

X-Men Campaign 5th Edition Rules Supplement

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This rules supplement is composed not only of my own rules modifications but also of material drawn from or inspired by a number of sources, including:

- *Champions: New Millennium* (HERO Games, 1997)
- *Mystic Masters* (Allen Varney, 1989)
- *Ninja Hero* (Aaron Allston, 1990)
- Timo Nieminen's Damage from Velocity greater than 30 inches per second
- d20 revised (version 3.5) System Reference Document

It should be read in conjunction with the Hero System 5th Edition Rulebook, and not as a stand-alone document.

Basic Concepts

Rolling 3d6

Most dice-rolling requires the player or GM to roll 3d6, add or subtract any modifiers, and get a result equal to or better than the Target Number (TN). The Target Number is usually 10, but can be 10 plus another value (such as DCV), or can be the result of another 3d6 roll (such as when trying to spot another player character who is trying to hide).

When making a 3d6 roll, a natural roll of 3 (three ones) always fails, while a natural roll of 18 (three sixes) always succeeds, regardless of the Target Number required for success or the result of the roll.

Resolving Ties

Tied results are resolved using the following criteria:

1. A player character succeeds against a non-player character
2. An NPC X-Man succeeds against other NPCs
3. A passive character (the defender) succeeds against an active character (the attacker)

Converting Old 3d6 Rolls

Old Roll	Now	Old Roll	Now
8-	-3	12-	+1
9-	-2	13-	+2
10-	-1	14-	+3
11-	+0	15-	+4

Cards

At the start of each game session, each player draws two cards, while the GM draws as many cards as there are players plus two additional cards. If anyone draws a second card of the same type, they may discard the duplicate and draw a replacement card.

Cards may be used on any PC or NPC, at the card holder's discretion. The card holder chooses either the narrative or the mechanic effect: only one effect applies. Card play is intended to narratively enhance the game, allow actions to succeed at dramatically appropriate moments, and encourage creativity during play. The GM is the final arbiter of the effectiveness of card play, and may overrule the success or failure of any action despite card play.

Unused cards are discarded at the end of the game session.

Card	Nbr	Name	Narrative Effect	Mechanic Effect
2	4	Success!	A cunning plan or attack works as intended	+3 to an Agility skill check
3	4	Missed me!	A character's plan or attack doesn't work as intended (beats "Success!")	+3 to an Agility skill check
4	4	Sonic Screwdriver	Obtain access to a useful resource or jury rig something for an unusual effect	+3 to an Intellect skill check
5	4	Look! A clue!	Learn some useful information about a character or situation	+3 to an Intellect skill check
6	4	Kryptonite	Know or discern one of a character's limitations or weaknesses	Free level of Armour Piercing
7	4	Rogue negotiation	Taunt or surprise a character into a rash action	+3d6 on a Presence Attack
8	4	Complications	Something just got more complicated	+3d6 on a Presence Attack
9	4	Talk to me	Start a conversation, even with someone hostile or uncooperative	+3 to an Interaction skill check
10	4	Cupid's Arrow	A love interest appears, is formed, or changes	+3 to an Interaction skill check
black jack	2	Not this time!	Negate or modify the effects of a card that has just been played	Take a Recovery every action until conscious
red jack	2	Blast from the Past	A past connection with a character is revealed (such as family, friend, ex-teammate)	+3 to ECV for one phase
black queen	2	Cavalry/Minions	Assistance arrives just in time	+3 to OCV or DCV for one phase
red queen	2	Media Darling	Appreciative media arrives or takes note of your actions in a later report	+3 to OCV or DCV for one phase
black king	2	I've got you now!	Capture your enemies	Grab someone as a free action
red king	2	Getaway	Escape from your enemies (beats "I've got you now!")	Escape from a Grab as a free action
black ace	2	Luck of the Irish	Have something unexpectedly go right	Take the best of 3 rolls
red ace	2	It just might work!	Use your powers or abilities for an unusual effect	Take the best of 3 rolls
joker	2	Cosmic Power	Swap this card for any other card still in the deck whenever you want	Add 4 Damage Classes

Characteristics

Primary Characteristics

All characters start with values of 10 in their Primary Characteristics. A value of 20 in any Primary Characteristic is considered the maximum an ordinary person can obtain, while 25 is considered the peak of human potential. All Primary Characteristics double in power for every 5 points. The Base Value of all Primary Characteristics costs 0 character points.

Primary Char	Base Value	Normal Maximum	Peak of Potential
STR	10	20	25
DEX	10	20	25
CON	10	20	25
BODY	10	20	25
INT	10	20	25
EGO	10	20	25
PRE	10	20	25

Characteristic Rolls

Characters receive a bonus or penalty to any 3d6 rolls based on using a Primary Characteristic if their characteristic value is above or below average. To calculate the bonus or penalty, subtract 10 from the value of the Primary Characteristic, then divide by 5 and round to the nearest whole number.

Char Value	Modifier	Char Value	Modifier
-2 to 2	-2	13 to 17	+1
3 to 7	-1	18 to 22	+2
8 to 12	0	23 to 27	+3

Strength

The table below offers rough guidelines to what Strength value a “normal” character should have, based on three determining factors: height and build, exercise, and gender.

An “average” woman (height 5’6”) has a base Strength of 8, while an “average” man (height 5’11”) has a base Strength of 10.

There are four categories of strength-gaining exercise: none, light, moderate, and heavy. Most active people are light exercisers; serious swimmers and athletes engage in moderate exercise; and only serious weightlifters are doing heavy exercise.

Large, bulky people may be one step to the right on the table, while thin, weedy people may be one step to the left.

Suggested Strength Values by Height and Intensity of Exercise

Height	None	Light	Moderate	Heavy
5’0”-5’6”	5/8	8/10	10/13	13/15
5’6”-6’0”	8/10	10/13	13/15	15/18
6’0”-6’6”	10/13	13/15	15/18	18/20
6’6”-7’0”	13/15	15/18	18/20	20/23
7’0”-7’6”	15/18	18/20	20/23	23/25

Intelligence

Intelligence costs 2 Character Points per point, not 1 per point.

Presence

Presence is not used to resist Presence Attacks.

Characters with negative Presence must make a PRE roll to influence other characters, and cannot exert any influence over others when their Presence reaches -30 (or their negative Presence modifier, whichever is greater).

Comeliness

Comeliness is not a Primary Characteristic. Instead, the Attractive/Unattractive Talent measures physical beauty.

Figured Characteristics

The starting values for Figured Characteristics are derived from the appropriate Primary Characteristic(s). The Base Value of all Figured Characteristics costs 0 character points.

Figured Char	Base Value	Normal Maximum	Peak of Potential
PD	2	8	10
ED	2	8	10
MD	2	8	10
REC	4	10	12
END	20	50	60
STUN	20	50	60

Mental Defence (MD)

Mental Defence is a Figured Characteristic that represents how tough a character is against mental attacks like telepathy or intimidation. A character's MD is subtracted from the amount of STUN done by Ego Blasts and from the total Effect of other Mental Powers or Presence Attacks. Mental Defence has a base value of EGO/5, and may be increased by 1 point for 1 Character Point.

Speed

Speed is not a Figured Characteristic.

Movement

Every character can run and swim, and the Base Value of both movement types costs 0 character points.

Type	Base Value	Normal Maximum	Peak of Potential
Running	4"/8"	8"/16"	10"/20"
Swimming	1"/2"	2"/4"	2.5"/5"

Skills

There are four Skill Types: Agility Skills, General Skills, Intellect Skills and Interaction Skills. Most Skill Types are based on a Characteristic: General Skills are the exception, as they usually cost a set amount of points for a set ability or effect.

Agility Skills (based on DEX) rely on physical coordination, agility or reflexes.

Intellect Skills (based on INT) rely on memory, perception, and mental acuity.

Interaction Skills (based on PRE) rely on charisma, personality and social aptitude.

