

An exciting super-heroic RPG filled with fun for all ages!

Heroic Conquest

**Buy The Complete Version of This Book at
Booklocker.com:**

<http://www.booklocker.com/p/books/1741.html?s=pdf>

SECTION 2: COMBAT

CONDENSE COMBAT

This area was designed with the following in mind:

- 1) For those who want COMBAT to go quickly
- 2) For those who DO NOT want to inflict the full damage on other characters, as well as not wanting the full damage on their own characters.
- 3) Players and characters who just want to mostly battle.
- 4) For people who do not want to read the CHARACTER SUCCESS GRID or those who do not want to roll the percentage dice (1d100).

In this simplified form of combat, the player will need to use only six sided dice. The player will need dice for his ATTACK roll and his DEFEND roll.

HOW MANY DICE?

The player's own character will determine how many dice he will get to defend with and attack with. To determine the ATTACK dice the player will count all the MAX TRAITS under the following CHARACTER ABILITIES.

VISION POWER	MENTAL POWER	ENERGY POWER	SPECIAL ABILITY
PHYSICAL POWER	BATTLE ABILITY	ENDURANCE	STRENGTH

If the character has all 8 at the MAX trait, then the player will used 8d6 for his attack

To determine the DEFEND dice the player will count all of the MAX TRAITS under the following CHARACTER ABILITIES.

INVULNERABILITY	AGILITY	LUCK
RECOVER FROM INJURY	SPEED	SENSE TRAP
SENSE ENEMY	RESIST TORTURE	ENDURANCE
QUIET MOVEMENT		

As you can see, if the above are all MAX on the character sheet, then the player will have 10d6 for a DEFEND. Also, notice that ENDURANCE was used for both areas? It was done because ENDURANCE gives the body energy, the stamina, to perform the moves.

WHAT IF NONE OF THE TRAITS ARE MAX?

If none of the traits are MAX, then take one dice. For example, since there are a total of 8 possible traits for the ATTACK, then the number of dice will be 1d6. Also, since there are 10 possible traits for the DEFEND, then the defend will use 1d6

HOW DO I DETERMINE A SUCCESSFUL HIT OR NOT?

For HITS (ATTACKS) the odd numbers or dots, depending which typed of six sided dice that's available, are representing the ATTACK POINTS, while the even numbers or dots are representing the DEFEND POINTS. One single number per dice, whether ATTACKS or DEFENDS counts as ONE SINGLE POINT.

EXAMPLE: Player 1 had 3d6 to ATTACK, and all his dice came up showing odd numbers, which translates into 3 ATTACK POINTS. Player 2 had 5d6 to DEFEND, and her dice came up showing 3 even numbers and 2 odd numbers. The odd ones ARE NOT COUNTED in the DEFEND. Player 2 tied the ATTACKER and the tie always goes to the DEFENDER.

HOW MANY HIT POINTS ARE TAKEN OFF IF I ATTACK SUCCESSFULLY?

In this form of combat, no POWERS or WEAPONS have any set DAMAGE (unlike the Traditional COMBAT FORMAT, which follows this section). Even the NON DAMAGING POWERS or WEAPONS can do a little bit of damage.

EXAMPLE: Player 1 has 4d6 to ATTACK, which only the odd numbers on the dice will be counted. And Player 2 has 3d6 to DEFEND, which only the even numbers on the dice will be counted. Player 1 rolled the following numbers: 2, 1, 5 and 1 (three actual ATTACK POINTS). Player 2 rolled the following numbers: 4, 3 and 5 (only one actual DEFEND POINT).

Tally up the numbers: ATTACK POINTS = 3
DEFEND POINTS = 1

The DEFENDER can only defend one of the attacker's points, so the defender will have to take 2 off of his HIT POINTS and NOT what the power/weapon damage is.

This works for multiple attacks as well.

PLAYER	#d6	ATTACK or DEFEND	#D6 POINTS ROLLED
1	3d6	ATTACK	3 ATTACK POINTS
2	6d6	ATTACK	4 ATTACK POINTS
3	2d6	ATTACK	0 ATTACK POINTS
4	9 d 6	DEFEND	7 DEFEND POINTS

The total of ATTACK POINTS = 7 and the total of DEFEND POINTS = 7. . . TIE.
Tie always goes to the DEFENDER

USING THE TRAITS WITH THE CONDENSE BATTLE FORMAT?

Once playing in this form of combat, the player must always use this format, so how do you use your traits during the adventure, such as SENSE ENEMY?

You will use your ATTACK dice and you will roll against the GM (like fighting his villains). The GM will use one-half of #d6 that you will use.

EXAMPLE: The player wants to use the character's SENSE ENEMY to see if there are any villains or evil thoughts around. The player has a total of 4d6 for his ATTACK. This means that the GM will use 2d6. If the Player beats the GM in rolling, then he can use the trait successfully, but if the GM wins, then failure.

What if there are odd number of #d6?

Player has 7d6, if you divide it, the number will come to 3.5, but you can't split a dice in two. So the GM will get to round the dice up to the next nearest whole number, which in the above question would be 4d6.

USING POWERS AND WEAPONS CREATIVELY

Similar to the other form of combat, the player may use his character's power or weapon creatively, but it also depends up on the power's POWER LEVEL (weapons do not need power levels). Most of the powers in HC can be used creatively: to invent, to distract, to save, to slow, etc.

EXAMPLE: (Weapon: Web-Shooters) Three human heroes are pushed out of a high flying plane and none can not fly nor have devices that can aid in flight. One hero possess a set of web-shooters and he

wants to attempt to create a large enough parachute that all three can hold on to and float to the ground. . . safely. The owner of the web-shooters will have to roll his ATTACK dice (4d6) and the GM will roll 2d 6 against the player. The other two players have nothing to do with the rolling or the making of the web parachute, so they are not a factor in the rolling in this format.

The player rolled 2 ATTACK POINTS, but the GM rolled 2 DEFEND POINTS and the TIE goes to the DEFEND roller. This hero did not make the roll this turn. . . hopefully there's going to be a next time.



EXAMPLE: (power: hologram). Villains are chasing the heroes in a mountain range. The heroes had passed over a rock slab that they used as a bridge to cross over a deep canyon filled with jagged rocks. As the last hero crossed, the slab fell into the canyon, leaving no bridge. One hero had an idea. Using his power of hologram and his ATTACK dice (1d6), (and after checking the power level to determine if he has the power to do his little trick) he rolled a 1 ATTACK POINT. The bridge is created. The GM makes a DEFEND attempt, but failed and all 4 of his villains leapt off of the edge and into the canyon.

Most of the others will work the same way, it is up to the imagination of the player and the GM.

RULES DURING COMBAT

Like the other combat format, this one also has a couple of guidelines that needs to be followed during combat. In this combat the characters all get the default of moving 2 squares per turn. Here are the occurrences in combat:

1) The **ENCOUNTER**, which means that the two opposing forces meet. This also includes traps, obstacles, and other bad things. But, the good guys can also meet up with NPCs. (Non Player Character)

Once the encounter had been made, the characters (good, bad & NPCs) have the following choices to do during his turn.

1) **MOVEMENT:** The character can move along the battle grid.

or

2) **ACTION:** The character may ATTACK, DEFEND or even RETREAT (Retreat does not count as the typical movement that's stated above. This movement is for when the character is taking a beating., not to advanced on the grid).

or

3) **COMMUNICATION:** The character may use his turn to speak with the villains or the NPCs, but he gets to talk with his team mates anytime he wants for free.

SUMMARY

This combat format will go quickly during the adventure, all though killing your opponent will take forever. All characters still keep their pre-assigned HIT POINTS, this way the character can be integrated into the other COMBAT FORMAT, which is bloodier. In the other combat it is easier to kill your opponent and as you will see, if you kill the evil guys you earn EXPERIENCE POINTS to upgrade your TRAITS, RANGE, POWER LEVEL, etc.

This combat format is great to keep your character alive almost indefinitely. This way for those hard core players can make them some metal miniature of there characters!

NOTE: Even if your character does eventually dies and if you do have a miniature. . . the miniature won't be wasted! Just make a new character under the CHARACTER CREATION with the

same DESCRIPTION as the predecessor. That way you won't be flushing your money or miniature supplies down the drain.

For the other combat, just "cheat" on the description and roll out the rest of the character's items.

As stated, you can bounce your character from one combat format to the other and back again.

But you can not play both combat versions in the same adventure.

TRADITIONAL COMBAT

In this section of HEROIC CONQUEST, the player will learn how to play the character into the four levels of combat, from the easiest to the super advanced. The player will also learn the basic combat procedures as well as the various forms of attacks.

BASIC COMBAT RULES

All COMBAT FIGHTING will be rolled with the **1d100**.

- 1) Know who is **ATTACKING** (HERO or VILLAIN) and who is **DEFENDING** (HERO or VILLAIN).
- 2) Know what method the **ATTACKER** is going to use (POWERS, WEAPONS, BATTLE ABILITY, TRAITS, ETC.) and which method the **DEFENDER** is going to use (IV, WEAPON, POWER, ETC.)
- 3) What is the **RATING NUMBER** (CHARACTER'S TRAIT NUMBER) of the item that the **ATTACKER** is using and the **RATING NUMBER** of the item the **DEFENDER** is using?
- 4) What is the **DIFFICULTY LEVEL** that the GM gave the **ATTACKER** and what is the **DIFFICULTY LEVEL** the GM gave to the **DEFENDER**?
- 5) What number is needed on the **SUCCESS GRID** for the **ATTACKER** to **SUCCESSFULLY HIT** the target and what is needed on the **SUCCESS GRID** for the **DEFENDER** to ward off the attack?
- 6) What number did the **ATTACKER** rolled and what did the **DEFENDER** rolled?
- 7) If at least one of the battlers was **SUCCESSFUL**, then finish out the rules. If not, then start over, but this time the **DEFENDER** will become the new **ATTACKER** and the old **ATTACKER** will become the new **DEFENDER**.
- 8) What was the **TOTAL DAMAGE** of the **ATTACKER**. If **SUCCESSFUL** then the **DEFENDER** will subtract the **ATTACKER'S TOTAL DAMAGE** from the **DEFENDER'S HIT POINTS** (PROVIDED IF THE DEFENDER WASN'T SUCCESSFUL IN PROTECTING HIMSELF).
- 9) **DEFENDER** may now become the **ATTACKER**, whether the **ATTACKER** had placed damage on the **DEFENDER** or not.

TWO OPTIONS FOR ATTACK

- 1) **NORMAL ATTACK** --- use the BASIC COMBAT RULES,
- 2) **HALF SWING** --- use the BASIC COMBAT RULES, but divide the damage (if any) you inflicted on a target by 2.

DIFFICULTY LEVEL

The following chart was designed to give the GM a chance to fairly give characters **DIFFICULTY LEVELS (DL)** according to their **BEINGS**, and their surroundings. Although the chart is not completely explanatory on a thousand different situations, there would not be enough paper in the USA for the various situations for different adventures that several thousands adventures that thousands of GM'S could design! The **DIFFICULTY LEVEL** will be determined by the GM'S ADVENTURE.

HERE'S AN EXAMPLE OF A DL ASSIGNMENT: A **MUTANT** wants to shoot an **ICE BEAM** at a villain. The villain is a **CROSSBREED** and has a **HOSTAGE** in front of him to prevent the hero a clear shot. As GM, and according to the DL chart, what **DIFFICULTY LEVEL (DL)** would you give the **MUTANT** to **SUCCESSFULLY** hit the **CROSSBREED** and not harming the **HOSTAGE**? (SEE EXAMPLE EXPLANATION FOLLOWING THE DL DEFINITIONS)

DL	TARGET VISUAL	POWER OF THE VILLAIN	MISC. MEANINGS
1	CLEAR	Less BEING than you	Obstacle easy to overcome
2	CLEAR	Same BEING as you	Obstacle average to overcome
3	CLEAR	Higher BEING than you	Obstacle difficult to overcome
4	BLOCK	Less BEING than you	Obstacle easy to overcome
5	BLOCK	Same BEING as you	Obstacle average to overcome
6	BLOCK	Higher BEING than you	Obstacle difficult to overcome
7	MANY	Less BEING than you	Obstacle harder to overcome
8	MANY	Same BEING as you	Obstacle worst to overcome
9	IMPOSSIBLE	Higher BEING than you	Obstacle impossible to overcome
10	HOPELESS	GM SPECIALS or OTHER	Obstacle hopeless to overcome

DEFINITIONS OF THE DL

CLEAR is when the ATTACKER can see his target without anyone or anything distorting the attacker's vision.

BLOCK is when something or someone is between the ATTACKER and the target.

MANY is when there are several items: people, trees, etc. between the ATTACKER and the target.

IMPOSSIBLE is when the target is in a crowd, in a building with lots of walls, or the target is camouflaged.

HOPELESS is when the target is invisible or there are too many distractions of the eye to positively get a sight on the target (usually moving targets. . . lots of them).

OBSTACLE anything that gets in the way of the ATTACKER whether its a wall, people, trap, etc.

OBSTACLE EASY means that a trap or obstacle is easy to overcome without damage to the character.

OBSTACLE AVERAGE means that that the trap is somewhat noticeable and the obstacle itself could be almost deadly.

OBSTACLE DIFFICULT means that the situation could be deadly, with larger amounts of HIT POINTS that can be taken off in a single blow.

OBSTACLE HARDER means that GM SPECIALS had made an appearance.

OBSTACLE WORST means that the target is GOD LIKE or MAGICAL TRAP. Damage is instant death (usually).

OBSTACLE IMPOSSIBLE means that a mixture of all the above mentioned are involved.

OBSTACLE HOPELESS means EVERYTHING that is mentioned, except that the damage from a single villain or obstacle could kill every hero on the adventure. Usually the villains are specially designed villains, not a part of the 12 BEINGS or even GM SPECIALS.

EXPLANATION OF EXAMPLE: The **MUTANT** who has a MAX of 18 wants to shoot a **CROSSBREED** who has a MAX of 60, and he has a **HOSTAGE** in front of him. We know that the **CROSSBREED** is more powerful (because he has a higher MAXIMUM number) than the **MUTANT**. The **CROSSBREED** is **BLOCKED** by an obstacle, in this case, the **HOSTAGE**. So looking on the **DL CHART** we will look up the following factors: **HIGHER BEING & BLOCKED**, the conclusion is that as a GM, the DL you should assign the **MUTANT** would be a **DIFFICULTY LEVEL 6**.

CRITICAL HIT CHART

These are the areas of the body that the GM will instantly look up to determine the area of the hit (if successful). Use this chart for COMBAT LEVELS 3 & 4 and for any BATTLE ABILITY MOVEMENTS. **But the GM may use this chart ANY TIME he or she sees fit!**

- 1) **CHEST HIT** – Roll the 1d100, 90 or above is INSTANT DEATH. If under 90, the roll 1d10 + 1d10 for extra damages.
- 2) **LEG HIT** – Roll 1d10: 1 & 2 = Leg Broken, do double damage. 3 through 8 = do double damage and lose next 2 fights. 9 & 10 Leg Cut Off, do triple damage and Character loses 1/5 of his HIT POINTS per phase until the wound is bandaged.

