

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

A game system supplement for use with the Hero System (4th Edition)

Unamended and complete versions of this document may be distributed freely.

This rules supplement is composed not only of my own rules modifications but also of material drawn from or inspired by the following sources:

- *Champions Fourth Edition Errata* (Rob Bell, 1990) – Autofire, Climbing, Does Knockback, Forensic Medicine, Life Support, Regeneration, Stretching, Transdimensional
- *The Champions/Hero System Points of Clarity List* – Gradual Effect, Hardened
- *Champions: New Millennium* (HERO Games, 1997) – Athletics, Attractive/Unattractive, Computer Security, Disadvantages, Education, Teaching, Wardrobe and Style
- *Mystic Masters* (Allen Varney, 1989) – Dimensional Travel, Spellcasting
- *Ninja Hero* (Aaron Allston, 1990) – Acrobatics, Block, Breakfall, Choke Hold, Disarm, Distinctive Features, Grab, Martial Arts, Shove, Tactics
- *The Super Supplement! Champions II* (ed. Bruce Harlick, 1982) – Presence Defence
- Timo Nieminen – Damage from Velocity greater than 30 inches per segment

Everything else is my own work.

Table of Contents

1. Characteristics	2
2. Movement	3
3. Skills	3
4. Talents.....	7
5. Powers.....	8
6. Power Advantages	10
7. Power Limitations	11
8. Power Frameworks	11
9. Disadvantages	12
10. Combat.....	16
11. Combat Manoeuvres.....	18
12. Miscellaneous.....	19

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

1. Characteristics

Characteristic Scores

All characters start with values of 10 in their Primary Characteristics. A value of 20 in any Primary Characteristic is considered close to the maximum a normal person can obtain; 25 is considered the peak of human potential. All Primary Characteristics double in power for every 5 points.

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
PD	2	8	10
ED	2	8	10
MD	2	8	10
SPD	2	4	6
REC	4	10	12
END	20	50	60
STUN	20	50	60

Strength

A human-sized character needs a STR of at least 0 to stand or to walk.

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 who does no strength-building exercise will have a Strength of 8, while an “average” man will have a Strength of 10. There are three categories of strength-gaining exercise: none, light, moderate, and heavy. Most active people are light exercisers; serious swimmers and athletes engage in moderate exercise, but 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 according to Size and Intensity of Exercise

Height Range	None	Light	Moderate	Heavy
5'0"-5'6"	5/8	8/10	10/13	13/15
5'6"-6'0" ¹	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" ²	15/18	18/20	20/23	23/25

1. *This is the band for characters of average height (5'6" for women, 5'11" for men).*
2. *Characters over this height may have at least one Growth.*

Presence

Presence cannot be used to resist Presence Attacks.

Comeliness

Comeliness is not a Primary Characteristic. The Attractive/ Unattractive Talent measures physical beauty.

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.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

2. Movement

Characters begin with a base value of 16"/32" per Turn for Running and 4"/8" per Turn for Swimming. 32"/64" Running per Turn and 8"/16" Swimming per Turn are considered the maximum a normal person can obtain; 40"/80" Running per Turn and 10"/20" Swimming per Turn are considered the peak of human potential.

Running Totals

SPD	Base Value 16"/32" per Turn	Normal Maximum 32"/64" per Turn	Peak of Potential 40"/80" per Turn
2	8"/16"	16"/32"	20"/40"
3	5"/10"	10"/20"	13"/26"
4	4"/8"	8"/16"	10"/20"
5	3"/6"	6"/12"	8"/16"
6	2.5"/5"	5"/10"	6.5"/13"

Swimming Totals

SPD	Base Value 4"/8" per Turn	Normal Maximum 8"/16" per Turn	Peak of Potential 10"/20" per Turn
2	2"/4"	4"/8"	5"/10"
3	1.5"/3"	2.5"/5"	3"/6"
4	1"/2"	2"/4"	2.5"/5"
5	0.75"/1.5"	1.5"/3"	2"/4"
6	0.5"/1"	1.25"/2.5"	1.5"/3"

3. Skills

When a character tries to use a Skill, the player must roll equal to or under the value of the Skill on 3d6. A 3 (three ones) always indicates success; an 18 (three sixes) always indicates failure.

