optical security systems, alarms and other detection devices, allowing her to set up or bypass such measures. She can also recognize and circumvent simple mechanical traps (such as tripwires or hidden darts). It does not govern computer security procedures (the computer ops skill covers that).

PERCEPTION

Artist

SPECIALIZATIONS: drawing, painting, photography, singing, playing a musical instrument, journalism, creating forgeries

The artist skill involves all aspects of creating a work of art, from paintings to sonatas.

Engineering

SPECIALIZATIONS: genetic, nuclear, chemical, robotics

This skill relates to the hero's ability to build new items and alter existing ones. Combined with invent and science, scholar or medicine skills, the engineering skill allows the hero to create entirely new items, for buildings to spaceships to new life forms.

Hide

SPECIALIZATIONS: self, small objects, large objects, buildings

Hide measures how well the hero can blend into her environment so others do not sense her presence. It also indicates a hero's ability to conceal an object on her person or within or around another object. Note that this skill can apply to all aspects of perception, not just sight. It is opposed by Perception or search.

Invent

SPECIALIZATIONS: genetics, robotics, computer programs

The hero has the ability to design new and innovative items. This skill covers only the intuitive leaps toward that creation; the hero must combine this skill with engineering to build his creation. Additionally, with some tasks (such as genetics or chemical creation), the hero may need science or scholar skills to have the applicable background knowledge when designing the new item.

Know-How

SPECIALIZATIONS: specific power, specific area of study (archeology, meteorology, anthropology), specific domestic duty (such as cooking sewing gardening), other areas not covered by existing skills.

This catch-all skill deals with the hero's capacity for applying information. As such, this skill may be used only in conjunction with its specializations. It cannot be used alone.

Characters with this skill do not necessarily know what they are doing or how they produce results (that is covered by scholar), but they can get the job done.

Repair

SPECIALIZATIONS: televisions, robots, interstellar cruisers

This skill covers the hero's general ability to fix things. The difficulty is based upon the hero's familiarity with the object he's trying to repair.

Search

SPECIALIZATIONS: small objects, large objects, people

This skill is used to locate concealed objects or hidden individuals

Shadowing

SPECIALIZATIONS: urban, forest, jungle

The shadowing skill represents a hero's ability to follow a target without being noticed. The skill is opposed by sneak (to evade the following character) or Perception (to notice the pursuit).

Streetwise

SPECIALIZATIONS: specific city, specific criminal organization

This skill is used to find information, goods, and contacts in an urban environment. Typically, streetwise is used in large cities where a shadowy underworld element exists. Using streetwise, a hero can gain information not accessible through more conventional means of research.

Surveillance

SPECIALIZATIONS: visual, audio, without equipment, lip-reading

A hero uses the surveillance skill to eavesdrop on or watch other characters.

Survival

SPECIALIZATIONS: arctic, desert, jungle, space

A successful survival roll allows the hero to learn about his surroundings and its inherent dangers. In a situation where the danger is coming from a local source, the hero can roll to see if he knows how to handle the situation.

Tracking

SPECIALIZATIONS: urban, jungle, forest, desert

A hero uses tracking to follow the trail of any person, animal, or alien being.

PRESENCE

Animal Handling

SPECIALIZATIONS: horse, lion

This skill measures the hero's ability to control common animals, though not to ride them. It is generally used to make animals perform tricks and follow commands.

Bluff

SPECIALIZATIONS: evasion, bluster, story-telling, verbal misdirection

Bluff is used by a hero to convince someone that a lie is the truth. It is opposed by willpower.

Charm

SPECIALIZATIONS: seduction, flirting, general friendliness

This skill represents the hero's ability to use flattery, innuendo, and other flirtatious behavior. Charm is opposed by willpower.

Command

SPECIALIZATIONS: leader's group

The command skill governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or constructing large pieces of equipment). This is typically used only with the Narrator's characters, and not with all players' heroes (which should be roleplayed),

Disguise

SPECIALIZATIONS: stage costuming, theatrical makeup usage, impromptu disguises

Using disguise allows a hero to alter her features so that she is unrecognizable – recognizable as else. Heroes can use makeup, wigs, costumes, or whatever they have at hand to make the disguise. This skill is opposed by Perception to attempt to see through disguise.

Interrogation

SPECIALIZATIONS: torture, browbeating

Heroes can use interrogation to force someone into divulging information. Interrogation is opposed by willpower (if the target resists the questioning).

Intimidation

SPECIALIZATIONS: specific intimidation method

Intimidation represents a hero's ability to scare or frighten others into obeying commands or otherwise do the bidding of the intimidating character. Intimidation normally depends upon a character's physical presence, body language, force of will, or even threats of pain and suffering. Intimidation is opposed by willpower.

Persuasion

SPECIALIZATIONS: debate, oratory, storytelling, bribery, business negotiations, bargaining, diplomacy

The hero uses this skill to alter his audience's beliefs through the use of logical or emotional arguments to support his position. Persuasion is opposed by willpower.

Willpower

SPECIALIZATIONS: kind of coercion to be resisted (bluff, charm, persuasion, intimidation, interrogation), torture, mental attacks, pain tolerance

This skill measures the hero's strength of will and determination. It is used to oppose mental attacks and coercion attempts (that is Presence-based skills and powers related to Presence).

A hero may also use this skill to continue to stand and fight, even after her Body points have dropped to zero. (Note: Body Points cannot fall below zero; all extra damage is disregarded.) The hero makes a willpower skill roll during each round following the one in which she dropped to zero Body Points. This roll counts as an extra action for determining multi-action penalties. If the hero fails her willpower roll, she falls unconscious.

CLOSE COMBAT SPECIALIZATIONS

For the close combat skills martial arts and brawling, specializations are not purchased as a specific type of the general skill. Instead the hero specializes in a certain maneuver, which represents an aspect of his training in producing devastating effects.

There are 24 different maneuvers in which a hero can specialize. Narrators are encouraged to create their own styles to suit the desires of their players. Later supplements will expand this list with even more special maneuvers.

Listed under each special move is a brief definition. The definition explains what each maneuver does and how it is used in combat.

Unlike other specializations, brawling and martial arts specializations do not always give a bonus to the general skill. Instead, the advantage is in what the hero can now do. For example, a blind-fighting specialization at +2D to the brawling or martial arts skill; it does allow the hero, however, to attack his opponent in darkness with more accuracy than he could have otherwise.

Some special maneuvers specify a Base Damage Value for the skill or power, Effect Value, skill bonus for (brawling), and Physique/lifting bonus for the attack unless otherwise stated.

On his turn, the player decides which special maneuver, if any, he wants to use. He then describes his action to the Narrator before he makes his skill roll.

Arm Pin: The hero grabs his target's arm and forces it around behind her, pinning it there. There is no called-shot modifier for this maneuver. After the first round, the hero does 1D damage (plus any bonuses) for each round he has the arm pinned for every level of this specialization beyond the first (+1D damage bonus at +2D in the specialization; +2D damage bonus at +3D and so on). He also can break the arm with a successful opposed Physique or lifting roll versus the target's Physique or lifting. Alternately, the hero may attempt an opposed roll of his brawling or martial arts versus the target's Reflexes to attempt to force the target to the ground while maintaining his hold on the arm. Breaking the arm and forcing the target down each count as separate actions (each requiring their own opposed rolls).

Close Combat Maneuvers	
Arm Pin	Head butt
Backhand	Instant Stand
Bear Hug	Instant Stun
Blindfighting	Knockout
Choke	Leg Sweep
Clothesline	Lunge
Disarm	Pin
Double Kick	Slam
Elbow	Spin Attack
Flip	Throw
Flying Kick	Uppercut
Haymaker	Weapon Parry

Backhand: The hero strikes her opponent with the back of her hand. For every level of this specialization, the hero receives +1D bonus to her skill roll when attempting this maneuver.

Bear Hug: The hero grabs her opponent in a massive hug and squeezes him tightly. With a successful tackle combat option (see Chapter 12 for more details), the hero may squeeze her opponent for 1D in damage for every level of specialization past the first, plus her Physique/lifting bonus only.

Blindfighting: the hero with this move functions in near total darkness or under the effects of blindness as if he could see clearly. He reduces the blindness penalty by -1 for every die he has in the specialization, up to a maximum of -4 (for a blindness penalty of zero).

Choke: With a successful attack, the hero squeezes the target's windpipe, stopping him from breathing. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move. See the choke combat option in Chapter 12 for the effects of this maneuver.

Clothesline: The hero stretches out his arm suddenly, knocking his opponent to the ground. For every level of this specialization past the first, the hero receives a +1D bonus to his skill roll when attempting this maneuver.

Disarm: The hero strikes at her opponent's wrist, forcing his hand to open and his weapon to drop, or she quickly and violently removes the weapon from his hand. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move. If the attack is successful, the target suffers 1D in damage (regardless of whether the hero is using a skill or a power), plus any bonuses, and must spend the next round picking up his weapon if he can still reach it (and if he wants to use it). This maneuver constitutes a called shot and, as such, adds +3 to the difficulty of the attack.

Double Kick: The hero jumps into the air, and he kicks twice. This may be at one opponent or two, but both must be at Point Blank range. The hero must make a skill roll for each kick, but may add +1D to the skill rolls for each level of specialization. Note that this maneuver counts as two actions.

Elbow: With a successful attack, the hero slams her elbow into her opponent. For every level of this specialization, the hero receives a +1D bonus to her skill roll when attempting this move.

Flip: The hero reaches out, grabs his opponent's wrist, arm, leg or other body part and jerks violently, causing the opponent to fall to the ground. Every level of this specialization causes an extra +1D damage, and the opponent must spend the next round getting to her feet (if she can). Note that this maneuver constitutes a called shot and adds +3 to the difficulty of the attack.

Flying Kick: The hero leaps at his target thrusting his leg out before him. This move not only covers a lot of ground (the hero may strike from Short range if attacking on the same level, or Medium range if attacking from above), but it also adds +1D to the skill roll for every level of the specialization past the first. (Thus, at +1D in the specialization, the hero can only cover more ground, but at +2D, the hero can strike at a greater distance *and* add a +1D to his roll.)

Haymaker: The hero swings a roundhouse blow at her opponent. For every level of specialization, the hero receives a +1D bonus to her skill roll when using this maneuver.

Head butt: The hero rams his head into his opponent, causing extra harm. For every level of this specialization past the first, the hero receives a +1D bonus to his damage. With a successful called shot to the head, the opponent must make a successful Difficult *Physique* roll or be stunned for 3D rounds. This *Physique* roll does not count as an action.