- 3) **HEAD HIT** – Roll 1d10: 1 & 2 = Eye put out, do double damage and loose next 3 fights. 3 through 10 = Roll 1d10 + 1d10 + 1d10 for damages and loose the next fight.
- 4) **HAND HIT** – Roll 1d10: 1 – 4 = Weapon drops/Power turns off, normal damage. 5 – 8 = Hand Broken, weapon drops/Power turns off, do double damage and loose all fights if use the broken hand (GM choice which hand will be affected). 9 & 10 = Hand Cut Off, loses EP for that hand, do triple damage and loose 1/5 of HIT POINTS per phase until wound is bandaged.
- 5) **CHEST HIT** – Same as #1.
- 6) **GROIN HIT** – Same as #1.
- 7) **NECK HIT** – Roll 1d10: 1 – 4 = Slight injury, do normal damage. 5 – 7 = Do triple damage. 8 = Neck Broken or Head Cut off, INSTANT DEATH. 9 & 10 = Do triple damage, spinal cord broken – paralyzed. Roll 1d100 to determine the percentage of body that's paralyzed.
- 8) **ORGAN HIT** – Roll 1d10: 1 & 2 = **HEART HIT**, roll 1d10, odd number INSTANT DEATH & even number do triple damage. 3 & 4 = **BRAIN HIT**, roll 1d10, odd number MENTAL VEGETABLE & even number do triple damage & loose control of powers every 3rd turn (even if make a successful roll). 5 & 6 = **LUNG HIT**, roll 1d10 odd number INSTANT DEATH (lungs destroyed) even number do triple damage, regardless if lung is repaired. 7 & 8 = **KIDNEY HIT**, same as LUNG HIT. 9 & 10 = **STOMACH HIT**, roll 1d10 odd number INSTANT DEATH (stomach blown away) even number do triple damage and lose next fight.
- 9) **CHEST HIT** – Same as #1.
- 10) **GROIN HIT** – Same as #1.

CRITICAL HIT CHART TERMS

- 1) **1d10 + 1d10 + 1d10 for damages:** The total from the three rolls of the 1d10 dice will be added to the ATTACKER'S TOTAL DAMAGE to be subtracted from the victim's HIT POINTS.
- 2) **1d10 + 1d10 for damages:** The total from TWO rolls of the 1d10 dice, rest same as #1.
- 3) **Do double damage:** 1d10 number multiplied by 2, then add the sum to the TOTAL DAMAGE, then subtracted from the victim's HIT POINTS.
- 4) **Normal Damage:** The TOTAL DAMAGE will be used from the ATTACKER'S Character Sheet.
- 5) **INSTANT DEATH:** The Character is Dead.
- 6) **Lose next (number) attacks:** The target Character will INSTANTLY take the damages from the ATTACKER for the next (number) of attacks the Character is supposed to lose.
- 7) **Lose 1/5 HIT POINTS:** The Character will instantly take off 1/5 (20%) off of his HIT POINTS.
- 8) **Do Triple Damage:** 1d10 X 3, then the rest is the same as #3.

FIVE DEGREES OF INJURY

WOUNDED – Caused by any loss of HIT POINTS (HP), need to make ENDURANCE (ED) checks on DL 3 to continue travelling or fighting.

SERIOUSLY WOUNDED – Caused by the loss of 1/5 of HIT POINTS, need to make ED check on DL 5 to continue.

CRITICALLY WOUNDED – Caused by the loss of 1/2 of HIT POINTS, need to make ED check on DL 7 to continue.

UNCONSCIOUS – Caused by the loss of MORE than 1/2 of HIT POINTS, need to make ED check on DL 8 to wake up and continue.

DEAD – Caused by the loss of either ALL HIT POINTS, INSTANT DEATH, or if the Player declares his Character dead.

COMBAT LEVELS

There are four levels of combat that the GM may have the PLAYERS run their characters through, the level of combat will depend upon if the players had previously played a lower combat level. Also, the amount of damage done by a power or weapon will depend up on the combat level.

COMBAT LEVEL 1: In this level, the adventure was designed without damaging traps and less powerful villains (usually HUMANS and ANIMALS as villains). In CL1, the characters go in search for the adventure's objective (often called the MISSION OBJECTIVE, the same thing) without much resistance. My players usually call CL1 the TEST RUN. Power & weapon damages are TOTAL DAMAGE divided by 20.

COMBAT LEVEL 2: In this level, the combat is normal. The villains have spunk and drive to stop the heroes from completing the mission. The traps are all noticeable, and if tripped, the traps will take off very little damage from the character's HIT POINTS. CL2 is the most common form of combat to use in play. Power & weapon damages are divided by 5

COMBAT LEVEL 3: In this level, combat is for the ADVANCED PLAYERS. The villains are mean, vicious, and will try to destroy the heroes. The traps are almost deadly and they are hidden well. The mission objective is not easy to obtain, as a matter of fact, the heroes may not know what the object is, until they come upon it, or question prisoners they take. They may nose around files or documents, etc. to find more things out. Power and weapon damages are defined in the glossary.

COMBAT LEVEL 4: In this level, combat is known as SUPER ADVANCED. My good friend Mike Duvall was the first to discover this form of combat. He was to GAMEMASTER a CL3 game, but somehow it turned into a slaughter! As a matter of fact, that's what CL4 is, a slaughter. The villains (most) are specially designed (GM can make them have a MAX of 100 to 1,000) and very deadly, there are GM SPECIALS, MAGICAL TRAPS, MAGICAL WEAPONS, DEADLY OBSTACLES TO OVERCOME and even the mission objective itself is also against the heroes. The traps are unsensible by the SENSE EVIL or EVADE ENEMY, but may be picked up by MENTAL POWER SENSES, X-RAY and TELESCOPIC VISIONS, but MAGICAL ITEMS will distort the non-damaging vision powers. SEE GLOSSARY FOR OTHER POWERS THAT MAGIC INTERFERES WITH. Power & weapon damages are defined in the glossary as well.

COMBAT PROCEDURES

(MAY USE THE HOMEMADE VISUAL AIDES)

During the ENCOUNTER, the character may:

1) **MOVEMENT:** the character moves as may squares as the GM had assigned him to on the *BATTLE GRID*. Usually a character without any super speed would get to move 2 range squares. Retreating counts as a movement.

OR

2) **ACTION:** the character may draw his weapon and fire, attack with a power, battle ability, change weapons (can not fire until next turn). He may decide not to do anything. . . PASS.

OR

3) **COMBAT:** the character attacks or is being attacked. If the weapon is ready, the weapon may be fired, as long as the target is within the RANGE of the WEAPON.

ROUNDS AND PHASES

These are the time indexes of the adventure. They will be conducted as follows:

- 1) **DECLARATION** the GM will secretly write down the options his villains will take. The players will speak aloud of which options their characters will take.
- 2) **BATTLE** those who choose to fight should attack, and the targets will defend (KNOWN AS PHASE ONE)

(1) Then the **DEFENDERS** will become the **ATTACKERS**, and the **ATTACKERS** will become the new **DEFENDERS**. (THIS IS PHASE TWO)

- 3) **ACTION** any action that the **PLAYERS** or the GM had declared will go through the option that they had chosen.

- 4) **MOVEMENT** the heroes or villains will move their characters on the **BATTLE GRID**, even retreating will be a **MOVEMENT**.

NOTE: A **PHASE** will be completed when the entire team takes a **TURN**. Also the **PHASE** will mean **TURN**.

PHASE 2 will be completed when the other team finishes with their turn
PHASE 1 & PHASE 2 will equal one **ROUND**. (**IV = INVULNERABILITY**)

EXAMPLES OF POWER COMBAT

(VISION POWER (VP))

HERO A (MUTANT)

VERSUS

VILLAIN A (CROSSBREED)

ATTACKER

DEFENDER

VP TRAIT: 15

IV TRAIT: 30

DIFFICULTY LEVEL 3

DIFFICULTY LEVEL: 1

SUCCESS GRID NUMBER NEEDED: 45

NEED A: 40

ROLLED A 65

ROLLED A: 31

SUCCESSFULLY HIT TARGET

DEFENSE FAILED

VILLAIN TAKES DAMAGE

PHASE 2

VILLAIN A (CROSSBREED)

VERSUS

HERO A (MUTANT)

ATTACKER

DEFENDER

VP TRAIT: 60

IV TRAIT: 18

DIFFICULTY LEVEL: 1

DL: 3

NEEDED ON SUCCESS GRID: 25

NEED A: 15

ROLLED A: 27

ROLLED A: 15

SUCCESSFULLY HIT TARGET

SUCCESSFULLY DEFEND

NOTE: All the **POWER TRAITS** work the same way. Also, the **POWERS** can be used more creatively.

SITUATION: The heroes are in the mountains, chasing the villains, when a villain disintegrated the rocky bridge that covered the 1500 feet (500 yards) gap between the two mountain ranges. A hero (**MUTANT**) wants to create an ice bridge with hand rails.

The GM will devise a **DIFFICULTY LEVEL** on this basis: What is the range of the **MUTANT'S** ice power? What is the distance the ice bridge will cover?

The distance of mountain gap is 5 **RANGE SQUARES**, the **MUTANT'S** power range is 6 **RANGE SQUARES**. Take the 5 and divide it into the 6, the answer to the math problem should be 1.2 or 1. The **DIFFICULTY LEVEL** will be 1.

Of course the GM will have to have the characters roll the **AGILITY** on the same **DIFFICULTY LEVEL** of the bridge of ice (DL 1) to see if the heroes can keep their balance or to see if they slip over the hand rail. If the **MUTANT** did not make the **SUCCESS ROLL** then the GM will still allow the bridge of ice to be created, but there could be problems:

PROBLEM 1: The bridge has thin areas.

PROBLEM 2: The bridge will snap in half when everyone is on it.

PROBLEM 3: The first person will fall as well as the bridge breaks.

PROBLEM 4: The last hero left on the bridge will fall. Whatever the player can think of, the power can create it, or have a certain effect that the player wants his character's power to do.

WEAPONS	VS.	WEAPONS OR POWERS
HERO A (ROBOT)	VERSUS	VILLAIN A (ALIEN)
ATTACKER		DEFENDER
WEAPON TRAIT: 36		WT.: 6
DIFFICULTY LEVEL: 1		DL: 3
NEED A: 05		NEED A: 80
ROLLED A: 20		ROLLED A: 75
SUCCESSFUL HIT		MISSED THE ROLL

The **ALIEN** will not get to roll his IV because he allowed his weapon to protect him from the **ROBOT'S WEAPON ATTACK**, instead of relying on his **INVULNERABILITY (IV)**. (This is known as the **PREDEFENSIVE** roll) The **DEFENDER** will roll his same weapon, power, different power, and weapon at the same time that the **ATTACKER** rolls his attack.

Even if the **ALIEN** used a power as the **ROBOT** used a weapon, vice versa, then this would still be a **PREDEFENSIVE** roll.

Weapons can also be used as **CREATIVE POWERS**.

EXAMPLE: Villains pushed T\three heroes out of an airplane. The heroes do not have parachutes, and none can not fly. All heroes are **HUMANS** (normal) and only have weapons. Two have guns and one has a pair of **WEB SHOOTERS**. The **HUMAN** with the **WEB SHOOTERS** would like to create a large parachute for the three falling heroes. This is how a GM figures out the **DIFFICULTY LEVEL**: Take the combined **HEIGHT** of the **HUMANS** will be the span of the parachute. **HUMAN 1:** 6' 3" **HUMAN 2:** 5' 8" **HUMAN 3:** 5' 7"

TOTAL HEIGHT: 17' 6" And how many shots the **WEB SHOOTERS** have (89). The goal is to make the parachute 17' 6" in diameter. Take the number of shots per **WEB SHOOTER** (89) and divide it by 176 (combined height) . So the answer should be 1.9, or 2 (Difficulty Level will be 2).

MULTIPLE ATTACKS			
HERO (SUPERHUMAN)	VS.	VILLAIN A (MUTANT)	VILLAIN B (ROBOT)
ATTACKER		DEFENDER	DEFENDER
(ANY) POWER TRAIT: 10		MP: 9	IV: 36
DIFFICULTY LEVEL: 6		DL: 1	DL: 1
NEED A: 50 (TO HIT BOTH)		NEED A: 30	NEED A: 05
ROLLED A: 56		ROLLED A: 30	ROLLED A: 39
SUCCESSFUL		SUCCESSFUL	SUCCESSFUL

NO DAMAGE WAS TAKEN OFF EITHER OF THE TWO VILLAINS

VILLAIN A	VILLAIN B	VS.	HERO (SUPERHUMAN)
ATTACKER	ATTACKER		DEFENDER
WEAPON TRAIT: 18	WT.: 36		INVULNERABILITY: 10
DIFFICULTY LEVEL: 1	D.L.: 1		D.L.: 6
NEED A: 15	NEED A: 05		NEED A: 50
ROLLED A: 29	ROLLED A: 60		ROLLED A: 76
SUCCESSFUL	SUCCESSFUL		SUCCESSFUL

Although the two villains made their attack roll with a grand total of 89, the **SUPERHUMAN** still defend both with a 50. The GM would give the **SUPERHUMAN** a **DIFFICULTY LEVEL** high enough to cover both of the attackers.

REMINDER: It is the GM'S job to give the player the **DIFFICULTY LEVEL** and to tell him what he needs to roll on his **CHARACTER'S SUCCESS GRID** to make the roll

DISARMING A CHARACTER

To disarm a character, the character who wants to do the disarming must be within the next aligned square on the BATTLE GRID.

EXAMPLE: A HYPNOTIZED woman (HUMAN) carrying a LASER GUN, approaches the group. A MUTANT will disarm her without the use of powers.

MUTANT hero will disarm using BATTLE ABILITY (EVEN IF HE DOES NOT HAVE DISARM IN HIS BATTLE ABILITY MOVEMENT HE STILL CAN USE DISARM) And he will versus the HYPNOTIZED WOMAN.

MUTANT BA: 18	VERSUS	HYPNOTIZED HUMAN IV: 5
DIFFICULTY LEVEL: 1		D.L. : 4
NEED A: 15		NEED A: 55
ROLLED A: 30		ROLLED A: 65
SUCCESSFUL		SUCCESSFUL

Although the **MUTANT** made the roll, it was not effective to the HYPNOTIZED WOMAN'S INVULNERABILITY. Since the DISARM failed, the woman instantly shoots the gun, without rolling on the SUCCESS GRID. The **MUTANT** will instantly subtract the damage from his **HIT POINTS**. (Surprise Attack).

OVER POWERING A CHARACTER

This part is strictly **HAND TO HAND**, putting the STRENGTHS + BATTLE ABILITY TRAITS against one person or group, to subdue another group or person. OVER POWERING is only used for capturing a target. HEIGHT & WEIGHT DOES NOT MATTER!