All skills derive from one of three characteristics and fall into one of two categories. The characteristics are Dexterity, Intelligence and Presence; the categories are Major and Minor.

Dexterity-based skills (also called **Physical Skills**) are those that rely on physical coordination, agility or reflexes.

Intelligence-based skills (also called **Mental Skills**) are those that rely on memory, perception, and mental acuity.

Presence-based skills (also called **Personality Skills**) are those that rely on charisma, personality and social aptitude.

Major skills cost 1 point for 8-, 3 points for a characteristic roll, and +2 points for each additional +1.

Minor skills cost 1 point for 8-, 2 points for a characteristic roll, and +1 point for each additional +1.

Personality Skills (PRE-based)

Major: Acting, Animal Handler, Bribery, Bureaucrats, Conversation, Gambling, High Society, Interrogation, Oratory, Persuasion, Seduction, Streetwise, Teaching, Trading, Wardrobe and Style.

Minor: Professions.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Physical Skills (DEX-based)

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

Minor: Professions.

Mental Skills (INT-based)

Major: Bugging, Combat Sense, Computer Programming, Computer Security, Concealment, Criminology, Cryptography, Deduction, Demolitions, Dimensional Travel, Disguise, Education, Electronics, Forensic Medicine, Inventor, Lip Reading, Mechanics, Mimicry, Navigation, Paramedic, Security Systems, Shadowing, Spellcasting, Survival, Systems Operation, Tactics, Weaponsmith.

Minor: Knowledges, Languages, Professions, Sciences.

Modern Everyperson Skills

All characters from a typical American background are considered to have a free Familiarity (an 8- roll) with the following skills:

- Area Knowledge
- Climbing
- Concealment
- Conversation
- Deduction
- Driving
- Education
- Language (native)
- Paramedic
- Professional Skill
- Shadowing
- Stealth
- Teaching

Acrobatics

Characters can use Acrobatics to resist being thrown to the ground by any manoeuvre (e.g. Throw, Grab and Throw). A successful Acrobatics roll with a -3 penalty is required to

stay on your feet. The character will still take full damage from the Throw manoeuvre. This cannot be combined with a Breakfall roll to reduce the damage from being thrown.

Characters who are prone can attempt to use Acrobatics to improve their DCV. A prone character will be at full DCV if the player makes an Acrobatics roll with a -5 penalty. If the player fails the roll, the character takes ordinary DCV modifiers for being prone that phase, but an ordinary Acrobatics roll on any following Phase will confer the character's full DCV despite remaining prone.

Athletics

This Skill represents a character's overall knowledge of and prowess at physical activities. Ability in a particular sport or event requires a Professional Skill in addition to Athletics.

Breakfall

Breakfall can be used to reduce the damage a character takes from being thrown to the ground by any manoeuvre (e.g. Throw, Grab and Throw). A successful Breakfall roll will halve the damage the character takes from the attack, but there is a -1 penalty to the roll for every 2d6 of normal damage the attack would inflict. This cannot be combined with an Acrobatics roll to resist being thrown.

Computer Security

This Skill gives the character the ability to write, recognise, assess and bypass computer security systems and programs (e.g. viruses, password protection).

Dimensional Travel

This Skill determines how quickly and discretely characters with the Extra-Dimensional Movement Power travel between dimensions. A successful Dimensional Travel roll means the character arrives immediately. A failed roll means the journey takes longer: each point by

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

which the roll was failed is a step on the time chart, and the journey may attract attention or weaken the barriers between dimensions (allowing less powerful beings access to your home dimension).

Knowledge of a dimension functions as a Complementary Skill. All characters with the EDM Power have this skill has an additional Everyperson Skill.

Other modifiers include: +1 to +5 to travel along a familiar route to an often-visited dimension, -1 to -3 to travel to a distant or isolated dimension, and competing Skill rolls to travel past a dimensional barrier.

Driving

Characters with this Skill 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

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

Martial Arts

Choke Hold has a -2 DCV penalty.

Martial Grab costs 3 points, not 4.

Characters with Damage Classes may add the Damage Classes 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.

Nerve Pinch and Nerve Strike may cause Stun Damage instead of No Normal Defence Damage.