Instant Stand: If the hero is on the ground (due to a fall, throw, or other reason), she may get to her feet without it counting as an action.

Instant Stun: The hero attacks his opponent with a decisive blow, leaving the opponent stunned. With a successful attack, instead of doing damage, the hero delivers a stunning blow (-2D for all actions) that lasts one round for every level of this specialization past the first. Thus, at +1D in the specialization, this maneuver has no effect, but at +2D or greater, it can be devastating.

Knockout: The hero attempts to render his opponent unconscious with a single blow. For every level of this specialization, the hero receives a +1D bonus to her skill roll up to a maximum of +4D when attempting this move. See the knockout combat option in Chapter 12 for its effects.

Leg Sweep: The hero crouches down and spins around, whipping his leg into his into this target's leg, causing his target to fall to the ground. This maneuver gives a bonus +1D to the skill roll for every level of specialization. If the attack is successful, the target takes 1D in damage (regardless of whether the hero is using a skill or a power), plus any bonuses, and the target must spend the next action getting to her feet.

Lunge: The hero makes a large step forward to attack his opponent at a greater range. The hero using this maneuver may attack opponents at Short range as if they were at Point Blank, and receives a +1D bonus to his skill roll for every level of specialization past the first when using this move. (Thus, at +1D in the specialization, the hero can attack at a greater distance, but at +2D, the hero can close gaps more easily *and* add a +1D to his roll).

Pin: The hero grabs a part of her target (usually his collar), rams him into a nearby surface (wall, ground, door, or the like), and immobilizes him by putting weights on him or lifting him slightly off the ground (a *Physique* or *lifting* check, which does not count as an action, may be required for this). The target remains pinned until he's released or succeeds at an opposed *Physique* or *lifting* roll, which counts as an action. Each round the hero attempts to maintain the pin counts as an action. The maneuver does no damage after the first round, unless the hero is putting a *lot* of weight on the target. For every level of specialization, the hero receives a +1D bonus to his skill roll when attempting to pin her opponent.

Slam: The hero picks up his opponent and slams him into the ground, a wall, a bus, or another obstacle. For every level of specialization, the hero receives a +1D to his skill roll when using this maneuver. The hero must be strong enough to pick his opponent up to use this maneuver.

Spin Attack: The hero whirls himself around and swing out one or more of this limbs, connecting for massive amounts of damage. The hero receives a +1D bonus to damage for every level of this specialization, but each target counts as a separate action. Note: if the hero attempts to use this move more than twice in a single round, he must make a successful Difficult *Physique* roll (which doesn't count as an action) or fall to the floor dizzy, and spend the next round getting to his feet.

Throw: The hero grabs her target and throws him to the ground, through a wall, into a reservoir, or something similar. The hero receives a +1D bonus to her skill roll for every level of the specialization. See the "throwing a person" combat option in Chapter 12 for more details.

Uppercut: The hero connects with a massive up swinging blow. For every level of specialization, he receives a +1D bonus to his skill roll.

Weapon Parry: This maneuver allows the hero to safely use her *brawling* or *martial arts* skill to deflect edged attacks. With a successful parry to handheld bladed weapons (swords, knives, daggers, spears, and so on) with her bare hands, the hero can reduce the damage done by -1D for every level of specialization beyond the first. Therefore, at +1D in the specialization, there is no bonus, but at +2D and beyond, the hero can do some amazing things.

Powers

This chapter covers the wide range of powers available to super heroes. The powers are split into five classes based on the effects they produce. These classes are Physical, Mental, Transportation, Protection and Manipulation.

Although the descriptions contain examples of ways to use each power, they deal primarily with game mechanics and guidelines for determining how a power functions. Each hero manifests his or her powers differently. Players and Narrators should determine the “real world” effects of each power at hero creation, including a general idea of how the power grows in its features. As a hero gathers experience, her ability to manipulate the power increases, and she can do more with it. If the player convincingly and vividly presents an action that isn’t specifically expressed in these few pages, she shouldn’t necessarily be penalized. The difficulty may be increased for the first few times, but as long as the action seems a sensible extension of the guidelines, the Narrator should allow the hero to attempt it. More than following game mechanics, it’s essential that the Narrator maintain the spirit of super hero comics in describing the results of powers.

Using Powers

Each power has one or more managing skills, which are listed in the power’s description. The hero uses the necessary skills to control the effect of his power. For example, Flight allows the hero to move through the air, but to do maneuvers and dodge, the hero needs piloting, preferably with the self specialization. If the hero does not have the managing skill, he can use the default attribute at +1 to the difficulty.

As with skills, powers have static and opposed difficulties. Some difficulties are listed here, but most are determined by the Narrator, who modifies them depending on the situation. Chapter 12 offers guidelines for determining difficulties.

There are two other features of powers that players should keep in mind as they use them: the Base Damage Value and the range. See “Reading the Power Description” sections later in this chapter for more information on these features.

Combining Powers

Powers can be used in conjunction with each other to produce effects greater than each can generate separately. To use combined powers, the hero must have dice in both powers. If the durations of the powers are Concentration, each use of the powers is its own action. The hero thus takes a multi-actions penalty, unless some other power, such as Speed Manipulation, allows for several actions to be taken without penalty.

For example, a hero wants to help a severely injured friend. She employs her medicine to figure out that the person is bleeding internally. Then she uses her X-Ray Vision to find the source of the bleeding and her Telekinesis to reduce the flow of blood until the friend can get to a hospital. If the hero didn’t have X-ray Vision, she couldn’t be as confident with her Telekinesis for fear of worsening her friend’s injuries.

Acquiring & Improving Powers

After adventuring has begun, heroes can spend Character Points to acquire new powers and improve old ones. Acquiring and improving powers usually happens between adventures, although significant amounts of training, seeking a suitable teacher, or designing a ritual or experiment might become an adventure’s focus.

To figure out the cost of a new power or specializations, first determine the base cost of the specialization or full power. Add to this the cost of enhancements or subtract the cost of limitations. Then multiply the total by 10. This is the final cost, in Character Points, of the new power.

More important than spending Character Points, the player must have a convincing explanation for why the hero has a new power – and the Narrator must approve it. For example, a player wants her hero to have Longevity. She decides that her hero experiments with radiation in an attempt to increase the length of her life. The initial base cost of Longevity is 5D. Because the player doesn't want any limitations or enhancements, the base cost becomes 50. Assuming the Narrator accepts the explanation and the experiment is successful, the player must spend 50 Character Points for the hero to gain Longevity at 1D.

To improve a full power or specialization, the hero must spend Character Points and have experience with the power, either through training or by attempting to use the power during an adventure. A discussion to training is the next section.

The cost of improving existing full powers is three times the base cost of the power. To increase Jumpy, for example, by 1D, the hero must spend 15 Character Points.

To improve specializations, the cost is five times the base cost of the specialization. Thus, if a hero wanted to increase his Animation (animate statues) specialization from 1D to 2D, he needs to spend 10 Character Powers.

After initial hero creation, new powers may start only at a maximum of 1D. Powers may be improved only by 1D after each completed adventure.

Although 15D is the maximum die code listed here, it is hardly the upper limit of the powers. Players and Narrators are encouraged to determine what lies beyond the limit, based on their individual and group preferences.

Training

To advance powers, heroes must either spend time training or have used their powers in a recent scenario. Only by putting in time and effort may the hero put forth Character Points and see improvement.

Heroes who can't or won't find a teacher must train themselves. This takes one hour per Character Point spent to improve the full power or specialization. However, a hero with a teacher spends 30 minutes of training time for each Character Point spent.

Reading The Power Description

The powers are listed alphabetically within the classes. Their descriptions include:

Base Cost: The number of dice the hero must spend to purchase the power at 1D. This amount is subtracted from the Dice Pool at hero creation. For an existing hero to gain the power, multiply this cost by 10 to figure out the number of Character Points the player needs to spend.

Specialization Base Cost: The amount of Character Points needed to gain a specialization of the power at 1D.

Duration: The amount of time the power is in effect. There are four durations:

Concentration: The hero must spend one action each round keeping the power active; doing anything else than this incurs a multi-action penalty for each other action. If the hero is knocked unconscious, the power stops.

Activated: the hero must spend one action to activate the power. She may use it on the next round or as another action. The power remains on until the hero spends an action to deactivate it (or is knocked unconscious).

Semi permanent: The hero subconsciously activates and deactivates the power. Thus, it does not count as an action to activate, deactivate, or use the power, but the player must announce when she is using it if it does damage or has an effect on other things or people. The power shuts off when the hero reaches the time limit for the power or is knocked out. The duration of a power may never change to this one.

Permanent: The power is always on. The hero has no control over whether or not he wants to use it unless great steps are taken (some sort of barrier for a contact power, for example). This power remains in effect even if the hero is knocked unconscious.

Range: Generally, the range limits for how far a power can be projected are determined in the same manner for every power. There are some exceptions: the Illusion power, any Transportation powers, transportation aspect of power, where a different range is given in the description, and where using the power at a distance does not apply (such as Clinging or Longevity).

For powers that have "normal" listed in their range entries: The maximum Short range of most powers is four times the die code in that power in feet. The maximum Medium range is seven times the die code in feet. The maximum Long range is 10 times the die code in feet. Thus, a power with a die code of 10D has a Short range of 40 feet, a Medium range of 70 feet, and a Long range of 100 Feet.

The range of the Illusion power depends on the number of people the illusion affects, while Transportation powers and aspects depend on other factors (listed in the description), not necessarily the distance.

Furthermore, the target must be in sight for all powers except Empathy, ESP, Illusion, Precognition, Telepathy and other powers for which range is irrelevant. Supersenses and binoculars can increase accuracy but not the power's effective range. For powers used in combination with ESP and X-ray Vision, a hero doesn't need to see the target, but the distance restriction still applies.

Base Damage Value: The amount of damage done by certain powers depends on how the hero uses the power. The more the hero must focus the power. The more the hero must focus the power through an item, such as a fist or a weapon, the fewer resources are left to fuel the power.

For powers that have "normal" listed in their Base Damage Values entries:

For powers that can be combined with a weapon, add a value equal to the die code of the power to the Base Damage Value rolled for the attack.

For powers that can sheathe a body part to do damage, add a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

Natural Weapons, Projectiles, and powers that are projected, do straight damage – you don't need to make a roll; this amount is three times the die code of the power.

