

# Marvel Super Hero - Expanded



**Marvel Super Hero - Expanded (MSH-X)** is a Role-Playing Game (RPG) system that is an adaptation of the MARVEL SUPERHERO ADVANCED Set RPG, using the FASERIP system. MSH-X is expanding on the rules, which can be referred to as FASECRIP, and is intended to be a universal system, one that spans multiple game genres, sometimes at the same time. While the focus in this book is on the superhero genre, MSH-X is designed to be one set of rules base for either superhero, gothic, or space opera campaigns and with no rule changes between them.

## Dice

MSH-X uses “percentile dice”, two differently colored ten-sided dice with one die designated the “tens” die and the other the “ones” die. Whenever the rules state roll d% roll both dice to generate a number between 1 (dice show “0” and “1”) and 100 ( both dice show “0”).

Example: Richard rolls d%. The “tens” die comes up 8 and the “ones” die comes up 3, for a roll of 83.

# 1: Heroes

## Definition: What is a Hero?

A hero is an individual who uses their talents and abilities for the good of others as opposed to their own good. In the **MSH-X RPG** the players take on the roles of heroes in a Super Powered Universe. A hero who is being controlled by a player is called a Player-Character or PC. One that is being run by the Judge, including most opponents and supporting characters, is called a Non-Player Character or NPC.

## Traits

Characters are defined by their traits. These traits determine their chances of performing certain actions in the game. There are three types of traits: primary, secondary, and special. Traits are given a rank number to define their levels of power.

There are eight primary traits: Fighting, Agility, Strength, Endurance, Charisma, Reason, Intuition, and Psyche. These primary traits are shared by all characters -- they are a measuring stick of how well a character can perform certain acts. Primary traits are also called fixed traits because while they may be improved over time, they do not normally change from adventure to adventure. All primary traits have a rank number.

Secondary traits are Health, Spirit, Karma, Resources, Appearance, and Popularity. These are sometimes called variable traits, as they may change within the course of a single adventure. All normal individuals and most characters the players encounter have secondary traits. Secondary traits may be defined by ranks or separate numbers.

Special traits are skills and traits that are not common to all characters, and indeed may be unique to a particular character. These include all Abilities, Talents, Equipment, and Contacts. Special traits use rank numbers or modify existing rank numbers.

**Ranks and Rank Numbers:** Traits are often grouped by a Rank Value. Rank Values are the numerical representation of Traits and power levels in MSH-X. Rank Values range from 0 to 1000. Most characters will have Rank Values in the 1-50 range, with exceptionally powerful characters having Rank Values of 51 or greater. Although no character may have a Rank Value of 0, characters may be reduced to the rank of 0 in special situations. Here is a comparison of the different Rank Values:

Rank	Rank Range	Standard Rank Value
Shift 0	0	0
Feeble	01 - 02	2
Poor	03 - 04	4
Typical	05 - 07	6
Good	08 - 15	10
Excellent	16 - 25	20
Remarkable	26 - 35	30
Incredible	36 - 45	40
Amazing	46 - 55	50
Fantastic	56 - 64	60
Spectacular	65 - 76	70
Monstrous	77 - 86	80
Wondrous	87 - 95	90
Unearthly	96 - 125	100
Shift X	126 - 175	150
Shift Y	176 - 350	250
Shift Z	350+	500

### Optional Alternate Rank Names

*Although not necessary, Judges may wish to assign different names to the various Rank Value ranges as a means of adding additional flavor. The following is a list of suggested alternate names.*

01 - 02 Pathetic, Doddering, Weak  
03 - 04 Awful, Inferior, Shabby  
05 - 07 Expected, Average, Common  
08 - 15 Acceptable, Accomplished, Competent  
16 - 25 Superb, Exceptional, Skillful  
26 - 35 Striking, Extraordinary, Great  
36 - 45 Marvelous, Super, Unbelievable  
46 - 55 Preposterous, Astounding, Legendary  
56 - 64 Ludicrous, Outrageous, Sensational  
65 - 76 Improbable, Ridiculous, Impossible  
77 - 86 Immensely, Colossal, Monumental  
87 - 95 Miraculous, Inconceivable, Awesome  
96 - 125 Astonishing, Indescribable, Unthinkable

The rank value includes all the rank numbers for that range. A character with a Strength of 15 can be said to have *Good* Strength. The character rank numbers above the rank range are for use with existing characters in your campaign. For example, a NPC sheriff has *Remarkable* Fighting ability (his initial rank number is 30). A new character entering the campaign with *Remarkable* Fighting ability would have a rank number of 26. This is because established characters in the campaign can be assumed to have been improving their skills over some time.

Let's look at those traits in detail.

## Primary Traits

### FIGHTING:

- A measure of raw combat ability
- Used to determine if the character lands a blow in hand-to-hand (called Bashing) combat
- Used to determine if a character evades a blunt attack
- Used to determine if a multiple combat attack or other FEAT involving hand-to-hand combat is successful
- Used to determine the secondary ability known as Health

### AGILITY:

- A measure of dexterity and nimbleness
- Used to determine if the character hits with a thrown or aimed weapon at a distance
- Used to determine if the character dodges a missile attack
- Used to determine if the character catches an object, holds onto a ledge, or successfully performs actions that require quick action or co-ordination
- Used to determine how well a character handles a vehicle
- Used to determine the secondary ability known as Health

### STRENGTH:

- A measure of physical muscle power
- Used to determine damage inflicted in bashing combat
- Used to determine success and damage in wrestling combat and success in Grabbing, Escaping, and Blocking maneuvers
- Used to determine success in destroying materials
- Used to determine if a character can lift a heavy object or perform other acts that require physical power
- Used to determine the secondary ability known as Health

### ENDURANCE:

- A measure of personal toughness and physical resistance
- Used to determine normal moving speed
- Used to determine success in charging attacks
- Used to determine success in avoiding the effects of disease, poison, and gas
- Used to determine success in matters that require the character to perform actions over a long period of time, such as holding one's breath
- Used to determine the secondary ability known as Health
- Used to resist the effects of Slams, Stuns, and Kill results directed against the hero
- Used to determine the amount of Health regained by a wounded individual

### **CHARISMA:**

- A measure of a character's force of personality, persuasiveness, guile, personal magnetism, and ability to lead
- Used to attempt to influence others
- Used to gain favors, information, and equipment from Contacts
- Popularity can add modifiers (either positive or negative) to FEAT rolls as determined by Judge
- Used to determine the secondary ability known as Spirit

### **REASON:**

- A measure of intelligence and the capacity for logical thought
- Used to determine the character's success in building things
- Used to determine the character's success in understanding unknown technology and languages
- Used to determine the secondary ability known as Spirit

### **INTUITION:**

- A measure of wisdom, wits, common sense, and battle reflexes
- Used to discover clues
- Used to determine who may act first in combat (Initiative)
- Used to detect hidden or potentially dangerous items, as well as in situations where the character plays a hunch
- Used to resist effects of emotion control powers, spells, and traits
- Used to determine the secondary ability known as Spirit

### **PSYCHE:**

- A measure of mental strength and willpower
- Used to show resistance to mental and will-dominating attacks
- Used to determine resistance to magical attacks
- Used to determine initial Magical traits for those characters who wield magic
- Used to determine the secondary ability known as Spirit

## **Secondary Traits**

### **HEALTH:**

- Used to determine the amount of physical damage the character can absorb before losing consciousness and potentially dying
- Does not have a rank or rank number, but rather is the sum of the rank numbers of the character's Fighting, Agility, Strength, and Endurance
- Lost through combat, accidents, attacks, and other potentially dangerous and life-threatening situations

- Recovered after damage is taken, 10 turns after damage is inflicted
- Regained through normal healing by the Endurance rank number of points per day (in crisis situations, Health may be figured as regained by the hour or turn. See the table under Healing)
- If reduced to 0, the character is unconscious and may begin to lose Endurance ranks. (See Life, Death, and Health)

### **SPIRIT:**

- Used to determine the amount of mental/spiritual damage the character can absorb before losing consciousness and potentially going insane or catatonic
- Does not have a rank or rank number, but rather is the sum of the rank numbers of the character's Charisma, Reason, Intuition, and Psyche
- Lost through psionic attacks, drugs, and other potentially dangerous mind-threatening situations
- Recovered after damage is taken, 10 turns after damage is inflicted
- Regained through normal healing by the Psyche rank number of points per day
- If reduced to 0, the character is unconscious and may begin to lose Psyche ranks

### **KARMA:**

- Used by the hero as a measure of experience, allowing the hero to perform actions that may otherwise be impossible
- Does not have a rank or rank number. Starting Karma is determined when the character is created by the sum of the Initial rank numbers of the character's eight Primary Traits (F+A+S+E+C+R+I+P) and the highest power Rank
- Gained through performing heroic and basically "honorable" acts
- Lost through performing selfish, harmful, or "dishonorable" acts
- May be spent by the player-character to perform actions otherwise impossible or unlikely. These include modifying die rolls, staying alive, building things, using magical traits, and raising the hero's ability rank numbers and ranks through advancement

### **RESOURCES:**

- A measure of how wealthy a character is, and how the character may use that wealth
- Generated when the character is created
- Presented as a rank with a rank number
- Used to determine if a character can afford a particular item or service
- See under Resources FEATs in the next chapter for full effects of Resources

### **APPEARANCE:**

- A measure of how physically attractive a character is

- Generated when the character is created
- Presented as a rank with a rank number
- Used to adjust Influence FEATs
- Used to influence individuals that would be attracted to the character's gender

### **POPULARITY:**

- A measure of the character's reputation in that character's normal environment
- Generated when the character is created
- Represented as a rank and rank number. Heroes generally have positive Popularity. Villains generally have negative Popularity
- Used to determine reactions of large groups of people and neutral NPCs
- Used to gain favors, information, and equipment from NPCs that do not know the Character personally (relying on reputation)
- Charisma can add modifiers to FEAT rolls as determined by Judge

## **Special Traits**

### **ABILITIES:**

- Super-human abilities possessed by individual characters
- Used to perform actions above and beyond the limits of normal mortals
- Each Ability is individual. Abilities may have a rank number, or modify an existing primary or secondary trait rank
- May be improved through expenditure of Karma. New abilities may be added at a risk to the player character
- Full list of abilities found in Appendix B

### **TALENTS:**

- Non-super-human traits that may be possessed by characters in your campaign
- Used to perform specialized actions at a specific benefit
- Are individual; modify an existing primary or secondary ability rank, or provide special traits
- May be learned as a hero gains experience
- Full list of Talents found in Appendix C

### **CONTACTS:**

- Represent social, political, and personal friends and allies through whom the character may gain information and equipment
- Have no rank number. Contacts are considered as Friendly to the character for purposes of determining reactions
- May be increased through spending of Karma, or performing missions for that Contacts
- Standard Contacts are described in full in Appendix D

## **Character Creation**

The MSH-X allows two types of characters: Modeled characters, based on Copyrighted

material that would fit in the campaign's genre; and generated characters created by the players. The labels "generated:" and "modeled" have no bearing once play begins.

Modeled characters have the advantage of being "ready-to-play" as well as being a recognized part of the genre. When playing an established/famous character, however, the player is free from all effects of the ever-changing history or story except those that the Judge chooses to inflict upon the player.

Modeled characters always have the Standard Rank Values as their starting rank number. This represents the fact that the heroes noted have had some adventuring history before play in the genre's Campaign begins.

## Generated Characters

The following system is for creating new characters in the MSH-X. Generated characters have an advantage in that they are individuals created by the player and in that form they are unique. Their disadvantages are that they begin the campaign weaker than Modeled characters, they lack background and their powers are more standardized than those of modeled characters.

Character generation has five steps:

- Generate an origin
- Generate a sub-form
- Generate primary abilities
- Generate secondary abilities
- Generate special abilities
- Generate a weakness
- Generate talents
- Generate contacts
- Fill in the blanks

## ORIGINS

The MSH-X game has five types of origins. each with certain advantages and disadvantages. Origins are used only for generated characters as a base for those characters. Modeled characters have their own specific origins.

The player desiring a generated character must either choose an origin from those below or roll on the table below for an origin. Those that roll on the table must take the specific type of hero rolled. (No second thoughts.)

Dice Roll	Origin
01-20	Natural
21-40	Magic
41-60	Mutant
61-80	Science
81-100	Technology

- *Natural:* your amazing talents come from intense training and innate abilities. You might have been driven to physical excellence by some all-encompassing desire for perfection or revenge, or perhaps you are not human at all, and possess powers natural to your race. With your natural origin you have to rely on your cunning and skill.
- *Magic:* You receive your powers from a magical source. These abilities might come from a mystical artifact bestowed upon you, the mastery of numerous magical spells, or pacts made with powerful dimensional entities.
- *Mutant:* You were born with abilities which set you apart from the rest of humankind. Your powers manifested at birth, puberty, or possibly adulthood. Mutants are often viewed with awe and fear by those who don't understand them.
- *Science:* You received your powers either through purposeful scientific inquiry or some accident gone awry. You have since learned to harness your new-found abilities, becoming a powerful force in the world.
- *Technology:* You derive your powers from technological devices, from suits of high-tech body armor to powerful energy weapons. Few have been able to duplicate the amazing technology which lies behind your gadgets. You need not be a brilliant inventor; you may have acquired these items from another source.

## SUB-FORM

Once the Character's Origin has been established, the Player can either choose or randomly roll what Sub-Form their Origin takes. The Sub-Form defines the Origin more precisely and indicates what advantages/disadvantages a Character starts out with and what column they will roll from to generate their Primary Abilities. Sub-Form lists and descriptions are found in Appendix A.

## NATURAL

Dice Roll	Natural Sub-form	Roll Column
01-26	Intense Training	3
27-52	Equipment	2
53-63	Magic training	2
64-74	Humanoid Race	5
75-84	Demihuman	4
85-89	Diety	5
90-91	Dimensional being	5
92-95	Animal or Vegetable	1
96	Mineral	2
97	Liquid Lifeform	5
98	Gaseous Lifeform	5

Dice Roll	Natural Sub-form	Roll Column
99	Energy Body	5
100	Ethereal	1

## MAGIC

Dice Roll	Magic Sub-form	Roll Column
01-26	Mystic Item/Artifact	2
27-52	Magically Altered	1
53-63	Magic training	2
64-75	Homo Magi	2
91-94	Demihuman	4
95-97	Dimensional being	5
98*00	Diety	5
	Ethereal	1
	Undead	1
	Liquid Lifeform	5
	Gaseous Lifeform	5
	Animal or Vegetable	1
	Mineral	2

## MUTANT

Dice Roll	Mutant Sub-form	Roll Column
01-26	Induced Mutation	1
27-52	Random Mutation	1
53-63	Breed Mutant	1
64-74	Humanoid Race	5
75-77	Demihuman	4
	Animal or Vegetable	1
	Mineral	2

## SCIENCE

Dice Roll	Science Sub-form	Roll Column
01-26	Altered Human	1
27-52	Genetic Experiment	1
53-63	Surgical Composite	2
64-74	Modified Human	1
75-77	Bionics	3
	Abnormal Biochemistry	2
	Energy Body	5
	Liquid Lifeform	5
	Gaseous Lifeform	5
	Animal or Vegetable	1
	Mineral	2

## TECHNOLOGY

Dice Roll	Technology Sub-form	Roll Column
01-26	Cyborg	3
27-52	Robot	4
53-63	Android	4
64-74	Armor Exoskeleton	2
75-77	Devices	2

## GENERATING PRIMARY ABILITIES

Each origin sub-form uses one of the following columns on the Random Ranks Table. Roll for each of the eight primary abilities on this table.

Rank Name	Initial rank number	1	2
Feeble	1	01-05	01-05
Poor	3	06-10	06-25
Typical	5	11-20	26-75
Good	8	21-40	78-95
Excellent	16	41-60	96-00
Remarkable	26	61-80	-
Incredible	36	81-96	-
Amazing	46	97-00	-
Fantastic	56	-	-

	3	4	5
Feeble	01-05	01-05	01-10
Poor	06-10	06-10	11-20
Typical	11-40	11-15	21-30
Good	41-80	16-40	31-40
Excellent	81-95	41-50	41-60
Remarkable	96-00	51-70	67-70
Incredible	-	71-90	71-80
Amazing	-	91-98	81-95
Fantastic	-	99-00	96-00

## ABILITY MODIFIER TABLE

Dice	Modification
01-15	Reduce by one rank
16-50	Remain unchanged
51-70	Increase by one rank
71-85	Increase by two ranks
86-95	Increase by three ranks
96-00	Increase by four ranks

Unless noted otherwise, no ability may be modified in any fashion below Feeble or above Spectacular.

Example: For a first hero, I'd like to create a Normal Human, and as such bypass the Origins table. Going to the Primary Abilities table, I roll once for each ability, with the following results:

Fighting:	(Roll a 36)	TYPICAL
Agility:	(roll a 12)	TYPICAL
Strength:	(Roll a 07)	POOR
Endurance:	(Roll a 38)	TYPICAL
Charisma:	(Roll a 93)	EXCELLENT
Reason:	(Roll a 45)	GOOD
Intuition:	(Roll a 67)	GOOD
Psyche:	(Roll a 82)	EXCELLENT

Now, looking at the description of Normal Humans above, one primary ability may be raised. I'm more than a little concerned about the low Strength, but I can get more bonus to my Health by raising Fighting from Good to Excellent. initial Rank numbers are the minimum for that rank. The Altered Human's initial stats are:

F	16	EX
A	5	TY
S	3	PR
E	8	GD
C	16	EX
R	16	EX
I	26	RM
P	26	RM

## GENERATING SECONDARY ABILITIES

**Generating Health:** Total the initial rank numbers of the Fighting, Agility, Strength, and Endurance abilities. This is the starting Health of the character.

**Generating Spirit:** Total the initial rank numbers of the hero's Charisma, Reason, Intuition, and Psyche abilities.

**Generating Karma:** Total the initial rank numbers of the hero's Fighting, Agility, Strength, Endurance, Charisma, Reason, Intuition, and Psyche abilities.

**Generating Resources:** Initial Resources are Typical, modified by a roll on the Ability Modifier Table. Resources values can be different with Genre Origins and campaign style. Starting Resources may be further modified by buying additional Abilities, Contacts, or Talents.

When a character is first generated, the hero may "purchase" additional Abilities, Talents, and

Contacts up to his maximum allowance, by reducing his starting Resources. This "purchase" must be made after the number of Abilities, Talents, and Contacts is determined, but before any specific choices are made. Such Resources deductions are permanent.

- For each additional Talent or Contact "purchased" above the initial number, reduce initial Resources by one rank.
- For each additional Ability gained, reduce the Resources by two ranks.
- Remember that mutants are always reduced by one rank in Resources.

Resource reductions lower than the Feeble rank are not permitted.

**Generating Popularity:** Initial Popularity is 0 for most starting characters. The Judge may leave it at that, or may raise or lower initial Popularity due to Genre factors.

Characters may start with negative Popularity. Using this negative Popularity may result in loss of Karma. (Click here for more info on Popularity FEATs.)

**Generating Appearance:** Characters begin the game with an Appearance of Typical, followed by a roll on the ability modifier table. Mutants reduce this by -1CS (note that the randomness still allows for a good-looking mutant, there's just not as many). The Judge may allow players to set a specific stat if the player can come up with a good enough reason, and modeled characters can have their Appearance stat set by the player (subject to the Judge's approval, of course). New characters may be allowed to trade in powers, talents, and contacts for Appearance ranks (+1CS per trade-in.)

## GENERATING SPECIAL ABILITIES

**Generating Powers:** The number of Abilities initially available to the hero is determined by a dice roll on the Abilities, Talents, and Contacts Table. Each category (Abilities, Talents, and Contacts) is rolled separately.