The cost of Agility, Intellect and Interaction Skills are affected by their Category (Major, Limited or Minor).

Major Skills cost 1 point for a Characteristic roll with a -3 penalty; +2 points for an unmodified Characteristic roll; and +2 points for each additional +1.

Limited Skills cost 1 point for a Characteristic roll with a -3 penalty; +1 point for an unmodified Characteristic roll; and +2 points for each additional +1.

Minor Skills cost 1 point for a Characteristic roll with a -3 penalty; +1 point for an unmodified Characteristic roll; and +1 point for each additional +1.

Agility Skills (DEX-based)

Major: Acrobatics, Athletics, Breakfall, Climbing, Contortionist, Driving, Fast Draw, Lockpicking, Piloting, Riding, Sailing, Sleight of Hand, Stealth, Teamwork.

Minor: Professions.

General Skills

Autofire Skills, Combat Reflexes, Combat Skill Levels, Defence Manoeuvre, Languages, Lightning Reflexes, Martial Arts, Penalty Skill Levels, Rapid Attack, Two-Weapon Fighting, Weapon Familiarity.

Interaction Skills (PRE-based)

Major: Acting, Bribery, Bureaucratics, Conversation, High Society, Interrogation, Oratory, Persuasion, Seduction, Streetwise, Teaching, Trading, Wardrobe and Style.

Limited: Animal Handler.

Minor: Professions.

Intellect Skills (INT-based)

Major: Analyse, Bugging, Combat Sense, Computer Programming, Concealment, Criminology, Cryptography, Deduction, Demolitions, Dimensional Travel, Disguise, Education, Electronics, Forensic Medicine, Inventor, Lipreading, Mechanics, Mimicry, Paramedic, Security Systems, Shadowing, Spellcasting, Systems Operation, Tactics, Tracking, Ventriloquism.

Limited: Forgery, Gambling, Navigation, Survival, Weaponsmith.

Minor: Knowledges, Professions, Sciences.

Everyperson Skills

Every character is familiar with a set of Skills based on their background. Characters have a Characteristic roll with a -3 penalty in these Skills without having to spend 1 Character Point, though they must still pay the full cost of the Skill if they want to improve it past this minimum level of proficiency.

All characters from a typical American background are considered to be familiar with the following Skills:

- Climbing
- Concealment
- Conversation
- Deduction
- Driving
- Education
- Knowledge (local area only)
- Language (native only)
- Paramedic
- Profession
- Shadowing
- Stealth
- Teaching
- Wardrobe and Style

Acrobatics (DEX-based)

As a free action, you can use Acrobatics to stay on your feet instead of being thrown to the ground by a combat manoeuvre such as Throw. To stay on your feet requires a successful Acrobatics check (TN 13). If you succeed, you still take full damage from the Throw manoeuvre, and can still use Breakfall to reduce the damage caused by being thrown to the ground.

As a free action, you can use Acrobatics to improve your DCV against melee attacks while prone. Normally, a prone character has a -3 penalty to DCV against melee attacks. A successful Acrobatics check reduces that penalty as follows: -2 for TN 10, -1 for TN 13, and no penalty for TN 16.

As a free action, you can use Acrobatics to move or crawl through hexes threatened or occupied by opponents without provoking an attack of opportunity. A successful Acrobatics check (TN 10) is required to move through threatened hexes, while a successful Acrobatics check (TN 13) is required to move through occupied hexes.

Analyse (INT-based)

You can attempt to analyse an opponent's fighting ability or find a weakness in an opponent's defences.

As a move action, you can analyse an opponent's fighting ability. A successful Analyse check (TN 10) tells how you the opponent compares to you in CV and combat levels, and the degree by which you succeed determines how much additional information you learn. You gain a +2 bonus if the opponent has a Fighting Style Social Disadvantage, and take a -2 penalty if the opponent is not actively fighting someone when you attempt the check.

As a move action, you can find a weakness in an opponent's defences. A successful Analyse check (TN 16) gives you one of the following benefits (chosen by you before your roll):

- you gain a free level of Armour Piercing against your opponent
- your opponent automatically fails the activation roll for 1 defensive power, plus 1 additional power for every 2 points by which you exceed the Target Number
- you gain 1 combat level against your opponent, plus 1 level for every 2 points by which you exceed the Target Number

You gain a +2 bonus if the opponent has a Fighting Style Social Disadvantage.

Multiple attempts are allowed as long as all previous attempts were successful, and there is a cumulative -2 penalty for each successful attempt. Multiple successes can be distributed between all three effects as desired by the user, but note that multiple levels of Armour Piercing do not stack.

Athletics (DEX-based)

This Skill represents your overall knowledge of and prowess at physical activities. Ability in a particular sport or event requires a Professional Skill, and Athletics functions as a Complementary Skill for relevant Professional Skill checks.

Breakfall (DEX-based)

As a free action, you can use Breakfall to reduce the damage caused by hitting the ground after falling or being affected by a combat manoeuvre such as Throw. You cannot use Breakfall to reduce the damage caused by being thrown into another character or object, such as a wall. A successful Breakfall check ($TN = 10 + DC/2$) halves the DC of damage caused, while a successful Breakfall check ($TN = 10 + DC$) negates the damage. If you succeed, you can still use Acrobatics to stay on your feet instead of being thrown to the ground.

As a free action, you can use Breakfall to stand up from a prone position as a free action instead of a move action, and thus avoid provoking attacks of opportunity for doing so. A successful

Breakfall check (TN 10) is required. If you fail, you stand up as a move action, provoking attacks of opportunity for doing so. As a result, you cannot attempt a Breakfall check to stand up from prone if you do not have a move action remaining.

Combat Reflexes (general)

For every 3 character points you spend you can make an additional attack of opportunity every Phase. Normally, a character can make one attack of opportunity every Phase.

Dimensional Travel (INT-based)

Dimensional Travel is an Everyperson Skill for any character with the Extra-Dimensional Movement Power. It determines how quickly and carefully you travel between dimensions.

A successful Dimensional Travel check (DC 10) means you arrive immediately. A failed check means the journey takes longer: each point by which the roll failed increases the travelling time by a step on the time chart. In addition, the journey may attract attention or weaken the barriers between dimensions (allowing less powerful beings access to your home dimension).

Modifiers to the skill check include: +1 to +5 for travel along a familiar route to an often-visited dimension; -1 to -3 for travel to a distant or isolated dimension; and competing Dimensional Travel checks to travel past a dimensional barrier. In addition, a Knowledge Skill for the dimension being travelled to functions as a Complementary Skill.

Driving (DEX-based)

You can handle a ground-based vehicle in and out of combat. The character is automatically familiar with one category of vehicle, and may purchase additional categories for 1 point each.

Categories: Cars, Hovercraft, Motorcycles, Tanks, Trucks.

Education (INT-based)

This Skill represents your general knowledge of common subjects, such as mathematics, history, science, trivia, and current events. It is an Everyperson Skill.

Fast Draw (DEX-based)

As a free action, you can use Fast Draw to draw or sheathe a weapon or focus as a free action instead of a move action, and thus avoid provoking an attack of opportunity. A successful Fast Draw check (TN 10) is required. If you fail, you draw or sheathe the item as a move action, provoking attacks of opportunity for doing so. As a result, you cannot attempt a Fast Draw check if you do not have a move action remaining.

Paramedic (INT-based)

A character with the Paramedic skill can attempt to treat one injury as a full-round action. The Target Number is the same as that required for the injured character's initial CON check, and the Paramedic check result is used to determine the time required for the injury to worsen if it is better than the injured character's CON check result.

Piloting (DEX-based)

You can handle a flying vehicle in and out of combat. The character is automatically familiar with one category of vehicle, and may purchase additional categories for 1 point each.

Categories: Airplanes, Balloons, Gliders, Helicopters, Spaceships (large), Spaceships (small).