This should be determined when the character first obtains either martial manoeuvre.

Stun Damage is calculated and rolled as if it was a Killing Attack, but the attack cannot do BODY. Armour and other rigid defences reduce rather than eliminate the effect of Stun Damage attacks. Choking attacks are still NND damage.

Nerve Pinch	half Phase	-2 OCV -2 DCV	grab, STR roll to hold, STR +2DC Stun damage
Nerve Strike	half Phase	-1 OCV -1 DCV	STR +2 DC Stun damage

Example: Wong Lee has 18 Strength, the Stun damage Nerve Strike manoeuvre, and +1 DC with all martial manoeuvres. Wong Lee's Nerve Strike is 2d6 S (2 DC for the manoeuvre + 3.5 DC for his Strength +0.5 DC for his extra damage). When he hits Johnny Rebel, the player rolls the dice as if it was a Killing Attack, and Johnny takes the Stun rolled less his Force Field. Johnny's normal 10 PD does not count, even though it is fully Resistant.

Additional Martial manoeuvres can be found in the Ninja Hero supplement.

Paramedic

A character who attempts a Paramedic roll on a dying character and does not roll well enough to stabilise the victim's condition will be able to halt the loss of BODY if the result of the die roll would have made an unmodified Paramedic roll for as long as the character continues to perform Paramedic.

Piloting

Characters with this Skill 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).

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Riding

Characters with this Skill can handle a living mount (ground-based, flying or swimming) in and out of combat. The character is automatically familiar with one category of mount, and may purchase additional categories for 1 point each. Categories: Camels, Elephants, Horses.

Sailing

Characters with this Skill can handle a water-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: Motorised Ships, Oared Ships, Sailing Ships, Submarines.

Spellcasting

Characters with this Skill can identify magic spells and ceremonies, and use this Skill to cast magic spells (that is, this Skill is used for any Powers with magic special effects that require a skill roll). Knowledge of a discipline of magic functions as a Complementary Skill.

Tactics

A character with Tactics can attempt to (1) analyse an opponent's fighting ability or (2) find a weakness in an opponent's defences.

(1) To analyse an opponent's fighting ability, the character must first watch the opponent fight for at least one full Turn. The degree by which the character succeeds at the roll determines how much information is gained.

The character gains +2 to the roll if the opponent has a Fighting Style Social Disadvantage. If the opponent has Lack Weakness, it reduces the character's chance of success.

Makes Roll	Information Gained
Exactly	Whether the opponent is a poor, average, good, or excellent fighter.
By 1-2	How the opponent compares to the character. For example, "I'm far superior to him," "It would be a close match and I'm not sure I would win," "I don't stand a chance against her."
By 3-4	Any appropriate Physical Limitations and Vulnerabilities. For example, "Lame" is appropriate; "2x BODY from Poisons" is inappropriate.
By 5+	Open Gates, Chakra Points, and other esoteric features as appropriate.

2) To find a weakness in an opponent's defences takes a Half-Phase action. If successful, the character gains **either** a free level of Armour Piercing (that is, the defender only has half normal defences) on all attacks **or** the defender automatically fails activation rolls (if any) for one defensive power **or** the attacker has +1 combat level against the defender for every 2 points by which the roll was made. The player must choose what the benefit will be before making the roll. 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.

If the character does not have the Find Weakness Talent, there is a -8 penalty to the roll. The character gains +2 to the roll if the opponent has a Fighting Style Social Disadvantage. If the opponent has Lack Weakness, it reduces the character's chance of success.

Example: Axon the Acute uses Find Weakness against the Simulator. The Simulator is currently using Karate, and has a Fighting Style Disadvantage. Axon has a 13- Tactics roll, +2 for the disadvantage, for a total of 15-. The player decides to take advantage of the high chance of success and chooses to gain combat levels if successful. The roll is 12, making the roll by 3, so Axon gains 1 combat level (the third point rounds down, not up).

Next phase, Axon tries again. This time, the roll is 13- (13 + 2 for the disad - 2 for the previous success). The

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

player continues to opt for combat levels, and rolls a 10, again making the roll by 3. Axon now has 3 combat levels (having made the rolls by the cumulative total of 6).