## ABILITIES, CONTACTS, AND TALENTS TABLE

Dice Roll	Powers	Talents	Contacts
01-12	1/3	0/3	0/2
13-26	2/4	1/4	0/4
27-41	3/5	1/6	1/4
42-55	4/6	2/4	2/4
56-66	5/7	2/6	2/6
67-75	2/8	2/8	3/3

Dice Roll	Powers	Talents	Contacts
76-83	7/9	3/4	3/4
84-89	8/10	3/6	3/6
90-94	9/12	4/8	4/4
95-97	10/12	4/4	4/5
98-99	12/14	5/6	5/5
100	14/18	6/8	6/6

The number before the slash represents the initial number of Abilities (or Talents, or Contacts), while the number after the slash is the maximum number of Abilities. Initial number of Abilities represents the number of Abilities the hero has. Maximum number of Abilities represents the absolute maximum number of Abilities with which the hero may start the game, including Powers gained through the sacrifice of Resource ranks.

Roll the percentile dice once for each Power on the Power Categories Table below. The Power Categories Table determines only the general type of Power the hero has, such as Mental Powers, or Powers that aid movement. The player then goes to the list of those powers and chooses the Power he or she will use with the character. Notice that some of the entries have numbers to their left. If you are a fan of ultimate random roll, take a ten sided-die and roll once under that column, then take that Power for your character. (No, you won't get some of the better powers, but that's what happens when you let the dice think for you.)

Powers are only here in fist form. A full summary of these Powers is found in Appendix B. They are located there only because it doesn't make sense to occupy the bulk of the early part of the book with miles of power descriptions. Note that these Power descriptions are generic in nature, and that individual pre-generated characters may have their own "quirks" and specialties with a Power (just having Teleport does not turn your hero into Nightcrawler).

Certain Powers are marked by a star. These Powers count as two Powers, as the abilities therein are rare or powerful or both. If the hero does not have the number of Powers available, the player cannot choose this Power.

Certain other Powers list a second Power in their description. These are Bonus Powers. If the player chooses one of these Powers for his or her hero, the hero gains the bonus Power as well. This Power takes the place of the player's next die roll. The hero may drop other Powers in order to make room for a Bonus Power, but should not have more Powers than originally rolled. Most Powers require a Power rank. Such Power ranks for all heroes are rolled on column

4 of the Random Ranks Table. Some Powers will have a minimum or maximum initial rank. These are noted in the Power Listings in Appendix B.

### POWER CATEGORIES TABLE

01-05	Defensive (D)
06-11	Detection (DT)
12-16	Energy Control (EC)
17-24	Energy Emission (EE)
25-29	Fighting (F)
30-31	Illusionary (I)
32-35	Lifeform Control (L)
36-40	Magic (MG)
41-47	Matter Control (MC)
48-53	Matter Conversion (MCo)
54-57	Matter Creation (MCr)
58-71	Mental Enhancement (M)
72-85	Physical Enhancement (P)
86-88	Power Control (PC)
89-92	Self-Alteration (S)
93-00	Travel (T)

### POWER LISTINGS

Die Roll	Defensive Power	(code)
01-15	Body Armor	D1
16-20	Force Field	D2
21-23	Force Field vs Emotion	D3
24-30	Force Field vs Energy	D4
31-35	Force Field vs Magic	D5
36-40	Force Field vs Mental	D6
41-48	Force Field vs Physical	D7
49-50	Force Field vs Power Manipulation	D8
51-53	Force Field vs Vampirism	D9
54-65	Reflection	D10
66-70	Resist: Emotion	D11
71-77	Resist: Energy	D12
78-82	Resist: Magic	D13
83-87	Resist: Mental	D14
88-94	Resist: Physical	D15
95-97	Resist: Power Manipulation	D16
98-00	Resist: Vampirism	D17
Die Roll	Detection Power	(code)
01-02	Abnormal Sensitivity	DT1
03-04	Circular Vision	DT2

Die Roll	Detection Power	(code)
05-10	Energy Detection	DT3
11-14	Environmental Awareness	DT4
15-20	Extradimensional	DT5
21-28	Hyper-Hearing	DT6
29-34	Hyper-Olfactory	DT7
35-40	Hyper-Touch	DT8
41-42	Life Detection	DT9
43-44	Magic Detection	DT10
45-50	Microscopic Vision	DT11
51-54	Penetration Vision	DT12
55-56	Power Detection	DT13
57-58	Psionic Detection	DT14
59	Radarsense	DT15
60-62	Sonar	DT16
63-69	Telescopic Vision	DT17
70-79	Thermal Vision	DT18
80-90	Tracking	DT19
91-94	True Sight	DT20
95-98	UV Vision	DT21
99-00	Weakness Detection	DT22
Die Roll	Energy Control	(code)
01-07	Absorption Power	EC1
08-10	Catalytic Control	EC2
11-15	Coldshaping	EC3
16-18	Darkforce Manipulation	EC4
19-25	Electrical Control	EC5
26-28	Energy Control	EC6
29-31	Energy Solidification	EC7
32-36	Energy Sponge	EC8
37-38	Energy Vampirism	EC9
39-45	Fire Control	EC10
46-49	Gravity Manipulation	EC11
50-53	Hard Radiation Control	EC12
54-59	Kinetic Control	EC13
60-66	Light Control	EC14
67-73	Magnetic Manipulation	EC15
74-77	Plasma Control	EC16
78-80	Radiowave Control	EC17
81-84	Shadowshaping	EC18
85-90	Sound Manipulation	EC19
91-97	Thermal Control	EC20



Die Roll	Energy Emission	(code)
01-10	Cold Generation	EE1
11-20	Electrical Generation	EE2
21-22	Energy Doppelgänger	EE3
23-34	Fire Generation	EE4
35-37	Hard Radiation	EE5
38-42	Heat	EE6
43-52	Kinetic Bolt	EE7
53-62	Light Emission	EE8
63-72	Magnetism	EE9
73-75	Plasma Generation	EE10
76-78	Radlowave Generation	EE11
79-83	Shadowcasting	EE12
84-93	Sonic Generation	EE13
94-00	Vibration	EE14
Die Roll	Fighting Power	(code)
01-20	Berserker	F1
21-60	Martial Supremacy	F2
61-75	Natural Weapon	F3
	Unique Weapon*	
76-80	Weapons Creation*	F4
81-00	Weapons Tinkering	F5
Die Roll	Illusory Powers	(code)
01-15	Animate Image	I1
16-70	Illusion Casting*	I2
71-85	Illusory Invisibility	I3
86-00	Illusory Duplication	EC4
Die Roll	Lifeform Control Power	(code)
01-14	Biophysical Control*	L1
15	Bio-Vampirism*	L2
16-18	Body Transformation - other	L3
19-26	Emotion Control	L4
27-32	Exorcism	L5
33-34	Force Field vs Hostiles	L6
35	Forced Reincarnation	L7
36-39	Grafting*	L8
40-51	Hypnotic Control	L9
52-60	Mind Control*	L10
61-62	Mind Transferral*	L11
63-65	Neural Manipulation	L12
66	Plague Carrier	L13

Die Roll	Lifeform Control Power	(code)
67-69	Plant Control	L14
70-71	Plant Growth	L15
72-80	Sense Alteration	L16
81-83	Shapechange - Other*	L17
84-89	Sleep-Induced	L18
90	Spirit Storage	L19
91-95	Summoning	L20
96-00	Undead Control	L21
Die Roll	Magical Power	(code)
01-08	Enchantment*	MG1
09-15	Energy Source	MG2
16-17	Internal Limbo	MG3
18-25	Magic Control*	MG4
26-28	Magic Creation*	MG5
29-33	Magic Domination	MG6
34-39	Magic Transferral	MG7
40-41	Magic Vampirism	MG8
42-71	Magic Spells	MG9
	Probability Control	
72-77	Reality Alteration*	MG10
78-79	Spirit Vampirism*	MG11
80-95	Sympathetic Magic	MG12
96-00	Warding	MG13
Die Roll	Matter Control Power	(code)
01-05	Bonding	MC1
06-17	Collection	MC2
18-22	Crystallization	MC3
23-29	Diminution	MC4
30-39	Disruption	MC5
40-46	Enlargement	MC6
47-51	Geoforce	MC7
52-61	Matter Animation*	MC8
62-68	Machine Animation*	MC9
69-73	Micro-Environment	MC10
74-83	Molding	MC11
84-93	Weather	MC12
94-00	Zombie Animation*	MG13
Die Roll	Matter Conversion Power	(code)
01-10	Coloration	MCo1

Die Roll	Matter Conversion Power	(code)
11-25	Combustion	MCo2
26-45	Disintegration	MCo3
46-70	Elemental Conversion*	MCo4
71-80	Ionization	MCo5
81-00	Molecular Conversion*	MCo6
Die Roll	Matter Creation Power	(code)
01-10	Artifact Creation*	MCr1
11-24	Elemental Creation	MCr2
25-29	Lifeform Creation*	MCr3
30-35	Mechanical Creation*	MCr4
36-59	Missile Creation	MCr5
60-69	Molecular Creation	MCr6
70-88	Spray	MCr7
89-00	Webcasting	MCr8
Die Roll	Mental Enhancement Power	(code)
01-04	Clairaudience	M1
05-08	Clairvoyance	M2
09-11	Communicate w/ Animals	M3
12	Communicate w/ Cybernetics	M4
13	Communicate w/ Non-Living	M5
14-15	Communicate w/ Plants	M6
16	Cosmic Awareness*	M7
17-22	Danger Sense	M8
23	Dreamtravel	M9
24-26	Empathy	M10
27	Free Spirit*	M11
28-31	Hallucinations*	M12
32-40	Hyper-Intelligence	M13
41-47	Hyper-Invention	M14
48	Incarnation Awareness	M15
49-58	Iron Will	M16
59-65	Linguistics	M17
66	Mental Duplication	M18
67	Mental Invisibility	M19
68-69	Mental Probe	M20
70-72	Mind Blast	M21
73	Mind Drain	M22
	Omni-Knowledge	
74	Postcognition	M23
75	Precognition*	M24
76	Psionic Vampirism*	M25

Die Roll	Mental Enhancement Power	(code)
77-78	Remote Sensing	M26
79	Sensory Link	M27
80	Serial Immortality*	M28
81	Speechthrowing	M29
82-85	Telekinesis	M30
86	Telelocation	M31
87-96	Telepathy	M32
97-00	Total Memory	M33

Die Roll	Physical Enhancement Powers	(code)
01-14	Armor Skin	P1
15-28	Body Resistance	P2
29-30	Chemical Touch	P3
31-33	Digestive Adaptation	P4
	Hyper-Endurance	
	Hyper-Intake/Expulsion	
34-40	Hyper-Speed	P5
	Hyper-Strength	
41-42	Hypnotic Voice	P6
43-45	Lung Adaptability	P7
46-47	Pheromones	P8
48-60	Regeneration*	P9
61-62	Self-Revival*	P10
63-67	Self-Sustenance	P11
68-71	Stealth	P12
72-76	Suspended Animation	P13
77-78	True Invulnerability*	P14
79-82	Vocal Control	P15
83-90	Waterbreathing	P16
91-00	Water Freedom	P17

Die Roll	Power Control Powers	(code)
01-08	Control*	PC1
09-12	Creation	PC2
13-18	Domination*	PC3
19-23	Duplication	PC4
24-37	Energy Source	PC5
38-39	Energy Source Creation*	PC6
40-49	Focus	PC7
50-55	Gestalt	PC8
56-60	Nemesis	PC9
61-64	Power Transferral	PC10
65-73	Power Vampirism*	PC11

Die Roll	Power Control Powers	(code)
74-83	Residual Absorption	PC12
84-96	Selection	PC13
97-00	Weakness Creation*	PC14

Die Roll	Self-Alteration Powers	(code)
01-02	Age-Shift	S1
03-09	Alter Ego	S2
10	Anatomical Separation	S3
11-13	Animal Transformation	S4
14-19	Animal Mimicry	S5
20-21	Blending	S6
22-27	Body Adaptation*	S7
28-30	Body Transformation*	S8
31-33	Body Coating	S9
34-37	Bouncing Ball	S10
38	Chemical Mimicry	S11
	Collective Mass	
39-42	Elongation	S12
43-44	Energy Body*	S13
45-49	Energy Sheath	S14
50-55	Evolution	S15
56-57	Growth	S16
58	Imitation - Face Changer	S17
59-60	Imitation - Changeling	S18
61	Invisibility	S19
62	Mass Decrease	S20
63	Mass Increase	S21
64-67	Phasing	S22
68-70	Physical Gestalt	S23
71	Plant Mimicry	S24
72-74	Plasticity	S25
75-78	Prehensile Hair	S26
79-81	Self-Duplication*	S27
82-84	Self-Vegetation	S28
85-90	Shapeshifting	S29
91-94	Shrinking	S30
95-99	Spirit Gestalt	S31
100	Two-dimensionality	S32

Die Roll	Travel Powers	(code)
01-02	Astral Body	T1
03-06	Carrier Wave	T2
07-10	Dimension Travel	T3

Die Roll	Travel Powers	(code)
11-12	Energy Path	T4
13-14	Floating Disc	T5
15-20	Gateway*	T6
21-26	Gliding	T7
27-28	Hyper-Digging	T8
29-34	Hyper-Leaping	T9
35-42	Hyper-Running	T10
43-46	Hyper-Swimming	T11
47-52	Levitation	T12
53-56	Rocket	T13
57-58	Skywalk	T14
59-64	Spiderclimb	T15
	Spinner	
65-72	Teleport Self*	T16
73-76	Teleport Others*	T17
77-78	Telereformation	T18
79-80	Time Travel*	T19
81-82	Troubleseeker	T20
83-93	True Flight	T21
94-97	Water Walking	T22
98-00	Whirlwind	T23

Powers may be natural or be the result of hi-tech or mystical equipment. Equipment the hero starts with is considered specialized for that hero, and if others use that equipment they will do so at a disadvantage. (Example -- anyone can use Cap's Shield to hide behind, but bouncing it off three walls is another matter) Check under the Building Things section for others using a hero's own equipment. A player may invest some common item (sword, handgun, locket, etc.) with powers in this fashion. All other abilities of that item are the same, with the material strength raised according to the Ability Modifier Table, adding 15 to any die roll (30 becomes 45). High technology heroes gain all their powers through equipment; mutants must have more natural Powers than equipment; and all other types may use a mixture of the two. (The definition of equipment is things that may be removed from the hero. Wolverine's bones and claws are artificial, as is Deathlok's armament, but these are integral parts of these heroes and are not considered equipment.)

### LIMITATIONS

Certain Powers described in Appendix B require the character to take a limitation. In addition, a player dissatisfied with his initial Power ranks may attempt to raise them by limiting that



Power. For example, a Power that only operates at night, in sunlight, does a set amount of damage when a variable is permitted, runs out at odd moments, or has no effect on a common item may be considered to be limited. The Judge may then choose to allow that power to be raised in rank under its limitation. Note to the players: In his booklet, the Judge is instructed to place harsh limitations on those Powers that are raised in this fashion, according to the initial rank of the Power. Therefore this option is best used to raise the odd Feeble ranked ability to Poor by a mild limitation instead of trying to raise Monstrous abilities to Unearthly. Powers that require a limitation are not raised. though the limitation must be of the same rank as the power rank.

Use the following guidelines for raising Power ranks through limits. Only one limit may be possessed by any given character and no more than three Powers should be raised by that limit. In addition, there are maximum ranks to which a Power may be raised by limitations. Here are some examples.

**Maximum of Excellent**

- Power is limited to daytime use
- Power is limited to nighttime use
- Power may only be used three times/day
- Power does not work in temperatures below 0 degrees Fahrenheit

**Maximum of Remarkable**

- Power does not affect one type of material it would normally affect
- Power does not work in presence of flame
- Power may only be used two times/day
- Power does not affect a certain color

**Maximum of Incredible**

- Power does not affect organic material
- Power does not affect inorganic matter
- Power requires a vocal component
- Power cannot inflict less than Power rank damage
- Power requires two free hands

**Maximum of Amazing**

- Power affects only one type of matter
- Power affects only one type of character (demons, robots, mutants, etc.)
- Power only works once/weak
- Power fails to operate half the time (roll of 5 or less on in-sided die)

**Maximum of Fantastic**

- Power only works outside of atmosphere
- Power only works in below 0 temperature
- Power knocks hero unconscious for 1-10 rounds

Players, being the crafty lot they are, will undoubtedly find situations where these

limitations are advantages (Example -- A flame weapon that only affects mutants hits Juggernaut while he is carrying Aunt May, leaving her unharmed). The Judge will take this into account when allowing limitations.

**WEAKNESS GENERATION**

Everybody has an Achilles' Heel, a weak ness that can really mess up his day. The nature and severity of the weakness varies with the individual, race, or class. Normal Humans have so many we don't even think about them, aside from heeding such warnings as "Poison" or skull-and-crossbones symbols.

A Weakness is a cause-and-effect situation. A specific stimulus causes the Weakness to appear. Its effect is what actually occurs to the hero as a result of being exposed to the stimulus.

The final consideration is the duration of the Weakness. This is the length of time the hero is affected.

Okay, why should you, the player, even pay attention to this section? As I said, everyone has a weakness. For Normal Humans, the standard stimuli are Elemental Allergy, Molecular Allergy, and Energy Allergy with Fatal Effects. Super-powered heroes possess an enhanced resistance to all of these stimuli but retain a special Weakness to a specific stimulus. Normally, the effect is limited to Negation and Incapacitation, but if the hero possesses any Power with a rank exceeding Remarkable, there is a possibility that a Fatal Weakness exists.

To determine cause, effect, and duration, the player must make three separate percentage-dice rolls, one for each factor. If all of the hero's Powers are of Remarkable rank or lower, the player can convert a Fatal Weakness to an Incapacitating Weakness.

Dice Roll	Stimulus
01-13	Elemental Allergy
14-18	Molecular Allergy
19-43	Energy Allergy
44-68	Energy Depletion
69-81	Energy Dampening
82-94	Finite Limit
95-00	Psychological

Dice Roll	Effect
01-50	Power Negation
51-90	Incapacitation

Dice Roll	Effect
91-00	Fatal

Dice Roll	Duration
01-40	Continuous with Contact
41-60	Limited Duration with Contact
61-90	Limited Duration after Contact
91-00	Permanent

**STIMULI**

*Psychological Weakness:* A specific event, condition, or mental state has an adverse effect on the hero. This Stimulus directly affects the hero's mind; any resulting physical damage is psycho-somatic in nature. That is, any physical damage results are due to the hero's instinctive belief in those results.

Examples include being physically bound, even if the hero could normally snap the binding material; facing a foe covered in a specific color; or feeling extremely confused.

Psychological Weaknesses can be temporarily overcome by an Unearthly Intensity Psyche FEAT. They can be permanently overcome by a Shift Z Intensity Psyche FEAT.

*Elemental Allergy:* The hero suffers adverse effects if he is exposed to a specific one of the hundred-odd elements. This Allergy only occurs if the element is present in a pure state and in an accumulation of at least one ounce. If the element is combined in a molecular state or is in insufficient quantities, no Effect occurs. The element must be within 20 feet of the hero for it to have any Effect.

This allergy can be overcome by physically insulating the hero from the element or by increasing the distance between them.

*Molecular Allergy:* This is similar to Elemental Allergy. A specific compound causes the Effect. Common examples include water, wood, and Adamantium.

*Energy Allergy:* The hero suffers when he is exposed to a specific form of energy. This can be any wavelength or Intensity of energy found in the Energy Emission and Energy Control sections of this book. Sunlight is a common example of Energy Allergy, particularly when dealing with supernatural beings.

*Energy Depletion:* The hero has a finite energy supply that permits him to manifest Power. This energy must be periodically renewed by means of rest, food, Energy Absorption, Energy Vampirism, or simply making contact with a

source of that energy. If the hero's energy level drops too low, dire Effects result.