For example, a hero has Electricity Manipulation at 3D. If he decides to send an electrical charge through a sword, he can do 4D+3 of damage to his target (4D for the sword plus 3 automatic successes for the power). He can also sheathe his foot in electricity and use his *brawling* skill of 3D for 3D+6 of damage (2D for *brawling* plus 1D for the skill bonus plus 6 [that is, 2x3] automatic successes for the power). If he wanted to shoot a bolt of electricity at a target, he would do 9 points of damage.

The player may decide to do less than the full amount of possible damage. This option is a pulled punch, which is discussed in Chapter 5. If the player does not announce that he's pulling his punch, the hero does full damage with the power for the method of attack that he's using.

Managing Skill: The skill (or skills) that are most often used to generate the desired effect. Skill specializations may also be listed. These skill specializations are not necessary for using the power except for specializations of the *know-how* skill.

The Narrator may call for other skill rolls in special situations – especially when the hero wants to use the power in an uncommon manner. Specializations of powers have the same managing skills as the full power, though the Narrator may deem other skills to be more appropriate. The Narrator must inform the player of any adjustments.

Specializations: The specific ways in which the power may be focused (See “Power Specializations” in Chapter 1.) Some powers may not have specializations.

Description: A brief definition of how the power works. Some difficulties for its use are included though most can be found in Chapter 12. The Narrator may further expand the definition and modify difficulties to suit situations that arise and the needs of the players.

Descriptions

Physical Powers

Physical Powers either alter or affect the hero's physical form in some way. This class also includes specific types or low-level energy projection. No Physical power may have the Self-Only or Others-Only limitations.

Clinging

Base Cost: 5

Specialization Base Cost: 1

Duration: Semi-permanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Clinging), climbing, acrobatics*

Specializations: particular type of material (stone, glass, metal)

Description: The hero can stick to surfaces and move along them. The hero adds his die code to the applicable managing skill when attempting to climb or maneuver along a surface.

Disintegration

Base Cost: 12

Specialization Base Cost: 4

Duration: Semi-permanent

Range: normal

Base Damage Value: normal; also see description

Managing Skill: *know how (Disintegration), marksmanship, brawling, martial arts*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body part.

Description: The hero can project from or sheathe a body part in an energy that completely annihilates a target. The die code of the power represents its Base Damage Value, but with this power, when the target is reduced to zero Body Points, it is vaporized. Characters are allowed a Heroic *Physique* roll to be rendered to 1 Body Point and rendered unconscious.

Because this is an energy-based power, the Natural Armor power does not protect against it.

Elasticity

Base Cost: 5

Specialization Base Cost: 1

Duration: Semi-permanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Elasticity)*

Specializations: specific body part (legs, arms, fingers)

Description: With the Elasticity power, the hero can extend his body to incredibly proportions and manipulate it into different shapes. The hero can stretch part of his body up to 100 times the die code of the power in feet. With a successful *know-how (Elasticity)* roll, he can form shapes with areas of up to 10 times the die code in square feet. The difficulty depends on the complexity and size of the desired shape. The shape or stretch can be held for up to the die code in hours. At the end of the time limit, exhausted from the strain, the hero automatically returns his natural shape.

The hero also receives +1D to his *dodge* or *acrobatics* skill rolls and 1 point of armor for every 5D he has in the power, rounded down. For example, a hero with 3D in Elasticity would have no bonus, but at 5D would gain +1D to his *dodge* or *acrobatics* and 1 point of armor. This bonus does not apply to specializations in this power.

Immunity

Base Cost: 5

Specialization Base Cost: 1

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: *resistance*

Specializations: specific disease or toxin

Description: The hero is less susceptible to diseases or toxins than most people. She adds the die code to her *resistance* skill when battling a foreign substance within her body. See Chapter 12 for examples of toxins.

Additionally, the hero's body fights infection rapidly. She naturally heals 1 extra Body Point per day for every 3D regardless of the amount of rest she's had. Thus if she has 7D in this power she may heal an extra 2 Body Points.

Infravision

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semi-permanent

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Infravision), search tracking*

Specializations: none

Description: The hero is immune to darkness penalties for any non-magical darkness. The can discern among things in his line of sight by their heat signatures. The die code of the power is added to the managing skill when looking for anything that gives off heat.

Jump

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semi-permanent

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Jump), leap, acrobatics*

Specializations: none

Description: The hero can leap incredible distances. He can jump up to 100 times the die code in yards. The die code is added to the managing skill when he's attempting a jump. This power cannot have the Limited Range limitation.

Longevity

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Permanent (cannot have the Duration Change limitation)

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: none

Description: The hero's aging process is greatly slowed and may halt completely (although she may still be killed by damage inflicted on her). The hero's life span equals 1,000 times the dice code of the power in years. This power also bestows upon the hero a +1D bonus to all *willpower* rolls at every 5D in the power (5D-9D = +1D, 10D-14D = +2D, 15D = +3D).

Microwave Projection

Base Cost: 12

Specialization Base Cost: 4

Duration: Semi-permanent

Range: normal

Base Damage Value: normal, also see description

Managing Skill: *know-how (Microwave Projection), marksmanship, brawling, martial arts*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body part

Description: The hero can project microwave energy from her body or sheathe a body part in it. She excites the molecules in her target, damaging it and eventually causing it to melt or explode. The die code of the power is the Base Damage Value for the power. To make an object explode, the power must reduce the target's Body Points to zero in a single blast; otherwise it is merely melted or lit on fire.

Mimicry

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: (x die code in feet) 20

Base Damage Value: none

Managing Skill: same as the managing skill for the copied power

Specializations: specific class of powers (Mental, Transportation, Protection)

Description: The hero can copy the powers of those around him. The hero does not gain any managing skills, though, but he does mimic the power's limitations and enhancements. The power mimicked is at the same die code of the Mimicry power. The hero can copy one power per die in Mimicry. He must be within 20 times the die code in feet to copy the power. He can retain each power for a number of hours equal to the die code of the power.

Multiplicity

Base Cost: 20

Specialization Base Cost: not applicable

Duration: Activated

Range: not applicable

Base Damage Value: none

Managing Skill: *command*

Specializations: none

Description: The hero can split himself in a number of exact duplicates equal to his die code in the Multiplicity power. He creates one duplicate per round; this is his only action. Each duplicate can act on its own, but any knowledge a duplicate gains is not transmitted to the original unless the duplicate is reabsorbed, that is, until the power is deactivated. Unlike other Activated powers, duplicates do not disappear if the hero is unconscious.

For every hour that a duplicate exists, it gains a small amount of independence. Duplicates start with a *command* of zero, but for every hour they are independent, they gain +1D, up to a maximum of +6D. When the hero attempts to reabsorb a duplicate, he makes an opposed roll of his *Presence* or *Command* against the duplicate's *command* if it has a *command* skill above zero. If the original fails the roll, the duplicate continues to exist. Once a duplicate is reabsorbed, the original's personality dominates, though the original gains all the new memories of the duplicate.

The hero may try to reabsorb each duplicate once per turn. Duplicates can make and reabsorb other duplicates (up to a number equal to the die code of the power of the original; this includes the duplicates made by the original). Duplicates cannot reabsorb the original. When reabsorbing a duplicate, if the duplicate is hurt, the absorbing original or duplicate takes 1 point of damage for each injured duplicate.

If a duplicate dies, the hero loses 1D from his Multiplicity power. If the hero dies, the duplicate with the highest *command* skill increases or decreases to this new level. Regardless of the skill level, the hero remains unchanged except that the power's die code drops by -1D. If the hero dies with no duplicates in existence, he remains dead, unless some other means are used to revive him.

Natural Weapons

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Permanent

Range: Point Blank

Base Damage Value: 3x die code; also see description

Managing Skill: *know how (Natural Weapons), brawling, martial arts*

Specializations: none

Description: The hero has some form of natural weaponry – prehensile tail, hooves, spines, claws, horns, bone swords, or some other manifestation. The die code of this power is its Base Damage Value. It replaces the normal Base Damage Value for *Brawling* or *martial arts*, although damage bonuses for using *brawling* and special maneuvers are added to this power.

The player must specify the particular manifestation of this power, including the composition of the weapon.

Projectiles

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semi-Permanent

Range: normal

Base Damage Value: 3 x die code

Managing Skill: *know-how (Projectiles), marksmanship, missile weapons*

Specializations: none

Description: The hero can shoot specific types of projectiles from his body or form his body to shoot projectiles. The Base Damage Value equals three times the die code in this power.

The *marksmanship* managing skill is used if the power creates a slugthrower weapon. For example, the hero can make his arm into a gun that shoots bits of extra bone. Otherwise, the character uses *missile weapons* as the managing skill.

The player must describe the particular manifestation of this power, including what the weapon shoots. If the weapon shoots energy the player must first link it to an energy-based power (such as Energy Manipulation or Microwave Projection) or Energy Absorption, and then specify the kind of energy (such as plasma, lasers, gamma radiation, and so on).

Shapechanging

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: not applicable

Base Damage Value: none

Managing Skill: *know-how (Shapechanging), disguise*

Specializations: specific body part, specific likeness

Description: The hero can manipulate the shape, color and overall appearance of her body, though mass and body composition remain the same. Body Points and the *Knowledge* attribute remain unaffected by this power, but the dice in the *Reflexes, Coordination, Physique, Perception* and *Presence* are redistributed to match the new form. Additional dice in skills remain the same, though the total dice in each skill changes to reflect the adjustments in the base attribute. Likewise, not all skills will be usable in the new form.

Furthermore, the powers of the new form are not acquired. (For example, a hero cannot change into a Sorcerer, though she could look like one.) However, certain natural abilities of the new form are adopted (such as a hawk's ability to fly and see incredible distances or a bear's claws and immense strength). The corresponding skills (such as *piloting* when in a hawk's form) are not gained.

The new form must be approximately the same size as the original form (within six inches). The Size Manipulation power can be combined or linked with Shapechanging to overcome this barrier. To change her physical substance, the hero must possess (combined or linked) the Matter or specific Elemental Manipulation power (or the transmutation specialization of them).

Regardless of the shape and substance of the hero's form, the basic life processes (for example, breathing) remaining constant. If the hero changes her form into a completely new one, the process takes one round and no other actions may be taken. If the hero changes only actions of her existing form, however, the process counts as one action, and she may take other actions as well.