Riding (DEX-based)

You can handle a living mount (ground-based, flying or swimming) in and out of combat. The character is automatically familiar with one

Talents

Attractive/Unattractive

A character with this Talent is distinctively attractive or unattractive. For every 3 character points, the character has +1 or -1 to all Interaction Skill checks where physical appearance may have some effect on the result. 2 levels of Attractiveness or Unattractiveness is the usual maximum an ordinary person can obtain, while 3 levels is the peak of human potential.

Belief

Characters with Belief hold particularly strong and structured views about morality and behaviour, allowing them to take advantage of other character's Disadvantages (such as *Susceptibility – 1d6 STUN When Confronted by Holy Objects Displayed by Believers* and *Physical Limitation - Must Win EGO Roll Contest or Avoid Characters Displaying Belief*). For 1 point, characters may use an EGO roll at -3 if one is required; +2 for an unmodified EGO roll; and +2 points for each additional +1.

Example: A Vampire with 14 EGO approaches Father Brown (EGO 20). Father Brown whips out a crucifix and shouts, "Back, unholy spawn of the Devil!" Father Brown has spent 3 points on the Belief talent, which triggers the Vampire's Physical Limitation and Susceptibility. As well as taking 1d6 STUN, the Vampire must win an EGO roll contest to continue to advance. It rolls 11 + 1 for a total of 12, while Father Brown has a roll 12 + 2 for a total of 14, winning the contest.

The Vampire hisses, cowers, and turns to run ... straight at Holly Hostage, Father Brown's DNPC. Holly also has her cross out, but she only has 1 point spent on the Belief talent. The Vampire takes another 1d6 STUN, but wins the EGO roll contest. The Vampire rushes on, sweeping her outstretched cross aside and seizing her. "Get back," it tells Father Brown, "or I'll kill the girl."

Lightning Reflexes

A character with this Talent can react more quickly in a crisis. Each +1 to Initiative costs 3 Character Points.

Powers

Mental Powers

A character with a Mental Power does not automatically possess Mental Awareness. It must be purchased as an Enhanced Sense.

Mental Powers include Clairsentience - Astral Form, Ego Blast, Mental Illusions, Mind Control, Mind Scan, Missile Deflection against Mental Powers, and Telepathy.

Clairsentience - Astral Form

Characters who want to have an astral form should buy Clairsentience with sight and hearing group, targeting, 13000km range, 0 END (+0.5), persistent (+0.5), complete concentration, cannot use normal senses, physical body cannot move, 0 DCV (-1.5), can be attacked at the "perception point" by mental powers and attacks that affect desolidified (-1) [220 active points, 63 character points]. This is a Mental Power, and characters with it may use Clairsentience to establish Line of Sight for other Mental Powers. If the character must look for their body when they stop using Clairsentience and cannot automatically locate it, the Clairsentience has an additional -0.5 limitation," cannot automatically return by conscious choice". They still automatically return when stunned or knocked out.

Clinging

Characters with Clinging can use their Strength to resist Knockback from a given direction as a free action instead of a move action. Characters who wish to resist Knockback from all directions should increase their Knockback Resistance.

Extra-Dimensional Movement

All characters with this Power automatically have the Dimensional Travel Skill as an additional Everyperson Skill. This Skill determines how quickly and carefully characters arrive at their destination.

Find Weakness

A character with this Power is exceptionally good at using their Analyse Skill to find a weakness in the defences of an opponent, and gains a +6 bonus when attempting to find a weakness with one attack (10 points), a related group of attacks (20 points), or all attacks (30 points).

Flash

The target of a Flash has the appropriate Sense disabled for a period of time based on the total number of BODY rolled on the Flash dice less the target's Flash Defence. Every 3 points of BODY mean the target's sense is disabled for a full phase, as counted from your current Initiative score to immediately before your Initiative score in the next Phase.

If there is no remainder, the target's Sense is disabled until immediately before your action in the appropriate Phase. If there is a remainder of 1 point, the target's Sense is disabled until immediately before they can take their next action, while if there is a remainder of 2 points, the target's Sense is disabled until immediately after they take their next action or immediately before your next action, whichever occurs first. Special initiative actions (delaying, readying, and aborting) do not count as taking an action for this purpose.

If you and/or your target change your Initiative score, it is the relevant original score determines when the target's Sense ceases to be disabled.

Example: Lightburst (Initiative score 7) hits the Brute with a blinding ray of light. The flash attack rolls 11 BODY, blinding the Brute for 3 full phases and leaving a remainder of 2 points.

On her go (Initiative score 4), the Brute delays, waiting for her sight to return. Lightburst spends three phases firing energy blasts at the Brute with little effect.

Because there was a remainder of 2 points, the Brute remains blinded until she has taken her next action or Lightburst's Initiative score comes up again, so her sight doesn't return if she continues to delay her action when Initiative score 4 arrives. If there was a remainder of 1 point, however, the Brute would regain her sight immediately before Initiative score 4, allowing her to attack Lightburst with no OCV penalty before his next action.

Force Wall

All walls (including Force Walls) reduce the DC of an attack by their DEF. If the Wall breaks, you subtract the DEF of the Wall from the BODY rolled for the attack to determine how many DC the attack that penetrates the Wall retains.

Hand-to-Hand Attack

Hand-to-Hand Attack costs 5 Character Points for each DC of normal damage. DC from STR stack with Hand-to-Hand Attack, but the character must recalculate the effective STR by applying any advantages that affect the Hand-to-Hand Attack.

Example: a Hand-to-Hand Attack with the Attack versus Resistant Defence and Armour Piercing advantages has a total of +1 in relevant advantages. A character with 20 STR (20 active points) normally has 4 DC from STR. However, their effective STR is only 10 when these two advantages are applied to their active points, so they only add 2 DC to the Hand-to-Hand Attack.

Images

Extra radius is a +5/+10 adder, not a +0.25 advantage.

Killing Attack

Killing Attack is not a separate power. Instead, take the Attack versus Resistant Defence advantage on a normal damage attack power. Killing Attacks do as much Knockback as Normal Attacks.

Knockback Resistance

All characters have 10 Knockback Resistance. Each +1 Knockback Resistance costs 2 Character Points.

Lack of Weakness

Lack of Weakness must be bought separately for the following categories: normal PD and ED, resistant PD and ED, MD, Power Defence, and analyse fighting ability. You add your Lack of Weakness bonus (when applicable) to the target number for Analyse attempts against you and to your DCV against called shots.

Luck

Characters cannot purchase Luck.

Mental Defence

Mental Defence is no longer a Power, but is now a Figured Characteristic. It still resists all Mental Powers, and also resists Presence Attacks.

Mind Control

Mind Control automatically comes with telepathic link: *No Telepathic Link* is a -0.25 limitation.

Missile Deflection

This Standard Power allows characters to block incoming ranged attacks. Missile Deflection either affects physical and energy attacks or affects mental attacks: anyone wishing to deflect both groups of attacks must purchase the power twice. It costs the full 20 points to affect mental attacks: this is considered a Mental Power.

Characters with Missile Deflection normally deflect incoming attacks in a random direction. To reflect an attack back at the attacker is a +1 advantage. To reflect an attack at any target is a +1.5 advantage.

It is possible to buy Missile Deflection that will affect attacks not aimed directly at the character. To deflect attacks directed at targets in an adjacent hex to the character is a +0.5 advantage. To deflect attacks at range is a +1 advantage. Characters can reflect attacks not targeted directly at them as a +0.5 advantage.

Missile Deflection Cost: 5 points for thrown objects, 10 points for arrows, 15 points for bullets, 20 points for all attacks. To reflect attacks at the attacker is a +1 Power Advantage; to reflect attacks at any attacker is a +1.5 Power Advantage. To deflect adjacent attacks is a +0.5 Power Advantage; to deflect ranged attacks is a +1 Power Advantage. To reflect attacks not directly targeted at the character is a +0.5 Power Advantage. Missile Deflection costs no END to use.