*Energy Dampening:* The hero has the problem of having to release the energy pent up within himself; this is done by using his Powers. If the hero is somehow prevented from using his Powers, the energy begins to do internal damage.

*Finite Limit:* All of the hero's Powers have a finite number of times they can be used. This is determined by a second, independent Power rank roll; this rank number is the number of uses remaining for that Power. When a Power is depleted, the hero suffers the Effect. The Judge can determine how such Powers can be recharged.

## EFFECTS

*Power Negation:* The hero's Powers cease to function when the hero is within 20 feet of the stimulus. The hero's Primary Abilities are also affected; these drop -1CS per 10 turns until a minimum rank of Typical is reached for all of them. If the hero is beyond the 20 foot limit but tries to use his Powers to affect the Stimulus, certain uses of Power automatically fail. Any Power that directly acts on a target cannot affect a Stimulus. Only Powers that indirectly affect the Stimulus succeed, such as using brute force to lob missiles at the Stimulus.

*Incapacitation:* The hero becomes physically ill after exposure to the Stimulus. Beginning with the initial contact, the hero loses one point of Health per turn. This loss continues for the Duration of the Effect. However, the loss stops when Health reaches zero; this Effect does not directly kill the hero. The hero retains his Powers but finds it harder to use them as his condition worsens.

*Fatal:* As in the above, the hero gets ill after the initial exposure to the Stimulus. However, the Health loss does not stop at zero. Death will eventually occur if Health and (subsequently) Endurance drop to zero during the Weakness Duration. The hero can be revived if proper medical attention is given, but only after his Health and Endurance have both reached zero.

## DURATION

*Continuous with Contact:* As long as the hero remains within the effective range of the Stimulus, the Effect continues. When the hero is insulated or moved away from the Stimulus, the Effect immediately ceases. Lost Health points are returned at a rate of 2 per turn. If death has occurred, the hero now has the possibility of being revived.

*Limited Duration with Contact:* The Effect begins immediately upon contact with the Stimulus.

However, the Effect only functions for a limited amount of time. After that time elapses, the hero is assumed to have either built up a temporary immunity to the Stimulus or the Stimulus has discharged its Effect. In either case, the Stimulus cannot further affect the hero. Duration is 1 -100 turns after initial Contact. The Judge makes a random die roll to determine this.

*Limited Duration After Contact:* The Effect is continuous with Contact and also lasts for a limited time after the hero is no longer exposed to the Stimulus. Duration is 1 -100 turns after the hero's contact, with the Stimulus is broken. The Judge may either randomly determine this or develop his own criteria.

*Permanent:* The Stimulus does its full damage to the hero, even when exposure to the Stimulus has been interrupted. In this case, the Stimulus sets off a bodily self-destruction sequence that must continue to its full extent. In the case of Power Negation, the hero's Powers are permanently lost. Incapacitation results in the hero reaching zero Health points and lapsing into a coma lasting 1 -10 days. After that time, he may regain his Health at the normal rate. Fatal results in the death of the hero as both Health and Endurance drop to zero. The hero can be revived, however, and will eventually recover if revival occurs.

Heroes and villains should do their utmost to prevent anyone except their most trusted companions from learning the nature of their Weakness. Barring that, the hero should try to find ways to avoid the Stimulus or circumvent the Effect.

Players and Judges should work together to develop a playable Weakness. The more Powerful the character, the more common the Stimulus should be. For example, when I was testing the character generation system set out in this book, I rolled up a character I named "Godling." Godling was a Normal Human who had been Reborn into an Entity of Great Power. He possessed 30 different Powers, but had one tragic flaw. Magnetism completely negated his Powers. (He spent all his days and nights trying to escape Earth's gravitational Pull.)

The Nemesis Power can be used to simulate Stimuli, but this should be used as a last resort. Judges who do this should be penalized by the players. (I suggest withholding munchies for the next month—KM)

**Generating Talents:** Generate the number of Talents on the Powers, Talents, and Contacts Table. The number before the slash is the initial number, while the second number is the maximum of initial Talents. For each Talent

gained, roll on the Talent category, and choose one Talent in that category.

## TALENT CATEGORIES

Dice Roll	Talent Category
01-20	Weapon Skills
21-45	Fighting Skills
46-65	Professional Skills
66-85	Scientific Skills
86-90	Mystic and Mental Skills
91-00	Other Skills

Talents are listed in Appendix C. Skills that require random rolls are determined on Column 2 of the Random Ranks Table. Most Talents will modify an existing ability.

Dice Roll	Weapon Skill
1-2	Guns
3-5	Thrown Weapons
6	Bows
7-8	Blunt Weapons
9	Sharp Weapons
10	Oriental Weapons Marksman* Weapons Master* Weapons Specialist*

Dice Roll	Professional Skills
1	Medicine*
2	Law Law-Enforcement
3	Pilot
4	Military
5	Business/Finance
6	Journalism
7	Engineering
8	Crime
9	Psychiatry
10	Detective/Espionage

Dice Roll	Scientific Skill
1-2	Chemistry
3-4	Biology
5-6	Geology
7	Genetics
8	Archeology
9	Physics

Dice Roll	Scientific Skill
10	Electronics Computers
Dice Roll	Mystical and Mental Skills
1-2	Trance
3-5	Mesmerism and Hypnosis
6-7	Sleight of Hand
8-9	Resist Domination Mystic Origin*
10	Occult Lore

Magic has an expanded set of Talents more detailed in the *MSH-X Magic Sourcebook*.

Dice Roll	Other Skills
1-2	Artist
3-4	Languages
5-6	First Aid
7-8	Repair/Tinkering
9-10	Trivia Performer Animal Training* Heir to Fortune* Student* Leadership*

**Generating Contacts:** Each hero gets a number of initial Contacts as rolled on the Maximum Initial Powers, Talents, and Contacts Table. Certain individuals get specific Contacts at start. High technology heroes must use one Contact slot for their "support." Aliens can have only one initial Contact, no matter what skills are chosen. Heroes who have more initial Contacts (as the result of Talents) than slots must discard the excess.

A hero may have fewer chosen Contacts than slots -- the others may appear as need be. For each Contact, the hero must provide a name (Example, early in his career, Prof. X had a Contact in the FBI, Fred Duncan). The hero's Contact is considered Friendly to the hero for NPC reactions, and may provide equipment and material according to that Contact's rank. Contacts are defined in full in Appendix C for the Marvel Universe, but the players may choose from the following general types.

A character with a secret 10 may assign his Contacts either to his secret ID (noted by an S), his heroic identity (noted by an H), or both (no notation). The advantage of having the secret ID making Contacts is that it provides less risk to the hero. If your Contact does not know you are really a hero, then you cannot be called upon to do heroic acts.

## TYPES OF CONTACTS

### Professional

- Medicine
- Law
- Law-Enforcement
- Military
- Business World
- Journalism
- Crime
- Engineering
- Psychiatry
- Detective/Espionage
- Hero Group
- Artist/Performer

### Scientific

- Chemistry
- Biology
- Geology
- Genetics
- Archeology
- Physics
- Computers
- Electronics
- Educational
- Corporate
- Industrial
- Research

### Political

- Local
- State
- National
- Other National
- International
- Planetary
- Extra-Dimensional

### Mystic

- Religion
- Dabbler
- Occult Lore
- Researcher
- Cult/Coven
- Mythology

Now we'll assign some Special abilities.

*Example 1:* Our friend the Altered Human from the previous examples rolls on the Powers, Talents, and Contacts Table, and gets four initial Powers, which is also his maximum from reducing Resources. He rolls four times on the Power Categories Table table and gets: Body Alterations/ Offensive, Resistances, Matter Control and (yuck) Resistances again. These are the current occupants of the four slots available. If the player takes a Power that requires two slots, or a Bonus Power made available by another Power, the list gets bumped down one (and the second resistance falls out -- no great loss). Looking over the list, our Altered Human takes the following:

Body Alterations/Offensive: The hero takes Energy Touch at (roll on the Random Ranks Table, column 4: 42) Excellent Power Rank.

Resistances: The hero takes Invulnerability, and chooses Fire as the item to which he has Class 1000 resistance. This counts as two slots, so the second resistance is bumped from the list.

Further resistances could have been made Invulnerabilities as well.

Matter Control: Going with his immunity to flame, our altered human chooses Fire Control as his matter control Power. He hopes to pump his Karma into Power Stunts to use as missile weapons, while being protected from damage by the flame by his own invulnerability. Note that the hero does not have Fire Generation, and must supply some source of flame to control.

The Hero gets two Talents, and may have up to five by reducing Resources by one rank for each Talent gained. He rolls a 27: Fighting skill and a 64: a Professional Skill.

Fighting Skill: Not being a very strong fighter, the hero opts to try to get the drop on an opponent and takes Martial Arts E. Professional Skill: Medicine and Law- Enforcement require two slots and are as such unusable. He chooses Military as a skill, gaining a Contact in that field.

The hero rolls a 03 for Contacts No initial Contacts. The hero does get a Contact from the Military skill and informs the Judge that he wants as a Contact the commander of a local army post (hopefully a ready source of flamethrowers for him to use his powers with).

The bare bones -- the numbers -- of this hero are now complete, but already we are seeing the direction in which the hero may grow.

*Example 2:* We rolled this mutant up randomly and will continue it as such. Our mutant gets two Powers, but because she is a mutant that number is raised to three. Working with the random rolls we get: (67) Distance Attacks (9) Slashing Missile (28) Energy Controls (1) Magnetic Manipulation (93) Body Alterations (Defensive) (2) Body Armor

Slashing Missile has (roll on Column 4: 36) Good Power rank. The character controlling the hero suggests the limitation that the slashing missile only operates in conjunction with the Magnetic Manipulation Power. The Judge agrees that is a reasonable limitation. Power rank is Excellent (the initial rank number would be 16).

Magnetic Manipulation has (97) Amazing Power rank.

Body Armor has (52) Remarkable Power rank, rolled on table 4. It will absorb 26 points of physical damage, and 6 points of Energy damage.

The Mutant Hero rolls 3 Talents. Rolled randomly they are:

(91) Other Skills -- Trivia. The player creating leaves this blank until she thinks something up.

(00) Other Skills -- Sleight of Hand. Could the trivia be Stage Magic?

(75) Scientific Skills -- Archeology.

The Mutant hero has one Contact at start. Having the choice (this is the first choice for the character), the player chooses a Hero Group, as yet unnamed, as her Contact. Never know when being able to ring up the X-Men will be handy.

*Example 3:* Finally, our High-Technology Hero. The hero rolls three Powers. Determining their types, they are: Energy Control, Body Alterations/Defensive, and Body Control.

Energy Control: Energy Reflection looks like a good power for a High-Tech wonder. According to the power description, the player must choose what type of energy he reflects, and of the types available chooses lasers. The hero reflects energy from laser weapons at Unearthly rank.

Body Alterations/Defensive: The benefits of the High Tech hero taking Body Armor outweigh all other options available. The hero gains (roll - 93!) Amazing Body Armor, and in addition modifies his physical abilities as determined on the Ability Modification table.

- Fighting (02) -1CS, From Good to Typical
- Agility(77) +2CS, From Feeble to Typical
- Strength (37) Unchanged, Remains Remarkable
- Endurance(86) +3CS, from Good to Incredible

All new ranks are set at their lowest rank numbers. The Health of the hero when wearing the suit is 72. The Energy Reflection powers are built into the suit.

Body Control: OK, just to see how far we can bend the system, let's take Animal Transformation -- Self, something that a high-tech hero would not normally consider. Hmmm.... OK, the body suit can transform upon command into the form of a large leopard, but sacrifices Body Armor (as protective plates move about) and Energy Reflection (alteration in the suit's protective pigments to match fur) in doing so. The stats for the robot-leopard would be as for a normal leopard.

The character rolls three Talents, one of which must be professional or scientific in nature. The choice is Scientific - Electronics. The other two are rolled randomly:

(46) Professional Skill (02) Weapon Skill

The player chooses Business/Finance as the professional skill and Guns as the weapon skill, to offset those times when the suit is not available.

The hero rolls 3 Contacts, one of which must be stated initially, as required for high-tech heroes. With Excellent Resources, the hero has a small electronics firm (business/finance) that he can rely on for equipment. (Judge-set Resource level: Remarkable.) The hero is an equal partner with an NPC.

## FILLING IN THE BLANKS

At this stage you have a bunch of words and numbers, the bare bones of a hero. Now, as you created the hero, you noticed certain leanings, such as an interest in science, or Powers that revolve around flame, etc. This points out where you fill in the blanks and flesh out the character.

Run down this quick checklist, answering the following questions about your character.

- What is the character's fighting name?
- What is the character's alter ego, if any?
- Is the character male, female, or what?
- How tall is the character?
- What does the character look like? Is

- the hero physically good-looking or strange-looking (note Popularity shift in the latter case)?
- Where does the character operate? Where does the hero live?
- Does the hero have any Contacts other than the ones provided by the generation system?
- Check the hero's Resources. Where is this guy getting money like that?
- Does the hero wear a costume? What does it look like?
- Last, and optionally, what is the hero's specific origin? If you, the player, make up an origin, it saves the Judge the trouble of creating one for you. Judges by and large create very nasty backgrounds for heroes without stated origins, so when super-powered organizations come hunting for you, at least you know who they are.

Appendix E will have a variety of optional roll tables if they wish to randomly determine details of their character. Appendix E is purely optional.

*Example 1:* Introducing our Altered Human: Commander Salamander, otherwise known as Emihl Hickman, a former officer in the US armed forces who was exposed to strange chemicals in the course of an army training course (Project 52334453A: Operation Victor, Most Secret security rating). The lanky red-haired Hickman found himself able to control existing flame, while immune to the effects of fire himself. He kept these powers secret, but they were revealed to the world when he rescued the base commander Roger Price, from a burning ammunition shed. Commander Salamander operates in the tri-city area as a freelance operative, and is currently employed by a fireworks company. He relies on Roger to "lose" the occasional flamethrower in the paperwork so he can use it on big jobs.

*Example 2:* Her name is Lodestone, otherwise known as Jenny Hopkins, native of Moundsville, Ohio. Her magnetic powers first appeared while on a dig in that city with her father, archeologist Alvin Hopkins. The first flaring of her powers occurred when she and her father were arguing on the dig site, with the result that all metallic objects on the site were ripped from the ground and hurled across the river. The two are not on good terms. After leaving her father, she drifted, worked as a magician's assistant, and made the acquaintance of Professor Charles Xavier, who left her a number to call if she had any trouble. Her body armor is a form of dense flesh hardened by her magnetic manipulation, and she carries a set of steel daggers that she throws and controls magnetically, allowing her to make trick shots and shooting curves. She operates in the tri-state area, but considers attempting to join the X-Men.

*Example 3:* Douglas Cook is bright, strong, and not incredibly dexterous. To cure his fumble-fingered nature, the bearish bearded man opened an electronics firm with a friend from business school. The firm has been mildly successful, but not the howling success that he hoped for. Working in his spare time to correct his problems, Cook invented the Linearly Enhanced Operative Power and Agility Research Device: LEOPARD. This armor increased Cook's Agility and Endurance at a cost to his natural fighting abilities. The LEOPARD appears as a dull-metal suit of armor with a leopard's head, and has special circuitry that allows Doug to manipulate its appearance to be that of a real leopard. As LEOPARD, Douglas Cook operates in the tri-state area, seeking to do good deeds and provide enough cash to keep his electronics shop in business.

The above examples have been created out of whole cloth, based upon nothing more than the stats provided and a few assumptions. Note that the backgrounds created do not provide for new skills (If Hickman was in the army, why not give him Gun skill?), but do provide for additional growth in play.

## Character Modeling

Given the length, breadth, and depth of the Marvel Universe, there will be heroes for whom we haven't written official versions. For this reason, character modeling is the best way of simulating these characters for your campaigns. This method of character generation also works pretty well for those characters you have invented yourself, without having to rely on tables. Character modeling takes place as the result of the player answering a series of questions, and comparing the ranks of established heroes to set the ranks for the hero being modeled.

There is a tendency for all players to "overrate" their individuals, but keep this in mind: a super-powerful character requires super-powerful foes, and the stakes go up as you progress in power. The Judge may review a character's abilities, and downgrade them at his option. Whether a modeled character is used or not is solely up to the Judge of the game in question (this also works for multiple Judge Campaigns, by the way).

The creation of the modeled character is similar to that of the generated character save that instead of rolling randomly, the precise abilities are chosen by the player. All references to minimum Powers, number of Contacts, and types of Powers are ignored when modeling. We are seeking to create a character most like the character in the book.



## 2: FEATS

At this point you have your Marvel Super Hero, either from those provided or one of your own creation. Now let's talk about how the character is used in the game.

In the role-playing situation, you are cast as your hero. You, the player, are a puppeteer, controlling the actions and reactions of your character. Your character is limited in what he or she can do as a result of the character's abilities. Any time you check against these abilities to see if you complete an action, you are making a FEAT roll.

### TIME SCALE -- THE TURN

The MSH-X game is played in turns, also called rounds. Each turn is six seconds of "real" time (about the amount of time that takes place in a panel of a comic story). There are therefore ten turns to a minute, and 600 turns to an hour.

Turns are only important when time is a crucial factor, such as situations where the hero must find a bomb before it explodes, chase down a suspect, or battle with an opponent. Most of the time, the Judge will not have the players run through periods of waiting. If the heroes decide to wait ten minutes for a bus, the Judge does not run through all 100 6-second turns of that wait (unless, of course, a villain pounces upon the heroes as they wait, at which point time is suddenly crucial).

A turn proceeds in the following fashion:

1. The Judge determines what is happening in the world around the heroes, involving those characters and actions not controlled by the players. He notes these to himself, or, if he wishes, writes them down (writing things down is generally time-consuming, but helps in key situations).
2. The players in turn determine what their heroes are doing. Player's may perform more than one action during a turn, but this may limit the success of other actions. The players tell the judge what their characters are doing.
3. Roll Initiative. Initiative is only important when one action may change or override another action. The side with the highest initiative has its actions take place first. Initiative is usually used in combat and other damage-inducing situations.
4. Pre-Action rolls are made. In certain situations, such as defensive actions (dodging, blocking, and evading), a FEAT roll may be made before anyone on either sides takes any actions. These are Pre-Action FEATS and are rolled at this time. Certain moderator planned actions (such as explosions) may occur at this time. See Changing Actions, below.
5. The actions of the side with initiative take place. Run either the Judge's or the Player's

actions, depending on which side got the high initiative.

6. The actions of the side that got the lower roll take place. Run the remaining side's actions.

### INITIATIVE

After each side has decided its intended actions for a turn, each side rolls for initiative. The side with the higher roll is considered to have "won" initiative, and gets to move first (similar to winning the toss before a football game). All of one side's actions take place before the other sides. At the start of the next round, roll for initiative again, provided there are still at least two combatants whose actions will interfere with each other.

**Initiative Modifier:** Each side adds to its initiative roll a modifier based upon the highest Intuition on that side. This may allow a side with a low roll to gain initiative. The initiative modifier is based on the character's rank number:

Intuition Rank	Initiative Modifier
0 to 9	0
10 to 19	1
20 to 29	2
30 to 39	3
40 to 49	4
50 to 59	5
60 to 69	6
70 to 79	7
80 to 89	8
90 and above	9

**Changing Actions:** After making an initiative roll, an action that sounded so good a moment ago sounds like not such a great idea afterwards. Example: Both you and an opponent dive for a gun kicked across the floor. You roll a 1 for initiative. It may be time to re-examine your options. Changing an action requires a yellow Agility FEAT, and any FEATS made after changing are at a penalty of one column shift to the left (-1CS). The roll for changing actions takes place in the pre-action phase of the turn.