The difficulty of the change depends upon the new form, familiarity with the new form and how much of her existing form is being changed. The difficulty numbers are the same for the *disguise* skill, with the additional modifiers in the "Shapechanging Modifiers" chart (both of which can be found in Chapter 12). Additionally, the die codes in this power is added to the *disguise* skill when determining the success of the change.

Sonar Sense

Base Cost: 5

Specialization Base Cost: not applicable

Duration: Semi-permanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how (Sonar Sense), search, track*

Specializations: none

Description: The hero's auditory canals are modified in such a way as to pick up minute noises and interpret them as signals for the brain to orient (or see) by. The hero is immune to darkness penalties when using this power. The die code of the power is added to the managing skill whenever it is used instead of sight. If the area is noisy, the difficulty may be increased. The hero suffers twice the normal damage from any sound-based attacks when the power is activated.

The range for this power depends on the ambient noise level and the intensity of sounds on which the hero is focusing.

Superattributes

Base Cost: 10

Specialization Base Cost: 8

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: particular skill (*invent* under *Knowledge* or *martial arts* under *Reflexes*)

Description: The hero has one or more attributes above the norm for his race. The die code of this power is added to the attribute die code the hero chose initially (1D to 5D) and to all the skills under it. This power affects only one attribute and its related skills, but it may be taken more than once to affect more than one attribute. Thus to affect all six attributes, it must be taken six times.

The die code in a speculation of this power is added to the skill on which it focuses. Up to three specializations may be taken for each attribute.

During hero creations, Body Points are calculated after powers are purchased if this power is used to increase *Physique*, including the power, is used to calculate Body Points.

Supersenses

Base Cost: 5

Specialization Base Cost: 1

Duration: Semi-permanent

Range: die code in miles; also see description

Base Damage Value: none

Managing Skill: *know-how (Supersenses), search, surveillance, tracking*

Specialization: specific sense

Description: The hero has heightened senses. For example:

Eyesight: The hero can see over incredible distances, including telescopically and microscopically

Hearing: The hero can hear the minute sounds, including ultrasonic and subsonic

Smell: The hero can discern scents and their origins at a distance, and smell residues for hours.

Taste: The hero can distinguish materials that make up a substance, and possibly their amounts.

Touch: The hero can feel amazing detail. For example, he can read newsprint with his fingertips and sense minute vibrations and temperature variations through his skin.

Except for the taste, touch and microscopic sight aspects, the range of this skill is the die code in miles. The touch and taste aspects are limited to no greater than a few inches from the hero. Furthermore, the hero can see microscopically at a factor equal to double the die code.

The hero adds his die code in this power to relevant *Perception*, *search surveillance* or *tracking* rolls. The hero receives a +1D bonus at every 5D in the power when using with it with *marksmanship*, *missile weapons* or *thrown weapons*. The power also gives a +1D bonus to initiative at every 5D in it. Furthermore, the hero suffers twice normal damage from any sense-affecting attack while the particular aspect of the power is in use. For example, a hero attempts to listen at a great distance. Because his ears are sensitive to sound, sonic attacks do more damage. His tolerance to scents, however, would not be lowered unless he was also trying to smell a minute order.

Sustenance

Base Cost: 5

Specialization Base Cost: 1

Duration: Semi-permanent (cannot be Permanent)

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specialization: eating, sleeping, drinking, breathing

Description: The hero's body draws nourishment (including sleep) from a source other than foodstuffs and rest. The die code of the power determines the amount of time the hero may rely on this source of nourishment. The time in the chart represents when the hero uses the power. If he gains nourishment from another source, then there is no need to use this power.

After the hero can no longer rely the power, he must replenish his resources. He needs to consume a normal amount of sustenance (such as eight hours of sleep and three hearty meals each day) for a number of days equal to the die code of the power. For example, a hero has 2D in the power and goes for one day without eating or sleeping. He must spend the next two days eating and sleeping regularly before he can rely on the power again.

Vampirism

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot be Activated)

Range: normal

Base Damage Value: see description

Managing Skill: *know-how (Vampirism) brawling, martial arts*

Specializations: specific class of the Animal Kingdom (humans, mammals, birds, insects)

Description: The hero can drain the life force out of a person, bird, or other living creature and use it for nourishment and the restoration of lost Body Points (not to exceed the hero's maximum Body Points). This power is opposed by the target's *Physique*. The Effect Value generated by the roll (with a minimum of 1) is the number of Body Points gained by the hero and the number of Body Points lost by the target. The hero may drain up to two times the die code of the power in Body Points in one round. He cannot take more Body Points than the target has remaining, however.

The player must determine how the hero uses the power, which may be through the draining of blood, psychic energy, life force, or another such substance.

Animation

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Animation), command*

Specializations: specific objects

Description: The hero can “bring to life” inanimate objects. The objects are under the hero’s controls and follow his commands. Until they are destroyed, the hero shuts off the power, or the hero is rendered unconscious. In the last two cases, they become inanimate once again. The animated objects have no additional dice in skills nor do they any dice in the *Knowledge*, *Perception*, or *Presence* attributes. They rely on the hero to direct their action. Their Base Damage Value, Passive Defense Value, and Body Points depend on the type of materials from which they were created.

The amount, in pounds, that the hero can animate depends on the die code of the power. At 1D-5D, he can animate up to 1,000 times the die code; 6D-10D, up to 3,000 times the die code; 11D-15D, 5,000 times the die code. Furthermore, the hero may animate one object per die in the power, up to a total weight equal to the maximum amount for that die code.

Astral Form

Base Cost: 8

Specialization Base Cost: not applicable

Duration: Activated

Range: 10 x die code in miles

Base Damage Value: none

Managing Skill: *know-how (Astral Form), will-power*

Specializations: none

Description: The hero can separate his astral form from his body. The astral form is an invisible, immaterial wraith-like presence that resembles the hero’s physical form. The hero’s body remains unconscious and vulnerable while the hero is in his astral form. The maximum range of this power is 10 times the die code of the power in miles. The number of hours the hero can remain in his astral form and can spend in the Astral Plane equals the die code. This power cannot transport the hero to the Astral Plane; the hero would need the Dimension Travel power or some other means to get there. Rather, Astral Form allows the hero to survive entering the Astral Plane.

If the hero’s physical body perishes while he is in his astral form, the duration of the power is changed to Permanent, and he essentially becomes a ghost. Difficulty modifiers related to travelling or staying in the astral form no longer apply.

ESP

Base Cost: 8

Specialization Base Cost: 2

Duration: Semi-permanent

Range: 100 x die code in miles

Base Damage Value: none

Managing Skill: *know-how (ESP), search surveillance, tracking*

Specializations: specific sense

Description: ESP allows a character to sense at a range not physically possible (even with the Supersenses power). The range limit is 100 times the die code in miles.

A roll is required each time the hero wishes to perform any activity with his power, such as looking around a room, hearing a conversation, or move to a new room. While using this ability, a character does not notice events happening at his body’s location (his mind is elsewhere). The base difficulty to use various aspects of ESP is Easy, modified based on the circumstances.

Illusion

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: depends on the number of people the illusion affects

Base Damage Value: none

Managing Skill: none

Specializations: specific kind of illusions (people, animals, interiors of rooms)

Description: The hero can create images in the minds of others. The difficulty is based upon the level of complexity of the image and the number of people it affects. The hero rolls the die code in this power to determine if the image was created. If the hero succeeds at constructing the image, the target must make a *willpower* or Mental Shield roll versus the hero's Illusion roll to notice if anything seems odd or out of place, or to disbelieve the illusion. The Narrator allows this roll depending on the situation – the more out of place the illusion, the more reason for the roll.

Language Comprehension

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: language must be in range of sight (for nonverbal languages) or hearing

Base Damage Value: none

Managing Skill: *languages, computer ops*

Specializations: specific language (Mandarin Chinese, French, Visual Basic)

Description: The hero can comprehend any written or spoken language, including electronic and computer languages. The difficulty is based on the complexity of the language and what the hero wants to communicate. The die code of the power is added to the managing skill or defaulting attribute when using another language (Use the *Language, Difficulties and Modifiers* chart in Chapter 12 to determine the effectiveness of the power.

Mental Blast

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: see description

Managing Skill: *willpower*

Specializations: specific type of mind (humans, elephants)

Description: The hero can inflict damage directly on another's mind. The user makes a *willpower* rolls against the target's *willpower*. If the user succeeds, then the target suffers injury. First, the target takes damage equal to two times the die code of the power. Next, the target makes a *willpower* roll against a roll of the power's die code. If the hero succeeds, all of the target's *Knowledge* and *Perception* rolls are at -1D for the next rounds. Armor, unless specifically designed for defenses against mental attacks, does not affect the amount of damage done by this power. Invulnerability, however, provides protection against the damage only and Mental Shield guards against both aspects.

Mind Control

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specialization type of minds (humans, animals)

Description: The hero can control the thoughts, and thus the bodies of others. The hero makes an opposed roll of his Mind Control versus the target's *willpower* or Mental Shield each time he wishes to make the target follow a new command. The hero may attempt to control one mind for each die he has in the power.

Possession

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: particular type of living being

Description: The hero can project his consciousness into the mind of another and take over that being's form. The hero's body is left in an unconscious state, making it vulnerable. To take over a body, the hero rolls his die code of the power versus the target's *willpower* or Mental Shield. If the hero succeeds at this roll the target's mind has been successfully shoved in a corner and may never try to regain control. The only way the target may get her body back is if the possessor chooses to leave.

If the hero fails the first roll, he cohabits the body with the target's mind. Because the target has not been subdued, she may attempt to reacquire control of her body once every few hours by rolling her *willpower* or Mental Shield against a roll of the possessor's power. (the exact time between attempts equals the die code of the Possession power in hours.) If the target fails an attempt, the possessor has complete control over the body until the target makes another attempt. If the target succeeds at an attempt to regain control, she forces the possessor out.

The range is for the initial distance from the hero's body to the host's body. There is no limit to how far the hero may be from her original body once she occupies another's form

Should the hero's form be killed while he's in another being, he remains in the possessed being until he takes over another. If the hero's original form is dead and the body he is possessing forces him out, the hero becomes a disembodied psychic entity until he takes over another person.

On the chance that the possessor freely leaves his host, the host has not recollection of the event. However, if the host forces out the possessor, the host remembers all the details.

Precognition

Base Cost: 8

Specialization Base Cost: 2

Duration: Concentration (cannot be Activated)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific person, specific object, specific location

Description: The hero can see into the future. The difficulty is based on the distance into the future the hero attempts to see. The Effect Value determines how much detail the hero sees (the higher the Effect Value, the greater the detail). However, the hero sees only one possible future, a future that actions taken can now change.