<u>HUMAN (HERO)</u>	<u>OVERPOWERING</u>	<u>VILLAIN (MUTANT)</u>
STRENGTH 10 + BA 10		SG 18 + BA 15
TOTAL: 20		TOTAL: 33
Loss		Won



No damage is never taken when in or during an OVER POWERING exercise. The only damage that may occur is if the target's team mates jump the OVER POWERING character or characters. If the OVER POWERING attempt fail, the target will get a FREE ATTACK. This case, the mutant gets to attack the human and the human can not defend.

MULTIPLE OVER POWERING

<u>HUMAN</u>	<u>CROSSBREED</u>	<u>MUTANT</u>	<u>VS.</u>	<u>LEPRECHAUN</u>
SG + BA: 20	SG + BA: 110	SG + BA: 80		SG + BA: 750
20 + 110 + 80 = OVER POWER TOTAL 210				TOTAL: 750

The three above (HEROES or VILLAINS) can not OVER POWER the LEPRECHAUN.

Since there were 3 characters attacking the **LEPRECHAUN** that would mean that the **LEPRECHAUN** would get 3 attacks. If they were successful then the characters would own the **LEPRECHAUN**. If a GM SPECIAL OVER POWERED a GM SPECIAL, then the GM SPECIAL that OVER POWERED would own the other GM SPECIAL.

The problem with MULTIPLE OVER POWERING or MULTIPLE ATTACKS is that the victim of the MULTIPLE battles would get the same amount of attacks when it is his turn to be the ATTACKER.

IF POWER OR WEAPON MISSED ON THE ROLL

When a hero or even a villain uses his power or weapon, he runs a chance to miss his target. In such cases if the character's power or weapon misses the target (failed the Success Roll) one of the following will happen as a consequences of his missed action.

- 1) Stray shot hits a NPC.
- 2) Stray shot hits a teammate (Other than leader)
- 3) Stray shot hits the character himself.
- 4) Stray shot destroys property.
- 5) Stray shot hits a hostage.
- 6) Stray shot hits the mission objective (even if its not there, the shot will just keep travelling).
- 7) Stray shot hits the team's leader.
- 8) Stray shot hits and summons a GM SPECIAL of the GM's choice.

Of Course the GM may substitute any of these or even add to them to make the ROUND more or less intense.

KNOCK BACKS

This PART IS STRICTLY OPTIONAL! It is totally up to the GM to use KNOCK BACKS.

The following will be taken into effect for KNOCK BACK rules:

- 1) The character had to be hit by a power or weapon and COULD NOT defend.
- 2) The KNOCK BACK character had to be within 1/2 of the ATTACKER'S RANGE.
- 3) Damage of attack has to equal or be greater than the ATTACKER'S MAXIMUM NUMBER.
If all of the 3 apply, then roll the 1d6 to determine the distance of the KNOCK BACK.
- 1 & 2 ROLLED: The character will have a KNOCK BACK of 1/4 of the ATTACKER'S range.
- 3 & 4 ROLLED: The character will have a KNOCK BACK of 1/2 of the ATTACKER'S range.
- 5 & 6 ROLLED: The character will have a KNOCK BACK equal to the ATTACKER'S range.

If a character had experienced a KNOCK BACK there will be no additional damages, but the character will be on the ground and will either have to attack from a fallen position or use his turn to get up. If attack from a fallen position, he should be assigned 3 extra DIFFICULTY LEVELS.

POWER LEVELS

(Optional)

The power levels were created to upgrade and boost the various powers and abilities of the Heroic Conquest world. Each power is separately listed with the Power levels that that certain power can accomplish, unless similar powers will share the same listing, it will be stated. What you see is what you get for the power upgrades and the upgrades will have to be earned through the EXPERIENCE POINTS system.

The character will get his or her power level rating as well as the levels BELOW the current power level number. (declining numbers) (EX: If have a Power Level 3, then the character can do the effects of PL 1-3).

Regardless what the Power Level may be, the character will still have to roll on the Characters Success Grid.

The weapons DO NOT have a power level, including the weapons that mimic the powers.

The below mentioned powers are all ranked by the type of power (VISION, MENTAL, ENERGY, ETC.).

VISION POWERS**Black Darkness Field**

Power Level 1 to Power Level 5: Can only form shadows

Power Level 6 to Power Level 8 Can form pitch dark blackness.

Power Level 9 to Power Level 10: Can form black force fields and the hardness of the other shadows.

Infravision

Power level 1 to Power level 6: Can see at night like it was dusk.

Power Level 7 to Power Level 9: Can see in pitch dark like it was sunrise.

Power Level 10: Can see clearly into any time of night, shade or darkness.

Day Vision (designed for the Supernatural were-animals and Vampires for the characters they can use the Infravision)

Power Level 1 to Power Level 3: Supernaturals can survive during the daytime and hold their were-shapes on cloudy days.

Power Level 4 to Power Level 7: Supernaturals can survive during the daytime and hold their were-shapes on partially cloudy days.

Power Level 8 to Power Level 9: Supernaturals can survive during the daytime and hold their were-shapes on mild sunny days.

Power Level 10: Supernaturals can survive during the daytime and hold their were-shapes on Ozone Alert bright days!

Telescopic Vision (All include the various details, descriptions, lip reading, etc.)

Power Level 1: Can see distance of the exact RANGE squares.

Power Level 2 to Power Level 3: Can see distance of doubled the range squares.

Power Level 4 to Power Level 8: Can see distances of tripled the range squares.

Power Level 9: Can see distances of 4 X the range squares.

Power Level 10: Can see distance of 5 X the range squares.

Truth Lights & Truth Beams

Power Level 1 to Power Level 3: Target will tell partial truth voluntarily.

Power Level 4 to Power Level 5: Target will tell half the truth voluntarily.

Power Level 6 to Power Level 9: Target will tell most of the truth voluntarily.

Power Level 10: Target will tell the complete truth voluntarily.

Back Vision (seeing behind you without turning around)

Power Level 1: Can only see targets 1/2 square behind you.

Power Level 2 to Power Level 4: Can only see targets 1 square behind you.

Power Level 5 to Power Level 7: Can only see targets doubled range squares behind you.

Power Level 8 to Power Level 9: Can only see targets triple range squares behind you.

Power Level 10: Can see targets 4X range squares behind you.

Motion Detection

Power Level 1: Can only detect motion of animals and small items moving.

Power Level 2 to Power Level 4: Can detect motion of BEINGS moving.

Power Level 5 to Power Level 7: Can detect motion of vehicles moving (any size).

Power Level 8: Can detect motion of PHYSICAL POWERS (such as: speed, jumping, etc.)

Power Level 9: Can detect motion of TRAVEL POWERS (such as: teleport, flight, etc.)

Power Level 10: Can detect motion of weapon AMMO that had been fired.

Thermograph (all within the range squares)

Power Level 1: Can see the heat pattern of animals.

Power Level 2: Can see the heat pattern of people in the open.

Power Level 3: Can see the heat pattern of people behind plaster or wooden walls and related items.

Power Level 4: Can see the heat pattern of people behind metal and other hard, solid substances.

Power Level 5: Can see the heat pattern of any BEING in the open.

Power Level 6: Can see the heat pattern of any BEING behind plaster or wooden walls and related items.

Power Level 7: Can see the heat pattern of any BEING behind metal and other hard, solid substances.

Power Level 8: Can see ROBOTIC & MECHANICAL power source within the "body".

Power Level 9: Can see weapon's power source within the frame of the weapon.

Power Level 10: Can detect heat in foot & tire prints, even old tracks.

X-Ray

Power Level 1: Can see through colored plastics (all textures & thickness') and flesh & bone.

Power Level 2: Can see through wood.

Power Level 4: Can see through concrete, rock and stone.

Power Level 5: Can see through tin and aluminum.

Power Level 6: Can see through copper and brass

Power Level 7: Can see through steel and iron.

Power Level 8: Can see through energy pulses, fields and such.

Power Level 9: Can see through lead.

Power Level 10: Can see through alien matter and materials.

Hologram (Can only fool vision & hearing)

Power Level 1: Can create holograms of animals (small ones to dog size).

Power Level 2: Can create holograms of animals (dog size to elephant size).

Power Level 3: Can create holograms of people (any BEING).

Power Level 4: Can create holograms of small dwellings (shacks, huts, cabins, etc.).

Power Level 5: Can create holograms of vehicles and other transportation.

Power Level 6: Can create holograms of various weapons of any size, except for vehicle based, which will be created (ex: tanks) under vehicles.

Power Level 7: Can create holograms of any type of non player character monsters, including the GM SPECIALS.

Power Level 8: Can create holograms of large structures (EX: mansions, castles, dams, etc.).

Power Level 9: Can create holograms of any size landscaping and terrain and anything that may be located within those landscaping.

Power Level 10: Can create holograms of any type and size of natural disasters. (EX: tornado, fire, etc.)

Corner Vision (all within the range)

Power Level 1 to Power Level 2: Can see left & right without turning the head.

Power Level 3: Can see diagonal in front, behind, left & right without turning the head.

Power Level 4 to Power Level 5: Can see above and underneath without turning the head.

Power Level 6 to Power Level 7: Can see around 1 turn or corner without turning the head or moving.

Power Level 8 to Power Level 9: Can see around 2 turns or corners without turning the head or moving.

Power Level 10: Can see around 3 turns or corners without turning the head or moving.

Cold Glare, Cold Stare, Freeze Glare or Freeze Stare

Power Level 1: Can freeze mists and light moisture.

Power Level 2: Can freeze gases.

Power Level 3: Can freeze liquids.

Power Level 4: Can freeze small creatures (insects to fox size).

Power Level 5: Can freeze medium size animals (fox size to tiger size).

Power Level 6: Can freeze larger animals (tiger size to dinosaur size).

Power Level 7: Can freeze any BEING.

Power Level 8: Frozen animals & insects can freeze anything that touches them while they are frozen.

Power Level 9: Frozen BEINGS can freeze anything that touches them while they are frozen.

Power Level 10: Can form ice and shape the ice into sculptures, weapons, etc.

Hypnotize

Power Level 1: Can place animals into a trance.

Power Level 2: Can place humans & cyborgs into a trance.

Power Level 3: Can place mutants, superhumans & elementals into a trance.

Power Level 4: Can place mythicals, half-breeds & metal - minerals into a trances

Power Level 5: Can place crossbreed, alien & supernaturals into a trance.

Power Level 6: Can place robots & artificial intelligence (computers) into a trance.

Power Level 7: Can place small group of 3 (any of the above mentioned) into a trance.

Power Level 8: Can place a medium sized group of 5 to 7 into a trance (any of the above mentioned).

Power Level 9: Can place a large group of 8 to 15 into a trance (any of the above mentioned).

Power Level 10: Can place people in a trance via TV, internet, radio, etc.

Fire Beam & Energy Powers of: Heat Beam & Fire.

Power Level 1: Character can draw in fire or heat through the eyes.

Power Level 2: Can shoot fire balls.

Power Level 3 to Power Level 4: Can shoot thin layer of flame.

Power Level 5: Can shoot a wide cone area of flames.

Power Level 6 to Power Level 7: Can fly.

Power Level 8: Can produce a "heat vision", which is fire & heat in the form of red light.

Power Level 9: Can create a heated force field for character only

Power Level 10: Character is immune to all fire, flame and heat attacks, no matter if weapons or powers.

Paralyzing Beam (Stops target motionless) & Slow Motion (moves target slowly, almost to a stop).

- Power Level 1: Effects insects and animals (any size).
- Power Level 2: Effects Humans, Superhumans & Cyborgs.
- Power Level 3: Effects Mutants, Elementals & Supernaturals.
- Power Level 4: Effects Half-Breeds, Mythicals & Metal - minerals.
- Power Level 5: Effects Crossbreeds and Aliens.
- Power Level 6: Effects Robots.
- Power Level 7: Effects GM SPECIALS and other misc. creatures.
- Power Level 8: Effects Weapons and Vehicles.
- Power Level 9: Effects Natural disasters (EX: floods, forest fires, tornadoes, etc.)
- Power Level 10: Effects Man made disasters (EX: bio chemicals, nuclear leaks, war, etc.)

Ice Beam

- Power Level 1: Shoots ice vapors from the eyes that freezes insects and any size animals.
- Power Level 2: Shoots ice vapors from eyes that freezes liquids and various gases and vapors.
- Power Level 3: Shoot ice beams from eyes that freezes flesh, bone and blood.
- Power Level 4: Shoot ice beam from eyes that freezes wood solid.
- Power Level 5: Shoot ice beam from eyes that freezes concrete, rock and stone to brittleness.
- Power Level 6: Shoot ice beams that can freeze various metals solid to brittleness.
- Power Level 7: Shoot ice beams that can freeze acid and moving fresh water.
- Power Level 8: Shoot ice beams that can freeze flames solid.
- Power Level 9: Shoot ice beams that can freeze lava and salt water.
- Power Level 10: Can form the ice beams into various forms and shapes.

Force Field Beam

- Power Level 1: Beam powerful enough to protect and shield children & animals.
- Power Level 3 to Power Level 3: Can use the beam as a “hammer” to attack opponents.
- Power Level 4: Can protect a full sized human.
- Power Level 5: Beam can protect a group of 5 BEINGS.
- Power Level 6: Beam can protect small dwellings (hut, cabin, etc.).
- Power Level 7: Beam can protect larger dwellings (large homes, castles, etc.).
- Power Level 8: Beam can protect a 1 block neighborhood (8 to 20 squares).
- Power Level 9: Beam can be used to tear through soil & flesh. (possible tunneling, etc.)
- Power Level 10: Beam can be used to tear through rock & metals.

Stun Beams (knock out)

- Power Level 1: Stun only small animals (mouse to wolf size).
- Power Level 2 to Power Level 3: Stun other animals of greater size.
- Power Level 4: Stun any sized BEING.
- Power Level 5 to Power Level 6: Stun dinosaurs and other non-existing and non character creatures.
- Power Level 7: Stun can effect various power sources of weapons, provided if the weapon uses energy.
- Power Level 8: Stun can effect all vehicles, including alien type.
- Power Level 9: Stun can effect computerized systems.
- Power Level 10: Stun can effect electrical locks and other components.

Stone Glare or Stone Stare

- Power Level 1: Places a stone layer around plants and insects.
- Power Level 2: Places a stone layer around the flesh of any type of animal.
- Power Level 3: Places a stone layer around the flesh of any BEING.
- Power Level 4: Change the plants and insects to stone.
- Power Level 5: Changes the flesh of animals to stone.

- Power Level 6: Changes the flesh of any BEING to stone.
- Power Level 7 to Power Level 8: Can change metals into stone.
- Power Level 9: Can change water into stone.
- Power Level 10: Can change various energies and other liquid substances into stone (acid, lava, etc.).