**Negating Actions:** Losing the initiative may negate certain actions. These are lost and may not be performed during that turn. For example, if you are knocked out before you can land a blow, you do not get a chance to take your action.

### THE FEAT ROLL

The success of any action is determined by a FEAT roll. Quickly summarizing, you make a FEAT roll in the following fashion:

1. Determine the Ability, Power, or Talent you are checking.
2. Find out the rank of that Ability, Power, or Talent.
3. Roll percentile dice.
4. Cross-reference the number you roll against the Ability's rank. This gives a red, yellow, green, or white result.

5. Usually (but not always), a colored result means the action was a success, with the color determining the degree of success. A white result is usually (but not always) a failure in the attempt.

All this is old news. We have a few more clarifications, expansions, and revisions for MSH-X.

### THE UPDATED UNIVERSAL TABLE

Check out the table. It looks similar to the one provided in the MSH Set, and indeed it contains all the information of the original. plus a few other things.

First, there are more columns in this table than the previous one. There are now a Fantastic (FN 60), Spectacular (SP 70), and Wondrous (WN 90) rank, to allow better definition at the higher levels.

There are also Blue results on the Table to signify Critical Failures. The Blue ranks represent the unexpected and chaos that is part of a furious battle and things not going according to plan.

Despite these additions, the Universal Table functions the same way as previously. The Player rolls the dice, and cross-references the number with his rank for a result.

### TYPES OF FEATS

The following are the different types of FEATS called for in the course of the game.

- Ability FEATS are those that rely on one of the eight primary abilities (Fighting, Agility, Strength, Endurance, Charisma, Reason, Intuition, and Psyche). These FEATS may be raised or lowered by Talents or the existing situation.
- Power FEATS are those that rely on one the hero's individual Powers: a character with Water Control of Amazing checks on the Amazing column to determine success.
- Talent FEATS are those that rely on the hero's Talents, where the Talent modifies a specific ability for FEATS.
- Influence FEATS are those used in social interaction, and use either the Charisma, Popularity, or Appearance rank, and may be modified by Contacts. With the introduction of Charisma to the Primary Abilities (and Appearance to Secondary Abilities), it is up to the Judge to determine if the situation requires a Charisma FEAT or a Popularity FEAT and if the other stat modifies the determined FEAT.
- Resource FEATS are used in connection with the character's Resource rank, and determine if the character can afford a specific item or piece of equipment. Think of this as a "Credit Check," for now -- we'll explain it further below.

### MAKING FEATS

In the past, the standard procedure has been to allow all FEAT rolls, limited only by the Judge's discretion, Spider-Man cannot lift a 747, but can probably lift a private plane. Can he lift a

corporate jet? This has been a Judge's prerogative. In any event, the player needed only make a green FEAT to succeed.

In the Advanced Set, we add the idea of Intensity to determine whether certain FEATs are feasible or not, and the type of result needed for the FEAT to succeed.

If a FEAT does not have a given, stated intensity, assume that any color result means success. Combat FEATS have varying degrees of success, and as such are discussed in full in the combat section.

An Intensity is set as a rank (Unearthly, Monstrous, etc.). Compare the requisite ability against the intensity to determine the color of the FEAT required for success. If the Intensify rank is greater than the Ability rank, only a red result will be successful. If the two are equal, a yellow result is needed for success. If the Ability rank is greater than the Intensity rank, then a green FEAT is needed. Option: if unstated, the Judge may declare the Intensity to be Typical.

A summary of FEAT Intensities is provided in the Judge's Book. There are items with variable Intensity levels, such as poisons and gases. That information and the effects of these items are covered under their own areas in the Judge's Book.

**Automatic FEATs:** Certain actions can be assumed to be automatically successful. Picking up a normal chair is a simple act. and would not require a FEAT roll to determine its success. (Picking up a chair while dodging bullets and defusing a bomb simultaneously will require a FEAT roll. More on multiple actions later.) In general, if an item is more than three ranks lower in Intensity than the requisite Ability, the FEAT can be considered automatic, with the Judge's permission. The sole purpose for Automatic FEATs is to prevent the game from being dominated by die rolls. The Judge always has the power to ask for FEAT rolls. In some cases, items like Poisons may require FEATs regardless of the Intensity,

**Impossible FEATs:** (Optional Rule) As a guideline, any action more than one rank above the ability may be considered impossible. The Resource FEAT is always limited in this fashion (check it out).

**Shifting the Rank:** Certain situations may result in the shifting of a column to the right or left. A shift to the right is considered a positive shift (+1, +2, or +3CS, or column shift). A shift to the left, making the FEAT more difficult, is considered a negative shift (-1, -2, or -3CS). Column Shifts are primarily involved as per specific situations (trying to lift an object on a slippery incline may result in a shift of -1 or -2CS). Those involved in combat are discussed in the combat section.

Shifting of ranks may make certain FEATs automatic (or impossible). No FEAT may be shifted to the left below Shift 0 or to the right above Shift Z. Anything in the Class 1000, Class 3000, Class 5000 or Beyond columns may not

be shifted, except in specific circumstances listed for that FEAT.

## TYPES OF FEATS II

Now that we've looked at the mechanics of making FEATs, let's look at the specific types we talked about briefly above: Ability FEATs, Power FEATs, Talent FEATs, Popularity FEATs and Resource FEATs.

### ABILITY FEATS

Ability FEATs are those that come directly from the eight basic abilities: Fighting, Agility, Strength, Endurance, Charisma, Reason, Intuition, and Psyche. When making an Ability FEAT, the specific ability is normally noted in the text (such as a Psyche FEAT in regards to Mind Control). Often a specific color FEAT is required, such as a yellow Endurance FEAT. The particular FEATs that apply to specific abilities are noted in the Abilities section in the last chapter. Two types of Ability FEATs should be discussed in detail at this time, both of which revolve around the Strength ability. The first is the problem of lifting things, the second breaking through other items.

**Lifting Things:** The Strength ability, combined with the Intensity of an object's weight, determines how much the character can lift. As noted above, lifting a weight more than three ranks below the character's Strength can be considered automatic, those one rank below the character's Strength require a green FEAT; those of equal Intensity to the character's Strength require a yellow FEAT; those on one rank higher require a red FEAT; and those beyond one rank higher are impossible.

Weight Intensity:

Feeble	Up to 50 pounds
Poor	Up to 100 pounds
Typical	Up to 200 pounds
Good	Up to 400 pounds
Excellent	Up to 800 pounds
Remarkable	Up to 2000 pounds (1 ton)
Incredible	Up to 10 tons
Amazing	Up to 25 tons
Fantastic	Up to 50 tons
Spectacular	Up to 65 tons
Monstrous	Up to 80 tons
Wondrous	Up to 95 tons
Unearthly	Up to 125 tons
Shift X	Up to 250 tons
Shift Y	Up to 500 tons
Shift Z	Up to 1000 tons

Example: Spider-Man's Strength is set at Incredible (40). He could lift something of up to 400 pounds without effort under ordinary circumstances (them may be circumstances which would require a FEAT roll). From 400 to about 1 ton is a green FEAT roll. From 1 ton up to 10 tons requires a yellow FEAT roll. Over 10 tons (but no more than 25 tons) would require a red FEAT roll, and likely require spending of Karma.

**Breaking Things:** Most inanimate objects have a "damage-resistance" intensity, which we have called in the past the material strength of an object. Since that makes more sense than "damage resistance intensity:" we will use it here.

To break through, rip up, or generally damage a material, a character must make a Strength FEAT against that material strength. Success indicates a two-foot-wide hole, maximum, carved in the side. The material strength of the material determines the result needed for a successful FEAT (green, yellow, or red).

Material Strength Rank	Materials
Shift 0	Tissue paper
Feeble	cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals (gold, brass, copper, ice, adobe, computer chips)
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastics
Excellent	Concrete, Beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	granite, gemstones, high strength steel
Fantastic	Osmium steel
Spectacular	Super-heavy alloys, Titanium
Monstrous	Diamond, pure Osmium
Wondrous	Iridium
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000-5000	Materials of these material strength ranks are virtually indestructible

The listed values are for materials between two inches and 12 inches thick. If the material is less than 2" thick, lower the material strength by one rank. If the material is between 1 and 2 feet thick, raise the material strength by one rank. If the material strength is over 2 feet thick, raise



the material strength by 2 ranks for purposes of determining damage.

Example: Ice is listed as Typical material. One inch of ice is a Poor material. Two feet of ice is a Good material. Three feet or more is an Excellent material.

Note that this is an indication of resistance against damage from blows, not against other types of damage. (See Fire and Ice in the Judge's Book).

## POWER FEATS

Power FEATs are similar to Ability FEATs, save that the player uses the Power instead of the Ability to pull off the FEAT. Powers and their uses are listed in the back of the book.

For example, Wall-Crawling is a Power, whether by molecular charge suppression (Spider-Man), suction cups (the late Fly), or microscopic molecular hooks (Nightcrawler), and has a Power rank. The Wall-Crawling Power rank is used to determine FEATs when using that Power (sticking to a oil-soaked steel wall, for example).

Most powers have a range. Some are stated as "touch" or only operating over a given distance. Those that are not specifically stated as having a particular range use the Power Rank to determine their range from the table below:

## POWER RANK RANGE TABLE

Power Rank	Range in Areas
Shift 0	Touch only
Feeble	Touch only
Poor	1 area
Typical	2 areas
Good	4 areas
Excellent	6 areas
Remarkable	8 areas
Incredible	10 areas
Amazing	15 areas
Fantastic	20 areas
Spectacular	30 areas
Monstrous	40 areas
Wondrous	50 areas
Unearthly	60 areas
Shift X	80 areas
Shift Y	160 areas
Shift Z	400 areas
Class 1000	100 miles

Power Rank	Range in Areas
Class 3000	10,000 miles
Class 5000	1,000,000 miles
Beyond	Unlimited

Therefore, someone with Remarkable magnetic manipulation could affect objects 8 areas away, while a character (one would hope a non-player character) with Class 5000 magnetic manipulation could manipulate items on the Moon.

There are some cases when a hero may use a Power in a way it was not originally intended to carry out a certain task. These are known as Power Stunts.

For example, a character with the Speed Power suddenly decides to run in a circle very fast, creating a whirlwind. Or a character with Leaping Power decides to use his powerful leg muscles to disrupt the ground, knocking over an opponent. Or our example above, the wall-crawler decides to use his stick-to-it-ness to grapple a thief. These are Power Stunts. Certain Powers, such as weather elemental controls, almost entirely consist of these stunts.

The players will, without a doubt, come up with an innumerable amount of stunts for their Powers (and the Judge will be told how to decide if a Power Stunt is possible in his Judge's Book). The basic question to be asked is: Has this hero done this sort of thing before?

If you are playing an established Marvel Super Hero, the question of whether he has done this stunt before or not is determined from the Marvel Comics themselves. Each time you can spot him using this particular stunt, that counts as one time. Example: In one issue of X-Men, Nightcrawler uses his power to make three quick teleports, behind three separate opponents. He does it again several issues later. This means he has pulled this Power Stunt twice.

If you are playing a hero of your own creation, or a hero that you have never seen perform this stunt, this means you have never performed it before. In either case, the Judge may say "no" to a stunt, if he feels it unbalances the character. The type of FEAT (made against the Power rank) needed to make a Power Stunt is determined by the number of times your character has tried it.

- Never tried it — red FEAT roll
- Tried it up to three times — yellow FEAT roll
- Tried it more than three times — green FEAT roll

In addition, a character making a Power Stunt must lay out 100 Karma points to make the roll

(in addition to any other Karma he may spend -- see Karma). Spending the Karma does not guarantee success; it only ensures that yes, the character can try the stunt. If the stunt is ruled impossible by the Judge, no Karma is spent.

If a player character has tried a stunt more than ten times, it is considered to be part of his or her bag of tricks for that Power, and a FEAT roll is not necessary to say if it is possible (this is similar to purchasing another Power in full, but allowing the player to use the Power as he is paying for it).

Failing the FEAT means the Power Stunt has failed. The manner of failure will depend entirely on the situation. For the wall-crawler trying to grapple, the Power may fail to operate. For the speedster running in circles, the whirlwind may be uncontrollable. For Nightcrawler trying a triple 'port, he may get only one guy. The Judge is instructed that while the failure may be life-endangering, it should not be initially or immediately deadly.

## TALENT FEATS

Talents are used in two fashions. In the first case, they may modify the abilities of the character in specific instances.

For example, take the Science and Professional Talents. A Talent in Biology gives you a +1CS on Reason FEATs which involve Biology. The players are encouraged to use this whenever they can get away with it, within reason. While said character with Biology cannot identify the presence of radiation any better than the next guy, he can look at the plant life and from that deduce (with his +1CS) that there is or was a radiation source in the area. (The moral of the story is, players should get creative when using Talents.)

Certain Talents do not modify Talent FEATs. They either provide for specific abilities (such as First Aid) or special backgrounds (such as Mystic Origin or Heir to Fortune).

## INFLUENCE FEATS

The ability to influence characters or NPC is slightly modified in MSH-X compared to the Advanced Set. In the Advanced Set, a player would roll a Popularity FEAT to gain contacts, influence NPCs, or borrow things from Contacts. Now in MSH-X, not only is there Popularity but Charisma and Appearance are part of the system.

A Charisma FEAT is used whenever you want to get something from someone else in a one-on-one (or small group) situation. This may be borrowing a car from a friend, getting a hot tip from a police sergeant, finagling a favor from a newspaper columnist, or prying information from a stoolie, or persuading a terrorist to surrender.

Charisma is a measure of personal charm, persuasiveness, and Charisma. Popularity on the other hand, is the hero's reputation and fame (Spider-Man is a nice guy, but thanks to the Daily Bugle he usually can't get the time of day). Popularity is used when the character is not known to the NPC and has to rely on their reputation (Popularity) or the character is dealing with a crowd not on a one-on-one basis. Popularity FEATs would include getting special equipment from the government, convincing a panicked crowd to follow you to safety, or possibly the first impression you make on a potential new Contact.

Popularity and Charisma can also add modifiers to the other FEAT roll if the Judge feels it is appropriate to do so. A character is able, sometimes, to use his or her fame to "lay on the charm" and to influence a FEAT roll. Or, on the opposite side, a character has to make a speech to a large crowd and gains Charisma bonus to their Popularity due to how eloquent they were delivering the speech. Once again, it is up to the Judge to determine if boosts to Influence FEATs are appropriate for that situation.

Use of Charisma and Popularity for FEATs can be fluid and it is up to the Judge to assess what would be the most appropriate stat to roll a FEAT against.

Another introduced Secondary Stat is the Appearance Rank, which is the physical attractiveness of a character. Characters can use their appearance to influence a character that is attracted to that gender (this may work differently for some alien species). If a character is talking to somebody who does not know them, they may use their appearance stat in the place of their popularity (The Judge may even state that they "have" to use their appearance stat instead, especially if their appearance is lower than their popularity stat).

Appearance can possibly add modifiers to a Charisma or Popularity FEAT if the Judge finds that it is appropriate for the current situation.

**Using Influence:** When dealing one on one with a non-player character, that NPC usually has a predisposition to the hero of either Friendly, Neutral, Unfriendly, or Hostile. Friendly characters and organizations include:

- Close Friends and relatives of the hero
- Listed Contacts for the hero

Neutral characters and organizations include:

- People who have never met the hero, but have heard about them
- Other heroes, unless they have worked together before
- Large groups of strangers

Unfriendly characters and organizations include:

- People who have never met or heard of the hero
- Total strangers
- Individuals with opposite Popularity (negative if the pro is positive, and vice versa)
- Neutral characters whom the character has offended, perhaps by not returning something

Hostile characters and organizations include:

- People who are actively opposing the hero and their goals
- Sworn enemies

Enemies and people the character has hurt are considered totally Hostile, and will not under normal circumstances even listen to the hero, much less go along with his ideas. (There are exceptions to this. For example, if the character is getting something out of the deal, he may be more willing to go along with it).

An Influence FEAT is rolled against the character's appropriate (Charisma, Popularity, or Appearance) rank number. This determines in which rank it will fall (example: a Popularity of 45 is rolled on the Incredible column).

- Friendly targets require a green FEAT
- Neutral targets require a yellow FEAT
- Unfriendly targets require a red FEAT
- Hostile targets are impossible FEATs

The effects of success or failure depend on the group and the thing sought. A failure for a Friendly group is a polite refusal, usually with a good reason ("I'm sorry, but the S.H.I.E.L.D. Helicarrier is not available - company policy.") A failure for a Neutral group is a curt refusal and potential for the group becoming Unfriendly. A failure for an Unfriendly group means the individual or group turns ugly, and the hero may be attacked.

**Column Shifts in Influence FEATs:** The nature of the request will influence the column being used. Here are some guidelines for the players:

The target benefits	+2CS
The target is placed in danger	-3CS
The item in question is up to Good value	-1CS
The item in question is up to Remarkable value	-2CS
There is a good chance the item will not be returned	-2CS
The item is unique	-3CS

Influence FEATs are used only when dealing with NPCs (whether by players or other NPCs). An Influence FEAT is never used against the players

to force them to perform actions against their wills (normally).

Let's take some examples.

A fire breaks out in a theater, which Captain America is present at. He changes into costume and shouts for the panicky people to head in an orderly fashion for the fire doors. The crowd is Neutral, but benefits from the action (they survive). The Judge determines that a Popularity FEAT is appropriate, which Captain America has a Popularity of Unearthly (100). The roll is Unearthly +2CS, or Shift Y. A yellow FEAT is needed, failure would indicate that part of the crowd listened, but a few weren't paying attention, and would rush this way and that, looking for a quick way out.

Tony Stark as Iron Man is fighting a mutant, and is aware the Federal Government has a neutralizer ray. He has associates in the U.S. Government, in the Department of Defense. He must convince the Department of Defense (Contact is Friendly) to give him the ray gun. The column is shifted -3 CS because the item is unique, and another -2CS because there is a chance the DOD will never see it again (they never did). The Judge determines that Tony will need his Charisma for the FEAT, which Iron Man has Remarkable (30). The roll for Stark to get the device is Friendly, or green, on the Feeble column.

Natasha Romanov, the Black Widow, is undercover and trying to infiltrate the villain's disguised hideout. Ahead of her is the entrance, but it's guarded by two security guards. Realizing she's outgunned if she attacks outright, she tries a different approach. Being in her civilian disguise, and putting on her best smile, she approaches the men "Hey, I'm really sorry about this, but I have absolutely no idea where I am - I thought this was some kind of bookstore.... Say, are you two guys doing anything tonight?" The Judge allows an Appearance FEAT using Black Widow's Incredible rank appearance. This might give the Black Widow opening initiative to attack the guards and take them out quickly and quietly. The Judge may even allow her a red FEAT roll to get past unhindered.

Spider-Man wants some information from J. Jonah Jameson. Jameson is Unfriendly, but Spidey convinces Jonah that he might get killed, which is to Jonah's benefit. The information does not cost, and Spider-man rolls on the Incredible (40) column hoping for a red result. (Note: Secret IDs have a separate Popularity from public IDs. If Peter Parker wanted the information, Jameson would be Neutral, and Parker could get the info more easily.)

Finally, notice in one of the above examples that Spider-Man convinces Jonah the mission is dangerous. This is not done on any die roll, but rather in conversation between the player and the Judge. The play might go something like this:

*Player (Spidey):* Ah, come on, J.J., where is the Vulture hiding out?

*Judge:* (rolling die, getting a white result) Even if I knew, I wouldn't tell you, wall-crawler! Now get out of my office before I call the cops!

*Player:* Oooo-kay, it's fine by me. I mean, I don't really want to fight him anyway. I might lose and get hurt.