Telepathy

Characters can have Telepathy as either an active or a passive sense.

Active Telepathy is described in the 5th Edition rulebook.

Passive Telepathy is “tuning in” to the alpha waves naturally projected by a thinking mind. Only surface thoughts and deep hidden thoughts are projected: you cannot read another character’s memory or subconscious using passive Telepathy. The character using passive Telepathy must hit the desired target’s ECV and takes the same range penalties as Mind Scan (that is, based on the number of minds). You cannot use passive Telepathy through Mind Scan, because Mind Scan is an active sense: you must use active Telepathy instead. Passive Telepathy is fully invisible even to Mental Awareness.

Telepathy costs the same amount (5 points for 1d6) whether or not it is bought as an active or a passive sense. You must buy Telepathy twice if you want to use both modes.

Tunnelling

Tunnelling costs 2 points for 1" of movement and 3 points for each 1 DEF the character can tunnel through.

Power Advantages

Attack versus Resistant Defence

This advantage converts a normal attack into a killing attack.

Attack versus Resistant Defence Advantage:
+0.5

Penetrating

A power with this advantage automatically does some damage, no matter how strong the target's defences are. The target always takes one third of the STUN caused by a normal attack, or one third of the BODY and STUN caused by a killing attack.

Penetrating Advantage: +0.5

Power Limitations

Easily Detected

This Limitation makes Powers with magic special effects easier to notice. Characters with See Magic or Sense Magic receive a +1 PER bonus for every 10 active points in the power, and normal people get a PER roll (without the above modifier) to sense something spooky or unsettling about the place or person affected.

Easily Detected Limitation: -0.25

Power Frameworks

Effects of Adjustment Powers

Both the Power Framework and the individual slot or Power must be Adjusted to increase a Power. If both the Power Framework and the individual slot or Power are Adjusted, the lesser benefit is applied.

Example #1: 60pt MP with 6U slot (60pts). Character with 4d6 Aid affects both at once, rolling +12 for the MP (total 72pts) and +16 for the slot (total 76pts). The character cannot use more than 72pts with the slot.

Example #2: EC with Power #1 and Power #2. Character with 4d6 Aid affects both at once, rolling +12 for the EC, +10 for Power #1 and +16 for Power #2. When using Power #1, the maximum benefit is +10 pts. When using Power #2, the maximum benefit is +12 pts.

Individual Powers in a MP or Power Pool must be Adjusted to decrease a Power: decreasing the CP in either Power Framework will not affect the individual slots or Powers. Both the Power Framework and the individual Powers in an EC can be Adjusted to decrease a Power: decreasing the CP in the Power Framework will affect all the individual Powers in an EC.

Example: 30pt EC with 30pt (60pt total), 40pt (70pt total), and 50pt (80pt) Powers. EC loses 10pts: Powers now have 50pt, 60pt, and 70pt totals.

A slot or Power in a MP or Power Pool that is increased by an Adjustment Power immediately loses the bonus points if the character stops assigning points to the slot or Power. A Power in an EC that is increased by an Adjustment Power does not lose the bonus points if the character stops using the Power.

A slot or Power in any Power Framework that is decreased by an Adjustment Power does not regain the subtracted points if the character stops assigning points to or using the slot or Power.

Disadvantages

Disadvantages are properties of a character that limit or weaken the character as a whole. They fall into eight categories:

- Accidental Change and Enraged (was *Berserk*)
- Dependence and Susceptibility
- Dependent NPC
- Enemy (was *Hunted* and *Rivalry*)
- Physical
- Psychological
- Social (was *Distinctive Feature* and *Reputation*)
- Vulnerability

All Disadvantages are constructed using the same three measures: Frequency, Intensity and Importance.

Frequency is how often the Disadvantage actually limits the character: some Disadvantages are always present, but are not always limiting (e.g. Physical and Social Disadvantages).

Intensity is how badly the Disadvantage affects the character when it occurs.

Importance is how significant the Disadvantage is during game play: unlike the other two measures, it is assessed at a meta-game level, as the same Disadvantage can have a different degree of significance to the course of play according to GM and player preferences.

Example: A detective is restricted to a wheelchair. This is Extremely Important if the detective regularly engages in combat, Greatly Important if the detective regularly travels to meet witnesses or to view crime scenes, and Slightly Important if the detective regularly works from home analysing police reports and sending in her conclusions to the police. Obviously, the sort of scenario regularly created by the GM and the situations the player regularly places the character in determine how significant the Disadvantage will be, and thus what Importance it has.

To determine the value of a Disadvantage, add the points for Frequency and Intensity together and divide by the Importance.

FREQUENCY		
<i>Rarely</i>	+0pts	occurs half-yearly
<i>Infrequently</i>	+5pts	occurs monthly
<i>Frequently</i>	+10pts	occurs weekly
<i>Constantly</i>	+15pts	occurs daily
INTENSITY		
<i>Mild</i>	+0pts	slightly limiting
<i>Moderate</i>	+5pts	limiting
<i>Strong</i>	+10pts	very limiting
<i>Total</i>	+15pts	extremely limiting
IMPORTANCE		
<i>Slightly</i>	/5	has a significant effect occasionally when it occurs
<i>Greatly</i>	/2	has a significant effect sometimes when it occurs
<i>Extremely</i>	/1	has a significant effect whenever it occurs

Example: Shadowdancer is allergic to cats, so he constantly suffers from a runny nose when he's around his teammate, the Black Cougar. His Physical Disadvantage "Allergic to Cats" occurs Constantly at Mild Intensity, for 15 + 0 = 15pts. However, the GM feels this will rarely have a significant effect on game play, and sets it as being of Slight importance. The final value of the Disadvantage is 15 / 5 = 3pts.

Accidental Change

Characters with this Disadvantage change form or identity in particular circumstances. The Intensity of the Disadvantage determines how likely it is the change will occur: the player must roll every Phase the character is in the appropriate circumstances to change. Once the change occurs, it will persist until the circumstances that triggered the change have ceased.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default, very unlikely to occur
<i>Infrequently</i>	+5pts	as per default, unlikely to occur
<i>Frequently</i>	+10pts	as per default, likely to

		occur
Constantly	+15pts	as per default, certain to occur
INTENSITY		
Mild	+0pts	-3 chance to change
Moderate	+5pts	+0 chance to change
Strong	+10pts	+3 chance to change
Total	+15pts	automatically changes
IMPORTANCE		
Slightly	/5	as per default
Greatly	/2	as per default
Extremely	/1	as per default

Enraged

Characters with this Disadvantage tend to lose control in particular circumstances and attack in a blind fury. When affected by the Disadvantage, they must use their most familiar or often used offensive Power and must use all Combat Levels in OCV. The Intensity of the Disadvantage determines how likely it is the character will be enraged: the player must roll every Phase the character is in the appropriate circumstances to change. Once the change occurs, it will persist until the character recovers. A character can have a chance to recover of a different Intensity to the chance of being affected: sum the points for both Intensities and divide by 2. The Importance of the Disadvantage determines who the character will attack.

FREQUENCY		
Rarely	+0pts	as per default, very unlikely to occur
Infrequently	+5pts	as per default, unlikely to occur
Frequently	+10pts	as per default, likely to occur
Constantly	+15pts	as per default, certain to occur
INTENSITY		
Mild	+0pts	-3 chance to affect, +3 chance to recover
Moderate	+5pts	+0 chance to affect, +0 chance to recover
Strong	+10pts	+3 chance to affect, -3 chance to recover
Total	+15pts	automatically affects, cannot

		recover voluntarily
IMPORTANCE		
Slightly	/5	will only attack cause of enraged
Greatly	/2	will attack cause of enraged, then attack nearest target
Extremely	/1	will attack nearest target

Dependence

Characters with this Disadvantage rely on a certain substance, item or event for continued health, and will start to die without it. When without the substance, the character takes Stun Only damage at regular intervals of time according to the Intensity of the Disadvantage. If the character takes Normal damage, apply an additional x2 modifier when calculating the value of the Disadvantage.