Laser Beam

- Power Level 1 to Power Level 3: Beam acts as a “Stun Beam”.
- Power Level 4 to Power Level 6: Beam acts as a “Fire Beam”.
- Power Level 7 to Power Level 8: Beam can be used to cut & weld metals & minerals.
- Power Level 9 to Power Level 10: Beam can be used to pound, crush & destroy various substances, such as stone, flesh, metals, etc.

Optic Blast (Pure destruction & all within 1 square, unless otherwise stated)

- Power Level 1: Can only effect animals of any size and origin.
- Power Level 2: Can effect any BEING.
- Power Level 3: Can effect any sized dwellings.
- Power Level 4: Can effect any type of vehicle.
- Power Level 5: Can effect GM SPECIALS and other non-character creatures.
- Power Level 6: Can effect any of the above within 3 squares.
- Power Level 7: Can effect any of the above within 5 squares.
- Power Level 8: Can effect a small farming community (5 to 8 squares)
- Power Level 9: Can effect a small town (8 to 20 squares).
- Power Level 10: Can effect a small planetoid or asteroid (20 to 50 squares).

PHYSICAL POWERS

Health Touch

- Power Level 1: Touch can heal (restore) 10 HIT POINTS per touch per turn.
- Power Level 2: Touch can heal (restore) 20 HIT POINTS per touch per turn.
- Power Level 3: Touch can heal (restore) 30 HIT POINTS per touch per turn.
- Power Level 4: Touch can heal (restore) 50 HIT POINTS per touch per turn.
- Power Level 5: Touch can heal (restore) 75 HIT POINTS per touch per turn.
- Power Level 6: Touch can heal (restore) 100 HIT POINTS per touch per turn.
- Power Level 7: Touch can heal (restore) 150 HIT POINTS per touch per turn.
- Power Level 8: Touch can heal (restore) 250 HIT POINTS per touch per turn.
- Power Level 9: Touch can bring the dead back to life with full, pre-assigned HIT POINTS.
- Power Level 10: Power can work on self with the effects of Power Level 5.

Super Invulnerability

- Power Level 1: Physical attacks have NO EFFECT (no need to roll a DEFENSE).
- Power Level 2: Thrown items (rocks, daggers, etc.) have no effect (no need to roll a DEFENSE).
- Power Level 3: Wooden weapons (thrown or shot: arrows, spears, etc.) have no effect (no need to roll a DEFENSE).
- Power Level 4: Touch powers (health, illness, leeching, etc.) have no effect (no need to roll a DEFENSE).
- Power Level 5: Metal weapons (shot or thrown) have no effect (bullets, swords, etc.) have no effect (no need to roll a DEFENSE).
- Power Level 6: Energy weapons (lasers, bows, etc.) have no effect (no need to roll a DEFENSE).
- Power Level 7: Vision Powers (any) have no effect (no need to roll a DEFENSE).
- Power Level 8: Energy Powers (any) have no effect (no need to roll a DEFENSE).

Power Level 9: Magical Weapons (any, including the crystal cube, mixing bowl, etc.) have no effect (no need to roll a DEFENSE).

Power Level 10: Magical Spells (any) have no effect (no need to roll a DEFENSE).

****If get Power Level 10, the only thing that can hurt this character would be MENTAL POWER ATTACKS****

Super Agility

Power Level 1 to Power Level 3: Able to perform various Olympic style gymnastics.

Power Level 4 to Power Level 7: Able to run, climb, etc. on any angled surface.

Power Level 8 to Power Level 9: Able to make quick alternations and combinations of any gymnastic styles, Olympic or other.

Power Level 10: Able to spring from one wall to another to another, and so on, until reach destination, whether its blocks down the road or a roof, etc.

Stretching

Power Level 1: Can only stretch the limbs (arms and legs).

Power Level 2: Can stretch neck and torso.

Power Level 3: Can stretch the eye sockets and ears

Power Level 4 to Power Level 7: Can stretch entire body to make shapes (trampoline, etc.), but the shape will resemble the looks of the character.

Power Level 8 to Power Level 9: Can use vision powers while the eyes are stretched.

Power Level 10: Can use energy powers and weapons while the limbs are stretched.

Control Flight & Flight

Power Level 1: Can only go in the direction of the wind and turns are sluggish.

Power Level 2: Can fly against the wind, but turns are still sluggish.

Power Level 3: Can fly into the wind and turns are easier, but speed is 2 SQUARES per turn.

Power Level 4: Can fly into the wind and turns are easy, but speed is 4 SQUARES per turn.

Power Level 5: Can fly into the wind and turns are easy, but speed is 6 SQUARES per turn.

Power Level 6: Same as Power Level 5 and can carry 1 other character.

Power Level 7: Same as Power Level 5 and can carry 2 other characters.

Power Level 8: Can change direction quickly, travel 4 squares and carry 2 characters.

Power Level 9: Can change directions quickly, travel 6 squares and carry 4 characters.

Power Level 10: Can stay motionless in the air and maintain height.

Super Breath

Power Level 1: Character can hold breath through out the adventure.

Power Level 2: Character can scream loud enough to shatter glass and ear drums.

Power Level 3: Character can scream loud enough to shatter stone and concrete.

Power Level 4: Character can scream loud enough to shatter metal.

Power Level 5: Character can breath in ANY environment, including space & water.

Power Level 6: Character can exhale to blow down a full grown tree.

Power Level 7: Character can exhale to blow a bus through the air.

Power Level 8: Character can exhale to blow down a sky scraper.

Power Level 9: Character can inhale and hold various gases and liquids that are harmful to others (acid, poisons, etc.) but won't hurt character.

Power Level 10: Character can exhale to freeze anything of any size with extremely cold temperatures.

Absorb Energy & Minerals and become the Energy & Minerals

- Power Level 1: When touch rocks, stones, concrete, the character will become it with an extra 100 HIT POINTS.
- Power Level 2: When touch metal, the character will become it with an extra 200 HIT POINTS.
- Power Level 3: When touches diamonds, the character will become it with an extra 300 HIT POINTS.
- Power Level 4: When the character touches titanium or adamantium, the character will become it with an extra 500 HIT POINTS.
- Power Level 5 to Power Level 6: When touches or is touched by ice power (any type), the character will become ice and will have the same power as the opponent who shot him.
- Power Level 7 to Power Level 8: When touches or is touched by fire power (any type), the character will become fire and will have the same power as the opponent who shot him.
- Power Level 9: When touches or is touched by any other type of energy (plasma, electricity, etc.) the character will become that type of energy and will have the same power as the opponent who shot him.
- Power Level 10: When touched by magical energies, the character will become living magic, and can perform all spells in the Spell Book, as well as producing a beam that can mimic the Magical weapons.

Absorb Energy & Repel Back to Source

- Power Level 1: When character is hit by low damaging vision power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 2: When character is hit by a high damaging vision power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 3: When the character is hit by a deadly damaging vision power, the power bounces off the character and goes to the opponent who shot the power.
- Power Level 4: When the character is hit by a low damaging energy power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 5: When the character is hit by a high damaging energy power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 6: When the character is hit by a deadly damaging energy power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 7: When the character is hit by any mental power, the power bounces off the character and goes back to the opponent who shot the power.
- Power Level 8: When the character is hit by any weapon, the weapons (thrown, hand held, shot, etc.) bounces off the character and goes back to the opponent who fired the weapon
- Power Level 9: When the character is hit by any magical weapon, the weapon will bounce off the character and bounce back to the opponent who fired or threw the weapon.
- Power Level 10: When the character is hit by a magical spell, the spell will bounce off the character and bounce back to the opponent who casted the spell.

Digging

- Power Level 1: Character can dig through earth and flesh with easy.
- Power Level 2: Character can dig through wood (trees & telephone poles, etc.) with ease.
- Power Level 3: Character can dig through rock and gravel with ease.
- Power Level 4: Character can dig through ice with ease.
- Power Level 5: Character can dig through solid rock, mountain, etc. with ease.
- Power Level 6: Character can dig through armor with ease.
- Power Level 7: Character can dig through any earth metal with ease.
- Power Level 8: Character can dig through force fields with ease.
- Power Level 9: Character can dig through alien material with ease.
- Power Level 10: Character can dig through magical materials with ease.

Super Speed

- Power Level 1 to Power Level 3: Character can use the multiple attacks.
- Power Level 4: Character can run across liquids.
- Power Level 5 to Power Level 6: Character can run straight up walls.
- Power Level 7 to Power Level 8: Character can run through the air.
- Power Level 9: Character can run through solid materials (Phasing).
- Power Level 10: Character can run through the time barrier (Time Travel).

Clinging

- Power Level 1: Character can cling to and walk on any wooden surface (walls, ceilings, etc.).
- Power Level 2: Character can cling to and walk on any glass surface.
- Power Level 3: Character can cling to and walk on any concrete surface.
- Power Level 4: Character can cling to and walk on any earth metal surface.
- Power Level 5: Character can cling to and walk on any icy surface.
- Power Level 6: Character can cling to and walk on any force field generated surface.
- Power Level 7: Character can cling to and walk on any of the above surfaces that had been treated or covered with a slippery coating.
- Power Level 8: Character can cling to and walk on any alien surface.
- Power Level 9: Character can cling to and walk on any heated surface.
- Power Level 10: Character can cling to and walk on any magical surface.

Invisibility

- Power Level 1: Character can turn himself invisible for 1 turn.
- Power Level 2: Character can turn himself invisible for 3 turns.
- Power Level 3: Character can turn himself and 2 others invisible for 1 turn.
- Power Level 4: Character can turn himself and 4 others invisible for 3 turns.
- Power Level 5: Character can turn small dwellings (hut, cabin, etc.) invisible for 3 turns.
- Power Level 6: Character can turn larger dwellings (homes, schools, etc.) invisible for 3 turns.
- Power Level 7: Character can turn other dwellings (castles, skyscrapers, etc.) invisible for 3 turns.
- Power Level 8: Character can make anything in a small areas (8 to 10 squares) invisible for 3 turns.
- Power Level 9: Character can make anything in a large area (11 to 30 squares) invisible for 3 turns.
- Power Level 10: Character can create an invisible force field.

Gliding

- Power Level 1: Character is at the mercy of the winds and can not land until wind dies down.
- Power Level 2: Character is at the mercy of the wind and can safely land.
- Power Level 3: Character can fight the wind, but can not control turns and can not land well.
- Power Level 4: Character can fight the wind and has sluggish turning abilities and can land safely.
- Power Level 5: Character can travel up wind and had control over his turning abilities.
- Power Level 6: Character can travel without a wind and has turning abilities, but does not have height control and can not land well.
- Power Level 7: Character can travel without a wind, can turn, no height control, and can land safely.
- Power Level 8: Character can travel without the wind, can turn, has height control and can land safely.
- Power Level 9: Same as Power Level 8 and can travel with 1 other character.
- Power Level 10: Same as Power Level 8 and can travel with 2 other character.

Leeching (the touching power) (Can take powers, traits, range squares & damages from target)

- Power Level 1: Character can only leech from Superhumans.
- Power Level 2: Character can leech from Mutants.
- Power Level 3: Character can leech from Half-breeds & Crossbreeds.
- Power Level 4: Character can leech from Aliens & Supernaturals.
- Power Level 5: Character can leech from Mythicals & Elementals.
- Power Level 6: Character can leech from Metal & Minerals.
- Power Level 7: Character can leech from Cyborgs & Robots.
- Power Level 8: Character can leech from Half GM SPECIALS and Half OTHER.
- Power Level 9: Character can leech from the GM SPECIALS & GOD-LIKE BEINGS.
- Power Level 10: Character can leech from any specially created creatures.

Amphibian:

- Power Level 1 to Power Level 3: Character can breathe air & fresh water.
- Power Level 4 to Power Level 5: Character can breathe air & salt water.
- Power Level 6 to Power Level 8: Character can breath in poisoned areas.
- Power Level 9: Character can breath on alien worlds.
- Power Level 10: Character can breath in space.

Enhanced Senses (vision, hearing, touch, smell & taste)

- Power Level 1: Vision & Hearing are more enhanced, can pick things up 2 squares away.
- Power Level 2: Vision & Hearing are more enhanced, can pick things up 4 squares away.
- Power Level 3: Vision & Hearing are more enhanced, can pick things up 6 squares away.
- Power Level 4: Character's sense of smell can pick up various odors of up wind targets.
- Power Level 5: Character's sense of smell can pick up various odors of down wind targets.
- Power Level 6: Character's taste buds are so sensitive that he can detect ANY ingredient or chemical.
- Power Level 7: Character's touch is sensitive enough to feel vibrations along the ground of targets that's 4 squares away.
- Power Level 8: Character's touch is sensitive enough to feel vibrations along the ground of targets that's 6 squares away.
- Power Level 9: Character's touch is sensitive enough that the character can hold onto a target and determine if the target is telling the truth, sick, human, etc.
- Power Level 10: Character's touch is sensitive enough that the character can read text written or typed words with his hands, wearing gloves.

Bring Dead Back to Life

- Power Level 1: Character can bring to life dead animals who had died anytime within the current adventure.
- Power Level 2: Character can bring Humans, Cyborgs & Superhumans back to life who had died during the current round.
- Power Level 3: Character can bring Humans, Cyborgs & Superhumans back to life who had died during the adventure.
- Power Level 4: Character can bring Mutants, Elementals, Supernaturals & Half-breeds back to life who had died during the current round.
- Power Level 5: Character can bring Mutants, Elementals, Supernaturals & Half-breeds back to life who had died during the current adventure.
- Power Level 6: Character can bring Crossbreeds, Mythical, Aliens & Metal – Minerals back to life who had died during the current round.
- Power Level 7: Character can bring Crossbreeds, Mythicals, Aliens & Metal – Minerals back to life who had died during the current adventure.
- Power Level 8: Character can bring Robots & GM SPECIALS back to life who had died during the current round.

Power Level 9: Character can bring Robots & GM SPECIALS back to life who had died during the current adventure.

Power Level 10: Character can bring ANY dead creature to life, no matter how long it had been dead.

Illness Touch

Power Level 1: Character's touch will cause the target to instantly past out for 3 turns.

Power Level 2: Character's touch will cause the target to past out and loose 10 HIT POINTS & TOTAL DAMAGE.

Power Level 3: Character's touch will cause the target to past out and loose 25 HIT POINTS & TOTAL DAMAGE.

Power Level 4: Character's touch will cause the target to past out and loose 40 HIT POINTS & TOTAL DAMAGE.

Power Level 5: Character's touch will cause the target to past out and loose 50 HIT POINTS & TOTAL DAMAGE.

Power Level 6: Character's touch will cause the target to past out and loose 75 HIT POINTS & TOTAL DAMAGE.

Power Level 7: Character's touch will cause the target to past out and loose 100 HIT POINTS & TOTAL DAMAGE.

Power Level 8: Character's touch will cause the target to past out and loose 150 HIT POINTS & TOTAL DAMAGE.

Power Level 9: Character's touch will cause the target to past out and loose all but 1 HIT POINT & TOTAL DAMAGE.

Power Level 10: Character's touch will kill any BEING, except GM SPECIALS & TOTAL DAMAGE.