*Judge:* Get hurt? (rolls again, gets a red result) Hummmphff! Well, it's against my better judgment, but if one costumed clown will take out another, it's all right with me. Lance Bannon spotted him in Central Park, near the sheep meadow. Goodbye and good riddance!

**Negative Popularity:** There are Charismatic bad guys like Doctor Doom, whose very evil bends others to their will. There are also those powerful characters such as Rhino and Juggernaut, from whom people flee. Finally, there are heroes, who through bad press or prejudice (mutants) suffer from a negative Popularity.

Negative Popularity operates as positive Popularity, save that it ignores whether the target is friendly, neutral, or unfriendly. Everything is a yellow FEAT. The only modifier that comes into play is if the request is in the target's best interests ("Run, you dolts!" is in the target's interest). Characters with negative Popularity can never approach individuals other than Contacts for items and favors (which is why theft is always a major part of criminal behavior).

A Negative Popularity is represented as a minus "-" before the word, such as "- Typical" (-5 Popularity). A character with negative Popularity suffers penalties in receiving Karma.

## RESOURCE FEATS

Resources were modified in the Advanced Set to cut down on the paperwork. As things stood previously in the Original Set, characters gained Resources like money. They had a physical amount of Resource points, and everything cost a certain amount of RPs. This may work for Peter Parker, who has to make the rent every month, but for millionaire Tony Stark who can buy roadsters out of petty cash, this is a bit harder to handle.

For this reason MSH-X maintains the Resource FEAT. All items have a Resource rank instead of

a cost. This is roughly equivalent to the previous set cost. The Resource ranks of most common items are listed in Chapter 4: Hardware, Magic, and More.

To purchase anything, a character must make a Resource FEAT. This is the equivalent of a credit check, or rattling the piggy bank, or checking the bank account to see how much cash is available. This is over and above that amount necessary to get by on.

A Resource FEAT may be made by a character once per week. If a Resource FEAT has been made by a character in the previous seven days, any Resource FEATs following automatically fail ("Hello, Ms. Arbogast? Put that Borneo deal on hold until next week -- I just bought a new Triumph TR-7.").

A Resource FEAT is figured in almost the same fashion as a normal FEAT, with one important exception. A lone character may not try to purchase an item with a higher rank than his Resource rank. Other rules apply -- if a Resource rank is three ranks lower, the purchase is automatic; if one or two less than the Resource rank, a green FEAT is needed, and if equal, then a yellow FEAT is needed.

Success indicates the hero may purchase the item in question. Failure indicates the item is more expensive than he can afford. He cannot try for any other item of that rank or higher for the next week. Then he can make another attempt for that item, or another item (this represents the idea of saving up for a purchase).

**Bank Loans Option:** Characters may purchase something up to one rank higher than their Resource rank through a lending institution. The character then has to worry about making a Resource FEAT each month of two ranks less for as many months as the rank number of the item. Failure to pay results in the bank taking back the item in question. There are other institutions that lend money. They employ seven-foot tall gentlemen named Guido to collect.

*Example:* Peter Parker has a Poor Resource rank, and his apartment building rent is Poor as well. He makes a yellow FEAT roll to see if he can pay his rent. Failure indicates he cannot pay that week and may try to make it up the next week (providing he gives Mrs. Muggins a decent excuse for not tossing him out). Success means that he keeps Mrs. Muggins off his back for another month.

*Example:* Tony Stark has an Excellent Resource rank. He wants to buy a car with a Good rank. He can do so with a green FEAT (failure indicates a cash flow problem -- he doesn't have

it at the moment). He can pay for a night on the town (Typical) without making a FEAT roll.

*Example:* Tony Stark used to run Stark International, a Large Corporation with Incredible Resources. Incredible Resources allow them to buy their boss a car for off ice use, but they may have to borrow money from the banks to rebuild the damage done by Iron Man's battle with Obadiah Stane.

## COMBINED AND MULTIPLE FEATS

**Combined Actions:** Individuals may help each other in performing FEATs (lifting a car, researching the function of an alien device, etc.). Check the ability both characters are using. If the lower of the two characters is within one rank of the higher, the character with the higher ability receives a +1CS benefit to the FEAT. This benefit may be used in cases of using complementary Powers for the same FEAT as well, provided that Power aids the situation.

*Example One:* Vision, with Spectacular(70) Strength, helps She-Hulk (Monstrous(80) Strength) pull up an overturned crane. The column checked for the FEAT is Wondrous (Monstrous shifted one to the right).

*Example Two:* Sunspot, with Remarkable(30) Strength, helps She-Hulk lift up the crane. The column checked is still Monstrous, since Sunspot's Strength is significantly lower than She-Hulk's

*Example Three:* Shaman summons a wind of Spectacular(70) intensity to help She-Hulk lift the crane. Should the Judge decide that the power complements the ability that is being checked, the FEAT is rolled on the Wondrous column. Otherwise, it is rolled on the Monstrous column. (If the Judge has good reason, such as the wind blowing up a lot of stinging dust, he may make the FEAT a Spectacular FEAT owing to the added difficulty).

More than one action in the same round: In noncombat situations, characters who perform more than one action in the same round may do so with the note that the actions may require a larger FEAT than previously.

A character may perform up to three noncombat actions in a round, or one combat action and one non-combat action (for multiple combat operations, check in the Combat section). The difficulty of the FEATs is raised, however.

If both actions are Automatic, they both may be performed in a single round without either FEAT being increased.

If the tougher action requires a green FEAT, then both actions will require yellow FEATs to succeed.

If the tougher action requires a yellow FEAT, then both actions will require red FEATs to succeed.

If the tougher action requires a red FEAT then both actions may not be performed in the same round (or rather, both will fail).

## Movement

Previously, we have kept movement and distances relatively simple. The main playing area or map has been divided into areas, which limit movement. These areas have varied in size according to the space available, and a hero would move through two large areas at the same rate as two small areas.

In MSH-X, we retain that idea of areas for normal movement on the map. In addition, we provide the option of ranged movement, for use with or without the maps provided.

### AREA MOVEMENT

Area movement is for use on the maps provided with this product and other MSH products, or maps created by the Judge using areas. Areas are defined by dotted lines on the maps, and also by the edges of buildings and changes in elevation. An area of open space is about 44 yards. Enclosed spaces, walls, trees, and shrubs may reduce the size of an area.

A character's Endurance normally determines the number of areas he can move through in a turn.

- Those characters with a current Endurance of Feeble may only move one area per turn.
- Those characters with Endurances between Poor and Excellent may move two areas per turn.
- Those characters with Endurances of Remarkable or higher may move three areas per turn.

In addition, Powers may allow a hero to move faster than his Endurance limits. Also, vehicles will allow faster movement than is normally possible.

When using fold-up figures, the forward corner of the hero is considered to be the exact location of the hero. When using counters, the tip of the arrow is the exact location. When using miniatures, consider the leading edge of the figure's base to be the exact location.

### RANGED MOVEMENT

One of the cut-out sheets is a range ruler, marked in half-area segments. One area is about half a city block, or 44 yards for our purposes.

For those familiar with the idea of rulers, 1 area equals about 2" on our outdoor maps. Maps of smaller areas have a scale provided to indicate the range in areas.

Using ranged movement the hero can ignore the defined areas on the map. The character may move in any direction, subject to intervening walls, type of ground, and elevation.

- Endurance also affects ranged movement.
- A hero with a current Endurance of Feeble may move only one area per turn, a maximum of 44 yards.
- A hero with an Endurance of Poor to Excellent may move a maximum of two areas per turn, or 88 yards.
- A hero with an Endurance of Remarkable or better may move a maximum of three areas per turn or 132 yards.

As with area movement, ranged movement may be further increased by devices or Powers.

Ranged movement is more exact than area movement, but is more complex. In area movement, how far the hero can move is limited by the area borders on the map. In Ranged movement, the character may move more freely, but is further limited by the terrain passed through.

When using ranged movement, divide the movement into "legs." Each "leg" of the move represents a straight line from one point to another, as well as moving through doors (or windows or walls, for that matter). Thinking of the "legs" of a movement as the shots taken on a golf course gives an idea of how it works. When the character moves from point to point along the leg, measure the distance between the points. That is the number of areas that the hero has spent getting from point A to point B. Round fractions up. If the distance A to B is greater than one area on the marker but less than 1 1/2 areas, the hero has "spent" 1 1/2 areas getting from point A to point B.

If one of the legs passes through a doorway, an additional 1/2 area is added (this is assuming the door is closed but unlocked — a locked door must be unlocked or broken down). Therefore, if a leg of 1 1/2 areas passes through a doorway, that leg is really two areas.

Likewise, an open window or other similar, easily accessed opening can be entered at a similar cost.

If the window (or door) is closed, or there is an obstruction (a tree, rock, statue, or wall), the hero (if she wants to keep moving) must break through that material. Breaking things is explained above in the FEAT section. How far a hero may move after breaking through a wall or

similar obstruction is determined by the strength of the material broken through.

- If the material is up to Poor material, one area is lost
- If the material is up to Excellent material, two areas are lost
- If the material is up to Incredible material, three areas are lost
- Materials of greater than Incredible material rank will cause the character to stop after breaking through

The above supposes we are dealing with normal walls and similar material, anywhere up to 6". Dealing with thicker materials may be modified by the Judge.

When a character has moved the amount of areas allowed, that character's move ceases. If the character's "movement allowance" expires by moving through a doorway, wall, or window, the move is finished with the character standing in that doorway, window, or opening in a wall.

*Turning:* The character can make any turn up to 90 degrees from his direction of travel without loss of speed. Making a turn greater than that (for example, using the city map in this box, heading west on 8th Avenue and turning northeast on Lincoln) reduces the character's speed by half. If the character does not have the speed to make the turn, that character ends his turn where the turn was to take place. At the start of a turn, the characters may move in any direction they see fit. Vehicles have different limitations according to their type. (see Vehicles, particularly under Crashes.)

*Other actions while moving:* If the character is performing other actions while moving, his or her movement rate is reduced by half. This does not apply to charging, but does apply to other actions taken at the end of a round (running up and engaging a foe in slugfest).

*Eyeballing and the quarter-inch rule:* When using the range system, it may not be necessary to measure off every movement and motion of the hero. If a hero can run from New York to Chicago in six seconds, it's a good bet he or she can move to the next room in a turn. Unless the Judge calls for it, measurement can quickly become optional among experienced players.

With the ranged movement system, however, the exact location is more important than with the area movement system. It is now important if a hero is on the northeast, northwest, southeast or southwest corner of 8th and Grant. The arrows on the markers, corners of the fold-up figures, etc., determine the exact location, and it is from these points that the ranged movement is measured. It is a simple fact of life that in any game with counters, maps, markers, slices of

pizza, whatever, things get moved accidentally. For this reason, the Quarter-inch rule can be used. If a hero is within a quarter-inch of the location he is heading for, the Judge should consider the move complete. What this prevents is reducing movement to an exact science. It isn't, and a hero should not be prevented from reaching a runaway applecart just because the measure may be a little off.

## VERTICAL MOVEMENT

There are two types of vertical movement: Up and Down (hold the applause, please).

**Upward Movement:** There are a number of types of upward ground movement, including climbing up buildings, walking up stairs, and riding in elevators. Raising your elevation by use of wings and rockets is defined as Flying, and is talked about later on. Vertical distances are determined in floors, continuing the tradition set forth in the original set. Each floor is 15 feet, or 5 yards, in height (let's have some high ceilings, here).

Climbing is the scaling of vertical surfaces by abilities or by Powers that permit such abilities (Spider-Man's wall-crawling for example). For a character without such powers to climb, enough projections or footholds must be available. (Climbing a normal building would be impossible for most mere mortals, but a drainpipe might make matters easier). A character might climb one floor in altitude per round under favorable conditions (under unfavorable conditions, the Judge may require Agility FEATs to avoid falling). Certain super-powers such as wall crawling may modify this.

Then there are things such as stairs, ladders, and fire escapes. A character may ascend these structures at one floor/round, with no chance of falling off or down (of course, the bad guys they are pursuing may decide to push things down on them, but that's another barrel of monkeys entirely).

Lastly, there are elevators. Elevators move at different speeds: old ones rattle along at 5 floors per round (up or down); most normal ones move at 10 floors per round, and the fastest (attached to most ultra-modern buildings, secret HQs, and the like) move at 20 per round. The newer elevators operate off runners at the corners, so the old trick of cutting the elevator cables only works in older buildings.

**Downward Movement:** Moving down in an elevator has the same rate as moving up. Racing down stairs is the normal movement speed, with one floor equaling one area. Climbing down is one area per round, with the noted Agility FEATs and determination of impossibility.

The major type of downward movement is called Falling. Falling has the following rates:

- First round: 3 floors/round
- Second Round: 6 floors/round
- Third Round: 10 floors/round
- Fourth and following rounds: 20 floors/round

Falling in itself causes no damage. It is the sudden stopping when the character's body connects with the sidewalk that may inflict damage. Treat such a situation as a Charging attack on an inanimate object, with the ground's material strength acting as the Body Armor of the target. If the damage is taken by the material, the shock may be absorbed; otherwise the hero takes damage from the fall equivalent to the distance.

A character falling off the top of a 10-story building will fall 3 stories the first round, 6 floors the second, and the remaining 1 story in the third round.

*Example:* She-Hulk is flung out of the 33rd story of the Baxter Building by an opponent. Not having the ability to fly, She-Hulk falls 3 stories in that first round. She starts the beginning of the second round at the 30th story falling rapidly. As her action she twists her body into a diving shape (so as to minimize danger to passersby). That second round she falls to the 24th story. The third round she falls to the 14th story. The fourth round she lands in front of the Baxter Building, acting as a ramming attack at 20 areas per round. Her Body Armor is Incredible, while the material strength of the road is only Excellent. The road gives, and She-Hulk walks away from the fall with only her pride damaged.

**Catching items as falling:** New York City conveniently places light posts, flagpoles, and cornices in locations where falling heroes can usually find them while plummeting to their supposed deaths. Catching a nearby light post, flagpole, etc. is an Agility FEAT of intensity equal to the speed of the fall (a character falling at 20 floors/round is up against an Excellent Intensity FEAT).

**Catching people while falling:** See "Catching" in the Combat section.

Those people for whom falling from high distances is a common occurrence (fighter pilots, for example) often wear parachutes. It takes one round for a parachute to deploy. Parachutes slow the fall to three floors per round, provided they are not overloaded (most normal parachutes can hold two normal people. More recent inventions allow parachutes to glide. Ordinary chutes will drift with the wind. Chutes are made of Feeble strength material,

and a shredded chute will be of no good to the character using it.

## FLIGHT AND GLIDING

Ordinary people do not fly (watch, I'll get an argument on this one). There are vehicles and Powers that allow flight. Vehicles are covered in their own section. The following deals with flight resulting from super-human Powers.

The ability of flight is determined by the controlled imbalance of the forces of thrust, drag, weight, and lift. This is more complex than we need for our purposes. The main thing to consider here is the idea that movement through the air, unlike movement along the ground, is often at higher speeds; it is often harder to turn while flying. For speeds of characters with Flying Powers, see the Long Distance Movement Table on page 23.

**Acceleration:** A flying character cannot reach his ultimate speed in a single round, unless that character's Powers specifically permit it. The first round of flight, the character can move up to his movement as limited by Endurance (1,2 or 3 areas). The speed can be increased by that increment each round until maximum speed is reached.

*Example:* Storm can attain Incredible speed, reaching 20 areas a turn. She has Amazing Endurance, so she may accelerate up to 3 areas a turn. On the first turn of flight Storm moves 3 areas, on the second 6, on the third 9, the fourth 12, the fifth 15, and the sixth 18, on the seventh turn and every turn afterwards Storm can move 20 areas.

**Deceleration:** Slowing down while in flight is a bit simpler. A character in flight may always halve his current speed (how fast he moved the previous round), rounding fractions up. (A character moving 15 areas could slow to 8 areas.) A character that slows to 0 areas may fall, unless the nature of that character's Powers is such that the character could hover in place. (Storm, for example, gains her flight Powers by control of winds, and as such may hover, while Cannonball, who has his Powers by chemical reaction, may not hover in place.)

**Landing:** A character landing after moving at high speed may have difficulties. Those moving at more than 3 areas per round must make an Agility FEAT, with failure indicating a Slam result. (Click here for more info about Charging.) Those heroes who can hover in place, or reduce themselves to 0 speed, do not have to worry about landing.

**Altitude:** Each floor or height is considered an area for purposes of movement. If a character moves forward three areas and up two floors, a

total of five areas are considered to be moved. Similarly, a character that moves two areas forward and four floors down has moved six areas.

**Diving Option:** When gaining height you move more slowly, and when descending you pick up speed. The above rule for Altitude reflects the loss in speed, but at the Judge's option, the players may use the following for Diving. For each three floors in height reduced, the hero's speed is increased by one area. Example. Angel is moving at 6 areas per round. He charges (dives) for the full six areas. Angel now can move an additional two areas, either downward or horizontally. (A character who dives 9 areas may use the additional three areas to continue diving, gaining another area, for 13 total.) Diving may be used in Charging combat. Pulling out of a dive requires an Agility FEAT.

**Obstructions:** With normal ground movement, it is assumed that the characters can open doors and the like. Such actions are not available to flying characters. If a door or window is closed, the character has the choice of stopping to open it. or going through it. The same applies to walls.

**Turns:** Any turn of up to 90 degrees by a flying character counts as moving into an area. For example, if a character moves from area A to adjacent area B, then turns to area C, he has moved 3 areas (move to B, turn, and move to C). This applies to both ranged and area movement.

If a character attempts a turn of 90 degrees or more. she must make an Agility FEAT roll. Failure indicates that the individual did not overcome the forward momentum of the flight and continues in the original direction. This applies to vertical and horizontal turns, and includes pulling out of a dive at the last moment. turning alongside buildings. and skimming close to surfaces.

**Low Altitude Flight:** If a hero is flying at relatively low altitudes (less than 2 stories up) or in close quarters (inside or surrounded by tall buildings). the maximum speed in flight is equal to the speed the hero can move on the ground with that Power rank (that is, ground speed). Storm. for example. moves 20 areas per turn by the air. If in a closed space (such as inside an office) or close to the ground, her maximum speed would be 7 areas per round. The hero may exceed that speed, up to his or her maximum air speed, but all actions in that range (between 7 and 20 areas per turn for Storm) require Agility FEATs to perform.

**Gliding:** Gliding is a special form of flying using Powers or equipment such as para- glides, parachutes that permit some limited control). A character that glides drops 1 floor for every

Rank	Land/Water		Air		Space			
	area/round	MPH/MPM	area/round	MPH/MPM	FTL	A-FTL	Warp	A-Warp
Shift 0	0.5	7/.125	1	15/.25	1	10	100	10k
Feeble	1	15/.25	2	30/.5	2	20	200	20k
Poor	2	30/.5	4	60/1	4	40	400	40k
Typical	3	45/.75	6	90/1.5	6	60	600	60k
Good	4	60/1	8	120/2	10	100	1k	100k
Excellent	5	75/1.25	10	150/2.5	20	200	2k	200k
Remarkable	6	90/1.5	15	225/3.75	30	300	3k	300k
Incredible	7	105/1.75	20	300/5.00	40	400	4k	400k
Amazing	8	120/2.00	25	375/6.25	50	500	5k	500k
Fantastic	9	135/2.25	30	450/7.50	60	600	6k	600k
Spectacular	10	150/2.50	40	600/10.0	70	700	7k	700k
Monstrous	12	180/3.00	50	750/12.5	80	800	8k	800k
Wondrous	14	210/3.50	75	1125/18.75	90	900	9k	900k
Unearthly	16	240/4.00	100	1500/25.0	100	1k	10k	1M
Shift X	20	300/5.00	150	2250/37.5	150	1.5k	15k	1.5M
Shift Y	32	480/8.00	200	3000/50.0	250	2.5k	25k	2.5M
Shift Z	50	750/12.5	500	6000/100.0	500	5k	50k	5M
Class 1000	75	1125/19.0	Orbital		1k	10k	100k	10M
Class 3000	100	1500/25.0	Interplanetary		3k	30k	300k	30M
Class 5000	150	2250/37.5	Teleportation		5k	50k	500k	50M

round in the air, but moves the number of areas stated per round. (If no number of areas is stated, then the movement is Typical -- 6 areas per round). A character who is gliding may also travel as fast as the wind speed.