Psychic Blast

Base Cost: 8

Specialization Base Cost: 2

Duration: Semi-permanent

Range: normal

Base Damage Value: 3 x die code

Managing Skill: *know-how (Psychic Blast), marksmanship*

Specializations: effective only against specific type of armor (no armor, invulnerability, Kevlar), effective only against specific type of material, (humans, walls, trees).

Description: The hero can focus his mental energy into a concussive force. Three times the die code of the power is the Base Damage Value for the blast. The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability and Forcefield do.

Psychic Manifestation

Base Cost: 8

Specialization Base Cost: 2

Duration: Semi-permanent

Range: Point Blank

Base Damage Value: 3 x die code

Managing Skill: *know-how (Psychic Manifestation), willpower, melee weapons*

Specializations: specific manifestation, effective only against specific type of armor (no armor, invulnerability, Kevlar), effective only against specific type of material (humans, walls, trees)

Description: The hero can manifest her mental energy in a physical form for hand-to-hand combat. The manifestation takes on the appearance that the hero wishes (such as a flaming sword or a spear). Three times the die code for the power is the weapons' Base Damage Value. To manifest any object, a hero must make a successful Easy *willpower* roll, modified based on the complexity of the construct. If the item manifested is a weapon, the hero uses the *melee weapons* skill to attack with it. Ranged weapons can be manifested only in conjunction with Mental Blast or Psychic Blast.

The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability and Forcefield do.

Speak With Animals

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: hero must be within 10 feet of animal

Base Damage Value: none

Managing Skill: *languages*

Specializations: specific animal type (dolphins, cats, hawks), specific animal class (sea creatures, birds)

Description: The hero can easily interpret the sounds and body languages of animals and make them understand her. This power does not affect humans or other sentient alien races. The die code of the power is added to the hero's *languages* skill when using this power. Particularly high rolls can provide some benefit to the *animal handling* and *riding* skills. (Use the "Language Difficulties and Modifiers" chart in Chapter 12 to determine the effectiveness of the power.)

Speak With Plants

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: hero must be within 10 feet of plant

Base Damage Value: none

Managing Skill: *languages*

Specializations: specific plant type (vines, roses, ferns)

Description: The hero can communicate with vegetation. Plants respond coherently to the hero with “voices” no one else can hear. They can feel pain when deprived of a necessary substance or when injured and contentment at all other times, and they can relate whatever has happened to them or around them since they were first seeds, spores or something similar. The die code of the power is added to the languages skill when using this power. (Use the “*Languages Difficulties & Modifiers Chart*” in Chapter 12.)

Telekinesis

Base Cost: 8

Specialization Base Cost:

Duration: Semi-permanent

Range: Normal

Base Damage Value: see description

Managing Skill: *know-how (Telekinesis), thrown weapons, lifting, brawling, martial arts, flying, piloting (self)*

Specializations: specific type of object (humans, silverware, airplanes)

Description: The hero can move objects through the power of his mind. The difficulty to lift something is based on the “*Lifting Difficulties*” chart (in Chapter 12). Use the die code of the power to determine which column to use. The modifiers for time do not apply. When lifting or manipulating an object at a distance, the player rolls the die code of the power to determine the success of the action. If the hero touches what he wants to lift or manipulate, add the die code of the power to the hero’s *Physique* or *lifting* die code to determine the success.

Telekinesis can enhance a hero’s punch and other physical tasks. When using this power with *brawling* or *martial arts*, add the die code in Telekinesis to the hero’s *Physique* or *lifting* to determine the *Physique/lifting* bonus. For example, a hero with 2D in *Physique* and 5D in Telekinesis uses his total – 7D – to determine the bonus, +3, when using the power.

The hero may also levitate himself. When the hero decides to do this, he must first make a *know-how (Telekinesis)* roll with a difficulty of 4 to activate this aspect of the power. If this roll is successful, then the hero may stay aloft for a number of hours equal to the die code of the power. The maximum altitude a hero can attain is 1,000 feet times the die code, though he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time. For complex aerial maneuvers, the hero uses the *piloting (self)* skill. To increase his flying Speed (which equals his base Speed) he uses the *flying* skill. (Suggested difficulties and modifiers can be found in Chapter 12.)

For other uses of the Telekinesis power, the hero relies on his *know-how (Telekinesis) skill*. The difficulty is Easy, modified based on the situation.

Telepathy

Base Cost: 8

Specialization Base Cost: 2

Range: see description

Base Damage Value: none

Duration: Semi-Permanent

Managing Skill: *know-how (Telepathy), will-power*

Specializations: particular people

Description: The hero can read the thoughts of others and to speak with them directly from mind to mind. The die code of the power is added to the hero's *willpower* when using this power. The base is the target's *willpower* if she's unwilling to have the hero enter her mind, modified depending on the circumstances. If there is more than one target, each mind requires a separate roll and counts as an action.

For Telepathy, the range depends on the die code of the power: for 1D-5D, it's 10 times the die code in feet; for 6D-10D, 100 times the die code in feet; 11D-15D, it's the die code in miles; for 16D-20D, it's 10 times the die code in miles.

Dimensional Travel

Base Cost: 10

Specialization Base Cost: 3

Range: not applicable

Base Damage Value: none

Duration: Concentration (cannot have the Duration Change limitation)

Managing Skill: *arcane lore (specific dimension), scholar (specific dimension)*

Specializations: specific dimension

Description: The hero can travel instantly between dimensions. This ability is inherently dangerous. Unless the hero has specialized in a particular dimension, he must make a successful Difficult *arcane lore (specific dimension or scholar (specific dimension))* roll, whichever is more appropriate for the destination, to first locate the dimension. If the hero finds it, he must make a successful Very Difficult roll with the power to travel there. This roll is modified depending on how much material the hero wants to transport. When the roll to travel includes a critical failure on the Wild Die, the hero may have traveled into the wrong dimension. The Narrator rolls two regular dice (no Wild Die). If both are failures, the hero has stepped into the wrong dimension. The Narrator chooses which dimension or dimensions the object the hero was transporting ends up in. If only one die is a failure, the hero or the transported items or creatures didn't go anywhere.

The hero may attempt to transport other living creatures. If the creature is unwilling, it may make a *willpower* roll against the hero's *willpower*.

Flight

Base Cost: 10

Specialization Base Cost: not applicable

Duration: Activated

Range: see description

Base Damage Value: none

Managing Skill: *piloting (self), flying*

Specializations: none

Description: The hero can fly through the air without any external help (such as a jet back, hang glider, or anti-gravity ring). The die code of the power is the number of hours the hero can stay aloft. Flying speed equals the hero's base Speed. To increase his Speed or length of time in the air, the hero uses his *flying* skill. The maximum altitude a hero can attain is 1,000 feet times the die code, though he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time. For complex aerial maneuvers, the hero must make a *piloting (self)* skill roll. (Suggested difficulties and modifiers can be found in Chapter 12).

If the duration is changed to Permanent, the hero cannot quite reach the ground. The closest he can come to the floor, ground, or sea level, whichever is closer, depends on the die code of the power: 1D-4D, 5 feet; 5D-9D, 2 feet; 10D-14D, 1 foot; 15D 6 inches. There is no restriction on how long the hero can stay aloft.

To carry anything while flying, the hero must make a *lifting* roll. This counts as an additional action when the hero attempts any special maneuvers, including flying faster or longer.

This power may not have the Self-Only or Others-Only limitations.

Teleportation

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change Limitation)

Range: normal range to target; to destination depends on type of Teleportation (see description)

Base Damage Value: none

Managing Skill: none

Specializations: specific items or creatures (humans, crates, plants)

Description: The hero can move between two places instantly. When first choosing this power, the hero must decide whether or it's long or short range. For Teleportation: Short Range, the distance to the destination depends on the die code of the power: for 1D-5D, it's 10 times the die code in feet; 11D-15D, 1,000 times the die code in feet. For teleportation: Long Range, the distance to the destination depends also on the die code of the power: for 1D-5D, it's 10 times the die code in miles; for 6D-10D, 100 times the die code in miles; 11D-15D, 1,000 times the die code in miles.

The difficulty of this power is based on the distance traveled, the amount of material that is to be carried, and the familiarity the hero has with the target location. The difficulty begins at 2, with a base range of 100 times the die code in miles. If the Teleportation roll fails with a critical failure on the Wild Die, the teleportation went wrong. Roll a Wild Die to find the result: If a success or failures show up, the teleportation failed. If a critical success shows up, the hero or what he was teleporting appears 10 feet above the destination – and falls. If a critical failure shows up, the hero or whatever he was teleporting appeared in something solid. The teleported being or object must make an Extremely Difficult *Physique* roll or lose a number of Body Points each round equal to the Base Damage Value of the item teleported into. To remove himself or whatever he teleported from the object, the hero must make a successful Teleportation roll.

If a hero teleports a living creature and that creature is unwilling to go, the creature may make a *willpower* roll against the teleporter's *willpower* roll. If the teleporter fails, the creature doesn't move.

Energy Absorption

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of energy (light, gamma radiation, microwaves)

Description: The hero can absorb almost any form of energy that strikes him, including light and electricity, though not kinetic energy. This energy dissipates throughout his system.

This power is also used to resist massive damage modifiers from energy sources, if the Narrator uses this option. When massive damage is done to the character (one-quarter or more total Body Points in one blow) by an energy source, subtract three times the Energy Absorption die code from the total damage done before calculating the modifier.

This power can be linked as an energy source for other powers. When it is, the Base Damage Value or the affected amount becomes the number of dice of energy absorbed by this power, not the die code in Energy Absorption. Additionally, as a power source, Energy Absorption can only take in an amount of energy up to three times the die code of the power. Any energy absorbed above the maximum for the character is dissipated when the power is used as an energy source, but if it not used as an energy source, then damage is taken as normal.

This power cannot have the Self-Only or Others-Only limitations.

Forcefield

Base Cost: 20

Specialization Base Cost: 6

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (magic, hand-to-hand attacks, energy)

Description: The hero can erect an invisible, protective barrier. It protects against mental attacks that have a physical manifestation that could do damage (such as Psychic Blast, Psychic Manifestation, and certain forms of Telekinesis). It also protects against physical attacks (such as bullets, blows, or energy beams). It does not guard against other mental attacks (such as Explosion or Mind Control).