The rate of being affected can be moved down the time chart at the rate of -5pts for each step on the Time Chart, and the rate of damage can be increased at the rate of +5pts for each +1d6. A character can take damage of a different Intensity to the rate of being affected: sum the points for both Intensities and divide by 2.

FREQUENCY		
Rarely	+0pts	as per default, very easy to obtain, very difficult to lose
Infrequently	+5pts	as per default, easy to obtain, difficult to lose
Frequently	+10pts	as per default, easy to obtain, difficult to lose
Constantly	+15pts	as per default, very difficult to obtain, very easy to lose
INTENSITY		
Mild	+0pts	affects character every minute, does 1d6 damage
Moderate	+5pts	affects character every turn, does 2d6 damage
Strong	+10pts	affects character every phase, does 3d6 damage
Total	+15pts	affects character every segment, does 4d6 damage
IMPORTANCE		
Slightly	/5	as per default
Greatly	/2	as per default
Extremely	/1	as per default

Example: Waterspout takes a Dependence on fresh water. This is easy to obtain (Infrequently +5pts), and will do 3d6 Stun Only damage (Strong +15pts) every hour (an additional 2 steps on the time chart from Mild, for 0 - 10 = -10pts), for a total Intensity of 15 - 10 = 5 / 2 = +3pts. The total points in the Disadvantage before applying Importance is 15 + 3 = 18pts.

Susceptibility

Characters with this Disadvantage are harmed by a certain substance, item or event that is harmless to most people. When exposed to the substance, the character takes Stun Only damage at regular intervals of time according to the Intensity of the Disadvantage. If the character takes Normal damage, apply an additional x2 modifier when calculating the value of the Disadvantage.

The rate of being affected can be moved down the time chart at the rate of -5pts for each step on the Time Chart, and the rate of damage can be increased at the rate of +5pts for each +1d6. A character can take damage of a different Intensity to the rate of being affected: sum the points for both Intensities and divide by 2. If the character is Susceptible to an Instant Power or effect, the rate of being affected is automatically Mild (+0pts).

FREQUENCY		
<i>Rarely</i>	+0pts	as per default, very unlikely to occur
<i>Infrequently</i>	+5pts	as per default, unlikely to occur
<i>Frequently</i>	+10pts	as per default, likely to occur
<i>Constantly</i>	+15pts	as per default, certain to occur
INTENSITY		
<i>Mild</i>	+0pts	affects character every minute, does 1d6 damage
<i>Moderate</i>	+5pts	affects character every turn, does 2d6 damage
<i>Strong</i>	+10pts	affects character every phase, does 3d6 damage
<i>Total</i>	+15pts	affects character every segment, does 4d6 damage

IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Dependent NPC

Characters with this Disadvantage have a friend, companion or associate who gets into trouble and **always** needs help getting out of trouble. If a DNPC provides useful resources or opportunities, the Intensity of the Disadvantage is reduced by -5pts. By definition, DNPCs provide limited resources or opportunities.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default
<i>Frequently</i>	+10pts	as per default
<i>Constantly</i>	+15pts	as per default
INTENSITY		
<i>Mild</i>	+0pts	DNPC has superpowers as powerful as the character's
<i>Moderate</i>	+5pts	DNPC has superpowers less powerful than the character's
<i>Strong</i>	+10pts	DNPC is a normal person
<i>Total</i>	+15pts	DNPC is an incompetent person
IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Enemy

Characters with this Disadvantage are disliked by an individual or group. If an Enemy has additional resources or opportunities, the Intensity of the Disadvantage is increased by +5pts; likewise, if the has limited resources or opportunities, the Intensity is reduced by -5pts. The Importance of the Disadvantage determines how much the Enemy dislikes the character and what things the Enemy will try and do to the character when they interact.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default

<i>Frequently</i>	+10pts	as per default
<i>Constantly</i>	+15pts	as per default
INTENSITY		
<i>Mild</i>	+0pts	Enemy is a normal person
<i>Moderate</i>	+5pts	Enemy has superpowers less powerful than the character's
<i>Strong</i>	+10pts	Enemy has superpowers as powerful as the character's
<i>Total</i>	+15pts	Enemy has superpowers more powerful than the character's
IMPORTANCE		
<i>Slightly</i>	/5	will spy on or compete with the character
<i>Greatly</i>	/2	will try to punish or disadvantage the character
<i>Extremely</i>	/1	will try to imprison or kill the character

Physical

Characters with this Disadvantage have an impediment or lack a widespread ability (such as being illiterate in a predominantly literate society), and cannot overcome the Disadvantage by strength of will.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default
<i>Frequently</i>	+10pts	as per default
<i>Constantly</i>	+15pts	as per default
INTENSITY		
<i>Mild</i>	+0pts	as per default
<i>Moderate</i>	+5pts	as per default
<i>Strong</i>	+10pts	as per default
<i>Total</i>	+15pts	as per default
IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Psychological

Characters with this Disadvantage have a restrictive mental predisposition or belief. The Intensity of the Disadvantage determines how difficult it is for the character to act contrary to this inclination by force of will.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default
<i>Frequently</i>	+10pts	as per default
<i>Constantly</i>	+15pts	as per default
INTENSITY		
<i>Mild</i>	+0pts	no EGO roll required to resist
<i>Moderate</i>	+5pts	EGO roll required to resist
<i>Strong</i>	+10pts	EGO roll with -5 penalty required to resist
<i>Total</i>	+15pts	cannot be resisted with EGO roll
IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Social

Characters with this Disadvantage are recognised by observers for some reason and usually experience prejudice as a result. The Intensity of the Disadvantage determines how much prejudice the character faces.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default, easily concealed, requires complex tests or technology, known to a few
<i>Frequently</i>	+10pts	as per default, concealed with effort or Disguise skill roll, requires simple tests, known to a large group
<i>Constantly</i>	+15pts	as per default, not possible to conceal, known to everyone
INTENSITY		
<i>Mild</i>	+0pts	noticed by others
<i>Moderate</i>	+5pts	causes major reactions
<i>Strong</i>	+10pts	causes extreme reactions
<i>Total</i>	+15pts	always causes same extreme reaction
IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Vulnerability

Characters with this Disadvantage take additional damage (STUN or BODY) from a particular type of attack. Vulnerabilities are always Extremely Important.

FREQUENCY		
<i>Rarely</i>	+0pts	as per default
<i>Infrequently</i>	+5pts	as per default
<i>Frequently</i>	+10pts	as per default
<i>Constantly</i>	+15pts	as per default
INTENSITY		
<i>Mild</i>	+0pts	1.25xdamage
<i>Moderate</i>	+5pts	1.5xdamage
<i>Strong</i>	+10pts	2xdamage
<i>Total</i>	+15pts	3xdamage
IMPORTANCE		
<i>Extremely</i>	/1	as per default

Combat Time

Combat Time

Combat time is cyclical: everybody acts in sequence in a regular cycle of Phases. Every character can perform one or more Actions in each Phase, doing so in an order determined by an initial Initiative Roll. Each Phase is 3 seconds long. 4 Phases make up 1 Turn of 12 seconds. After every Phase 4, before the next Turn begins, there is a “Post-Turn” period which takes no time. At this time most characters automatically get to Take a Recovery.

Combat always follows a set sequence.

1. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the characters are aware of their opponents, a Surprise Phase happens before regular Phases of combat begin. The characters who are aware of the opponents can act in the Surprise Phase.
2. In Initiative order (highest to lowest), characters who started the battle aware of their opponents each take one Action (either an attack action or a move action)

during the Surprise Phase. Characters who were unaware do not get to act in the Surprise Phase. If no one or everyone starts the battle aware, there is no Surprise Phase.