### SPACE FLIGHT

But before you can go adventuring into the far-flung reaches of the universe, you first need a way to get there. A variety of means to reach the stars exists, from personal flight using superpowers to the use of external or mechanical means. Some examples of spacefaring methods include:

**Slower Than Light (STL) drives:** STL ships can reach speeds up to that of light. If such a ship is intended for interstellar flight, it may be equipped with suspended animation chambers or a life-support system capable of sustaining passengers for years or centuries.

**Faster Than Light (FTL) drives:** FTL ships are capable of exceeding light-speed, but they still travel in real-space.

**Advanced FTL (A-FTL) drives:** Better engines enable advanced FTL starships to attain speeds 10 times faster than normal FTL drives.

**Warpdrive:** Warpdrive ships are capable of entering hyperspace and thus attaining FTL speed. Warpdrive ships might be limited to STL flight in normal space.

**Advanced warpdrive (A-Warp):** Better warp generators enable a starship to travel at speeds 100 times faster than can be achieved by normal warpdrives.

**Teleportation:** Instantaneous travel across the universe for individuals or small loads is possible with this power.

**Stargate:** A stargate uses a form of teleportation. A fixed-location device (the gate) instantaneously teleports an entire spacecraft to another stargate. Stargates are assumed to be rare, being so powerful.

The type of stardrive determines its speed range. The power rank number determines its basic speed value, which is then multiplied by the standard modifier for that class of travel. Table 1 shows the basic starship types and their speed for the MARVEL SUPER HEROES game.



## IN THE WINK OF AN EYE

Stargates and teleportation systems and powers enable travelers to instantaneously cross long distances. Travel time is limited by the amount of time it takes to make each jump and the number of jumps necessary to cover the desired distance. Most teleportation systems are designed to handle individuals or small loads. They may be placed on planetary surfaces or built into spacecraft of any sort.

Stargates are immense portals capable of handling entire starships; these devices often appear to be titanic doors or hoops miles across. Objects must be able to physically pass through a stargate in order to "see it. Starships can be moving at sublight speed when they "see a stargate, although the ship must be piloted very accurately. The Shi'ar are the primary users of star-gates; they maintain a network of them through the universe, including one within 10 light days of Earth. At this time, the gates are heavily guarded at the Shi'ar ends.

A portable stargate was left in Manhattan by Shi'ar agent Davan Shakari. This stargate is currently powerless and thus can only receive travelers. However, it can be made operational by a power source of at least Shift-X intensity (for example, Firelord's cosmic power). 'This stargate's existence is known to the X-Men, X-Factor, Firelord, Lilandra, Misty Knight, and Jean Grey's parents. Although it was last seen on the roof of Misty Knight's apartment, the current location of the stargate is unknown. Unless the stargate is reprogrammed, it will send any user to the unnamed world within the Shi'ar Empire that holds the M'Krann Crystal. This barren world is normally uninhabited. This stargate can be reprogrammed by an Incredible Reason FEAT

## NATURAL SPACEWARPS

The structure of the Marvel Comics' universe is riddled with spacewarps. These function as inter-dimensional tunnels that enable any ship capable of FTL flight to swiftly cross enormous distances in even less time than usual. Earth is near one of the largest junctions of spacewarps in the universe, a crossroads for half the known star-faring races. This is one of the reasons why Earth keeps attracting so many space travelers. Known warps include several linking Earth with various points in the Andromeda galaxy and one to the Kree Empire in the Greater Magellanic Cloud, a satellite galaxy of our Milky way galaxy.

## YOUR OWN STARSHIP

The MARVEL SUPER HEROES Advanced Set contains the basic procedure for building your own starship. If takes an Amazing Reason FEAT to design a stardrive capable of FTL flight. The Resource FEAT is X rank for a basic FTL ship, higher for a more advanced model.

Sometimes a powerful energy source can be used to modify an STL ship to FTL speeds. One such example was the "se of Thor's Mjolnir to propel a Quinjet between the stars. Such an energy source must be of at least Uearthly rank, and the ship to be so modified must have at least an STL drive.

Starships can also be directly gained by a variety of means, proper and improper. Ships may be recovered if abandoned, stolen from their owners, or rebuilt from parts scavenged from damaged vessels. Terrans kidnapped by aliens might over-throw their captors and seize the aliens' ship for themselves. A star-faring race may present a Terran with a starship as a gift or reward, such as when Prince Dezan gave a Skrull starship to the Fantastic Four. If all else fails, travelers can always try buying a starship, assuming your PCs can find one for sale.

Tables 2-4 can also be used to quickly generate a starship with a few rolls of the dice. Table 4 determines the number of typical humanoids that can be kept alive by the life-support system, allowing at least one chair or berth for each potential passenger. If a cargo ship is desired, subtract 1-10 crew-beings and multiply the remaining number of passengers by 200 lbs. to get the starship's cargo limit.

## SWIMMING AND WATER MOVEMENT

Unless otherwise stated, assume that most heroes can swim. Swimming, however, is slow, a maximum of one area per round, unless other Powers increase that rate. Those heroes who can fly at their Power rank speeds use the Water column for that speed, with a maximum of 9 areas per round (Fantastic).

Surface movement is similar to land movement, except the heroes or vehicles involved must float (that is, must keep the water from getting inside the boat).

As an aside, here is a good place to mention drowning. Characters can hold their breath a number of rounds equal to their Endurance rank number. At this point, they must make a green Endurance FEAT. The next round, they must make a yellow Endurance FEAT. In each following round, they must make a red Endurance FEAT or start drowning. Drowning results in unconsciousness, and loss of one Endurance rank per round. When Endurance reaches 0 the character dies.

## LONG DISTANCE MOVEMENT

Long distance movement applies to both ranged and area movement, and provides the maximum distance a character with a given speed can move. Different speeds are provided for Air speeds and Land/Water speeds.

The speed of sound (Mach I) is about 750 mph, Mach 2 (twice the speed of sound) is 1500 mph, and Mach 5 is roughly 3750 mph (actually slightly higher, but close enough for these numbers). Those individuals that move at Interplanetary or higher speeds are limited to Mach 5 in the atmosphere. Interplanetary speeds are set at 25000 mph or so (Blastaar can reach these speeds). Those individuals with Near Light capabilities include Captain Marvel and the Heralds of Galactus. The Heralds also may possess the ability to open paths into hyperspace for inter-spacial travel. Those with Class 5000 abilities have physical transportation that verges on intergalactic teleportation. Those craft that move through hyperspace are moving at Class 5000 speeds.

## Exhaustion and the Long-Distance Runner:

The above table indicates that the weakest human can move at 15 mph, which if true in and of itself means that Aunt May can make the four minute mile. This is, of course, not so, and though humans have been clocked at 27 mph in the dash, normal speed over the long distance is limited. These rules apply primarily to ground movement, but are applicable to swimming characters and those who fly under their own Power (as opposed to those aided by technological items).

In general, a hero can move without stopping for a number of rounds equal to his Endurance rank. A hero with an Endurance of Excellent can move 2 areas per turn (130 mph) for 20 turns (2 minutes) without checking for exhaustion. At that point, make a green Endurance FEAT. Success indicates continuing for another equal length of turns, failure means stopping for 1-in turns. After another Endurance rank number of turns, a yellow FEAT is made, with failure resulting in resting for 2-20 turns. After a third Endurance rank number of turns is made, a red FEAT is made, with failure resulting in resting for 3-30 turns. Rest must come after the fourth set of turns, or the character will fall down for 3-30 turns.

Summary:

- After rank number of turns green Endurance FEAT or rest 1-10 turns
- After 2 x rank number of turns yellow Endurance FEAT or rest 2-20 turns
- After 3 x rank number of turns red Endurance FEAT or rest 3-30 turns
- After 4 x rank number of turns
- automatic rest 3-30 turns

*Example:* Captain America has an Endurance of Remarkable. He can run long distances at 45 mph or so (in the game system). His rank number is 30, so he can maintain this pace for three minutes, before making a FEAT roll. If successful, he makes a second FEAT roll at 6,

then 9, and must rest after 12 minutes of running top speed. That "rest" must take the form of stopping for 3-30 turns.

Heroes may avoid this problem by moving at slower speeds. If moving at speed two ranks lower, no Endurance check is needed. Captain America need not make a check more than once per hour if moving at 15 mph.

Exceptions to the above: All this applies to those heroes who move by their own actions, such as running, swimming or flying. Those who fly by means of devices, those in vehicles, and any and all robots are immune to this effect, as are those with Unearthly or higher Endurances.

**Speed FEATs:** There are occasionally times when a character must move faster than he or she has ever moved before, in order to save a life. A hero may move the equivalent of one additional area (by area or ranged movement) if the hero makes a yellow Strength FEAT roll. A green result indicates the FEAT was unsuccessful, and a white result indicates the hero, ah, tripped and lost control, and will continue moving that direction as if a Slam result was counted against the character. A hero may not increase his or her speed more than one area/round (15 mph) in any attempt.

**Teleporters:** There are an increasing number of heroes and villains with teleportation Powers, including Cloak, Vanisher, Nightcrawler, and Sidewinder. For this reason, a few notes on teleporters are included here.

The Teleporter Power rank number indicates the maximum distance the hero or villain can 'port as if the character were flying. Unlike flying, the distance between the two is covered instantaneously without the hero passing between those points. No speed is involved, unless that character was moving before the 'port. Multiple 'ports require an Endurance FEAT, with failure indicating dizziness for 1-10 rounds (inability to 'port). Most individuals with teleportation ability can teleport their entire bodies and a small amount they are carrying. Carrying others when teleporting results in dangers for both the carrier and the carried. Carrying others is considered a Power Stunt, and may be gained in that fashion. Until the Power Stunt is mastered, the character must make an Endurance FEAT or be unconscious for 1-10 rounds. Similarly, those teleported must make a red Endurance FEAT or be unconscious for 1-10 rounds. Those heroes who are frequently teleported reduce this to a yellow FEAT the second time, and a green FEAT the third, such that an immunity is built up.

Teleporting into an object poses dangers to the teleporter. If a character teleports into an object,

the character takes damage equal to the material strength of the object. Body Armor does not protect the user from this damage. An Endurance FEAT must be made, with success indicating the teleporter may move away from the location (usually to his or her original spot) and become unconscious for 1-10 rounds. Failure of this Endurance FEAT indicates unconsciousness and loss of Endurance levels, with potential death resulting from dropping to the Shift 0 rank.

**Leaping:** Leaping is a specialized form of movement that is tied to Strength as opposed to Endurance. A character may jump as many feet as her rank number without difficulty. Use the table below for areas.

Strength	Leap in Feet/Areas (of Floors)		
	Up	Across	Down
Feeble	2'/0	2'/0	3'/0
Poor	4'/0	4'/0	8'/0
Typical	6'/0	6'/0	9'/0
Good	10'/0	10'/0	15'/1
Excellent	20'/1	20'/0	30'/2
Remarkable	30'/2	30'/0	45'/3
Incredible	40'/2	40'/0	60'/4
Amazing	50'/3	50'/0	75'/5
Fantastic	60'/3	60'/0.5	90'/6
Spectacular	70'/4	70'/0.5	105'/7
Monstrous	80'/4	80'/0.5	120'/8
Wondrous	80'/4	80'/0.5	135'/9
Unearthly	100'/6	100'/1	150'/10
Shift X	150'/10	150'/1	225'/15
Shift Y	200'/13	200'/2	300'/20
Shift Z	500'/33	500'/4	750'/50
Class 1000	1000'/60	1000'/8	1500'/100

Leaps of up to the stated distance are possible by a green Strength FEAT (those of half the listed values may be assumed automatic). Leaps across one additional area may be made by a red Strength FEAT. Leaps down are effectively a controlled fall, and represent the maximum distance the hero can fall and take no damage, provided the hero lands on his feet. This simulates the hero jumping off a building as opposed to being knocked off -- the latter case is not a controlled fall and as such is not covered under these rules.

## Combat

In the MARVEL SUPER HEROES Original Set, physical combat was dependent on one of four abilities, depending on the type of attack made.

- Those attacks involving hand-to-hand weapons refer to the Fighting ability.
- Those attacks involving thrown weapons or use of Powers over a distance refer to the Agility ability.
- Those attacks involving Grappling, holding an opponent, or wrestling refer to the Strength ability.
- Those attacks involving charging and ramming refer to the Endurance ability.

The MSH-X, like the Advanced Set, will elaborate on each type of attack form, and define some specialized tricks that are often used in comic books.

## SLUGFEST (FIGHTING ABILITY COMBAT)

Slugfest combat is a general term referring to hand-to-hand combat. It is the most common form of battling, and includes both attacks with the bare fists, and those with blunt and edged weapons.

For Slugfest combat to occur, the combatants must generally be adjacent. (This may be defined by the counter arrows touching, the points of the stand-up counters touching, or the miniatures touching at the base, or by any other method deemed worthy by the Judge. Certain Powers, such as elongation, may allow a character to engage non-adjacent targets (examples are Mr. Fantastic and Doctor Octopus).

Slugfest combat is resolved on the Universal Table using the attacker's Fighting ability. The result (blue, white, green, yellow, or red) is then noted on the Effects Table directly above the Results Table. There are two columns of results depending on whether the individual used a blunt attack or edged attack.

A *Blunt Attack* is an attack with bare hands, flat of a blade, or other blunt weapon. This replaces the Slugfest column in the Original Set. A character making a blunt attack may score a hit, darn, or stun result. A hero using blunt attack may always choose to inflict less damage than maximum. A hero may choose to pull his punch, doing less than full damage, or inflict a lesser color result (yellow instead of red).

- A character scoring a *Uh-oh* result inflicts no damage. They have missed the target and may have hit something else, possibly another character that was not the target. The Judge has to decide what is the result of the mishap.
- A character scoring a *Miss* result inflicts no damage. They have missed the target and

normally will not have any further effect (also see Luring).

- A character scoring a *Hit* result inflicts their Strength rank number in damage to the opponent.
- A character scoring a *Slam* result inflicts their Strength rank number in damage, and may in addition Slam the opponent.
- A character scoring a *Stun* result inflicts their Strength rank number in damage, and may in addition Stun the opponent.

A character using bare hands (or gauntlets, etc.) inflicts his Strength rank number in damage. A character using a blunt weapon inflicts up to that item's material strength; if the material strength of the item is greater than the Strength rank of the user, the user's Strength rank is increased to the lowest value of the next rank for damage. Aunt May (Feeble Strength) uses a lead pipe (Excellent material) in the drawing room on Col. Mustard. Aunt May would inflict two points damage normally, but inflicts three points (minimum damage of next higher rank) instead. Daredevil (Good Strength) using the same lead pipe would inflict 16 points damage (minimum damage of next higher rank), and the Thing (Monstrous Strength) would inflict Excellent damage (20 points). (That is why Ban Grimm does not normally use lead pipes in combat -- when he uses a blunt weapon, its purpose is usually to reach a non-adjacent target, and he has a preference for light poles.)

An *Edged Attack* is an attack with claws, teeth, or edged weapons such as knives, swords, or hatchets. This is the renamed version of the Hack 'N Stash column of the Original Set. A character making an edged attack may score a Hit, Stun, or Kill result. An edged attack will always inflict a minimum of the damage listed for that weapon. A character who can normally inflict higher damage may inflict damage equal to his Strength or the material strength of the weapon, whichever is less. Such damage may not be reduced in effect.

- A character scoring a *Lose* result, much like a Blunt Attack, has a chance to hit something other than the target, but there is also the possibility of losing the edged weapon if it is hand-held; or the blades get stuck in something and it takes a round to remove.
- A character scoring a *Hit* result inflicts damage as set for that particular edged attack (click here to see info about Weapons).
- A character scoring a *Stun* result may inflict damage as set for that weapon or attack form, and may in addition Stun his opponent.
- A character scoring a *Kill* result inflicts damage as set for that weapon, and may in addition Kill his opponent.

Body Armor, force fields, and other Powers may affect the ultimate success and damage in any form of Fighting combat.

### RANGED ATTACKS (AGILITY COMBAT)

Ranged Attacks is the common term referring to attacks over a long distance, including projectile and energy weapons, and those Powers that allow the inflicting of damage over a distance. Captain Marvel's energy attacks, the Hulk's rock-throwing, Storm's lightning bolts, and Captain America's shield are all examples of ranged attacks.

Characters do not have to be adjacent in order to make ranged attacks. In general, ranged attacks start at the attacker, and proceed in a direct line to the target (yes, Captain America has on many occasions bounced his shield off several targets to hit someone from behind, but this is a Power Stunt using his abilities).

When using area movement, range is determined by the number of areas the missile, energy blast, or whatever passes through from start to finish in a straight line. If the missile passes through a corner of another area, that area is counted. In addition, each floor of elevation is counted as an area.

When using ranged movement, treat the missile, energy blast, etc., as a moving character for purposes of determining range. Doorways would not cost extra (bullets do not stop, open doors, and pass through), but may stop a missile attack. Count each floor of difference as an area, but for firing from a high place to a low place, range can be extended by using the diving option.

Whether ranged or area movement is used to determine the range of a power or weapon, a direct line is taken from attacker to target. That line may pass through intervening structures, such as walls, windows, doors, and other obstacles. The question of whether a given substance will deflect a bullet or let it pass through is fraught with peril, but use common sense and the following general guidelines:

- A higher material strength will pass through a lower material strength (a lead bullet through a glass pane).
- An energy beam will inflict damage on the intervening structure first, then on those areas behind (an Unearthly (100 point) energy beam hits a brick wall -- Good Material -in points are lost, then the 90 point energy beam passes on).
- Physical weapons will lose momentum as they pass through physical material. Treat this as for movement through that material for normal characters.

- Both physical and energy weapons lose their accuracy as they pass through intervening material. Any weapon passing through an intervening structure suffers a -2 CS (shooting an executive through a window will have this effect, as will tossing rocks through a curtain at an unseen adversary).

Ranged attack is resolved on the Universal Table using the attacker's Agility ability. The result is then noted on the Effects Table.

There are five different types of ranged attack listed on this table: Shooting (including most projectile weapons), Edged Throwing, Blunt Throwing, Energy Powers, and Concussive Powers (Force Attacks).

A *Shooting Attack* is the most "normal" form of ranged attack, and consists of using a projectile weapon like a handgun, rifle, or other implement of destruction that is all too common in the USA. A character making a shooting attack may score a Miss, Hit, Bullseye, or Kill result. A Shooting Attack may never be reduced by the attacker in effect or damage.

- A character scoring a *Jam* result is the weapon jams and can not fire this round and possibly other rounds. It could also be a result much like a BA attack where an unfortunate consequence of the shot results (hitting a propane tank by accident).
- A character scoring a *Miss* result misses the intended target. The missile continues to fly, and the Judge may, if he deems circumstances warrant it, make a second roll to see if the attack hits another target in the same general area and path of the weapon (this is why shooting into a crowd or a gasoline storage shed is known as "a bad idea").
- A character scoring a *Hit* result will inflict damage according to the weapon. Some specialized weapons inflict no damage, but instead call for an Endurance FEAT (Mercy Bullets).
- A character scoring a *Bullseye* result does damage as for a normal Hit result. A Bullseye is used if the character is shooting for a particular part of the target (the opponent's shooting hand, for example, in order to disarm him). The nature and result of a Bullseye is left to the Judge, but it should be required for targets of less than one foot square and should never be fatal.
- A character scoring a *Kill* result may kill his or her opponent. Check on the Kill result table. Note that there is a greater chance of killing with a shooting, edged weapon, or energy attack than for any other type.