In the third phase, Axon has a 11- chance of success, and the player switches to armour piercing as the preferred outcome. However, the roll is 13, which is a failure. Axon proceeds with an additional 3 combat levels that only work against the Simulator.

Teaching

Characters with this Skill have the ability to impart information or skills to others. It is an Everyperson Skill.

4. Talents

Attractive/Unattractive

A character with this Talent is distinctively attractive or unattractive. For 3 Character Points, the character has +1 or -1 to Personality Skill Rolls where physical appearance may have some effect on the result. 2 levels of Attractiveness or Unattractiveness is close to the maximum a normal person can obtain, and 3 levels is considered 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 (e.g. Susceptibility to Holy Objects Displayed by Believers, Physical Limitation: Must Win EGO Roll Contest or Avoid Characters Displaying Belief). For 1 point, characters have an 8- if an EGO roll is required; for 3 points, characters may use their unmodified EGO roll.

Example: A Vampire with 14 EGO approaches Father Brown (EGO 20). Father Brown whips out a crucifix

Wardrobe and Style

Characters with this Skill know the right clothes to wear, when to wear them, and how to look their best. It includes a grasp of fashion, wardrobe, and personal grooming.

Weaponsmith

Characters with this Skill can build, maintain and repair weapons. The character is automatically familiar with one category of weapons, and may purchase additional categories for 1 point each. Categories: Energy Guns, Melee Weapons, Missile Weapons, Solid-Shot Guns.

and shouts, "Back, unholy spawn of the Devil!" Father Brown has the full 3pt version of Belief, and thus 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 has a 12- roll, and rolls 11, succeeding by 1. Father Brown has a 13- roll, and rolls 9, succeeding by 4. 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 1pt of Belief. The Vampire takes another 1d6 STUN, but rolls 10 on its EGO roll, whereas Holly rolls a 10 and fails her 8- roll. The Vampire rushes on, sweeping her outstretched cross aside and seizing her. "Get back," it tells Father Brown, "or I'll kill the girl."

Find Weakness

A character with this Talent is exceptionally good at using their Tactics Skill to find a weakness in the defences of an opponent. For 20 Character Points, the character does not take the standard -8 penalty for attempting to Find Weakness.

Luck

Characters may not purchase Luck.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

5. Powers

A Stunned or unconscious character's END-using Powers turn off at the end of the segment.

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

Aid

Aid costs 10 Character Points per 1d6 of Aid.

Astral Form

Astral Form requires a set of five Powers: Desolidification, Faster Than Light Travel, Invisibility, Life Support and Mental Awareness. The standard package costs 100 points:

1. Desolidification, leaves a body behind (-1), cannot automatically locate body (-0.5), 0 END (+0.5), linked to Invisibility (-0.5) = 20 points.
2. FTL Travel, 1 LY per year, linked to Invisibility (-0.5) = 7 points
3. Invisibility to Sight and Hearing Groups, not effective if observer has Mental Awareness (-0.5), 0 END (+0.5) = 40 points
4. Life Support: All, only affects astral form (-0.25), linked to Invisibility (-0.5) = 17 points
5. Mental Awareness, only to sense Astral Forms (-1), linked to Invisibility (-0.5) = 6 points

With this package, the character's physical body and astral form are separate, and the character cannot automatically return to their body by conscious choice (they still automatically return when stunned or knocked out). Instead, they must return to where they left their body, and hope it hasn't been moved. Astral Form is considered a Mental Power, and Mental

Awareness will detect both the character's body and astral form as using a Mental Power.

Desolidification

If a power will affect a character while desolidified, that character may use any powers with that special effect on others without having to take the +2 advantage to affect the real world.

Enhanced Senses

Clairsentience is part of the Unusual Senses group.

Mental Awareness costs 15 points. It is Sense Mental Powers with Range and Discriminatory.

Detects and Senses bought as part of any Sense Group bar the Unusual Sense Group receive all the benefits of belonging to that group (such as Discriminatory, Range, Targeting) without having to pay extra points.