The Armor Value equals three times the die code of the power. The field may be of any shape. It may protect from any or all angles. As a bubble, the forcefield extends around the target up to one foot per die code of the power. The hero may protect from any or all angles. As a bubble, the forcefield extends around the target up to one foot per die code of the power. The hero may also put the forcefield up as a shield, so it doesn't surround the target. In this case, it protects an area equal to five times the die code in square feet, one foot in front of the target. However, attacks can still get through on unprotected sides.

Healing

Base Cost: 15

Specialization Base Cost: 5

Duration: Semi-permanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of beings, specific source of injury

Description: The hero can heal herself and others at a highly accelerated rate. The hero rolls the die code in this power and compares the number of successes to the accompanying chart to determine how many Body Points have been regained. (The hero cannot heal more Body Points than his or his target's maximum.) This power costs one Character Point per use. Furthermore, it takes two rounds to produce an effect. For example, a hero has taken 5 points of damage. The hero attempts to heal himself while in battle.

Healing Rate

Result	Body Points Regained
Critical failure	2
Failure	4
Success	6
Critical Success	8 (and another roll)

On his turn, his roll generates 4 Body Points, which he won't get until the second round after the initial roll. The next round he takes 4 more points of damage. On the third round, he finally gains the 4 Body Points.

Additionally, higher die codes offer special bonuses. With the die codes of 10D or higher, the hero may regenerate lost body parts when a critical success is rolled on the Wild Die. However, this power cannot bring dead people back to life; that's the domain of the Resurrection power.

Invulnerability

Base Cost: 20

Specialization Base Cost: 6

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (radiation, poison, heat, mental)

Description: The hero is impervious to most damage from any source, including all mental attacks that could do damage. Invulnerability is not effective against other forms of mental attack (such as Empathy, Illusion, Mind Control, Possession, Telepathy and so on).

For unarmed combat the *Physique* (not *lifting*) must be equal to or greater than *three* times the Invulnerability die code.

For armed combat, the Base4 Damage Value (plus the *Physique/lifting* bonus, if applicable) must be equal to or greater than *three* times the die code of the hero's Invulnerability power before the hero can be harmed by that source. (If the Base Damage Value consists of a die code times a number, multiply the die code by the number to get the comparative Base Damage Value. For instance, a weapon with a Base Damage Value of 4Dx3 has a comparative Base Damage Value of 12).

For example, a hero with Invulnerability at 4D must be struck by a weapon with a Base Damage Value plus *Physique/lifting* bonus (if that applies) for a minimum total of 12 or greater or by someone with a *Physique* of 12D or greater before he takes any damage.

For an armed source that can do damage, determine the Damage total. Then, subtract two times the die code in the hero's invulnerability, and additional armor, if he has any. For an unarmed that can do damage, determine the Damage total and then subtract the die code of the hero's Invulnerability, and additional armor, if he has any.

Later that day, the same hero is attacked by a villain with an 18D *Physique* wielding a sword. This villain can hit the hero because the total of the swords; Base Damage Value (which is 4D) plus the villain's *Physique/lifting* bonus (which is +9) is higher than three times the hero's Invulnerability die code (which is 12, or three times his die code of 4D).

The villain attacks and hits, but his aim was poor, so he gains no Effect Value. To determine the damage done to the hero for this blow, take the damage total of the weapon (the villain's player rolls the 4D for the weapon and gets three successes for three points of damage). Then add the *Physique/lifting* bonus (+9 for this villain) and subtract two times the die code in the hero's Invulnerability (which is 8, or two times the die code of 4D). The final Damage total is 4 (3+9-8=4).

Soon after this, in the same combat encounter, the villain throws away the sword in favor of pummeling the hero. With this *Physique* of 18D, which is greater than three times the hero's invulnerability die code, this has a chance of doing more damage. The villain swings at the hero and connects. He generates an Effect Value of 3 with the attack roll and two successes on the roll for damage with this *brawling* skill. Then he adds his *Physique/lifting* bonus and subtracts the straight die code of the hero's Invulnerability. He does a whopping 10 points of damage (3+2+9-4=10) to this unlucky hero.

Invulnerability is also used to resist massive damage modifiers, if the Narrator uses this option. When massive damage is done to the hero (one-quarter or more total Body Points in one blow), subtract three times the Invulnerability die code from the Damage Total before calculating the modifier.

Against Explosion, the die code in Explosion must be equal to or greater than the die code in Invulnerability before it can harm the hero. In those instances, this power offers a bonus equal to the die code to the *resistance* roll against Explosion.

This power may not have the Self-Only or Others-Only limitations.

Natural Armor

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (bullets, explosives, unarmed blows)

Description: The hero has natural body armor that protects him against physical attacks (including fire, cold and ice, and mental and magical attacks that do physical damage, such as psychic blast, psychic manifestation, and certain forms of telekinesis). Natural armor is not effective against energy or other mental attacks, which include most mental-class powers, disintegration, microwave projection, light manipulation, electricity manipulation, energy manipulation, and similar powers.

This power gives the character an armor value of three times the die code against physical attacks (in addition to any other armor the character may be wearing). This power is also used to resist massive damage modifiers, if the Narrator uses this option. When massive damage is done to the character (one quarter or more total body points in one blow), subtract three times the natural armor die code from the total damage done before calculating the modifier.

The player must explain the particular manifestation of this power. It could be toughened skin, scales, or another such form of protection. This power cannot have the self-only or others-only limitations.

Resurrection

Base Cost: 15

Specialization Base Cost: 3

Duration: Semi-Permanent (cannot have the duration change limitation)

Range: Normal

Base Damage Value: none

Managing Skill: none

Specializations: Specific type of living creatures (plants, animals, humans)

Description: The hero can come back to life or bring others back to life a total number of times equal to his die code in the Resurrection power. Each time he uses the power the die code drops by 1D. If the hero dies without any dice in the power, the death is permanent. If the hero attempts to bring another person back without any dice in the power, the attempt automatically fails. At 40D in this power, the power is permanent, and the die code doesn't drop regardless of how many times the hero uses the power.

The hero or target returns to life with the same powers. If the hero has the Uncontrollable limitation, the Narrator determines what powers, if any, the target comes back with, although the user always retains the Resurrection power. The new powers always total the same amount of dice as were in any previous powers, not counting the Resurrection power.

It takes the target one round to reawaken and at least one round to determine what new powers he has gained if they have changed. The hero may not attempt to resurrect anyone who has been dead longer than a number of days equal to the die code in this power or who has no body parts left intact.

Unless the hero also has Healing, he is unable to heal automatically any wounds that he receives from the dying process. He effectively returns to life as an intelligent zombie-like person who can heal naturally through the *Medicine* skill, or from another character's Healing power. Killing wounds will not heal shut and missing limbs or organs will not grow back, though the hero will have no trouble continuing to live.

Weapons

Terminology

In weapon entries, “*PHYS*” means you need to make a *Physique* or *lifting* roll to generate the value. This number is used most often to determine damage.

Base Damage Value: The amount of damage a weapon does. Roll the die code listed and count the successes. If the die code is to be multiplied by a number, then multiply the amount of successes by this number. This is the figure you use to determine the damage total.

For example, one of the villain’s henchmen fires a rifle, which has a Base Damage Value of 4D x 4. The narrator rolls four dice (including the Wild Die) and counts the number of successes – in this case two. The Narrator then multiplies this total by four for an initial Damage Total of eight. This number is then modified as needed to come up with the final Damage Total. Melee, thrown, and most missile weapons are enhanced by the hero’s *Physique/lifting* bonus.

Range: This factor takes into account that the weapon will be less effective the farther it is from the target. The values given are the maximums in feet, for short, medium, and long ranges.

For generated values, multiply the total number of successes rolled with *Physique* or *lifting* by ten to get the range in feet. The modifier after “*PHYS*” indicates the number of successes to take off from or add onto the total. If the total becomes zero or less because of the modifier, then the hero has dropped the object right in front of her.

Ammunition: The number of bullets or amount of charge that the weapon holds. This is deleted from entries for weapons used in close combat.

Rate of Fire: How often the weapon may be used during each round without taking a multi-action penalty. When the rate of fire is not based on a single round, the correct number of rounds for the rate is given.

Note that the damage value is based on the rate of fire. For example, a double-barreled shotgun must shoot both slugs in order to do full damage; thus it uses up ammunition faster.

Axe

This tool, most often used for chopping wood, consists of a bladed head mounted on a long wooden handle. It can be used either as a blunt or edged weapon. If the axe is thrown, there is a 50% chance of the edge hitting the target (rolling a three, four or five on a wild die).

Base Damage Value: 3D (edge) 2D (handle or flat of head)

Range: (x10 feet) *PHYS*–2/*PHYS*-1/0 (if thrown)

Rate of Fire: 1

Baseball Bat, Large Stick

Baseball Bats are made of solid wood or hollow aluminum. Large Sticks include striking objects such as thick tree branches or broom handles. When used to return a thrown object, a Baseball Bat adds +1 to its normal range and +1 to its damage. A stick doesn’t add anything, though it can hit back thrown objects at their normal range and damage. For game purposes, Bats and Sticks can be accurately hurled only distances equal to the throwers *Physique/lifting* die code in feet or less, at +2 to the target’s passive defense value (regardless of the usual range modifiers).

Base Damage Value: 3D

Rate of Fire: 1

Baton, Night Stick

These are lengths of molded steel, usually encased in rubber. Batons tend to be shorter, lighter, and easier to conceal than Night Sticks.

Base Damage Value: 3D

Range: (x 10 feet) PHYS-2/

Rate of Fire: 1

Bo Staff

A six-foot-long staff made of polished metal or smooth, treated wood, a hero can effectively trip and strike adversaries with the Bo Staff without getting too close to them.

Base Damage Value: 2D

Rate of Fire: 1

Bow, Composite

The composite bow is more elastic than its simpler cousins, the long and short bows. The elasticity allows for greater arrow velocity, which means that this weapon does greater damage.

Base Damage Value: 3D (normal target arrows)

Range: 30/75/130

Range of Fire: 1

Bullwhip

This weapon is a long, plaited rawhide whip with a knotted end. When it's employed to strike a target, the success is determined with the *melee weapons* skill.

A whip can also be used to entangle an opponent up to six feet away. The entangling attack is made as normal. If it's successful, the target is wrapped in the whip. If it's unsuccessful, the target takes full damage. It can also be used to disarm opponents (as a called shot) or to swing over pits and other openings.