An *Edged Throwing Attack* involves throwing a sharp, edged weapon such as a knife or

shuriken at the target. A character making this attack may score a Lost, Miss, Hit, Stun, or Kill result. An edged throwing attack may never be reduced in effect (from red to yellow, for example), but a player may inflict less damage.

- A character scoring a *Lost* result misses the intended target and can not be found again without an extensive search that can't be done during a battle. The missile may hit another target as noted for Shooting.
- A character scoring a *Miss* result misses the intended target. The missile may hit another target as noted for Shooting.
- A character scoring a *Hit* result will inflict damage as for the listed weapon.
- A character scoring a *Stun* result will inflict damage, and in addition have a possibility of Stunning the opponent for 1-10 rounds.
- A character scoring a *Kill* result may potentially kill his opponent.

A *Blunt Throwing Attack* involves throwing a dull, blunt weapon such as a rock, bus, or large, concave disk at the opponent. A character may score a Lost, Miss, Hit, Bullseye, or Stun result. These are as described in the sections above. A blunt thrown weapon inflicts damage equal to the Strength of the thrower, or the material strength of the thrown item, whichever is less. A blunt thrown weapon can be reduced in effect or damage.

An *Energy Attack* involves those Powers that use energy to shock or damage the target as well as weapons that simulate those abilities, and include fire blast, lightning bolts, and most forms of radiation. Energy Powers have no physical component. A character using an energy attack may score a Dazed, Miss, Hit, Bullseye, or Kill result.

- A character scoring a *Dazed* result possibly receives some kind of energy feedback to the attacker, or unintended target, or a number of other things that could go wrong. Usually the character has to roll on a *Stun?* result.
- A character scoring a *Miss* result misses the intended target. The missile may hit another target as noted for Shooting.
- A character scoring a *Hit* result will inflict damage as for the listed weapon.
- A character scoring a *Stun* result will inflict damage, and in addition have a possibility of Stunning the opponent for 1-10 rounds.
- A character scoring a *Kill* result may potentially kill his opponent.

All forms of energy attack have a maximum damage. A player may reduce the damage inflicted by an energy attack, but not the effect (from red to yellow, for example).

A *Force Attack* involves those Powers that use a physical manifestation of energy to inflict

damage, and include the plasma-jetting repulsors used by Iron Man, some forms of radiation, the Invisible Woman's force fields, and Iceman's battering ram. A character using a force attack may score a Dazed, Miss, Hit, Bullseye, or Stun result, as explained above or in the sections following. A character may choose to inflict less damage with a force attack than maximum, but may not reduce the effects (from red to yellow, for example).

Body Armor, force fields, and use of Powers may affect the ultimate success and damage of a ranged attack.

**Range Modifiers:** There are limits to the distance a weapon can travel and still effectively hit its target and inflict damage. This is the missile's range (not to be confused with ranged movement). Weapons have a range listed by areas. Powers have a range determined by their Power rank. Thrown items are dependent on the thrower's Strength. The range available according to the Power rank is set on the table under Power FEATs. Throwing range is noted below.

Strength Rank	Range in Areas
Shift 0	0
Feeble	1
Poor	1
Typical	1
Good	2
Excellent	3
Remarkable	4
Incredible	5
Amazing	6
Fantastic	6
Spectacular	7
Monstrous	7
Wondrous	8
Unearthly	8
Shift X	10
Shift Y	15
Shift Z	20
Class 1000+	LOS

This represents the maximum throwing range of an item. For Powers, the range may exceed the listed amount, but for every additional area, the chance to hit is reduced by -1CS. A character with Unearthly fire blasts may use that power, along with his Excellent Agility, up to 6 areas away. At 7 areas away, the chance is reduced to

only Good, at 8 areas Typical, and so on. A chance cannot be reduced below Shift 0, but once the ability enters that realm the character is at maximum distance, unless that ability is noted as being at LOS (Line of Sight -- if the character can see it, he can try to hit it).

For weapons, for each area traveled, reduce the effect by -1 CS to hit (a Rifle has a range of 15. For a target 4 areas away, the chance to hit is reduced by 4 column shifts). In the Marvel Universe, weapons are not nearly as effective at long distances.

## WRESTLING

Wrestling combat refers to a form of hand-to-hand combat in which the character attempts to restrain, hold or grapple with an opponent, or forcibly remove an item from that character's possession. It is less effective than Slugfest combat, but has the advantage of restraining the opponent's actions.

As with Slugfest combat, the opponents in a wrestling attack must be adjacent, or have Powers, weapons, or abilities that allow the attacker to reach the defender. Doctor Octopus' arms, or a bit of web-ball flung out to snatch the Maltese Falcon from the opponent's hand, would fall under this category.

Wrestling combat is resolved on the Universal Table using the attacker's Strength ability. The result is noted on the Effects Table, and is determined whether the attack is Grappling, Grabbing, or Escaping.

A Grappling Attack is an attack designed to limit the movement abilities of the opponent. A Grappling attack may score a Miss, Partial Hold, or Hold result.

- An Ouch indicates that instead of getting a hold of the target, the attacker hurts themselves. Amount of damage is up to Judge due to nature of attacker and/or situation of the battle.
- A Miss indicates the attacker has failed to hold onto the opponent. The attacker may not make other attacks this round.
- A Partial Hold indicates the attacker has grabbed onto an arm, leg, or other part in such a way that will limit actions but not reduce them in full. The attacker may choose exactly what she has grabbed onto. The target may perform any normal actions, but at a -2 CS penalty, and may not move if the attacker's Strength is equal to or greater than the target's. No damage is inflicted in a Partial Hold.
- A Full Hold indicates the attacker has placed the target in a position where the target is fully restrained from action, and may damage the target. The target is considered held until the attacker releases

the target or the target escapes. The attacker may perform one action in addition to maintaining the hold, and may inflict up to the Strength level of damage to the target (subject to Body Armor).

Escaping is an action used by individuals placed in a hold to slip free of the opponent and possibly reverse the damage. A character making an escape may Miss, Escape, or Reverse the Hold.

- A character scoring an *Autohit* result not only did not escape but got hurt by the attacker.
- A character scoring a *Miss* result may make no other action that turn, and is considered held.
- A character scoring an *Escape* result is free of the hold. The character may move at half speed, but may not perform any other actions.
- A character scoring a *Reverse* is free of the hold and in a position to do one of the following: Move up to half distance. attempt to Grapple the former attacker, or perform any other action at a -2 CS.

A Grabbing Attack is an attack geared at taking a possession away from an opponent, like a gun, bomb, or Maltese Falcon. A character making a Grabbing attack may score a Miss, Take, Grab, or Break result. These results may have differing effects depending on the relative Strengths of the combatants. Grabbing combat normally does not inflict damage.

- A *Ow!* result indicates the item in question is not in your character's possession and, much like Grappling, the grabber has hurt himself somehow. Damage is up to Judge on how it is applied.
- A *Miss* result indicates the item in question is not in your character's possession. If the item was in another character's possession, it still is. If the item was in no one's possession, the item is knocked loose and will be up to one area away in any direction.
- A *Take* result indicates the attacker has full possession of the item if his Strength is equal to or greater than the target's (use material strength for things that are glued or clamped down). If not, consider as a miss.
- A *Grab* result indicates the attacker has taken possession of the item, whether or not the Strength of the opponent was higher.
- A *Break* result indicates the attacker has succeeded, and may either depart with the item immediately or, potentially, set off the item. A second roll is made against the material strength of the item involved. If a color (red, green or yellow) result is made, then the attacker may either use the item or move up to half his or her speed away (round up). If a white result is made, the item

is damaged, broken, or goes off. This will vary from item to item -- a glass vase drops to the floor, a gun fires in a random direction, a bomb explodes or loses its safety device, etc. This varies from case to case, but the Judge is encouraged to be as creative and upsetting as his players will let him get away with.

Body Armor has no effect on the initial hit of a Grappling attack, as no damage is done initially.

### CHARGING (ENDURANCE ATTACK)

Charging combat is a form of attack that combines movement and combat. Whereas making any other attack or action halves movement, a charging character may make his full movement and still strike. Charging is a favored method for heroes trying to close the distance between themselves and an opponent with a range weapon, and certain individuals such as Rhino, Juggernaut, and Bulldozer make this their preferred form of attack.

A character must move at least one area to make a charging attack, but may move his entire movement rate to reach the combat. For each area the character moves through before reaching combat, the attacker gets a +1 CS, up to a maximum of +3 CS (Endurance for figuring this may not be raised beyond Shift Z in any event).

Charging attacks are resolved on the Universal Table, checking under the Charging column of the Effects Table. The character making a charging attack may score a Miss, Hit, Slam, or Stun.

- A character scoring a *FUBAR* result indicates you missed your target and things have gone really wrong. Maybe you tripped and are tumbling out of control. Maybe you smashed face first into a wall. Results are up to the Judge.
- A character scoring a *Miss* result inflicts no damage. In addition, the character continues his move for half the character's speed (round up) after the attack. Any change in direction would require an additional Agility FEAT. If the straight line passes into some material obstacle, the character makes an attack on that obstacle instead. The attacked character may return the attack only if his action was originally following the charge.
- A character scoring a *Hit* result inflicts up to his maximum current Endurance or his Body Armor rank in damage, whichever is higher, plus two additional points of damage for every area covered in the attack. (A character moving 10 areas with an Endurance of Good (10) hits an unarmored opponent at top speed, inflicts 10 + 2x10 = 30 points of damage.)

- A character scoring a *Slam* result inflicts damage as for a hit, and in addition may Slam an opponent.
- A character scoring a *Stun* result inflicts damage as for a hit, and in addition may Stun the opponent. The attacker may inflict up to his Endurance or Body Armor in damage, but additional damage from speed is fixed. The attacker may also choose a lesser effect than that rolled.

Body Armor may influence the damage of a charge attack. If the defender's Body Armor is greater than the damage inflicted by the attacker, the damage is rebounded onto the attacker. If the attacker's Body Armor is greater than the rebounded damage, neither side takes damage. (Stuns and Slams still apply.)

*Example:* The character making the attack above has Good Body Armor, and makes the attack at 10 speed with Good Endurance on an opponent with Excellent Body Armor. The first 20 points of that are covered by the target's Body Armor, and as such are returned to the user. The attacker takes 20 points, 10 of which are absorbed by his own body armor. The attacker therefore takes 10 points from his own attack.

Charging inanimate objects is handled in a similar manner, with the item's material strength counted as Body Armor. Charging through a Good strength wall will inflict 10 points of damage on the attacker, unless that damage is absorbed by Body Armor. This applies to characters who are slammed through walls, charge past a target into a wall, or fail to pull out of a dive.

### DEFENSIVE ACTIONS

Previously in the MARVEL SUPER HEROES Original Set there was one conscious action that a character could take to avoid damage: the dodge. In MSH-X, like the Advanced Set, there are three actions that may be used to avoid various attacks; these defenses are tied to different abilities.

*Dodging* is an Agility Ability, and reduces the attacking column shift. A character who is Dodging may move only half his speed in any turn, may not engage in a charging attack, and may perform only one other action that turn, maximum (including making an attack).

A character who is Dodging makes an Agility FEAT at the start of the turn, as soon as Initiative is determined. That FEAT will determine the reduced effect of attacks on the character. The result may be no shift, a -2, -4, or -6CS shift on any attacks stated in the first part of the round. This means that the character may only dodge attacks of which he is aware. A character may

not dodge an unexpected attack, such as a sniper who suddenly appears, an ally who makes an attack, or someone behind the character. (Blindsiding)

Powers may modify this rule, the most notable being the Spider-Sense possessed by the Amazing Spider-Man.

In any event, a character who is making a Dodging attack makes any FEAT rolls in that turn at a -2 CS penalty.

Dodging is usually used against ranged attacks and charging attacks. It has no effect against Slugfest and wrestling attacks (though the character may dodge to avoid ranged attacks in conjunction with adjacent attacks -- this has no effect on those adjacent other than to penalize the dodging character).

*Evading* is a Fighting FEAT that is used by characters who are playing for time, looking for a weak spot in the opponent's attack and hoping to avoid getting their bodies splattered over the countryside.

Evading is an effective defensive tactic only against adjacent attackers, such as those engaged in Slugfest or wrestling combat. Only a single opponent may be Evaded.

A character who chooses to Evade announces that intention during the declaration phase of the turn. If both sides are evading, no actual combat occurs -- both opponents are engaged in a flurry of feints and parries and no real blows are landed.

The Evading character makes no attacks that round, but rolls on the Universal Table and checks the Evasion column in the Effects Table. The results are Auto-Hit, Evasion, Evasion +1, and Evasion +2.

- A Hit +1CS indicates that only should you have zigged when you should have zagged, but the attack gets bonus damage against you.
- An Auto-hit indicates the character zigged where he should have zagged, placing him in the direct line of fire of the opponent. The result of the opponent's attack will be at least a green result, even if a white result was rolled (it is still possible to be missed by a wrestling hold in this fashion, but Slugfest will always hit).
- An Evasion result indicates the character dodged the blow from that particular attacker. The attacker does no damage.
- An Evasion +1CS or +2CS indicates the character dodged the blow as in the Evasion result, and also put himself in the position to deal a better-placed blow against the foe. In the next round, an attack made by the character against that attacker

will receive a +1CS or +2CS bonus to hit (but not damage). This applies to only the first attack in that next round on that attacker, and may not be saved from round to round or increased.

*Block* is a defensive ability that uses the Strength ability to lessen the damage of physical attacks, which include Grappling, Slugfest, Edged and Blunt Throwing attacks, Force attacks (but not Shooting and Energy attacks) and Wrestling (but not Charging).

The Block move is an attempt to meet force with force, and use the individual's Strength as a form of Body Armor against a specific attack. The character using a block may take no other action, but may shield others behind him. Normal Body Armor, but not Force Fields, still apply to defense.

The character using the block maneuver does not attack but counts his Strength as Body Armor, provided the force can be physically resisted (use common sense here -- a fire cannot be blocked, but a pillar of ice can). Roll on the Universal Table against Strength to determine the effects. The notation -6CS, -4 CS, -2 CS, and +1CS indicates the level of Body Armor gained taken from the Strength of the character.

*Example:* A character with an Amazing Strength wishes to block a punch thrown by an opponent with Fantastic Strength (Fighting ability is used to hit, but Block has no effect on this). The character gets a green FEAT, -4 CS, which provides him with equivalent Body Armor of Good. The character takes 50 points damage. If the hero had made a red FEAT roll, the character would have totally blocked the attack (Fantastic Body Armor against Fantastic damage attack).

The *Catching* maneuver is a move designed to let the hero catch falling objects and teammates, as well as catch objects that are thrown and tired at them. It uses the Agility ability to make this maneuver.

The catching maneuver can only be directed against one item at a time. The attempt to catch the item is made on the Universal Table, with Auto-hit, Miss, Damage, and Catch results.

- A *2 x Mat* result means the object tried to catch hits them, just like in a white result, but the attempt to catch was so bad that the object damages them for twice the material strength of the object.
- An *Auto-hit* result means the object the hero tried to catch hit the hero instead. In the case of a falling object, this is as if the object made a charging attack against the character at the speed of the fall. In the cases of shooting or thrown weapons, the

hero is automatically hit (a white result to hit is treated as a green result).

- A *Miss* result indicates the hero has missed catching the object. If the object he was trying to catch was directed against him as an attack, the attack proceeds at a +1CS to hit.
- A *Damage* result indicates the hero caught the object, but might damage it as a result. Treat the catch as a damage-inflicting attack on the object or character being caught.
- A *Catch* result indicates the object is caught with no ill effects to the hero attempting the catch or the object or character being caught.

A character suffers -3CS on all attempts to catch objects directed against the character specifically. In addition, certain types of catches require a minimum Agility.

- Hero must have an Unearthly Agility to catch small, fast-moving items (like bullets).
- Hero must have an Amazing Agility to catch large, thin, projectiles (like arrows).
- Hero must have at least Remarkable Agility to attempt to catch other thrown projectiles.
- Hero may have any Agility to try to catch a falling character or object.

## EFFECTS RESULTS: SLAM, STUN, AND KILL

Most effects of combat are covered in the sections describing that form of attack. Several combat forms share the Slam, Stun, and Kill results. They are explained herein.

For any one of these three results to be effective on a target, the attacker must inflict some damage on the target. If the character's Body Armor, force field, or natural invulnerabilities prevent the form of attack from hurting the character, then the effects of the Slam, Stun, or Kill are negated. Important: In borderline cases where the sum total of the attacker's damage is balanced by the target's defenses, such that one more point is needed to affect the target, the target may be affected by Slams, Stuns, and Kills.

The *Slam* result is possible as the result of Blunt Attacks and Charging and refers to the physical knocking down or away of an opponent. There are three types of Slam under the Advanced Set rules. The subject of a Slam result rolls on the Universal Table for an Endurance FEAT, checking the result on the Effects Table. The result may be No Slam, Stagger, 1 Area, or Great Slam.

- No Slam -- the target is not affected by the slam. The target still takes damage as for a normal hit.
- No Slam -- the target is not affected by the slam. The target still takes damage as for a normal hit.



- **Stagger** -- The target is knocked back a step or two, perhaps knocked to one knee, but is fully capable of engaging in combat next round. The Stagger result indicates the target takes the damage of a hit and is no longer considered adjacent to his attacker. There is no further damage unless the situation demands it. (Say, the target is on the edge of a cliff and staggers over the precipice -- a great way for villains to meet obscure deaths.)
- **1 Area** -- The target is knocked one area away (ranged or area movement). If the attacker inflicted any damage on the target, the attacker chooses the direction of the Slam (any compass direction or straight up or down). If no damage was inflicted, the defender chooses the direction (most likely avoiding fellow teammates, buildings, and other large, nasty items).
- **Grand Slam** -- The target is knocked away with a speed equal to the Strength of the attacker taken as ground speed. (A hit with Unearthly Strength sends the victim 10 areas.) The direction is determined as for 1 Area Slam.
- **Stun Slam** -- The target is Grand Slammed (10 areas) and needs to also roll against Stun? result.

A character slammed into a building takes damage as if he were making a charging attack at that building. Buildings and other obstructions affect the speed of the character as for normal movement.

The *Stun* result has the potential of taking a hero out of the fight for a number of rounds. A character may be stunned as result of any Slugfest attack, Throwing attack, Force attack, and Charging attack. The target rolls an Endurance FEAT on the Universal Table, and checks the result on the Effects Table (is this getting familiar, guys?). There are three types of Stun results.

- 10-100 rounds -- The character is really knocked out, for 10-100 rounds (roll a die). During this time a character may take no actions.
- 1-10 rounds -- The character is knocked out for 1-10 rounds (roll a die). During this time a character may take no actions.
- 1 round -- The character is knocked down and may take no action next round. The character is still conscious, but as the apparent result is the same as 1-10 rounds, a character can play possum and keep his ears open.
- No effect -- just what it means, the character is not affected by the Stun result.

The *Kill* result is potentially the most dangerous for the user (and definitely the target). A Kill result may be checked for as the result of an

Energy attack, an Edged attack in Slugfest, or a Shooting attack. It may also be called for by reducing a character's total health to 0 -- see Life, Death, and Health, following.

The target receiving a *Kill* result makes an Endurance FEAT on the Universal Table, checking under the Kill column of the Battle Table. There are three results on this table.