Example: Holly Hostage can tell when magic is being used nearby. She can pay 15 points to have Sense Magic with Range and Discriminatory, or 5 points to have See Magic. If she has the latter, she automatically gains Range, Discriminatory and Targeting, but her sense will not work in situations where normal sight is useless (such as in darkness, when Flashed, or through a wall). If she has the former, she pays three times the points but can sense magic in situations where her sight is useless.

Extra-Dimensional Movement

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

Faster Than Light Travel

Desolidified characters may use Faster Than Light Travel within an atmosphere.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Flash

Flash automatically affects an entire Sense Group, and not a single Sense. When determining the effect of a Flash on the target, count the total rolled on the Flash dice and subtract the target's Flash Defence (if any). The result is the number of segments the target Sense Group is disabled.

Hand Attack

Hand Attack costs 5 Character Points for +1d6 hand-to-hand damage. This Power has a minimum cost of 10 points.

Invisibility

Invisibility costs a minimum of 30 Character Points to affect one sense (usually normal sight). Invisible characters only have a "fringe" around them if the Power has a -0.25 limitation.

Killing Attack – Hand to Hand

A character can add all damage classes derived from other sources (e.g. STR, velocity) to the damage classes bought for the Killing Attack to determine the total number of dice rolled.

Lack Weakness

Lack Weakness costs 2 Character Points for each -1 penalty to Tactics rolls to Find Weakness. There is no minimum cost.

Life Support

Life Support is a Special Power.

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.

Missile Deflection

This Standard Power allows characters to block incoming ranged attacks. Missile Deflection either affects physical and energy attacks or mental attacks: anyone wishing to deflect both types of attacks may purchase the power twice. It costs 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.

Regeneration

The minimum cost of Regeneration is 10 Character Points.

Stretching

Characters can double their non-combat Stretching for +5 Character Points.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Superleap

A character with this Movement Power can leap great distances. Normally, a character can leap forward 1" for every 5 excess STR, and upward 1" for every 10 excess STR if they have been running. These distances are halved if the character is jumping from a standing start.

Swimming

This Power costs 2 Character Points for each 1" of Swimming.

6. Power Advantages

Autofire

The maximum number of shots fired can be doubled for each +0.25 Advantage. There is an additional +1 Advantage if the Power is not applied against normal defences or if the Power does not require a normal To-Hit Roll.

Does Knockback

This Advantage enables attacks that normally do no Knockback to do Knockback. The attacker should compute the BODY rolled on the effect dice (even though the Power does not do BODY damage), and then roll normally for Knockback based on that BODY total.

Does Knockback Multiplier Cost: +0.25.

Hardened

One level of Hardening cancels both one level of AP and one level of Penetrating. Thus, a Penetrating AP attack against defence that has been Hardened (at +0.25) is treated as the attack without Penetrating or AP. A Penetrating Double AP attack would act as an AP attack against that defense.

Transdimensional

This Advantage allows the character to use a Power to affect other dimensions. Although normally applied to Clairsentience or Mind Scan,

Transdimensional can be used with any Power that is indirect or that has been purchased with the Advantage Indirect to the +0.5 or +0.75 level. For +0.5 (in addition to the cost of the Indirect), the character can use the Power on a single, other dimension. For +0.25 additional Advantage, the character can use the Power on a related group of dimensions (the outer planes, the nine hells, etc.) For +0.25 additional Advantage, the character can use the Power on any dimension.

Transdimensional does not involve any geographical distance; its user must still calculate range modifiers normally.

Example: Delaxor the Destroyer wants to create an attack that will work through all the elemental planes. He purchases a 12d6 Energy Blast with the Advantage "Indirect" (for +0.5). He then purchases the Advantage "Transdimensional" at the +0.75 level, which means that Delaxor can use the attack on a group of related dimensions (the elemental planes). The Active Cost is $60 \times (1 + 0.5 + 0.75) = 135$ points.

Transdimensional is an extremely potent Advantage. It is intended primarily for sensory Powers, not attacks, and its use should be regulated very carefully.

Transdimensional Multiplier Cost: +0.5 to use Power into a single dimension; +0.25 additional Advantage to use Power into related group of dimensions; +0.25 additional Advantage to use Power into all dimensions. Power must be indirect, or bought with the Advantage Indirect.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

7. 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.