Body To Gas

Power Level 1: Character can change arms and hands into non lethal gas.

Power Level 2: Character can change legs & feet into any non lethal gas.

Power Level 3: Character can fly.

Power Level 4: Character can change entire body into any non lethal gas.

Power Level 5: Character can change arms & hands into any anesthetic gas.

Power Level 6: Character can change legs & feet into any anesthetic gas.

Power Level 7: Character can change entire body into an anesthetic gas.

Power Level 8: Character can change arms & hands into a lethal gas.

Power Level 9: Character can change legs & feet into a lethal gas.

Power Level 10: Character can change entire body into a lethal gas.

Super Flight (similar to Control Flight, with the following exceptions)

Power Level 1: Same as Control Flight & character is invulnerable against physical attacks.

Power Level 2: Same as Control Flight & character is invulnerable against thrown wooden & rock weapons.

Power Level 3: Same as control flight & character is invulnerable against bows & sling shot weapons.

Power Level 4: Same as Control flight & character is invulnerable against energy weapons.

Power Level 5: Same as Control Flight & character is invulnerable against vision power attacks.

Power Level 6: Same as Control Flight & character is invulnerable against energy power attacks.

Power Level 7: Same as control Flight & character is invulnerable against Special Ability Power Attacks.

Power Level 8: Same as control Flight & character is invulnerable against mental power attacks.

Power Level 9: Same as control Flight & character is invulnerable against energy power

attacks.

Power Level 10: Same as Control Flight & character is invulnerable against magical Weapon attacks.

Light Speed Flight

Power Level 1: Character can travel 2X his range squares per turn.

Power Level 2: Character can travel 3X his range squares per turn.

Power Level 3: Character can travel 4X his range squares per turn.

Power Level 4: Character can travel 5X his range squares per turn.

Power Level 5: Character can travel 2X his range squares while carrying one other character.

Power Level 6: Character can travel 3X his range squares while carrying one other character.

Power Level 7: Character can travel 4X his range squares while carrying one other character.

Power Level 8: Character can travel 5X his range squares while carrying one other character.

Power Level 9: Character can travel through space.

Power Level 10: Character can travel through the time barrier.

Super Jump or Leap

Power Level 1: Character can jump a distance of 5 range squares.

Power Level 2: Character can jump a distance of 10 range squares.

Power Level 3: Character can jump a distance of 15 range squares.

Power Level 4: Character can jump a distance of 25 range squares.

Power Level 5: Character can jump a distance of 50 range squares.

Power Level 6: Character can jump a distance of 5 range squares with 1 BEING.

Power Level 7: Character can jump a distance of 10 range squares with 1 BEING.

Power Level 8: Character can jump a distance of 15 range squares with 1 BEING.

Power Level 9: Character can jump a distance of 20 range squares with up to 2 BEINGS.

Power Level 10: Character can jump a distance of 50 range squares with up to 3 BEINGS.

SPECIAL ABILITIES

Time & Dimension Travel (Use Dimensional Travel)

Power Level 1: Character can travel 24 hours in the past.

Power Level 2: Character can travel 1 week in the past.

Power Level 3: Character can travel 1 month in the past.

Power Level 4: Character can travel 1 year in the past.

Power Level 5: Character can travel 1 decade (10 years) in the past.

Power Level 6: Character can travel 1 century (100 years) in the past.

Power Level 7: Character can travel within 1 millennium (1,000 years) in the past.

Power Level 8: Character can travel within 1 million to 100 million years in the past.

Power Level 9: Character can travel 1 day to 1 century in the future.

Power Level 10: Character can travel 1 century to 100 million years in the future.

Camouflage Field or Cloak

Power Level 1: Character can blend in with a solid background (white wall, metal wall, etc.)

Power Level 2: Character can blend in with a solid background that has textures (plaster wall, brick wall, wooden fence, etc.)

Power Level 3: Character can blend in with 2 tone color background (vehicles, billboards, etc.)

- Power Level 4: Character can blend in with 2 tone background with textures (houses, sidings, etc.)
- Power Level 5: Character can blend in with plant life background (bush, trees, brush, grass, etc.)
- Power Level 6: Character can blend in with a liquid still background (aquarium tank, etc.)
- Power Level 7: Character can blend in with a liquid moving background (waterfalls, rapids, etc.)
- Power Level 8: Character can blend in with open area.
- Power Level 9: Character can hind from all SENSES (sense enemy, evade enemy vision, etc.)
- Power Level 10: Character can hide from mental powers (esp, telepathy, mental radar, etc.)

Cunningness (able to predict the strategies of the enemy & determine best placements for traps, hostages, etc.)

- Power Level 1 to Power Level 3: Character can predict the enemy's move within 1 Turn.
- Power Level 4 to Power Level 6: Character can predict the enemy's move within 1 Round.
- Power Level 7 to Power Level 8: Character can predict the enemy's move within 2 Rounds.
- Power Level 9: Character can predict the enemy's move within 5 Rounds.
- Power Level 10: Character can predict the enemy's move throughout the entire adventure.

Immune to Illness

- Power Level 1: Character immune to treatable ordinary illness (colds, flu, etc.)
- Power Level 2: Character immune to poisonous gases (cyanide, etc.)
- Power Level 3: Character immune to untreatable (cancer, etc.)
- Power Level 4: Character immune to deadly illness (HIV, etc.)
- Power Level 5: Character immune to sickness inflicted with powers (illness, plaque touch, etc.)
- Power Level 6: Character immune to alien viruses.
- Power Level 7: Character immune to infectious attacks (vampire bites, werewolf bites, etc.)
- Power Level 8: Character immune to illness from the past.
- Power Level 9: Character immune to illness from the future.
- Power Level 10: Character immune to illness from other dimensions (hell, limbo, dimensions, etc.)

Super Hearing

- Power Level 1: Character can hear a whisper, heart beat, electrical pulse (etc.) 3X his range squares.
- Power Level 2: Character can hear a whisper, heart beat, electrical pulse (etc.) 4X his range squares.
- Power Level 3: Character can hear a whisper, heart beat, electrical pulse (etc.) 5X his range squares.
- Power Level 4: Character can hear a whisper, heart beat, electrical pulse (etc.) 6X his range squares.
- Power Level 5: Character can hear a whisper, heart beat, electrical pulse (etc.) 8X his range squares.
- Power Level 6: Character can hear a whisper, heart beat, electrical pulse (etc.) 10X his range squares.
- Power Level 7: Character can hear a whisper, heat beat, electrical pulse (etc.) 12X his range squares.
- Power Level 8: Character can hear a whisper, heart beat, electrical pulse (etc.) 30X his

range squares.

Power Level 9: Character can hear a whisper, heart beat, electrical pulse (etc.) anywhere on earth.

Power Level 10 Character can pick up various sounds from space and other dimensions.

Build Any Weapon With Little Or No Parts

Power Level 1: Character can build a sting based weapon with just a string (bow, sling, etc.).

Power Level 2: Character can build a string based weapon without any parts (bow, sling, etc.).

Power Level 3: Character can build any type of gun powder based hand held fire arms with a piece of steel and a piece of lead (pistols, rifles, etc.).

Power Level 4: Character can build any type of the gun powder based hand held fire arms without parts (pistols, rifles, etc.)

Power Level 5: Character can build larger gun powder based weapons with a piece of steel, lead and a piece of iron (cannon, metal catapult, etc.).

Power Level 6: Character can build larger gun powder based weapons without parts (cannons, metal catapult, etc.).

Power Level 7: Character can build any energy powered based weapon (any size) without any parts (laser weapons, energy bows, plasma cannons, etc.).

Power Level 8: Character can build civilian vehicles with only junk parts (cars, trucks, etc.)

Power Level 9: Character can build public & military based vehicles with only junk (tanks, buses, planes, space shuttles, etc.)

Power Level 10: Character can build anything the character can imagine without parts (robots, androids, space stations, any weapon, etc.).

Healer (similar to the health touch)

Power Level 1: Character can heal 5 HIT POINTS for himself or others.

Power Level 2: Character can heal 25 HIT POINTS for himself or others.

Power Level 3: Character can heal the effects of powers that knocks out, cancels, leeches, mutates, transforms, change luck, etc. for others only.

Power Level 4: Character can heal any disease & restore 50 HIT POINTS for others only.

Power Level 5: Character can heal 75 HIT POINTS for himself & others.

Power Level 6: Character can regenerate wounds and can heal 75 HIT POINTS for others only.

Power Level 7: Character can counteract the effects of poisons & radiation and restore all HIT POINTS that were taken in the result of the poison & radiation.

Power Level 8: Character can counteract the effects from alien weaponry & viruses and restore any loss HIT POINTS that was taken in the result of the alien weapons & viruses.

Power Level 9: Character can heal 200 HIT POINTS for himself and others.

Power Level 10: Character can heal 500 HIT POINTS for himself and others and can revert the effects of magic and death.

Change Body to Sand

Power Level 1: Character can change arms & hands into plain sand.

Power Level 2: Character can change arms & hands into sand and can shape the sand into hammer, bullets, axe, bat, etc.).

Power Level 3: Character can change legs & feet into plain sand.

Power Level 4: Character can change legs & feet into sand and can form them into stilts, poles, spikes, etc.

Power Level 5: Character can change the entire body into sand and can form into sand lot, sand wave, sand sculptures.

Power Level 6: Character can use his sand to partially enter spaces, especially to destroy electronics, weaponry, etc.

Power Level 7: Character can use his sand to completely enter small spaces to hide and destroy other items from the inside.

Power Level 8: Character can use his sand to enter the pores of a living beings and can make the sand “sand blast” the flesh off the body from the inside.

Power Level 9: Character can have mental control over normal sand (make sand move in waves, grab, etc.)

Power Level 10: Character can create sand soldiers that will have the same HIT POINTS as the master.

Change Body to Water

Power Level 1: Character can change arm & hands into unformed puddles.

Power Level 2: Character can change arm & hands into water, which can shape and form into a hydro axe, bullets, etc.

Power Level 3: Character can change legs & feet into unformed puddles (only can move).

Power Level 4: Character can change legs & feet into water and can shape & form into stilts, geysers, etc.

Power Level 5: Character can form the entire body into water, which can form puddles & waves.

Power Level 6: Character can from entire water body into massive waves, water based weapons (hammer, etc.).

Power Level 7: Character can enter and travel through small spaces (pipes, tubes, etc.).

Power Level 8: Character can entire the pours of the living and explode the target from the inside out.

Power Level 9: Character has mental control over other bodies of water and can make the waters attack and move in any way character sees fit.

Power Level 10: Character can create water soldiers that will have same HIT POINTS and powers.

Sing To Control Opposite Sex.

Power Level 1: Singing will only make the target docile towards singer.

Power Level 2: Singing will make the target the singer’s slave. (only make target a waiter/waitress, go-for, etc.)

Power Level 3: Singing will make the target(s) steal for the singer.

Power Level 4: Singing will make the target(s) physically attack for the singer. (including special abilities, physical powers, battle ability, super powered traits, etc.)

Power Level 5 Singing will make the target(s) attack with any thrown weapons.

Power Level 6: Singing will make the target(s) attack with any sling weapons.

Power Level 7: Singing will make the target(s) attack with any other weapon.

Power Level 8: Singing will make the target(s) attack with any vision power.

Power Level 9: Singing will make the target(s) attack with any energy power.

Power Level 10 Singing will make the target(s) KILL anyone for the singer.

Summon A GM SPECIAL (All GM SPECIALS will be in the caller’s 100% control, even Space Phoenix)

Power Level 1: Character can call upon 1 GM SPECIAL that will only stay for the current turn. Player needs to roll 1d12 to determine which GM SPECIAL he calls.

Power Level 2: Character can call upon 1 GM SPECIAL that will only stay for the current round Player needs to roll 1d12 to determine which GM SPECIAL he calls.

Power Level 3: Character can call upon 1 GM SPECIAL that will stay through out the entire adventure. Player needs to roll 1d12 to determine which GM SPECIAL he calls.

Power Level 4: Character can call upon 2 GM SPECIALS that will only stay for the current turn. Player needs to roll 2d12 to determine which 2 GM SPECIALS he calls.

Power Level 5: Character can call upon 2 GM SPECIALS that will only stay for the current round. Player needs to roll 2d12 to determine which 2 GM SPECIALS he calls.

Power Level 6: Character can call upon 2 GM SPECIALS that will stay through out the entire adventure. Player needs to roll 2d12 to deter which 2 GM SPECIALS he calls.

- Power Level 7: Character can freely choose which 1 GM SPECIAL he wishes to call. The GM SPECIAL will stay for the current turn only.
- Power Level 8: Character can freely choose which 1 GM SPECIAL he wishes to call. The GM SPECIAL will stay for the current round only.
- Power Level 9: Character can freely choose which 1 GM SPECIAL he wishes to call. The GM SPECIAL will stay for the entire adventure.
- Power Level 10: Character can freely choose any 5 GM SPECIALS he wishes to call. The GM SPECIALS will stay for the entire adventure.

Regeneration (Does not restore HIT POINTS, until further PLs & power only works on himself)

- Power Level 1: Character can heal any physical bruises or cuts.
- Power Level 2: Character can heal any broken bones.
- Power Level 3: Character can heal blindness & deafness.
- Power Level 4: Character can heal paralysis.
- Power Level 5: Character can recover from a coma and brain damage.
- Power Level 6: Character can grow missing or recently severed limbs.
- Power Level 7: Character can grow missing or damaged organs, even replace ones given in transplants.
- Power Level 8: Character can restore 50 missing HIT POINTS.
- Power Level 9: Character can restore any and all missing HIT POINTS.
- Power Level 10: Character can recover from a deadly attack and restore all his HIT POINTS and give himself an additional 250 HIT POINTS.

Spider Powers (A multiple of powers, which are: Clinging, Super Jump, Danger Sense, Super Agility, Super Speed, Super Strength & Webbing that Shoots From the Palms. See other power levels for description. Below is for the Webbing that Shoots From the Palms.)

- Power Level 1: Character can shoot small globs of webbing to cover eyes, stuff gun barrels, etc.
- Power Level 2: Character can shoot a thin web line that's only strong enough to trip to tie someone with.
- Power Level 3: Character can shoot a web line that he can swing on.
- Power Level 4: Character can shoot a web line that he and 1 other can swing on.
- Power Level 5: Character can shoot a web line that he and 2 others can swing on.
- Power Level 6: Character can shoot a web line that he and 3 others can swing on.
- Power Level 7: Character can shoot a thin layer of web netting (carry clothes, supplies, etc.)
- Power Level 8: Character can shoot a thicker web net to hold 1 target.
- Power Level 9: Character can shoot a stronger web net to hold up to 8 targets.
- Power Level 10: Character can create a mixture of web lines & web nets.