3. All characters are now ready to begin the first regular Phase of combat.
4. Characters act in Initiative order (highest to lowest).
5. When everyone has had an opportunity to act, the first Turn ends and everyone receives a Post-Turn Recovery if they are eligible.
6. The character with the highest Initiative acts again, and steps 4 and 5 repeat until combat ends. Every four Phases, everyone receives a Post-Turn Recovery if they are eligible.

Initiative

At the start of a battle, each character has an Initiative score equal to their Combat Value (plus their Lightning Reflexes modifier if they have one). If two or more characters have the same Initiative score, the characters who are tied randomly determine which one of them goes before the other. Characters act in order, counting down from highest result to lowest. In every phase that follows, the characters act in the same order (unless a character takes an action that results in their initiative score changing; see Special Initiative Actions).

Even if you can't take actions (for example, because you're unconscious or paralysed), you retain your Initiative score for the duration of the combat.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised. Sometimes all the characters on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few characters on each side are aware and the other characters on each side are unaware. Determining awareness may call for Perception rolls.

If some but not all of the characters are aware of their opponents, a Surprise Phase happens before regular phases begin. Any characters aware of the opponents can act in the Surprise Phase. In Initiative order (highest to lowest), characters who started the battle aware of their opponents each take an attack action or a move action during the Surprise Phase. You can also take free actions during the Surprise Phase. If no one or everyone is surprised, no Surprise Phase occurs. Characters who are unaware at the start of battle don't get to act in the Surprise Phase and have a -3 DCV penalty during that Phase.

The Attack Roll

An Attack Roll is made whenever a character attempts to hit another character. The attacker rolls 3d6 and adds their OCV (including modifiers such as combat levels). The target number is 10 plus the defender's DCV (including modifiers such as being Stunned or underwater).

Attacks of Opportunity

Sometimes a character in a melee lets their guard down. In this case, characters nearby can take advantage of their lapse in defense to attack for free. These free attacks are called attacks of opportunity.

You threaten all hexes into which you can make a melee attack, even when it is not your action. Most characters have a reach of 1 hex, and can make melee attacks against characters up to 1 hex away, while characters with Growth or Stretching have more reach, and thus threaten more hexes. An enemy that takes certain actions while in a threatened hex provokes an attack of opportunity from you.

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened hex and performing an action within a threatened hex that distracts them from combat.

Moving out of a threatened hex usually provokes an attack of opportunity from the threatening character. There are two common

methods of avoiding such an attack: the 1-hex step and the withdraw action.

Some actions, when performed in a threatened hex, provoke attacks of opportunity because they divert your attention from the battle. Using many skills in combat provokes attacks of opportunity. However, remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

An attack of opportunity is a single melee attack, and you can only make one per Phase. You don't have to make an attack of opportunity if you don't want to, and you cannot make an attack of opportunity if you have used the dodge manoeuvre. You make your attack of opportunity with any manoeuvre that requires an attack roll: you don't have to use the same manoeuvre that you used on your Initiative score. As with any other circumstance in which you use multiple attack manoeuvres in a round, you use the worst OCV and DCV bonus, while all OCV and DCV penalties stack.

An attack of opportunity "interrupts" the normal flow of actions in the Phase. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then complete the current action (if the attack of opportunity was provoked in the middle of a character's action) or continue with the next character's action.

If you have the Combat Reflexes skill you can make more than one attack of opportunity in each Phase. This does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one hex threatened by the same opponent in the same Phase doesn't count as more than one opportunity for that opponent.

Combat Actions

An action's type tells you how long the action takes to perform (within the framework of the 3-second combat Phase) and how movement is treated. There are four types of actions: attack

actions, move actions, full-phase actions, and free actions.

In a normal Phase, you can perform an attack action and a move action, two move actions, or a full-phase action. You can also perform one or more free actions. You can always take a move action in place of an attack action. In some situations (most commonly in a Surprise Phase), you may be limited to taking only a single move action or attack action.

Attack actions allow you to do something, most commonly make an attack. They never provoke attacks of opportunity.

Move actions allow you to move half of your total hexes of combat movement or perform an action that takes a similar amount of time. You can always take a move action in place of an attack action. If you move no actual distance in a Phase (commonly because you have swapped your move for one or more equivalent actions), you can take one 1-hex step before, during, or after the action.

Full-phase actions consume all your effort during a Phase. The only movement you can take during a full-phase action is a 1-hex step before, during, or after the action. You can also perform free actions. Some full-phase actions do not allow you to take a 1-hex step. Some full-phase actions can be taken as attack actions, but only in situations when you are limited to performing only an attack action during your Phase (most commonly in a Surprise Phase). The descriptions of specific actions detail which actions allow this option.

Free actions consume a very small amount of time and effort. As a result, they never provoke attacks of opportunity. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

In some situations, you may be unable to take a full phase's worth of actions. In such cases, you are restricted to taking only a single attack action or a single move action (plus free actions as normal). You can't take a full-phase action (though you can start or complete a full-phase action by using a move action; see below).

Manoeuvre	Attack of Opportunity?
<i>Attack Actions</i>	
Block	No
Disarm	No
Dodge	No
Grab	No
Haymaker	No
Missile Deflection	No
Roll With A Punch	No
Strike	No
Other Attacks	No
<i>Move Actions</i>	
Move up to half of combat movement	Yes (skill check negates)
Crawl one hex	Yes (skill check negates)
Draw or sheathe a focus	Yes (skill check negates)
Stand up from prone	Yes (skill check negates)
Mount or dismount a horse	Yes (skill check negates)
Reload a gun	Yes (skill check negates)
Use a skill that requires a move action	Usually (varies)
Start or complete a full-phase action	Usually (varies)
Analyse an opponent's weaknesses	No
Attempt to use a non-targeting sense to perceive an enemy	No
Resist Knockback	No
Open or close a door	No
Move a heavy object	Yes
Pick up an item	Yes
<i>Full-Phase Actions</i>	
Move more than half and up to all of combat movement	Yes (skill check negates)
Move at non-combat speed	Yes

Use a skill that requires a full-phase action	Usually (varies)
Retrieve or stow a stored focus	Yes
Change clothes	Yes
Move By an opponent	No
Move Through an opponent	No
Rapid Fire at multiple opponents	No
Sweep multiple opponents	No
Withdraw from combat	No
Recover from being Stunned	No
Take a Recovery	No
Free Actions	
Brace for Accuracy	No
Shift a Multipower	No
Make a Soliloquy	No
Make a Presence Attack	No
Turn a Power On or Off	No
Use Casual Strength	No
Drop an item	No
Drop prone	No
Not An Action	
Delay	No
1-Hex Step	No

Attack Actions

You can strike any adjacent opponent with a melee attack. You can fire at any target that is within the attack's maximum range and in line of sight with a ranged attack.

Move Actions

The simplest move action is moving up to half your possible combat movement. If you take this kind of move action during your turn, you can't also take a 1-hex step.

You can crawl 1 hex as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Drawing a focus so that you can use it in combat or putting it away so that you have a free hand requires a move action. This action applies to weapons and to weapon-like objects carried in easy reach, such as flashlights. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item. Drawing ammunition

for use with a ranged weapon (such as arrows or shuriken) is a free action. A successful Fast Draw skill check allows you to draw or sheathe a focus as a free action, and thus avoid provoking attacks of opportunity for doing so.

Standing up from a prone position requires a move action and provokes attacks of opportunity. A successful Breakfall skill check allows you to stand up from a prone position as a free action, and thus avoid provoking attacks of opportunity for doing so.

The "start/complete a full-phase action" move action lets you start undertaking a full-phase action, which you can complete in the following phase by using another move action. You can't use this action to start or complete a non-combat move, to withdraw from combat, or to perform any action that requires an attack roll.