Focus

Characters may have more than one focus for a power by spending 5 points for each doubling of foci (i.e. +5 points for two, +10 points for four, +15 points for eight, etc).

Example: Raider carries two swords. He pays 30 points for a 2d6 Hand Killing Attack, +5 points for a second focus for 35 points, times 1.5 for 0 END and divided by 2 for OAF for a total cost of 26 points.

Gradual Effect

A power with this Limitation has its effect spread out over a period of time. For example, a 6D6 Killing Attack with Gradual Effect 1 Hour would do 1D6 KA every 10 minutes. The first increment of damage is applied to the target immediately.

Targets of a Gradual Effect attack take no damage from the attack until the cumulative damage of the attack exceeds their defences.

Example: Psynapse is hit by a 3d6 Killing Attack with a gradual effect of five minutes. She has 8 resistant defence, and thus takes no BODY from the initial roll of 4 damage. After two and a half minutes, she takes another 5 damage for a total of 9, losing 1 BODY. Five minutes after the initial attack, Psynapse takes a further 3 damage for a total of 12. Her BODY drops by a further 3 points for a total loss of 4 BODY.

Gradual Effect is recommended for powers with the NND or AVLD Advantages, where the target takes all or none of the damage.

Gradual Effect Limitation: see table.

Time	Limitation
1 Turn	-0.5
1 Minute	-1
5 Minutes	-1.5
1 Hour	-2
5 Hours	-2.5
1 Day	-3
1 Week	-3.5
etc.	etc.

8. Power Frameworks

Elemental Control

The character must pay the full cost of the most expensive Power in an Elemental Control, and pays half the full cost of all other Powers in the Elemental Control.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

9. Disadvantages

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

- Accidental Change and 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 goes to meet witnesses and travels to crime scenes, and Slightly Important if the detective regularly works from home analysing police reports and sending in her conclusions to the police. Naturally, 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.

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, and constantly suffers from a runny nose when he's around his teammate, the Black Cougar. As a consequence, his Physical Disadvantage "Allergic to Cats" occurs Constantly at Mild Intensity, for $15 + 0 = 15$ pts. 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 $15 / 5 = 3$ pts.

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.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

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	8- chance to change
<i>Moderate</i>	+5pts	11- chance to change
<i>Strong</i>	+10pts	14- chance to change
<i>Total</i>	+15pts	automatically changes
IMPORTANCE		
<i>Slightly</i>	/5	as per default
<i>Greatly</i>	/2	as per default
<i>Extremely</i>	/1	as per default

Berserk

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 go berserk: 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		
<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	8- chance to affect, 14- chance to recover
<i>Moderate</i>	+5pts	11- chance to affect, 11- chance to recover
<i>Strong</i>	+10pts	14- chance to affect, 8- chance to recover
<i>Total</i>	+15pts	automatically affects, cannot recover voluntarily
IMPORTANCE		
<i>Slightly</i>	/5	will only attack cause of berserk
<i>Greatly</i>	/2	will attack cause of berserk, then attack nearest target
<i>Extremely</i>	/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 x1.5 modifier when calculating the value of the Disadvantage. If the character takes Killing damage, the additional modifier is x2 instead.

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		
<i>Rarely</i>	+0pts	as per default, very easy/difficult to obtain/lose
<i>Infrequently</i>	+5pts	as per default, easy/difficult to obtain/lose
<i>Frequently</i>	+10pts	as per default, difficult/easy to obtain/lose
<i>Constantly</i>	+15pts	as per default, very difficult/easy to obtain/lose

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

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 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 x1.5 modifier when calculating the value of the Disadvantage. If the character takes Killing damage, the additional modifier is x2 instead.

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		
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	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

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		
Rarely	+0pts	as per default
Infrequently	+5pts	as per default
Frequently	+10pts	as per default
Constantly	+15pts	as per default
INTENSITY		
Mild	+0pts	DNPC has superpowers as powerful as the character's
Moderate	+5pts	DNPC has superpowers less powerful than the character's
Strong	+10pts	DNPC is a normal person
Total	+15pts	DNPC is an incompetent person

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

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 (e.g. 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

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

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

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

10. Combat

Action Phases

An action that requires an Attack Roll does not automatically end a character's Action Phase, but any further actions must be carried out immediately. Characters cannot attack and then reserve their second half-phase action, nor attack and then perform another combat manoeuvre (e.g. Strike, then Dodge).