Psyche Entity

- Power Level 1: Character can possess animals.
- Power Level 2: Character can possess humans (non powered) for 4 turns.
- Power Level 3: Character can possess Superhumans & Cyborgs for 4 turns.
- Power Level 4: Character can possess Mutants for 4 turns.
- Power Level 5: Character can possess Supernaturals, Mythicals & Half-breeds for 4 turns.
- Power Level 6: Character can possess Crossbreed, Alien & Elementals for 4 turns.
- Power Level 7: Character can possess Metal - Minerals & Robots for 4 turns.
- Power Level 8: Character can possess GM SPECIALS for 4 turns.
- Power Level 9: Character can possess any of the 12 HC BEINGS for entire adventure.
- Power Level 10: Character can possess any of the GM SPECIALS for the entire adventure.

Super Fighting Skills

- Power Level 1: Character can pick 1 additional BATTLE ABILITY MOVEMENT.

- Power Level 2: Character can pick 2 additional BATTLE ABILITY MOVEMENT.
- Power Level 3: Character can pick 3 additional BATTLE ABILITY MOVEMENT.
- Power Level 4: Character can pick 4 additional BATTLE ABILITY MOVEMENT.
- Power Level 5: Character can pick 5 additional BATTLE ABILITY MOVEMENT.
- Power Level 6: Character can pick 6 additional BATTLE ABILITY MOVEMENT.
- Power Level 7: Character can pick 7 additional BATTLE ABILITY MOVEMENT.
- Power Level 8: Character can pick 8 additional BATTLE ABILITY MOVEMENT.
- Power Level 9: Character can pick ALL 10 BATTLE ABILITY MOVEMENT lists.
- Power Level 10: Character can create 5 Death Strike moves (to kill a target instantly).

Atomic Structure Changers

- Power Level 1: Character can change arms & hands into blunt instruments (bats, clubs, etc.)
- Power Level 2: Character can change arms & hands into rope & claw (for climbing & capturing).
- Power Level 3: Character can change arms & hands into a shield or other protection.
- Power Level 4: Character can change arms & hands into sharp weapons (knives, swords, etc.)
- Power Level 5: Character can change legs & feet into stilts and other risers.
- Power Level 6: Character can change legs & feet into transports (skis, skates, surfboard, etc.)
- Power Level 7: Character can change legs & feet into sharp items (knives, etc.).
- Power Level 8: Character can change entire body into around town items (trash cans, park bench, etc.)
- Power Level 9: Character can change entire body into a non-fuel vehicle (pull wagon, bike, etc.)
- Power Level 10: Character can change entire body into any mixture of the above and whatever the player can think of.

Body to Pure Light

- Power Level 1: Character can make body surround in a low glow light (for seeing in dark).
- Power Level 2: Character can make body surround in a higher light (for blinding targets).
- Power Level 3: Character can create a beam of light of brightness & heat intensity.
- Power Level 4: Character can change entire body into solid light for seeing in dark for teammates.
- Power Level 5: Character can change entire body into bright or heat intensity solid light.
- Power Level 6: Character can change into pure light (living sunlight, lightbulb, etc.) (phase like).
- Power Level 7: Character has SUPER FLIGHT at Power Level 10.
- Power Level 8: Character can change into pure light of any color and heat & brightness intensity.
- Power Level 9: Character can travel through out space.
- Power Level 10: Character has Light Speed Flight.

Body & Face Transformations of Others

- Power Level 1: Character can change the hair color & style of others.
- Power Level 2: Character can change the eye color of others.
- Power Level 3: Character can change the skin color of others.
- Power Level 4: Character can change the weight of others.
- Power Level 5: Characters can change the height of others.
- Power Level 6: Character can change the age of others.
- Power Level 7: Character can change the sex of others.
- Power Level 8: Character can change eyes, hair & skin back to normal.
- Power Level 9: Character can change height & weight back to normal.
- Power Level 10: Character can change age & sex back to normal.

Make Body Thinner Than Paper

- Power Level 1: Character can make body 3/4 thinner than normal.
- Power Level 2: Character can make body 1/2 thinner than normal.
- Power Level 3: Character can make body 1.4 thinner than normal.
- Power Level 4: Character can make body flat & transparent.
- Power Level 5: Character can fold and slip flat body in small spaces.
- Power Level 6: Character can blend in with any type of background as long as body is flat.
- Power Level 7: Character can use the wind to glide, as long as body is 1/2 thinner to flat.
- Power Level 8: Character can wrap thin body around targets to capture.
- Power Level 9: Character can suffocate targets with flat body.
- Power Level 10: Character can cling to various surfaces, if body is flat.

Change Body to Electricity

- Power Level 1: Character has the power to fly (Control Flight).
- Power Level 2: Character can change arms & hands into crackling electricity (one touch from hands will shock a target. . . possibility killing the target).
- Power Level 3: Character can change legs & feet into crackling electricity.
- Power Level 4: Character has Super Speed at Power Level 3.
- Power Level 5: Character can change entire body into crackling electricity.
- Power Level 6: Character can fly at Light Speed Flight.
- Power Level 7: Character can travel through satellite transmissions, phone wires, cable wire, etc.
- Power Level 8: Character can summon lightning from a clear sky.
- Power Level 9: Character can animate lightning into electrical slaves.
- Power Level 10: Character can draw in any electrical forces, including attacks.

Fly Powers (This power has multiple powers, which includes: Clinging, Liquid Acid, Controlled Flight (through wings on back - - fly wings), Super Strength & Super Speed. Check out the above powers and their power levels.)

Body Disarrange and Control From a Distance (Can use powers & weapons with the right part.)

- Power Level 1 to Power Level 3: Character can project his hands out to a target.
- Power Level 4 to Power Level 5: Character can project his arms out to a target.
- Power Level 6 to Power Level 7: Character can project his head out towards a target.
- Power Level 8 to Power Level 9: Character can project his feet & legs out towards a target.
- Power Level 10: Character can project all body parts in different directions.

MENTAL POWERS**Sonar & Radar**

- Power Level 1: Character can detect large targets (vehicles, buildings, etc.).
- Power Level 2: Character can detect large targets (animals: elephants, whale, etc.).
- Power Level 3: Character can detect various BEINGS from description alone.
- Power Level 4: Character can detect various BEINGS with vision powers.
- Power Level 5: Character can detect various BEINGS with mental powers.
- Power Level 6: Character can detect various BEINGS with energy powers.
- Power Level 7: Character can detect traps and other hazards designed to trap or kill.
- Power Level 8: Character can detect various BEINGS with hazardous weapons.
- Power Level 9: Character can detect movement with all power levels of Motion Detection.
- Power Level 10: Character can detect magic or alien hazards in area, including weapons, spells, viruses, creatures, etc.

Emotion Control

- Power Level 1: Character can make the target so sad that it will stop what it is doing and cry.
- Power Level 2: Character can make the target so angry that it will attack its team mates.
- Power Level 3 to Power Level 5: Character can make the target fall in love with anyone or anything the character wishes, which the target will stop what its doing and pursue love.
- Power Level 6 to Power Level 7: Character can make the target scared enough to turn and run away.
- Power Level 8 to Power Level 9: Character can make the target jealous enough to kill anyone the character says.
- Power Level 10: Character can make the target hate his team mates so much that the target joins the character.

Size Changing

- Power Level 1: Character can shrink/grow 1d4 his height & weight. Possibility 1 to 4.
- Power Level 2: Character can shrink/grow 1d6 his height & weight. Possibility 1 to 6.
- Power Level 3: Character can shrink/grow 1d8 his height & weight. Possibility 1 to 8.
- Power Level 4: Character can shrink/grow 1d10 his height & weight. Possibility 1 to 10.
- Power Level 5: Character can shrink/grow 1d12 his height & weight. Possibility 1 to 12.
- Power Level 6: Character can shrink/grow 3d6 his height & weight. Possibility 3 to 18.
- Power Level 7: Character can shrink/grow 1d20 his height & weight. Possibility 1 to 20.
- Power Level 8: Character can shrink/grow 6d6 his height & weight. Possibility 6 to 36.
- Power Level 9: Character can shrink/grow 8d6 his height & weight. Possibility 8 to 48.
- Power Level 10: Character can shrink/grow 1d100 his height & weight. Possibility 1 to 100 ("00").

Invisibility (This form of invisibility has the same Power Levels as the Physical Power Invisibility).

Empathy

- Power Level 1 to 3: Character can sense the pain & emotions of others and will feel the same way.
- Power Level 4 to 8: Character can sense the pain & emotions of others and will not feel the same way.
- Power Level 9 to 10: Character can feel the pain & emotions of others and can react accordingly. (EX: if the target is angry at the character, he can sense it and prepare a defensive or can even attack the target).

ESP & Danger Sense

- Power Level 1: Character can sense danger & other events within 2 range squares (Can predict effects of traps). But can only sense for himself.
- Power Level 2: Character can sense danger & other events within 4 range squares. But can only sense for himself.
- Power Level 3: Character can sense danger & other events within 6 range squares. But can only sense for himself.
- Power Level 4: Character can sense danger & other events within 2 range squares for everyone in group.
- Power Level 5: Character can sense danger & other events within 4 range squares for everyone in group.
- Power Level 6: Character can sense danger & other events within 6 range squares for everyone in group.
- Power Level 7: Character can predict & danger sense of various events for anything or

- any direction . For his current turn only. (Maximum rang square 15).
- Power Level 8: Character can predict a series of events & danger sense in any direction for 4 turns. Maximum range squares 20.
- Power Level 9: Character can predict a series of events & danger and other possibilities for anything & any direction for the current adventure.
- Power Level 10: Character can see anything in the time-lines for centuries to come (Nostradamus).

Mind Control

- Power Level 1: Character can control the minds & actions of animals for 4 turns.
- Power Level 2: Character can control the minds & actions of normal humans for 4 turns.
- Power Level 3: Character can control the minds & actions of superhumans & mutants for 4 turns.
- Power Level 4: Character can control the minds & actions of supernaturals & mythicals for 4 turns.
- Power Level 5: Character can control the minds & actions of crossbreeds & half-breeds for 4 turns.
- Power Level 6: Character can control the minds & actions of elementals for 4 turns.
- Power Level 7: Character can control the minds & actions of metal - minerals for 4 turns.
- Power Level 8: Character can control the minds & actions of aliens for 4 turns.
- Power Level 9: Character can control the electronic minds & actions of cyborgs, robots & other computerized intelligence for 4 turns.
- Power Level 10: Character can control the minds & actions of GM SPECIALS & other creatures the GM creates.

Illusions & Holograms (These work the same way as the vision power holograms).

People Changer

- Power Level 1: Character can make his face look like any other BEING's face as long as they are the same sex. (The voice will not be altered).
- Power Level 2: Character can make his face & voice resemble any other BEING's face & voice as long as they are the same sex.
- Power Level 3: Character can make his body the right shape of any other BEING's as long as they are the same sex. (Can not alter his height).
- Power Level 4: Character can make his body shape & height the same as any other BEING's as long as they are the same sex.
- Power Level 5: Character can make his face & voice resemble any BEING's of the any sex.
- Power Level 6: Character can make his body shape & height of any BEING's of any sex.
- Power Level 7 to Power Level 9: Character will have an instant "education" of the target he duplicates (EX: If the original knows french, then the character will know it, but can not duplicate memories or thoughts).
- Power Level 10: Character can duplicate the original's powers & abilities (despite what the glossary states).

Decode Any Message or Language (Earth, but if character is from another world, then his planet)

- Power Level 1: Character can translate morris -code & smoke singles.
- Power Level 2: Character can translate & speak sign language.
- Power Level 3: Character can translate any hand written code (numbers and letters).
- Power Level 4: Character can translate any variety of radio signal code.
- Power Level 5: Character can speak & understand Spanish.
- Power Level 6: Character can speak & understand french.
- Power Level 7: Character can speak & understand German & Russian.
- Power Level 8: Character can speak & understand any tribal communications.
- Power Level 9: Character can understand, translate & "speak" with computers & computerized intelligence.
- Power Level 10: Character can speak any "dead language" (EX: Latin).

Control other BEINGS (Mind, actions, thoughts & speech)

- Power Level 1: Has control over animals.
- Power Level 2: Has control over normal humans.
- Power Level 3: Has control over superhumans & mutants.
- Power Level 4: Has control over elementals & cyborgs.
- Power Level 5: Has control over supernaturals & aliens.
- Power Level 6: Has control over mythicals & metal - minerals.
- Power Level 7: Has control over crossbreeds & half-breeds.
- Power Level 8: Has control over robots.
- Power Level 9: Has control over GM SPECIALS.
- Power Level 10: Has control over any other creatures that the GM may have designed for adventure.

Environment

- Power Level 1: Character can alter the air to make it breathable accordingly to character's body.
- Power Level 2: Character can alter the temperature comfortable accordingly to the character's body.
- Power Level 3: Character can alter the gravity accordingly to the character's body.
- Power Level 4: Character can alter the time (night or day) accordingly to the character's body.
- Power Level 5: Character can alter the liquids for bathing or drinking accordingly to the character's body.
- Power Level 6: Character can alter the plant life for food accordingly to the character's body.
- Power Level 7: Character can alter the current landscape for shelter, etc. accordingly to the character's needs.
- Power Level 8: Character can alter the land mass for the character's needs.
- Power Level 9: The character can re-alter an environment to a hazardous one, regardless if it suits him or not.
- Power Level 10: Character can alter the entire world & the evolutionary track of all future generations of species.

Instant Disguise (Is an "illusion" for the character's use only)

- Power Level 1: Character can make his voice sound like any other BEING's voice as long as they are the same sex.
- Power Level 2: Character can alter his voice to match any BEING of any sex.
- Power Level 3: Character can alter his hair color to match any BEING.
- Power Level 4: Character can alter his eye color to match any other BEING, especially good for retina scans.
- Power Level 5 to Power Level 6: Character can alter his entire face to match any other BEING of the same sex.
- Power Level 7 to Power Level 8:: Character can alter his entire face to match any other BEING of any sex.
- Power Level 9: Character can alter his body to match any BEING of the same sex.
- Power Level 10: Character can alter his body to match any BEING of any sex.

Self Force Field (same as the force field beam)

Super Hologram (Will fool all senses: vision, hearing, touch, smell & taste) (Also, will have the same Power Levels as the vision power of holograms).

Fast Healing (self only)

- Power Level 1: Character can heal bruises & cuts as well as restore 20 HIT POINTS.
- Power Level 2: Character can heal deep cuts (types that require stitches or surgery) as well as restore 30 HIT POINTS.
- Power Level 3: Character can heal broken bones as well as restore 50 HIT POINTS.
- Power Level 4: Character can heal missing fingers, toes, ears & teeth as well as restore 60 HIT POINTS.
- Power Level 5: Character can heal from the effects of poisons, radiations & sedatives as well as restore 75 HIT POINTS.
- Power Level 6: Character can heal missing arms & legs as well as restore 100 HIT POINTS.
- Power Level 7: Character can heal missing or badly damaged organs as well as restore 125 HIT POINTS.
- Power Level 8: Character can heal from a deadly fall or a fatal blow as well as restore 150 HIT POINTS.
- Power Level 9 to Power Level 10: Character can heal anything and restore FULL HIT POINTS.