To swing with the whip, the hero must make a Difficult *thrown weapons* roll to catch the whip around a projection overhead that can support his weight (The Narrator may include modifiers depending on the conditions.)

Base Damage Value: 2D

Range: (to strike) 6/0/0

Rate of Fire: 1

Dagger

These single or double-edged fighting blades can range from 6 – 12 inches in length, including the handle. They may have smooth or serrated edges, but they are always sharp.

Base Damage Value: 2D

Range: 15/30/50 (if thrown)

Rate of Fire: 1

Explosives

Explosives are one-use weapons. Because explosives, by definition, explode, they spread their destruction over a larger area than a bullet or laser beam. They thus have an additional game mechanic: the blast radius. Anyone caught within the blast radius must take damage; the farther a hero is from the center of the blast, the less damage he takes.

Three values, in feet are given for each blast radius. Characters between zero and the first value take full damage. Those between the first and second values take half damage. Anyone between the second and third values takes quarter damage. Characters farther away than the third value are relatively safe.

Ranges for explosives represent how far they can be thrown, which is based on the *Physique* of the hero plus an additional value. As with other weapons, accuracy decreases as the distance to the target increases.

Dynamite is commonly used in mining, road construction, and other places where relatively cheap, quick destruction is needed. A blasting cap, fuse, or timing device is needed to set off this nitroglycerine-based explosive. Dynamite comes in sticks.

When fragmentation grenades explode, they send shrapnel out in all directions. Fragmentation grenades weigh about ten ounces.

Plastic explosives can be formed like putty. The explosive is inert until an electrical current runs through it (which means that an electrical blasting is needed to set it off). Plastic explosives are small (and easily transportable), and can be used to open an otherwise reluctant door (such as to a safe). About two ounces generates the Base Damage Value for plastic explosives.

Explosives

	Dynamite	Fragmentation Grenade	Plastic Explosive	Tear Gas, Smoke Grenade
BDV:	5Dx3	6Dx3	5Dx3	(See Description)
Blast Radius:	2/5/10	3/8/16	1	(See Description)
Range:	PHYS-2/PHYS-1/PHYS	PHYS-1/PHYS/PHYS+1	0	PHYS1/PHYS/PHYS+1
Rate of Fire:	1	1	1 per 5 rounds	1

Tear gas and smoke grenades do not explode. Instead, they release their contents through holes in a canister. The cloud they create quickly fills an area of 86 square feet. Armor provides no protection against this kind of attack. Both tear gas and smoke grenades give all within the blast area a -1D penalty to all *Reflexes*, *Coordination* and sight based *Perception* rolls.

Handguns

Handguns are small, light, and easily concealable, and they fire a lead slug. They vary in size, ammunition capacity, and amount of damage inflicted. Use the examples given here as benchmarks for other types of handguns. The damage assumes the gun is using normal bullets.

.38 Special

Base Damage Value: 5Dx2

Range: 30/75/150

Ammunition: 6 bullets

Rate of Fire: 1

.44 Magnum

Base Damage Value: 5Dx3
Range: 30/90/165
Ammunition: 6 bullets
Rate of Fire: 1

Knife

Average knives have single- or double-edged blades less than six inches long. They can sometimes be folded into themselves. They have a wooden, plastic, or steel handle. Characters throwing one of these must take a -1D penalty to their *thrown weapons* roll; knives are not meant for tossing.

Base Damage Value: 2D
Range: (x 10 feet) PHYS-1/PHYS/0 (if thrown)
Rate of Fire: 1

Laser Pistol & Rifle

Certain special police and military units may be outfitted with these high-tech weapons. Styled much like normal guns, these focus beams of light that can burn through most materials.

Laser Pistol
Base Damage Value: 6Dx3
Range: 75/225/450
Ammunition: 10 Discharges
Rate of Fire: 1

Laser Rifle
Base Damage Value: 3Dx4
Range: 750/3000/6000
Ammunition: 100 discharges
Rate of Fire: 1

Nunchaku

Two short batons of wood or steel connected by a short cord or steel make up a pair of nunchaku. They are whirled rapidly before striking to build up momentum and confuse the opponent.

Base Damage Value: 2D
Rate of Fire: 1

Rifle

Rifles work on similar principles to handguns, but they have an advantage in that they can do more damage at a greater range. Regardless of other range modifiers, at Point Blank range, the target receives a +1 to his Defense Total because, at this distance, a moving target is better able to anticipate the direction and timing of a rifle shot.

Statistics are for using normal bullets.

Remington Mod 30
Base Damage Value: 4Dx4
Range: 30/225/600
Ammunition: 6 Bullets
Rate of Fire: 1

5.56 mm M16 assault rifle
Base Damage Value: 6Dx3
Range: 60/180/540
Ammunition: 20 bullets
Rate of Fire: 1

Rocks

The simplest of all thrown and melee weapons, the rock makes a suitable improvised weapon. A small rock is about the size of a golf ball – anything smaller is an annoyance, not a weapon. A large rock is on to two times the size of a baseball (a brick would be a large rock). Small boulders are about three times the size of a basketball. Only large rocks and boulders can be used for bashing.

Small Rock

Base Damage Value: 0 (*Physique/lifting* bonus only)

Range: (x10 feet) PHYS-1/PHYS/PHYS+1

Rate of Fire: 1

Large Rock

Base Damage Value: 1D

Range: (x10 feet) PHYS-2/PHYS-1/PHYS (if thrown)

Rate of Fire: 1

Small Boulder

Base Damage Value: 3D

Range: (x10 feet) PHYS-4/PHYS-2/PHYS-1 (if thrown)

Rate of Fire: 1 per 2 rounds

Shotgun

A shotgun usually discharges a spray of pellets, which means it's more accurate at short range and does larger amounts of damage than the average rifle. The spray of pellets scatters quickly, though, which reduces the shotgun's effective range. The example here is for a 12-gauge, pump-action version using normal ammunition.

Base Damage Value: 4Dx4

Range: 60/90/225

Ammunition: 5 shells

Rate of Fire: 1

Shuriken

This small metal disc with sharp points is thrown at the target. Spinning through the air it buries itself in its destination.

Base Damage Value: 1D

Range: 15/30/45

Rate of Fire: 1

Submachine Gun

Submachine guns are best for close-up work. They typically fire a burst of bullets, each of which is about one-fifth of their ammunition. This statistics are for a 9mm Uzi using normal bullets.

Base Damage Value: 5Dx3

Range: 30/60/150

Ammunition: 32 or 40 bullets

Rate of Fire: 1

Sword

A typical medieval European sword, this weapon features a broad, heavy blade. It cuts exceptionally well, and the flat of the blade can be used for smacking opponents.

Base Damage Value: 4D (edge)/2D (flat)

Rate of Fire: 1

Vehicles

This section introduces a few terms unique to means of conveyance;

Crew: The number of people needed to operate the vehicle.

Passengers: The number of people in addition to the crew that the vehicle can carry.

Cargo Capacity: The amount of extra room in the vehicle for luggage, weapons, and other items.

Maneuverability: An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The maneuverability value is added to the drivers or pilot's appropriate skill total only if that person is attempting to do something fancy. (Vehicle stunts are further explained in Chapter 22)

Speed: For vehicles, this is typically the maximum safe speed. Pushing the vehicle beyond this can incur penalties

Bus

These are statistics for intra-city buses (the kind that travels around cities or large towns). Intercity (between city) buses will have similar statistics, but passenger seating, for comfort reasons is limited to 42.

Size: 30 feet long

Crew: 1

Passengers: 80

Cargo Capacity: 640 cubic feet

Maneuverability: 0

Speed: 90 mph

Passive Defense Value: 5Dx2

Body Points: 180

Cars

Statistics for three common types of cars are given here. Because of their design and construction, most cars have difficulty managing off-road conditions. Note that taxis and police cars fall in the "full-size car" category.

Full-size car

Size: 15.5 feet long

Crew: 1

Passengers: 4 (5 if there's a middle seatbelt in the front)

Cargo Capacity: 17 cubic feet

Maneuverability: 1D

Speed: 120 mph

Passive Defense Value: 8

Base Damage Value: 4Dx2

Body Points: 100

Compact Car, Sports Car

Size: 12.5 feet long

Crew: 1

Passengers: 4 (compact car)/1 plus 2 uncomfortably in the back seat (sports car)

Cargo Capacity: 20 cubic feet

Maneuverability: 2D (compact car)/3D (sports car)

Speed: 85 mph (compact car)/160 mph (sports car)

Passive Defense Value: 7

Base Damage Value: 3Dx2

Body Points: 50

Helicopters

These are statistics for a civilian transport. It has two compartments: one for the pilot and a passenger up front, and one with a bench for the other three passengers. The cruising altitude is 12,000 feet. The cruising speed is about 110 miles per hour.

Size: 33 feet long
Crew: 1
Passengers: 4
Cargo Capacity: 16.5 cubic feet
Maneuverability: 3D
Speed: 110 mph
Passive Defense Value: 10
Base Damage Value: 5Dx2
Body Points: 60

Motorcycles

Consisting largely of two wheels and an engine, this street bike includes a small amount of storage space under the seat.

Size: 6 feet long
Crew: 1
Passengers: 1
Cargo Capacity: 1 cubic foot
Maneuverability: 3D
Speed: 150 mph
Passive Defense Value: 6
Base Damage Value: 3D/2
Body Points: 50

Motorboat

This vehicle represents the smaller end of available watercraft, making it most suitable for inland or coastal waters. The maximum safe speed for this boat on a straightaway is 65 miles per hour – any faster reduces the maneuverability to -2D.

Size: 21 feet long
Crew: 1
Passengers: 9
Cargo Capacity: 9 cubic feet
Maneuverability: 2D
Speed: 65 mph
Passive Defense Value: 8
Base Damage Value: 4Dx2
Body Points: 60

Plane, Small

These statistics are for a business-size, turboprop craft. There's nothing fancy about the vehicle – no cushy seats, no restroom. It's recommended for short hops only. The cruising altitude is about 43,000 feet. The cruising speed is about 300 miles per hour.

Size: 52-foot wingspan; 47 feet long
Crew: 2
Passengers: 6
Cargo Capacity: 80 cubic feet
Maneuverability: 1D
Speed: 300 mph
Passive Defense Value: 11
Base Damage Value: 6Dx2
Body Points: 50

Truck, Delivery

This vehicle looks like the average delivery truck – a large box on wheels. It is a mid-size representative of its class. A lift gate offers easy access to the cargo area.