Full-Phase Actions

A full-phase action requires an entire phase to complete. Thus, it can't be coupled with an attack or a move action, though you can take a 1-hex step if it doesn't involve moving any distance.

Withdrawing from melee combat is a full-phase action. When you withdraw, you can move up to all of your possible combat movement. The hex you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that hex. (Opponents you can't sense with a Targeting Sense still get attacks of opportunity against you.) You can't take a 1-hex step during the same phase in which you withdraw. If, during the process of withdrawing, you move out of a threatened hex (other than the one you started in), enemies get attacks of opportunity as normal. Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only an attack or a move action each phase you can withdraw as a move action. In

this case, you may move up to your half your possible combat movement.

You can move at non-combat speed as a full-phase action. (If you do, you do not also get a 1-hex step.) When you move at non-combat speed, your DCV is reduced but you gain a bonus to your DCV based on your relative speed.

In some situations, your movement may be so hampered that you don't have sufficient combat movement even to move 1 hex (a single hex). In such a case, you may spend a full-phase action to move 1 hex in any direction. Even though this looks like a 1-hex step, it's not, and thus it provokes attacks of opportunity normally.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions never incur attacks of opportunity.

Dropping an item in your hex or into an adjacent hex is a free action.

Dropping to a prone position in your hex is a free action.

The 1-Hex Step

You can move 1 hex in any Phase when you don't perform any other kind of movement. Taking this 1-hex step never provokes an attack of opportunity. You can't take more than one 1-hex step in a Phase, and you can't take a 1-hex step in the same Phase when you move any distance.

You can take a 1-hex step before, during, or after your other actions in the Phase. You can only take a 1-hex step if your movement isn't hampered by difficult terrain or darkness. Any character with a total movement of 1 hex or less can't take a 1-hex step, since moving even 1 hex requires a move action for such a slow character.

Special Initiative Actions

There are two ways to change when you act during combat by altering your place in the initiative order: delaying or readying. There is one way to take a defensive action before it is your place in the initiative order: aborting.

Delay

By choosing to delay, you take no action on your own Initiative score and wait to act later in the Initiative sequence. You can specify your new place in the sequence (for example, "immediately before Captain Comet's action") or just wait until some time later and act then, thus fixing your new initiative score at that point. You can't interrupt anyone else's action, as you can with a readied action.

Initiative Consequences of Delaying: Your Initiative changes to when you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again). If you take a delayed action in the next Phase, before your regular action comes up, your initiative score rises to that new point in the order of actions, and you do not get your regular action that Phase.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is an attack action. It does not provoke an attack of opportunity (though the action that you ready might do so).

You can ready an attack action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he

continues his actions once you complete your readied action. Your Initiative score changes: for the rest of the encounter, your Initiative is when you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 1-hex step as part of your readied action, but only if you don't otherwise move any distance during the Phase.

Initiative Consequences of Readying: Your Initiative changes to when you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next Phase, before your regular turn comes up, your initiative score rises to that new point in the order of actions, and you do not get your regular action that Phase.

Abort

You can abort to any defensive attack or move action before your initiative value comes up in a Phase, giving up your next Action to do so. You can also abort to a defensive action after acting on your initiative score earlier in a Phase, but doing so gives up your Action from the following Phase.

Initiative Consequences of Aborting: Your Initiative does not change. If you aborted your action from the following Phase, you do not get to act on your Initiative in that Phase, and you cannot Abort your next action until after your Initiative in the following Phase.

Combat Movement

Tactical Movement

You can move through a hex occupied by a friendly character, unless you are performing a Move By or a Move Through. When you move through a hex occupied by a friendly character, that character doesn't provide you with concealment.

You can't move through a hex occupied by an opponent who is not helpless (for example, unconscious or paralysed) unless you make a successful Acrobatics skill check or the opponent is the target of your Move Through. You can move through a hex occupied by a helpless opponent without penalty. Some characters, particularly very large ones, may present an obstacle even when helpless. In such cases, each hex you move through counts as 2 hexes. You can't end your movement in the same hex as an unfriendly character unless it is helpless.

Very small characters with at least two levels of shrinking can move into or through an occupied hex. The character provokes attacks of opportunity when doing so.

Any character can move through a hex occupied by a very large character at least three Growths larger than it is. Conversely, a big character can move through a hex occupied by a very small character three Shrinks smaller than it is.

Note that some characters break the above rules. A character that completely fills the hexes it occupies cannot be moved past, even with Acrobatics or similar special abilities.

Terrain and Obstacles

Difficult terrain hampers movement. Each hex of difficult terrain counts as 2 hexes of movement. If you occupy hexes with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and desolidified characters are not hampered by difficult terrain.

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed hex or obstacle between hexes counts as 2 hexes of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the hex on the other side. If you don't have sufficient movement to cross the barrier and move into the hex on the other side, you can't cross the barrier. Some obstacles may also require an Acrobatics skill check to cross. On

the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle. Flying and desolidified characters can avoid most obstacles.

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 hexes, and while squeezed in a narrow space you take a -2 penalty to OCV and DCV. When a character with a level of Growth (which normally takes up a two-hex radius) squeezes into a space that's one hex wide, the character's miniature figure occupies two hexes, centred on the line between the two hexes. For a bigger character, centre the character likewise in the area it squeezes into. A character can squeeze past an opponent while moving but it can't end its movement in an occupied hex.

To squeeze through or into a space less than half your space's width, you must use the Contortionist skill. You can't attack while using the Contortionist skill to squeeze through or into a narrow space, and your DCV is reduced to 0.

Special Movement Rules

Sometimes a character ends its movement while moving through a hex where it's not allowed to stop. When that happens, you stop in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

When your movement is hampered in some way, your movement usually costs double. For example, each hex of movement through difficult terrain counts as 2 hexes. If movement cost is doubled twice, then each hex counts as 4 hexes. If movement cost is doubled three times, then each hex counts as 8 hexes and so on.

Despite penalties to movement, you can take a full-round action to move 1 hex in any direction. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal

(despite the distance covered, this move isn't a 1-hex step).

Big and Small Characters

Characters with more than two levels of Shrinking or with one or more levels of Growth have special rules relating to position.

Very small characters take up less than 1 hex of space. This means that more than one such character can fit into a single hex, even if they are opponents. Four characters with two levels of Shrinking can fit into a single hex. Twenty-five characters with three levels of Shrinking or 100 characters with four levels of Shrinking can fit into a single hex.

Characters that take up less than 1 hex of space typically have no natural reach, meaning they can't reach into adjacent hexes. They must enter an opponent's hex to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own hex if you need to, so you can attack such characters normally.

a corner of your hex. If any line from this corner to any corner of the target's hex passes through a hex or border that blocks line of effect or provides cover, or through a hex occupied by a character, the target is half Concealed.

When making a melee attack against an adjacent target, your target is half Concealed if any line from your hex to the target's hex goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with Stretching), use the rules for determining Concealment against ranged attacks.

A low obstacle (such as a wall no higher than half your height) provides Concealment, but only to characters within 6 hexes of it. The attacker can ignore the effect of the wall if he's closer to the obstacle than his target.

Any character with at least one level of Growth determines Concealment against melee attacks slightly differently. Such characters can choose any hex that they occupy to determine if an opponent has Concealment against their melee attacks. Similarly, when making a melee attack against such characters, you can pick any of the hexes it occupies to determine if it has Concealment against you.

If you don't have line of sight to your target they have total Concealment from you. You can't make an attack against a target that has total Concealment.

Locating Targets using a Non-Targeting Sense

You can't execute an attack of opportunity against an opponent with total Concealment, even if you know what hex or hexes the opponent occupies.

Combat Modifiers

Attacker is ...

Combat Modifiers

Martial Arts

Characters with Damage Classes may add the DC to their effective STR for resisting disarms, takeaways and weapon binds if they have paid for the Weapon Group of the weapon they are using.