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Additional Combat Modifiers (p.148)

Modifier	Notes	OCV	DCV
Blinded	With a successful non-targeting Perception Roll	half H-to-H and at Range	-1
	Without a successful non-targeting Perception Roll	half H-to-H, 0 at Range	half
Unconscious	STUN damage is doubled before defenses are applied	cannot attack	0
Stunned	Must use next action to recover from being Stunned	cannot attack	half
Taking a Recovery	Not cumulative with Stunned	cannot attack	half

Revised Standard Combat Manoeuvres (p.153)

Manoeuvre	Phase	OCV	DCV	Effects
Block	half	+0	+0	stops attack, abort
Brace for Accuracy	0	+2	half	OCV bonus vs range penalties only
Disarm	half	-2	+0	STR roll to disarm
Dive for Cover	half	+0	+0	move away, abort
Dodge	half	NA	+5	vs all attacks, abort
Escape	varies	+0	+0	STR roll to escape, abort
Grab	half	-1	-2	grab, STR roll to hold, STR damage
Haymaker	half	+0	-5	x1.5 STR damage, takes extra Phase

Manoeuvre	Phase	OCV	DCV	Effects
Move By	full	-2	-2	STR/2+v/2 damage, hurts attacker
Move Through	full	-v/2	-3	STR+v damage, hurts attacker
Resist Knockback	half	+0	half	STR/5 knockback resistance
Roll with Blow	half	-2	-2	take half damage, abort after attack
Set	full	+1	+0	
Shove	half	+0	+0	STR roll to shove
Sweep	full	-2	half	attack multiple targets
Strike	half	+0	+0	STR damage
Throw	half	-1	-1	STR+v/2 damage, target falls

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

11. Combat Manoeuvres

Block

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 you make the roll with a -2 penalty, the attack is Blocked.

Choke Hold

Characters rendered unconscious by a Choke Hold take 1 BODY in each of their phases and the Choke Hold damage in each of the attacker's phases.

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.

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.

A Grabbed character is at -1 OCV and half DCV. Some attacks may not be possible when Grabbed, e.g. a flying kick or using a sword when your arms are Grabbed. Grabbed characters using a Medium or Long weapon

incur an additional OCV penalty of -2 and -4 respectively.

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 BODY 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 (i.e. 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 a maximum of 1". You must move with the opponent (even if this makes the distance traveled in a Phase greater than a Half Move) 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.

X-Men Campaign Rules Supplement

Gary Johnson (garyjohnson@uq.net.au) © January 2002

Move By and Move Through

Both manoeuvres inflict damage derived from your Strength and your velocity in inches per segment. Moving at velocities of greater than 30"/segment inflicts damage as indicated on the following table. Moving at Mach One is worth +40d6 damage and at escape velocity is worth +60d6 damage.

Damage From Velocity greater than 30 inches per segment

<i>"/seg</i>	<i>d6</i>	<i>"/seg</i>	<i>d6</i>	<i>"/seg</i>	<i>d6</i>
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

A successful Shove will move the opponent back a maximum of 1". You may move with the target, even if this makes the distance traveled in a Phase greater than a Half Move. Shoving does no damage unless the opponent is Shoved into a fixed object, which will inflict your Strength damage.

An attacker using one hand instead of two has a -5 penalty to effective Strength.

12. Miscellaneous

Killing Attacks

Characters add all damage classes derived from other sources (e.g. STR, velocity) to the damage classes bought for the Killing Attack to determine the maximum number of dice rolled.

Saving a Dying Character

A character who attempts a Paramedic roll on a dying character and does not roll well enough to stabilise the victim's condition will be able to halt the lose of BODY if the result of the die roll would have made an unmodified Paramedic roll for as long as the character continues to perform Paramedic.

Pushing

Characters may Push a Power by up to 5 Character Points. They must pay 1 point of END for each point they wish to Push the power to a maximum of 5 END, and then attempt an EGO roll. The Power increases by 1 Character Point for each point by which they make their EGO rolls, to a maximum equal to the amount of END spent.

Presence Attacks

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