Size: 20 feet long

Crew: 1

Passengers: 2 (in the cab)

Cargo Capacity: 1,012 cubic feet

Maneuverability: 0

Speed: 100 mph

Passive Defense Value: 10

Base Damage Value: 5Dx2

Body Points: 75

Truck, Pickup

Pickup trucks haul large amounts of items with ease; unless some sort of cover tops the cargo, though, the items will suffer the effects of weather. In trucks without four-wheel drive, the driver must have plenty of weight in the back when she tries stunts, or the maneuverability drops to zero

Size: 17 feet long

Crew: 1

Passengers: 2

Cargo Capacity: 57 cubic feet

Maneuverability: 1D (with four-wheel drive)

Speed: 100 mph

Passive Defense Value: 8

Base Damage Value: 4Dx2

Body Points; 100

Van, Minivan

When you need something roomier than a sedan, the van and minivan are the next option. A full-size van can carry up to 15 passengers or 305 cubic feet of cargo. A minivan can carry six passengers and 150 cubic feet of cargo.

Size: 20 feet long (van)/15.5 feet long (minivan)

Crew: 1

Passengers: (see description)

Cargo Capacity: (see description)

Maneuverability: 1D

Speed: 100 mph

Passive Defense Value: 8

Base Damage Value: 4Dx2

Body Points: 100

APPENDIX: D6 Classic & D6 Legend Conversion Guide

This guide converts major game mechanics between the Classic D6 System and the Legend D6 System (also known as the D6 Prime System). Because of the numerous variations of the D6 System, attributes and skills are not translated. If you wish to use a character created in one game world in another, make your best guess as to the appropriate skills for the character. If the attribute of a skill changed when converting to the new game world, subtract the attribute from the skill in the old game world and add it to the correct attribute in the new game world.

Naturally, no conversion is perfect, so gamemasters should adjust values as appropriate for their individual perceptions of the worlds they are trying to emulate.

This basic conversion guide does not cover every possible game mechanic or permutation of the basic D6 concept. The difficulty and modifier conversion sections will help you in most instances. In those cases this guide can't help you, make your best guess, basing your decision on similar items or situations in your world of choice.

Difficulty Conversion

When translating a difficulty, first add any appropriate modifiers and then convert the modified difficulty. For example, if you want your D6 Classic character to cast spells using the D6 Legend super hero rules, first determine the Spell Value using the Legend rules. Then convert the Spell Value using these guidelines.

To convert from D6 Classic to D6 Legend: In general, divide the highest number of the Classic level by five and round down. If you have a Classic difficulty number, divide by five and round down. If this method produces a number you think is too low, add 1 from the new Legend number.

To convert from D6 Legend to D6 Classic: Multiply the Legend difficulty by 5, adjusting as desired.

The chart provides a more accurate conversion.

Legend	Classic
Very Easy (1)	Very Easy (1—5)
Easy (2)	Easy (6—10)
Moderate (3)	Moderate (11—15)
Difficult (4)	Difficult (16—20)
Very Difficult (5)	Very Difficult (21—25)
Extremely Difficult (6)	Heroic (26—30)
Heroic (7+)	Very Heroic (31+)

Modifier Conversion

The Legend modifier equals one for every five in the Classic modifier. The chart gives some examples. All modifiers are for plus or minus the number listed. For modifiers that are die codes, use the number in front of the "D" as the Legend modifier.

Classic	Legend
1–5	1
6–10	2
11–15	3
16–20	4
21–25	5

Note on Attribute Use

Some versions of D6 split a character's ability to withstand injury and his physical power into two attributes, such as *Endurance* and *Strength*. Others lump them under one attribute, such as *Strength* or *Physique*. In the case of split attributes, use *Endurance* (or the equivalent) to determine Body Points and resist damage, and use *Strength* (or the equivalent) to determine damage for muscle-powered weapons. For simplicity in this conversion guide, we'll assume the system uses one attribute to cover body durability and power and call it *Strength*. Be sure to substitute the correct attribute or attributes for the world you are using.

Converting Characters

If you are just switching to a different version of D6 (but continuing to play in the same world), then you only need to convert each character's die code; there's no need to change attribute or skill names.

If you are converting a few characters from one D6 world using one D6 system to another world using a different variation, you'll need to change attributes, skills, and die codes. You will need to make your best guess as to how the attributes and skills map to each other. Should it appear that one attribute or skill maps to two attributes or skills, use the same die code for both attributes or skills (or drop one of the skills, if it's no appropriate for the character concept). Should two attributes or skills map to one attribute or skill, then convert the die codes, add them together, and divide by 2 (rounding up). This is the die code of the single attribute or skill. If you regularly convert characters from one world to another, you might want to create a list of how the attributes and skills change.

To convert from D6 Legend to D6 Classic: Use the Legend die code as the Classic die code.

To convert from D6 Classic to D6 Legend: If the pips are 0 or 1, drop the pips to get the Legend die code. If the pips equal 2, then add one to the number in front of the D to get the Legend die code. The chart offers some examples of how this formula works.

Classic	Legend
1D, 1D+1	1D
1D+2, 2D, 2D+1	2D
2D+2, 3D, 3D+1	3D
3D+2, 4D, 4D+1	4D
4D+2, 5D, 5D+1	5D
5D+2, 6D, 6D+1	6D
6D+2, 7D, 7D+1	7D
7D+2, 8D, 8D+1	8D
8D+2, 9D, 9D+1	9D
9D+2, 10D, 10+1	10D

Body Points or Wounds

Body Points

Body Points are a measure of the physical and mental damage a character can sustain. Damage is subtracted from the total. When the character reaches zero, she is knocked out and dies within 15 minutes. For a less deadly version of the game, allow characters to subtract a roll of their *Strength* from the damage total before taking the amount off their Body Points.

After determining the *Strength* of the character, use the appropriate formula to figure out Body Points. It's rare to have them go above the initial amount after the hero has been created (due to a new power, magical spell, or other effect).

Determining Body Points in D6 Legend: Roll your hero's *Strength* (including a Wild Die), adding to this die code the Superattributes: Physique power, if your character has it. Next, compare each face of the roll to the chart below to determine the number of Body Points gained from each die. Remember, a critical success on the Wild Die means you can add 6 to the result *and* roll again until you get something other than that symbol.

Add together the corresponding value from each die. Then add 20 to this number. This is the maximum amount of Body Points your character can have.

Result	Number of Body Points
Critical Failure	3
Failure	4
Success	5
Critical Success (and another roll)	6

Determining Body Points in D6 Classic: Body Points in D6 Classic are determined as described for D6 Legend, except that you don't have to compare against a chart. Instead, roll your *Strength* and add the total to 20. Reroll critical successes on the Wild Die, if you get any.

Wounds

With the wounds system, each character gets five Wound Levels: 1 Stunned, 2 Wounded, 1 Incapacitated, and 1 Mortally Wounded. See the *D6 System Rulebook* for information on Wound Level effects.

Whenever damage is done to a character, determine the damage total (the base damage value result plus any modifiers). The defender then rolls his *Strength* and adds any modifiers (such as Armor Value). Subtract the defenders roll from the damage total and compare it to the appropriate chart below.

Legend Wound Results

Damage Total > Strength Roll By	Effect
0—1	Stun
2	Wounded
3	Incapacitated
4	Mortally wounded
5	Dead

Classic Wound Results

Damage Total > Strength Roll By	Effect
0—5	Stun
6—10	Wounded
11—15	Incapacitated
16—20	Mortally wounded
21+	Dead

Damage Conversion

Physical-Based Damage

For D6 Classic damage listed as "STR+" a modifier, drop the *Strength* part and convert the modifier to get the D6 Legend damage value. The basic formula for this type of damage is: If the number of pips equals zero or one, add 1 to the number in front of the "D"; if the number of pips equals two, add 2 to the number in front of the "D." The chart lists some examples. Adjust as needed.

Unarmed attacks (such as punches, kicks, etc.) in D6 Legend have a damage value of 1D plus the *Strength* bonus.

For the damage of muscle-powered items in D6 Legend, use the chart below to determine the correct D6 Classic *Strength* modifier for the item.

Unarmed attacks in D6 Classic have a damage value equal to the character's *Strength* die code.

Legend	Classic
STR bonus only	+1
1D	+2
2D	1D
2D	1D+1
3D	1D+2
3D	2D
3D	2D+1
4D	2D+2
4D	3D
4D	3D+1
5D	3D+2
5D	4D
5D	4D+1
6D	4D+2
6D	5D
6D	5D+1
7D	5D+2
7D	6D
7D	6D+1
8D	6D+2
8D	7D

***Strength* Bonus**

Instead of rolling *Strength* to determine damage, D6 Legend gives a bonus based on the character's *Strength*. This bonus equals one-half of the character's *Strength*, rounded down.

Other Damage Types & Wounds

To convert from D6 Classic to D6 Legend: If the pips are 0 or 1, drop the pips to get the Legend die code. If the pips equal 2, then add one to the number in front of the D to get the Legend die code. The chart in the character conversion section offers some examples of how this formula works.

To convert from D6 Legend to D6 Classic: Divide the number in front of the D by 3. Use the quotient as the die code. The remainder represents the number of pips. If you have a multiplier, first multiply that number by the die code to get the full die code; convert this value as explained in this paragraph.

If you have a straight value, either use this value as a die code or use it as a straight value (but choose one way for all straight values). If you get a fraction when converting a static D6 Legend value to a static D6 Classic value: For fractions less than 0.5, round down; for fractions equal to or greater than 0.5, round up.

Other Damage Types & Body Points

To convert from D6 Classic to D6 Legend: Multiply the number in front of the D by 3 and add the pips to the total. This is the die code of the damage for the item.

To convert from D6 Legend to D6 Classic: Divide the number in front of the D by 3. Use the quotient as the die code. The remainder represents the number of pips.

Armor Conversion

To convert from D6 Classic to D6 Legend: Multiply the number in front of the D by 8 and add the pips to the total.

To convert from D6 Legend to D6 Classic: For Armor Values of 8 or more, divide the number in front of the D by 8. Use the quotient as the die code. The remainder represents the number of pips. For Armor Values less than 8, divide the number by 3 to get the number of pips. Drop any remainder.

Effect Value

The Effect Value is a game mechanic introduced in D6 Legend and is important to determining damage totals. The Effect Value equals the skill total minus the difficulty value. Gamemasters may allow this Effect Value to be added to another roll (such as allowing a successful brawling attack to modify the damage result), but that is entirely up to individual gamemasters.

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