Killing Damage

Attacks bought with the advantage Attack Versus Resistant Defence cause Killing damage instead of Normal damage. Killing damage is rolled in the same way as Normal damage, but the attack's BODY is reduced only by the appropriate Resistant Defence. If the defender has any appropriate Resistant Defence, the attack's STUN is reduced by the total Normal Defence.

Characters may add all DC derived from other sources (such as STR or velocity) to the DC of an attack with the Attack Versus Resistant Defence advantage to determine the number of dice rolled, but must apply the advantages on the base attack to the other DC when working out the total DC in the modified attack.

Example: Black Ninja hits the Wyvern with his sword. The sword is a 4 DC killing armour-piercing hand attack (total advantages +1). Black Ninja has STR 20 (+4 DC) and used an offensive strike (+4 DC), for a total bonus of +8 DC (notionally 40 active points). However, these DC do not have +1 in advantages: +4 DC with +1 in advantages is also notionally 40 active points, and this is what Black Ninja can add to the sword's DC. The total damage of the attack is thus 8 DC.

Knockback

Whenever a character successfully hits a target with an attack that does knockback, the attacker rolls 3d6 and the BODY rolled by the attack. If the result is equal to than 10 plus the defender's Knockback Resistance (usually 10, for a total of

20), the defender is Knocked Down. If the result is greater, the defender takes 1" of Knockback for each point by which the roll exceeds the target number.

Circumstance	Knockback
Target is in the air	+3
Target Rolled with Blow	+3
Target is in zero gravity	+3
Attack was a Martial Manoeuvre	-3
Target is underwater	-3

Killing Attacks do as much Knockback as Normal Attacks. Characters with Clinging can use their Strength to resist Knockback from a given direction as a free action instead of a move action.

Combat Manoeuvres

Block

Block does not allow you to act in the following Phase before the character you successfully blocked. You can execute attacks of opportunity while you are blocking.

It is possible to Block an attack directed at someone else. To do this, you must be in hand-to-hand range of either the attacker or the target. If your make the roll with a -2 penalty, the attack is Blocked.

Choke Hold

Choke Hold has a DCV modifier of -2, not +0.

Disarm

An attacker using one hand instead of two has a -5 penalty to effective Strength and can use only half the Strength bonus from any Martial manoeuvre. A defender using one hand instead of two has a -5 penalty to effective Strength and can use only half the Strength bonus from any Damage Classes.

Dodge

You cannot execute attacks of opportunity while you are dodging.

Grab

A character who is using a Grab manoeuvre can perform one of the following actions: Grab and Block, Grab and Control, Grab and Redirect, Grab and Shove, Grab and Squeeze, Grab and Throw.

An attacker using one hand instead of two has a -5 penalty to effective Strength and can use only half the Strength bonus from any Martial manoeuvre. A defender using one hand instead of two has a -5 penalty to effective Strength.

Grab and Block

You can attempt to Block one incoming attack per Phase with the Grabbed character's body. If you make the roll with a -2 penalty, the attack is Blocked and the Grabbed character takes the damage. You cannot Block multiple attacks per Phase with this manoeuvre.

Grab and Control

You can attempt to hold the Grabbed character so that the Grabbed character cannot attack back. You must roll at least 2 more than the Grabbed character on the Strength versus Strength contest to exert Control until your next Phase; you must roll each Phase that you wish to maintain control.

Grab and Redirect

If you Grab an opponent's weapon, you can attempt to attack anyone within hand-to-hand range with the weapon, including the character holding it. A successful hit will do only the weapon's base damage if the opponent is resisting (that is, does not let go). You do not take the weapon away from the opponent if you choose this option.

Grab and Shove

You can attempt to Shove a Grabbed opponent back 1". You must move with the opponent (even if this makes the total distance travelled in the Phase greater than half your combat movement) and are not required to let go. Shoving does no damage unless the target is Shoved into a fixed object, which will inflict your Strength damage.

Move By and Move Through

You cannot move through the hex of a character other than your target while performing a Move By or a Move Through manoeuvre.

Both manoeuvres inflict damage derived from your Strength and your velocity in inches per second. Moving at velocities of greater than 30"/second (90"/Phase) inflicts damage as indicated on the following table. Divide the character's velocity/Phase by 3 to determine the number of dice to be added to a Move Through, and halve that number of dice for a Move By.

Note that moving at Mach One is worth +40 DC to a Move Through, while escape velocity is worth +60 DC to a Move Through.

Damage from Velocity greater than 30 inches per second

"/sec	DC	"/sec	DC	"/sec	DC
30-32	30	186-220	41	1048-1245	51
33-38	31	221-261	42	1246-1481	52
39-46	32	262-311	43	1482-1761	53
47-55	33	312-370	44	1762-2094	54
56-65	34	371-440	45	2095-2491	55
66-77	35	441-523	46	2492-2962	56
78-92	36	524-622	47	2963-3523	57
93-110	37	623-740	48	3524-4190	58
111-130	38	741-880	49	4191-4983	59
131-155	39	881-1047	50	4984-5926	60
156-185	40				

Shove

This manoeuvre allows the character to push an opponent away. As with a Throw, you cannot

Shove an opponent you cannot lift off the ground with your Strength. A successful Shove moves an opponent back 1", +1" for every 2 points by which you exceed the Shoved character's result in the Strength versus Strength contest. The Shoved character applies their Knockback Resistance -10 (usually 10 - 10 = 0) to their Strength check.

Shoving does no damage unless the opponent is Shoved into a fixed object, which will inflict your Strength damage. You may move with the target, but cannot move further than your total combat movement in the Phase.

An attacker using one hand instead of two has a -5 penalty to effective Strength and can use only half the Strength bonus from any Martial manoeuvre.

Adventuring

Recovering from being Stunned

A character who is Stunned immediately loses any delayed or readied Action. Any Powers that are not Persistent turn off at the end of the Phase. They use up their next Action to Recover from being Stunned when their place in the initiative order next comes up in a Phase. A character who has used their current Phase to Recover from being Stunned may then Abort to a defensive Action using their Action for the following Phase.

Taking a Recovery

A character may choose to Take a Recovery as a full-phase Action in any Phase. While Taking a Recovery, the character has a -3 DCV penalty. The Recovery is not completed until the character's next Action begins, and taking STUN from an attack before then interrupts the Recovery. If the Recovery is not interrupted, the character gets back STUN and END equal to their REC value.

A character who is Knocked Out (that is, on 0 STUN or below) immediately loses any delayed

or readied Action, and their DCV and ECV are reduced to 0. They must use all their Actions to Take a Recovery until they are conscious. A character who was both Stunned and Knocked Out automatically Recovers from Being Stunned when they successfully Take a Recovery: they do not have to Recover from being Stunned in one Phase before they Take a Recovery in the second Phase.

Bleeding

Characters who are reduced to 0 BODY or less do not automatically begin bleeding to death. Instead, whenever a character loses BODY they have taken an injury that will bleed or otherwise worsen until properly treated. An injured character makes a CON check for each injury to determine how quickly the injury will worsen.

The Target Number to take 1d6 Normal Damage per Phase is 2 + BODY lost. For each point by which the check succeeds, the time period required for the injury to worsen moves one step down the Time Chart: for example, if the character succeeds by 5 points, they take 1d6 Normal Damage per hour.

If the character succeeds by enough points to move the time period to or past the period of time it takes for them to regain 1 BODY (usually 1 week, TN 10 + BODY lost), the injury never worsens.

A character with the Paramedic skill can attempt to treat one injury as a full-round action. The Target Number is the same as that required for the CON check, and the Paramedic check result is used to determine the time required for the injury to worsen if it is better than the injured character's CON check result.

Pushing

Characters cannot Push a Power.

Presence Attacks

Only EGO resists Presence Attacks; PRE cannot be used to resist Presence Attacks.