Auto Location

- Power Level 1: Character can determine directions (north, south, east, and the combinations of them).
- Power Level 2: Character can navigate by the sun & moon.
- Power Level 3: Character can navigate by the stars and flying birds.
- Power Level 4: Character can determine the locations of hideouts, camps, etc. by locations tracks, power lines, etc.
- Power Level 5: Character can follow the correct path because of how well it been traveled (more ruts, footprints, etc.)
- Power Level 6: Character can find his way in a building by the type of building it is (has an inner knowledge of architectural).
- Power Level 7: Character can find his way in a maze.
- Power Level 8: Character can find his way on a remote location (island, planet, etc.)
- Power Level 9: Character can find his way in any solar system or universe.
- Power Level 10: Character can find his way in any dimension or time.

Psychic Bond

- Power Level 1 to Power Level 3: Character is mentally linked to 1 team mate, which he can feel all pains, emotions and take same damage as team mates if he's linked to them. (Can not read minds, just senses their locations and their well being).
- Power Level 4 to Power Level 5: Character can psychically link up with any animal, plant, insect, fish & birds and see what they see, hear what they hear & know what they know.
- Power Level 6 to Power Level 8: Character is mentally linked to 2 team mates.
- Power Level 9: Character can link up with all team mates (even 100 or more).
- Power Level 10: Character can link up with GM SPECIALS.

Telepathy

- Power Level 1: Character can sense thoughts of living minds & the direction the thoughts are coming from.
- Power Level 2: Character can read the thoughts of humans, superhumans & mutants.
- Power Level 3: Character can read the thoughts of elementals, superhumans & mythicals.
- Power Level 4: Character can read the thoughts of supernaturals & mythicals.
- Power Level 5: Character can read the thoughts of crossbreeds & half-breeds.
- Power Level 6: Character can read the thoughts of cyborgs & robots.
- Power Level 7: Character can read the thoughts of metal - minerals & aliens.
- Power Level 8: Character can read the thoughts of GM SPECIALS.

Power Level 9: Character can send his thoughts to any BEING.
 Power Level 10: Character can use telepathy to “fry” the minds of others (instant vegetable).

Phasing

Power Level 1: Character can pass through walls, buildings, BEINGS, etc.
 Power Level 2: Character can let physical attacks pass right through him.
 Power Level 3: Character can let weapons pass right through him.
 Power Level 4: Character can let vision powers pass right through him.
 Power Level 5: Character can walk on air by phasing.
 Power Level 6: Character can let energy powers pass right through him.
 Power Level 7: Character can pass through force fields.
 Power Level 8: Character can pass through earth substances & man made chemicals.
 Power Level 9: Character can pass through alien or dimensional materials (non weapon).
 Power Level 10: Character can pass through magical weapons (EX: Crystal cube).

Pyrokinetic

Power Level 1: Character can ignite wood pieces and paper items.
 Power Level 2: Character can ignite flesh.
 Power Level 3: Character can ignite wooden walls & fences.
 Power Level 4: Character can ignite wooded structures (houses, cabins, etc.)
 Power Level 5: Character can fly (mentally channeling heat around him- - - heat is lighter than air).
 Power Level 6: Character can ignite aluminium & tin.
 Power Level 7: Character can ignite copper & brass.
 Power Level 8: Character can ignite lead.
 Power Level 9: Character can ignite steel & iron.
 Power Level 10: Character can ignite water and air (fire bomb) (Area of destruction is range squares X range squares).

Telekinetic & Bio Kinetic (move things with hand gestures)

Power Level 1: Character can move small items with his mind (dishes, cassettes, etc.)
 Power Level 2: Character can move medium sized items with his mind (chairs, TV, computers, etc.)
 Power Level 3: Character can fly.
 Power Level 4: Character can strike a target with a mental hit.
 Power Level 5: Character can create a mental force field.
 Power Level 6: Character can mentally redirect power attacks.
 Power Level 7: Character can mentally move people, large animals, motorcycles, etc.
 Power Level 8: Character can mentally move vehicles.
 Power Level 9: Character can mentally move liquids & chemicals.
 Power Level 10: Character can mentally shake the ground and knock down targets within 15 range squares.

Teleport

Power Level 1: Character can move himself only.
 Power Level 2: Character can move himself and 1 other.
 Power Level 3: Character can move himself and 2 others.
 Power Level 4: Character can move himself and 3 others.
 Power Level 5: Characters can move himself and 4 others.
 Power Level 6: Character can move himself and 5 others.
 Power Level 7: Character can move himself and 6 others.
 Power Level 8: Character can move himself and 7 others.
 Power Level 9: Character can move himself and 8 others.
 Power Level 10: Character can move himself, the group, hostage & vehicles.

Astral Projection

- Power Level 1 to Power Level 3: Character can track targets by following their auras (spirit)
- Power Level 4 to Power Level 6: Character can send his spirit out and pass through BEINGS to know what they are up to.
- Power Level 7 to Power Level 8: Character can send out spirit to possess and control other BEINGS and animals for a short while (4 turns max.) The sub-conscious is in control over the character's body.
- Power Level 9: Character can send out spirit along a trail and can instantly know where the traps, goodies, villains, etc. are located.
- Power Level 10: Character can travel to astral plane (a dimension of spirits) and communicate with the dead to get information.

Change to An Animal or Animal Changer

- Power Level 1 to Power Level 2: Can change into an earth insect.
- Power Level 3: Can change into a small land animal (mouse to dog)
- Power Level 4: Can change into a medium sized land animal (wolf size to bear size)
- Power Level 5: Can change into a larger land animal (horse size to elephant).
- Power Level 6: Can change into any type of aquatic creature.
- Power Level 7: Can change into any type of bird & reptile.
- Power Level 8: Can change into any type of alien animal.
- Power Level 9: Can change into any type of extinct animal (dinosaur, saber tooth tiger, etc.)
- Power Level 10: Can change into any type of imaginary creature.

PSI (Is the a group of powers consisting of: Telepath, Telekinetic, ESP/Danger Sense & Mind Control. See the listed Power Levels).

Super PSI (Is a group of powers consisting of: Teleport, Astral Projection, Pyrokinetic & Phase. See the listed Power Levels).

Control Animals (Can make the creatures do whatever the character wants them to do)

- Power Level 1: Character has control over rodents (mice, rats, etc.)
- Power Level 2: Character has control over birds.
- Power Level 3: Character has control over small land animals (beavers, raccoons, cats, etc.)
- Power Level 4: Character has control over reptiles (current, existing ones).
- Power Level 5: Character has control over medium land animals (dogs, wolves, etc.)
- Power Level 6: Character has control over large land animals (horse, elephants, etc.)
- Power Level 7: Character has control over aquatic creatures.
- Power Level 8: Character has control over Alien animals.
- Power Level 9: Character has control over extinct creatures.
- Power Level 10: Character has control dimensional animals (imaginary).

Control Hair

- Power Level 1 to Power Level 3: Character can control the color of a target's hair (even glow in dark).
- Power Level 4 to Power Level 5: Character can control the length & style of a target's hair.
- Power Level 6 to Power Level 9: Character can make the hair of a target to move.
- Power Level 10: Character can make hair of the target to pull out of the body and move independently.

Control Plant Growth

- Power Level 1 to Power Level 2: Character can make flowers, weeds, etc. grow from seeds to maturity.

Power Level 3 to Power Level 4: Character can make flowers, weeds, etc. revert from growth to seedling.

Power Level 5 to Power Level 6: Character can make trees grow from seeds to maturity.

Power Level 7 to Power Level 8: Character can make trees revert from growth to seedling.

Power Level 9: Character can make plants flexible enough to grab other targets.

Power Level 10: Character can make plants into giantlike & independently moving monsters.

Good & Evil Transformations

Power Level 1: Character can make humans & animals evil for 4 turns.

Power Level 2: Character can make humans & animals good for 4 turns.

Power Level 3: Character can make superhumans, mutants & elementals evil for 4 turns.

Power Level 4: Character can make superhuman, mutants & elementals good for 4 turns.

Power Level 5: Character can make supernaturals, aliens, mythicals & half-breeds evil for 4 turns.

Power Level 6: Character can make supernaturals, aliens, mythicals & half-breeds good for 4 turns.

Power Level 7: Character can make crossbreeds & metal - minerals evil for 4 turns.

Power Level 8: Character can make crossbreeds & metal - minerals good for 4 turns.

Power Level 9: Character can make cyborgs & robots either good or evil for 4 turns.

Power Level 10: Character can make GM SPECIALS good or evil for 4 turns.

Control & Animate Fire & Ice (Control is defined as making slicks, waves, etc. -- not shaping)

Power Level 1: Character can control any ice that may be around (even ice that's shot at him).

Power Level 2: Character can control any fire that may be around (even fire that's shot at him).

Power Level 3: Character is immune to any style of ice or cold attack, except through magic).

Power Level 4: Character is immune to any style of fire or heat attack, except through magic).

Power Level 5: Character is able to create an ice or heat force field.

Power Level 6: Character is able to fly through heat.

Power Level 7: Character can make ice scriptures, walls, etc.

Power Level 8: Character can make fire sculptures, walls, etc.

Power Level 9: Character can create moving ice slaves (animals to humanoids).

Power Level 10: Character can create moving fire slaves (animals to humanoids).

Control Over Insects (Can control their movements & actions).

Power Level 1: Character can control non biting insects (roaches, ladybugs, etc.)

Power Level 2: Character can control ants.

Power Level 3: Character can control leeches & ticks.

Power Level 4: Character can control butterflies & moths.

Power Level 5: Character can control bees, killer bees, and wasps.

Power Level 6: Character can control hornets & yellow jackets.

Power Level 7: Character can control flies & maggots.

Power Level 8: Character can control spiders & silk worms.

Power Level 9: Character can control deadly scorpions.

Power Level 10: Character can control alien insects.

Cancel & Power Neutralizer & Power Numbifier

Power Level 1 to Power Level 2: Character can cancel the various vision powers.

Power Level 3 to Power Level 4: Character can cancel the various Special Abilities.

Power Level 5: Character can cancel the various Physical Powers.

Power Level 6: Character can cancel the various Mental Powers.

Power Level 7: Character can cancel the various Energy Powers.

Power Level 8 to Power Level 9: Character can cancel the various Magical Powers (spell casting, etc.)

Power Level 10: Character can cancel the various powers of the GM SPECIALS.

Slip Force Field (This is the same as the other Force Fields, with the exception that the character can slide on all surfaces, including liquids and air, in ANY Power Level) (See the force field Power Levels for listing)

Self Cloning: (Note that the clones can not make clones).

Power Level 1: Character can create 1 copy of himself with all of his ratings, powers, etc.

Power Level 2: Character can create 2 copies of himself with all of his ratings, powers, etc.

Power Level 3: Character can create 3 copies of himself with all of his ratings, powers, etc.

Power Level 4: Character can create 4 copies of himself with all of his ratings, powers, etc.

Power Level 5: Character can create 5 copies of himself with all of his ratings, powers, etc.

Power Level 6: Character can create 6 copies of himself with all of his ratings, powers, etc.

Power Level 7: Character can create 7 copies of himself with all of his ratings, powers, etc.

Power Level 8: Character can create 8 copies of himself with all of his ratings, powers, etc.

Power Level 9: Character can create 1d20 of himself with all ratings, powers, etc. (1 to 20 clones).

Power Level 10: Character can create 1d100 of himself with all ratings, powers, etc. (1 to 100 clones).

Missile Control

Power Level 1: Character can alter the course of physical attacks (punches, kicks, etc.).

Power Level 2: Character can alter the course of thrown weapons (spears, daggers, etc.).

Power Level 3: Character can alter the course of propelled weapons (arrows, bullets, etc.).

Power Level 4: Character can alter the course of energy weapons (thrown or shot).

Power Level 5: Character can alter the course of vision powers.

Power Level 6: Character can alter the course of mental powers.

Power Level 7: Character can alter the course of energy powers.

Power Level 8: Character can alter the course of Physical Abilities/Powers.

Power Level 9: Character can alter the course of larger weapons & vehicles (missiles, tanks, etc.).

Power Level 10: Character can alter the course of magical weapons.

Summon, Control & Animate Electricity

Power Level 1: Character can summon lightning from a clear sky.

Power Level 2: Character can control the electricity (into electrical waves, puddles, ropes, etc.).

Power Level 3: Character can fly with an electrical field around him.

Power Level 4: Character can create an electrical force field.

Power Level 5: Character can control & create electrical land animal slaves.

Power Level 6: Character can control & create electrical air animal slaves (birds, bats, etc.).

Power Level 7: Character can control & create electrical reptile slaves (snakes, lizards, turtles, etc.).

Power Level 8: Character can control & create electrical humanoid slaves (any of 12 HC BEINGS).

Power Level 9: Character can control & create electrical dinosaur slaves (any, except the water time).

Power Level 10: Character can control & create electrical monsters (other than GM SPECIALS & BEINGS).

Psionic Blast

Power Level 1: Character can produce a mental energy that knocks people & animals back or down.

Power Level 2: Character's mental energy can shatter glass & small wooden items (sticks, bats, etc.).

Power Level 3: Character's mental energy can shatter wooden fences & walls (100% wood material).

Power Level 4: Character's mental energy can shatter bones and tear flesh.

- Power Level 5: Character's mental energy can shatter small dwellings (huts, shacks, cabins, etc.).
- Power Level 6: Character's mental energy can shatter concrete & rock (walls, streets, boulders, etc.).
- Power Level 7: Character's mental energy can shatter steel armor & force fields or any nature.
- Power Level 8: Character's mental energy can shatter metal walls, buildings, etc.
- Power Level 9: Character's mental energy can shatter vehicles & large metal weapons (rockets, etc.).
- Power Level 10: Character's mental energy can shatter alien materials & all earth materials (not magic).

Mass

- Power Level 1: Character can make target 2X heavier.
- Power Level 2: Character can make target 3X heavier.
- Power Level 3: Character can make target 1d6X heavier. (Possibility 1 to 6).
- Power Level 4: Character can make target 1d8X heavier. (Possibility 1 to 8).
- Power Level 5: Character can make target 1d10 heavier (Possibility 1 to 10).
- Power Level 6: Character can make target 2d6 heavier. (Possibility 2 to 12).
- Power Level 7: Character can make target 3d6 heavier. (Possibility 3 to 18).
- Power Level 8: Character can make target 6d6 heavier. (Possibility 6 to 36).
- Power Level 9: Character can make target 8d6 heavier. (Possibility 8 to 48).
- Power Level 10: Character can make target 1d100 heavier. (Possibility 1 to 100).

ENERGY POWERS

Smoke Screen

- Power Level 1 to Power Level 3: Character can create a light smoke area (similar to fog).
- Power Level 4 to Power Level 6: Character can create a thicker smoke that burns the eyes slightly.
- Power Level 7 to Power Level 9: Character can create total blinding, darkness.
- Power Level 10: Character's smoke will instantly knock out any targets that needs to breathe air.