- A *Die* result that the character has just died. Special Abilities or extraordinary events could possibly reverse this, but that is a ruling for the Judge. Your day just got bad.
- An *Endurance Loss* indicates that the character's Endurance is reduced by one rank. The character is dying (check under Life, Death, and Health), and will continue to lose Endurance at one rank per turn until the situation is cleared.
- The *E/S* result indicates the character is affected as an Endurance Loss only if the method of attack was Edged attack in Slugfest or a Shooting attack. Any other attack form is considered No Effect.
- *No Effect*: The character takes damage as listed for the attack form, but is not slain.

A *Kill* result has detrimental effects on the attacker as well as the target. A hero who kills will lose all Karma (check under the Karma section in the next chapter).

## POWERS IN COMBAT

Usually a character's superhuman Powers can be wielded in combat, depending on the circumstances. Those that depend on concentration may be prevented, while those powers that derive from a weapon may be foiled if the hero is kept from that weapon. This section covers a few of the more common Powers that turn up in combat.

**Body Armor:** The key to withstanding attacks, a character's Body Armor reduces potential damage by the Power rank number of the armor. If a character has Monstrous(75) Body Armor, then any and all attacks reduce the damage by 75. Damage reduced below 0 is counted as no damage, and the target cannot be affected by a Stun, Slam, or Kill result from that attack. For example, if a dagger (10 points damage) is thrown at a hero with Amazing (50) Body Armor, there is no effect from the attack even if the attacker rolled a Kill result. Body Armor protects the character from each and every physical attack. If five goons inflict 10 points damage on the hero with Excellent Body Armor, then none of those attacks succeed.

The above applies to all attack forms except Energy Powers. The rank number of Body Armor is reduced by 20 points when dealing with this attack form. This means a Body Armor of Excellent (25) is reduced to Typical (5), a Body

Armor of Monstrous (87) becomes Monstrous (67), and a Body Armor of Good (10) provides no protection at all against attacks on the Energy column.

*Force Fields* are another common form of defense encountered in combat, and range from the personal (protects the user only) Force Fields used by Iron Man and Vindicator to the projected (protects user, others, or large areas) Force Fields of the Invisible Woman. Force Fields protect as Body Armor, but are effective against Energy attacks at the listed level, and are -10 against all other attacks. A Force Field takes the damage instead of the hero.

A Force Field can be overloaded by damage exceeding that of the Power rank, treating that Power rank as the material strength of the wall. What happens if the Force Field is overloaded depends on the type of Force Field.

- If the Force Field is personal in nature, the system switches off or overheats. The hero is affected by excess damage, and may be stunned or slammed.
- If the Force Field is projected in nature, the user must make a Psyche FEAT roll against the intensity of the attack or become unconscious. The Force Field hangs around long enough to protect those within.

A character with Force Field and Body Armor may use one or the other against any attack, but not benefit from both at the same time. If a Force Field is projected by a third party in front of the character with Body Armor, the Force Field takes damage and, if it collapses, full damage is inflicted on those within. In this case Body Armor is applicable to reducing damage.

**Resistances:** A hero with a resistance against a certain attack form is permitted an additional defensive roll -- when attacked, the hero may make a FEAT roll against the attack, treating the damage as the Intensity of the attack. If successful, the attack inflicts no damage. If the FEAT fails, the Resistance still provides Body Armor against that attack form.

**Claws:** Claws are given a Power rank and a material strength. The first refers to the damage inflicted with them, the second to the materials they can affect. The favorite example is Wolverine, whose Class 1000 material claws only inflict Good damage against materials without a material strength rank. Against materials with a material strength rank, including the outer suit of Titanium Man, Wolverine shreds with Unearthly ability. As far as damage goes, he inflicts 10 points and checks the Edged Attack Table when attacking. This same approach is taken for swords (Black Knight, Silver Samurai) and other sharp pointy items, and for the effects of Corrosive and Rotting Touch.

Claws and other sharp instruments do not affect Force Fields with their material strength. They would inflict their normal damage in overloading that Force Field.

**Growth:** Larger targets are easier to hit than normal ones. in Charging, Slugfest, and Missile (Shooting and Throwing) combat, the following modifiers apply to hit:

Growth	Attacks Against	Attacks By
Up to 7 feet tall	No	No
Up to 18 feet tall	+1CS	-1CS
Up to 22 feet tall	+2CS	-2CS
Over 22 feet tall	+3CS	-3CS

This modification only applies to the chance to hit, not to the damage done.

The character with Growth Power also gains a similar modifier to any Strength FEATs, including wrestling combat. Damage is raised by a similar amount.

**Shrinking:** Smaller opponents are harder to hit, and strike more easily against a relatively larger foe. When attacking a smaller foe, the attacker suffers the column shift listed, while the smaller foe gains a shift on his attacking. This applies to Slugfest and Missile combat only in both cases.

Reduction	Attacks Against	Attacks By
Down to 6 inches	No	No
Down to 1 inch	-1CS	+1CS
Down to 1/4 inch	-2CS	+2CS
Smaller than 1/4"	-3CS	+3CS

The above sections talk about most normal combat situations. Of course, anything that uses characters with superior Powers can hardly be called normal. To cover a lot of the "special cases:" this section will look at a few of the more interesting tactics that have turned up over the years.

**Non-Adjacent Weapon Combat:** In most cases, two characters must be next to each other in order to engage in Slugfest combat, though an exception is noted if the character has a weapon that will reach.

Super-strong opponents are always grabbing lampposts, columns, and buses to smash one another. For this type of combat, the attacker and target do not have to be adjacent, but should be within 1 area of each other (unless the attacker is using something massive like the Concorde to strike his or her opponent). The attacker must be able to lift the object he is

using, and if the target's material strength or Body Armor is higher, the weapon may be shattered and the item useless.

**Holding One's Fire:** If a player has initiative, his character may hold off his attack until an opponent is within the best possible range. In other words, the opponent (loser of initiative) may move according to his plans, but the attacker does not have to attack until the opponent is about to strike. (A good example is a character defending against a Charging opponent. That character chooses to hold his attack until the opponent is right on top of him, then lets loose.)

**Pulling Punches:** This has been covered above but bears repeating: It is possible to inflict less damage than maximum for some attacks, and it is possible to select a lower effect than the color rolled for other attacks. Attack forms where reduced damage is available are Blunt Attacks, Throwing Blunt, Energy Powers, Force Powers, and Grappling, and any form of attack that uses the magic code phrase "inflicts up to a certain level of damage." Attack forms where it is possible to have lesser effects than found on the Battle Effects Table (for example, lessening a Stun to a Slam) are Blunt Attacks, Force Powers, Energy Powers, Grappling, and Charging.

**Multiple Targets:** A character may affect multiple targets by making a single attack that will affect multiple targets, or by making separate attacks against the attackers.

**Single Roll option:** Under certain circumstances a character may affect a number of adjacent foes. All targets must be adjacent to the character in question. Attack forms that may use this type of attack are Blunt Slugfest, Escaping, and Energy and Force Powers. A single roll is made to affect all the individuals in the area at a -4CS. Those results are applied to all in that area.

**Multiple Combat Actions:** Occasionally heroes may make more than one attack in the same round, attacking the same target or different targets. Any character can make multiple attacks, provided that character makes a Fighting FEAT roll in the Pre-Action roll. The intensity of the FEAT depends on the number of attacks desired:

- Making 2 attacks in the same round - Remarkable Intensity FEAT
- Making 3 attacks in the same round - Amazing Intensity FEAT

All multiple attacks are made at -1CS to hit. If the Fighting FEAT fails, only one attack is made at -3CS.

The above applies to Slugfest attacks and Shooting only. Certain Powers may permit multiple attacks as Power Stunts without invoking this rule.

**Entangling Weapons:** There are a number of bolos, nets, and webbing designed as weapons to entangle a foe. These hit with an Agility FEAT, but if they hit, the target must make an Agility FEAT against the material strength of the net, webbing, etc. Failure indicates the target is enmeshed and may escape by breaking bonds as a Strength FEAT, or slipping the bonds, if the character has applicable abilities.

**Groundstrike:** The Groundstrike is a tactic used by individuals with Energy Powers to inflict concussive damage to a target without fear of instant death. The idea is to use the Power to bowl over an opponent and do damage with the rock and earth brought up by the attack. If the material strength is less than the damage inflicted, the target will take damage equal to the material strength. In addition, if the material is relatively thin, the strike may open a hole, causing the target to fall through (Agility FEAT to avoid). The chief function of the Groundstrike is that damage is inflicted on the Force Power Table. It's disadvantage is that it is hard on the surrounding territory.

**Shooting to Neutralize:** It's often a good idea to try to shoot a weapon out of a miscreant's hand. This requires a Bullseye result, and while it inflicts damage, a Kill result is treated as a Bullseye as well. This is one of the few cases where a Kill result may be reduced. It may be used only to knock an opponent's weapon out of his hand.

**Shooting to Stun:** A trick shot, involving grazing the target in such a way as to knock him out. This is a Bullseye result for Shooting combat. A Bullseye result is treated as a Stun, but a Kill is still a Kill result.

**Combined Attack:** A single character may be unable to pierce an enemy's Force Field or Body Armor, but two or more individuals striking at the same spot may be able to affect the foe. As with combined material Strength FEATs, the two must inflict damage within in points of each other. The higher total is raised to the next rank of damage, at the lowest point (88 for Unearthly, etc.) providing the individual with the lower damage ability makes an Agility FEAT (the one with the higher FEAT must score a normal hit). This applies to Slugfest, Charging, and Energy and Force Powers.

**Double-Teaming:** A form of combined attack where one attacker holds the target and the other hits him. The first attacker must get a Hold or Partial Hold on the target. The second

attacker then gets a +1CS on attacks (but a miss on the target may hit the Grappling attacker -- make a second roll as if attacking that character).

**Fastball Special:** A special form of Charging attack developed by Messrs. Logan and Rasputin of Westchester County. New York, which involves the more powerful of the two using the less powerful as a Missile weapon. The attack supposes the throwing character can lift and throw the thrown character. The attack uses the thrower's Agility to hit, or the thrown's Fighting ability, whichever the players involved choose. Damage is done by the thrown character as determined by Endurance, or by a normal Slugfest attack, with the thrown character gaining benefits as for a Charging attack. (Plusses for Speed.)

**Shockwave:** A version of the Groundstrike used by those with Edged or Blunt Slugfest attacks. The attacker must have a Strength at least two ranks higher than the material he is standing on; he then strikes at the ground with fists, legs, etc.. setting up a shockwave that will travel up to 2 areas away in any direction. Those in the path of the Shockwave are attacked by as if by a Charge of the attacker's Strength. No damage is done by a Shockwave attack (though incidental damage may be inflicted by damaged buildings, bridges falling down, etc.) but targets may be stunned or slammed if these results are rolled.

**Blindsiding:** A character who is taken by surprise has a greater chance of being affected by an attack than one who is expecting it. A Blindsiding attack gains a +2CS to hit. and the character hit by a Blindsiding attack may not add Karma to any die rolls to determine if the attack Slams, Stuns, or Kilts. The Judge has final say on Blindsiding, but guidelines are: if the character is taken unaware from behind, the character is distracted, the attacker is playing possum (the target does not anticipate an attack), the attack comes from an unsuspected quarter (an ally or supposed friend makes the attack). Characters with extraordinary senses (like Daredevil) or danger senses (like Rogue, Franklin Richards, and Spider-Man) cannot be Blindsided in normal circumstances. Under special circumstances, though, Blindsiding these characters can be possible. Spider-Man was once Blindsided by Aunt May, as his vaunted spider-sense did not recognize the dear sweet lady with the lead pipe as a threat -- let this be a lesson to us all...

**Shielding:** This tactic involves putting something between the target and the attacker, usually an inanimate object but sometimes, in the case of hero leaping into the fray to stop an attack on another individual, a character himself.

In the first case, the hero may decide to use something as a shield as an initial action or as a changed action after initiative is rolled. If it is an initial action, the hero may perform another action in addition to the action. If a changed action, the hero may perform no other action that round than shielding. In either case, all other FEATs attempted in that round, including combat are -2CS unless the object used as a shield is a device or object commonly used by the hero in that way (the hero is comfortable using the device defensively). The material strength of the item is used as a form of Body Armor against the attack (if a garbage can lid is used as a shield, it will provide Poor (4) protection). This applies only to physical attacks and similar attacks that may be deflected in this manner. This form of defense may be used against Slugfest, Throwing, Shooting, and Charging attacks, but not Grappling and Grabbing attacks.

The hero may also provide a form of shielding to other targets within the same area (or within a half-area for ranged movement) by putting his own body in the way of an attack directed against another. The hero may make this decision only in the decision section of the turn, and then if the hero is closer to the target than the attacker (therefore it is only useful against Shooting, Throwing, and Charging attacks). The hero (or an object the hero is carrying, as in the first section) interposes himself in the line of fire and is considered the target instead of the intended target.

**Example:** Spider-Man is standing next to the Mayor when he sees the barrel of a sniper rifle sticking out of a window. Spidey acts to shield the Mayor, making himself the target of the attack. Were Captain America standing next to the Mayor in this situation, then he could bring up his shield (a common object used for this purpose) to protect the Mayor and himself (the attack is considered to be against Captain America, but his shield may deflect it).

**Flight and Fight:** A few additional rules apply to characters engaged in combat while in Flight:

- A character in flight can be slammed regardless of the character's comparative Endurance. This is because the character is not moored to anything.
- A character in flight may Charge with normal limitations. If the flying character is engaged in a Power dive (dropping straight down), the character can gain a column shift of +4CS (with resulting possible damage for self as well). This applies only to flying characters intent on diving at the target, not to characters leaping, jumping, or falling from high distances (they receive the +3 CS maximum).

**Firing at a Moving Target:** A character who is moving is harder to hit. A -1CS applies to any target moving up to five areas that round; a -2CS applies to those against targets moving up to 10 areas that turn, and -4CS to those moving faster. The exception to this is attack on a character who is Charging directly at the firer -- other than the target getting rapidly larger, there is no difference in location.

**Ambush:** OK, how many times have you seen this in the comics -- the bad guy is right around the corner, pistol drawn, waiting for Moon Knight to come around the corner and... Blam! The Ambush is an attack set up against a certain location. As soon as any character enters that location, the attack occurs. Karma is spent when the attack is set up, not made. An Ambush gains a +1CS to hit.

**Aiming:** This form of attack is for use with Shooting, Throwing, and Powers, in situations where the attacker has the luxury of spending a turn aiming his weapon without firing. A character Aiming for a turn gains a +1CS to hit.

**Point Blank Range:** There are sometimes cases where a firer would have to be really trying to miss -- you know, repulsor up against the bad guy's head, etc. A Shooting character who is adjacent to a non-fighting opponent gains a +3CS to hit that opponent. If the opponent is fighting, or engaged in Slugfest or wrestling, there is a -3CS to hit with Missile weapons. Whether or not a target is fighting is determined when the attacker fires. If the attacker gets initiative in the round the opponent tries to escape, the attacker has a +3CS - otherwise, he has a -3CS.

**Luring:** Luring is a tactic by which the character makes himself a target in order to encourage his opponent into attacking him, whether to keep the opponent from attacking others, lead the character into an uninhabited area, or to persuade the opponent to throw a punch or make a charge, only to jump out of the way at the last moment. A character trying to Lure states so. The opponent gets a +2CS on attacks, but at the moment of attack, the defender can pull a defensive move of his or her choice. If the attack misses, the lured character will hit whatever was directly behind the luring character (the character's choice).

**Using Karma in Combat:** Karma is delved into deeply in the next chapter, but since it has an important effect on combat it should be mentioned here. Karma is used to manipulate the die rolls on the Universal Table. When a character decides to spend Karma, the player simply announces it. You automatically spend 10 Karma points by saying that simple phrase. You can spend more, but 10 points is the

requirement for making the statement. On the die roll you are modifying (always the one immediately after the announcement), you add the number of points equal to the amount of Karma you spend (at least 10, the amount you spent to start with). Other uses of Karma are described in the Karma section.

## Life, Death, and Health

This is one of the most important sections yet covered. In combat, we noted that various attack forms inflicted various types of damage -- a strike with the bare fists inflicts up to the attacker's maximum Strength. This may be modified by Body Armor, tactics, and other stuff, but the end result is a number, which is deducted from your Health score. What happens when Health reaches 0?

Well, your character just might perish.

A character that reaches 0 Health becomes unconscious and stays that way for at least 1-10 rounds. The player rolls an Endurance FEAT for the character and consults the Kill column of the Effects Table. If the result is no effect, the character is Stunned for 1-10 rounds and may regain consciousness. If the result is Endurance Loss, the character begins to lose Endurance ranks.

A character loses one Endurance rank per turn. The loss is temporary, but for further Endurance checks the rank number is considered to be the highest for that rank. One rank is lost per turn until the character reaches Shift 0. When the character slips below Shift 0, that character is dead. Deceased. Pushing up daisies. Beyond the mortal ken. Extreme measures must be taken to bring that character back into play. Fold up the character's sheet and put him in the Hall of Fame. (However, see Immortality.)

How do you avoid this situation if your character is the one who may pass from this mortal coil?

- Spend Karma. You can stabilize your Endurance for one round by spending 50 points. This is a stopgap measure at best. (This is a change from the Original set.)
- Spend a lot of Karma. You can gain another Endurance FEAT when you slip a level by spending 200 Karma points. If you succeed, you are unconscious.
- Help from your friends. If a friend, ally, enemy, or passerby attempts to aid you, the loss of Endurance is halted. The character is still unconscious, and will be for 1-10 more hours. Aid is defined as first aid, summoning help, pulling the character to safety, or even checking to see if the character is OK. A character with First Aid and Medicine Talents may be able to aid individuals who have reached Shift 0 Health.

*Regaining Consciousness:* A character unconscious from the result of a Stun regains consciousness in 1-10 turns, and may act normally from there on. A character with 0 Health is unconscious for 1-10 turns, then can make a Endurance FEAT. Failure indicates the character is still unconscious; check again in 1-10 turns. Success indicates the character has regained consciousness, and has Health equal to his Endurance rank.

*Recovery:* Ten turns after a character takes damage, he regains Health equal to the Endurance rank number, provided the character is not knocked unconscious. This Recovery only applies if the character is not further damaged within that time period. If a character is damaged, steps out, and then is damaged again before Recovery takes place, then only Healing is possible. Recovery may take place only once per day.

*Healing:* A character normally heals his Endurance rank number in the hour (600 turns) following the last damage. If the character takes further damage during that period, then the time is measured from that point. Characters with special abilities may be able to heal for greater amounts or at faster rates. This rate is doubled by bedrest and medical supervision (doctors or hospitals).

*Robots and Reactivation:* Robot PCs and NPCs that are knocked down to 0 Health and lose all Endurance Ranks are not "dead" in a conventional sense, but may be rebuilt by other characters, if they may retain most of the parts and personality. Repairing such a character would require a Reason FEAT of intensity equal to the highest Ability or Power rank of that character (if the Vision is deactivated, as he apparently was once in crossing Annihilus' Force Field, repairing him is an Unearthly intensity FEAT). The repaired character returns to play, but has no Karma. Reactivating a robot takes a number of days equal to the highest Power rank of the character (the Vision would take 100 days). Robots may suffer disabilities.

*Impaired Abilities:* A character who has lost Endurance ranks has a -2CS until the Endurance is returned to original levels. One Endurance rank is healed per week in normal action. One Endurance rank is healed per day if the character is in a hospital or under a doctor's care. Endurance cannot be healed to a higher rank number than the character had before the damage.

*Disabilities:* A character who slips to Shift 0 in Endurance is in danger of having one or more of his abilities impaired. For such a character, roll for each physical ability above Good (Green FEAT). Failure indicates that that ability is now

reduced to the next lowest printed number (from a Fantastic (61) to an Amazing (50)). These abilities may be modified upwards afterwards only by experience.