Shape Shifter (This is the combinations of all self changing powers: Changing to Animals, People Changer & Atomic Structure Changer.) (See the Power Levels of the listings.)

Project Wormholes

- Power Level 1: Character can create a portal that leads 10 range squares in any direction.
- Power Level 2: Character can create a portal that leads 20 range squares in any direction.
- Power Level 3: Character can create a portal that leads 30 range squares in any direction.
- Power Level 4: Character can create a portal anywhere on planet earth.
- Power Level 5: Character can create a portal that leads to any moon base.
- Power Level 6: Character can create a portal that leads anywhere in the solar system.
- Power Level 7: Character can create a portal that leads anywhere in the universe.
- Power Level 8: Character can create a portal to anywhere in the past.
- Power Level 9: Character can create a portal to anywhere in the future.
- Power Level 10: Character can create a portal to any dimension (HC or other).

Weather Control

- Power Level 1: Character can fly through wind and can summon winds.
- Power Level 2: Character can make small rain showers.
- Power Level 3: Character can make a monsoon.
- Power Level 4: Character can alter the temperatures.
- Power Level 5: Character can summon snow flurries.
- Power Level 6: Character can summon blizzards.
- Power Level 7: Character can create tornadoes.
- Power Level 8: Character can create hurricanes.
- Power Level 9: Character can create tidal waves.

Power Level 10: Character can create massive hail stones & combine all storm types.

Lightning & Electrical Bolts

Power Level 1 to Power Level 4: Character can shoot small lightning bolts from his hands.

Power Level 5 to Power Level 8: Character can shoot lightning bolts from his hands.

Power Level 9: Character can fly.

Power Level 10: Character can move at super speed (Super Speed at Power Level 2).

Mutation Beam

Power Level 1: Character can turn target into half BEING & half plant & has control over target.

Power Level 2: Character can turn target into half BEING & half insect & has control over target.

Power Level 3: Character can turn target into half BEING & half fish & has control over target.

Power Level 4: Character can turn target into half BEING & half bird & has control over target.

Power Level 5: Character can turn target in half BEING and half reptile & has control over target.

Power Level 6: Character can turn target into half BEING and half mineral (rocks, diamond, etc.)

Power Level 7: Character can turn target into half BEING and half metal (steel, iron, etc.).

Power Level 8: Character can turn target into half BEING and half weapon (a living weapon) & has control over target.

Power Level 9: Character can turn target into half BEING and half dinosaur & has control over target.

Power Level 10: Character can turn target into half BEING and half vehicle (a living car, truck, train, etc.) and has control over the target.

Exchange (Character needs to roll 1d100 to determine if the powers are the team mate's for good or temporarily) (See glossary for details on length of time).

Power Level 1 to Power Level 3: Character can take a target's vision power & give them to a teammate.

Power Level 4: Character can take a target's mental power & give them to a team mate.

Power Level 5 to Power Level 7: Character can take a target's physical power & give then to a teammate.

Power Level 8 to Power Level 9: Character can take a target's special ability & give them to a teammate.

Power Level 10: Character can take a target's energy power & give them to a teammate.

Growing (When character grows so does his traits, HIT POINTS, height, weight, damages, and range squares will be multiplied by the same number as the growth).

Power Level 1 Character grows 2 times larger.

Power Level 2 to Power Level 3: Character grows 3 times larger.

Power Level 4: Character grows 4 times larger.

Power Level 5: Character grows 5 times larger.

Power Level 6: Characters grows 6 times lager.

Power Level 7: Character grows 7 times larger.

Power Level 8: Character grows 8 times larger.

Power Level 9: Character grows 9 times larger.

Power Level 10: Character grows 10 times larger.

Kinetic Absorb

Power Level 1: Character can absorb movements & transform it into 5 HIT POINTS & 2 IV Points.

Power Level 2 to Power Level 3: Character can absorb movements & transform it into 10 HIT POINTS and 5 IV Points.

Power Level 4 to Power Level 7: Character can absorb movements & transform it into 25 HIT POINTS and 10 IV Points.

Power Level 8 to Power Level 9: Character can absorb movements & transform it into 30 HIT POINTS and 15 IV Points.

Power Level 10: Character can absorb movements & transform it into 50 HIT POINTS and 20 IV Points.

Good & Bad Luck Fields

- Power Level 1: Character can make the target experience mild bad luck (tripping, dropping things, etc.).
- Power Level 2: Character can make the target experience mild good luck (finding coins, trip when being attacked, etc.)
- Power Level 3 to Power Level 5: Character can make target experience moderate bad luck (weapon won't work, crash into a tree, etc.)
- Power Level 6 to Power Level 8: Character can make target experience moderate good luck (weapon will have extra ammo, find a clue, able to start vehicles, etc.)
- Power Level 9: Character can make target have dangerous bad luck (weapon can explode in target's face, target will trigger deadly traps, target can hurt himself with back firing powers, etc.).
- Power Level 10: Character can make target have extremely good luck (weapons/powers will miss target, target can find money, target can miss all traps, target will win lottery, etc.).

Leeching (The same as the Physical Power leeching, but character can leech with a beam that shoots out of his hands).

Bright Lights

- Power Level 1: Character can produce a light equal to that of a flashlight.
- Power Level 2: Character can produce a light equal to that of a car headlights.
- Power Level 3: Character can produce a light equal to that of fire.
- Power Level 4: Character can produce a light equal to that of a searchlight.
- Power Level 5 to Power Level 8: Character can produce a light equal to that of a light house light.
- Power Level 9: Character can produce a light equal to that of a rocket's fire.
- Power Level 10: Character can produce a light equal to that of the sun.

Levitation

- Power Level 1: Character can raise small items (weapons, animals, etc..) in the air.
- Power Level 2: Character can raise medium sized items (furniture, weapons, animals, children, etc.).
- Power Level 3: Character can raise himself in the in the air (floating).
- Power Level 4: Character can raise 2 BEINGS in the air.
- Power Level 5: Character can raise 2 BEINGS & himself in the air.
- Power Level 6: Character can raise 3 BEING & himself in the air.
- Power Level 7: Character can raise 4 BEINGS & himself in the air.
- Power Level 8: Character can raise 8 BEINGS & himself in the air.
- Power Level 9: Character can raise vehicles in the air or any size.
- Power Level 10: Character can raise structures (houses, buildings, etc.) in the air of any size.

Dazzling Lights (Same as the Bright Lights, but the character can alter the color of the light as well as the shapes: beams, circles, squares, etc.) (Also, the light can be turned into a laser) (See Bright Lights & Laser Power Levels for the listings.)

Aging Beam

- Power Level 1: Character can make a target 1d4 times younger. (Possibility 1 to 4).
- Power Level 2: Character can make a target 1d4 times older. (Possibility 1 to 4)..
- Power Level 3: Character can make a target 1d6 times younger. (Possibility 1 to 6).
- Power Level 4: Character can make a target 1d6 times older. (possibility 1 to 6).
- Power Level 5: Character can make a target 1d8 times younger. (Possibility 1 to 8).
- Power Level 6: Character can make a target 1d8 times older. (Possibility 1 to 8).
- Power Level 7: Character can make a target 1d10 times younger. (Possibility 1 to 10).

Power Level 8: Character can make a target 1d10 times older. (Possibility 1 to 10).

Power Level 9: Character can make a 1d100 times younger. (Possibility 1 to 100).

Power Level 10: Character can make 1d100 times older. (Possibility 1 to 100).

Atomic Change, Influencing Atomic Structures & Atomic Changer Beam

Power Level 1: Character can change small inanimate objects into small inanimate objects. (rock into matches, golf ball into gold coin, etc.).

Power Level 2: Character can change medium inanimate objects into medium objects. (cement block into a VCR, telephone into a gun, etc.).

Power Level 3: Character can change large inanimate objects into large inanimate objects. (chair into a table, bed into a couch, etc.).

Power Level 4: Character can change larger inanimate items into larger inanimate items. (car into a house, house into a plane, etc.).

Power Level 5: Character can change small inanimate objects into medium inanimate objects.

Power Level 6: Character can change small inanimate objects into large incarnated objects.

Power Level 7: Character can change small inanimate objects into larger inanimate objects.

Power Level 8: Character can change medium inanimate objects into small inanimate objects.

Power Level 9: Character can change medium inanimate objects into large inanimate objects.

Power Level 10: Character can change any sized inanimate object into any sized inanimate object.

Plaque Touch (Is the same as the Illness Touch, but Plaque can strike with a beam). (See Power Level listings for the Illness Touch).

Stick & Slick Beam & Slippery Beam, Oil Beam & Glue Beam

Power Level 1 to Power Level 3: Character can create a slippery surface where target walks..

Power Level 4 to Power Level 6: Character can create a sticky surface where target walks.

Power Level 7 to Power Level 8: Character can create a slippery surface on any surface.

Power Level 9 to Power Level 10: Character can create a sticky surface on any surface.

Ultra-Violet Rays

Power Level 1 to Power Level 3: Character's light can produce heat to give a human a sun burn.

Power Level 4 to Power Level 7: Character light can produce heat to evaporate liquids.

Power Level 8 to Power Level 9: Character's light can produce heat to dry out vegetation.

Power Level 10: Character's light can produce heat stroke in any living creatures.

Cold Blast & Ice (Are the same as the vision power of cold stare) (See the Power Levels for the listings.)

Energy Blast (The character can duplicate any type of energy power: Heat, Ice, Electricity, etc.) (See the before mentioned for the Power Level listings).

Gravity Control

Power Level 1: Character can make gravity light enough to float small, unattached items (rocks, etc.).

Power Level 2: Character can make gravity light enough to float small animals (tigers and smaller).

Power Level 3: Character can make gravity light enough to float humanoids to tiger size.

Power Level 4: Character can make gravity heavy enough to force small animals down (tigers and smaller)

Power Level 5: Character can make gravity heavy enough to force humanoids to tigers down.

Power Level 6: Character can make the gravity light enough to float humanoid to elephant.

Power Level 7: Character can make gravity heavy to force humanoids to elephant down.

Power Level 8: Character can make gravity light enough to float vehicles & boulders.

Power Level 9: Character can make the gravity heavy enough to force vehicles down into the ground.

Power Level 10: Character can make gravity heavy or light enough to crush or float anything up to the size of a castle.

Dizziness Beam

Power Level 1 to Power Level 3: Character can make a target see double.

Power Level 4 to Power Level 7: Character can make a target start to vomit uncontrollably.

Power Level 8 to Power Level 9: Character can make a target to get light headed (can't work powers or weapons).

Power Level 10: Character can make a target pass out to the ground.

Animate Inanimate Objects

Power Level 1 to Power Level 4: Character can bring figures on playing cards, tarot cards & small illustrations to 3-D life.

Power Level 5 to Power Level 7: Character can bring figurines & small toys (toy soldiers, action figures to 3-D life.

Power Level 8: Character can bring posters to 3-D life. (Any size).

Power Level 9: Character can bring sculptures to 3-D life (human size).

Power Level 10: Character can bring dead bodies to 3-D life.

Four Elements (Control of Earth, Wind, Water & Fire

Power Level 1: Character can call upon the wind to make strong winds to blow down buildings.

Power Level 2: Character can call up on earth to make earth quakes, volcanoes, etc.

Power Level 3: Character can call up on water to make waves, puddles, geysers, etc.

Power Level 4: Character can call up on fire to make backdrafts, infernos, campfires, etc.

Power Level 5: Character can fly.

Power Level 6: Character can make humanoid wind slaves.

Power Level 7: Character can make humanoid water slaves.

Power Level 8: Character can make humanoid earth slaves.

Power Level 9: Character can make humanoid fire slaves.

Power Level 10: Character is immune to all elemental style attacks, no matter what their origins.

Energy Net (See glossary for net's effects)

Power Level 1: Character's energy net is strong enough to effect animals.

Power Level 2: Character's energy net is strong enough to effect normal humans.

Power Level 3: Character's energy net is strong enough to effect superhumans & mutants.

Power Level 4: Character's energy net is strong enough to effect cyborgs & elementals.

Power Level 5: Character's energy net is strong enough to effect supernaturals, mythicals & aliens.

Power Level 6: Character's energy net is strong enough to effect crossbreeds & half-breeds.

Power Level 7: Character's energy net is strong enough to effect metal - minerals & robots.

Power Level 8: Character's energy net is strong enough to effect weapon & electronic power sources.

Power Level 9: Character's energy net is strong enough to effect vehicles.

Power Level 10: Character's energy net is strong enough to effect GM SPECIALS.

Water Control

Power Level 1: Character can make bodies of water make small waves & geysers. (3 range squares).

Power Level 2: Character can make bodies of water make medium waves & geysers. (10 range squares).

Power Level 3: Character can make bodies of water make large waves & geysers. (20 range squares).

Power Level 4: Character can make water travel from the source (lakes, ponds, puddles, etc.) to the character's location & make water sprout hit targets.

- Power Level 5: Character can make the water form into animal water slaves. (Which can go on land, water, or air).
- Power Level 6: Character can make the water form into humanoid water slaves. (Which can go on land, air or water).
- Power Level 7: Character can make water form into any weapons (which shoots forms of water) (Guns, crossbows, cannons, etc.).
- Power Level 8: Character can make water form into vehicles (Which can fully operate on land, water, air).
- Power Level 9: Character can communicate with water creatures with telepathy (Works only with water creatures).
- Power Level 10: Character can mentally control the actions of water creatures.

Wind Control

- Power Level 1: Character can summon a wind that can blow rocks, sticks & other small items around.
- Power Level 2: Character can summon a wind that can blow small animals around (insects, rodents, etc.).
- Power Level 3: Character can summon a wind that can blow animals from dogs to horse size around.
- Power Level 4: Character can fly.
- Power Level 5: Character can summon a wind that can blow humans (normal) around.
- Power Level 6: Character can summon a wind that can blow other BEINGS around.
- Power Level 7: Character can summon a wind that can blow small dwellings (huts, shacks, cabins, etc.) around.
- Power Level 8: Character can summon a wind that can blow vehicles around.
- Power Level 9: Character can make air slaves of any species or BEING and control it.
- Power Level 10: Character can summon tornadoes that can blow entire communities around.

Theft

- Power Level 1: Character can take half of the HIT POINTS of animals & all powers (If they had acquired any powers).
- Power Level 2: Character can take vision powers & 25 HIT POINTS from humans & superhumans.
- Power Level 3: Character can take mental powers & 25 HIT POINTS from humans & superhumans.
- Power Level 4: Character can take energy powers & 25 HIT POINTS from humans & superhumans.
- Power Level 5: Character can take Special Abilities & Physical Powers & 50 HIT POINTS from humans & superhumans.
- Power Level 6: Character can take all powers and half HIT POINTS from humans & superhumans.
- Power Level 7: Character can take all powers & half HIT POINTS from mutants & elementals.
- Power Level 8: Character can take all powers & half HIT POINTS from supernaturals, mythicals & half-breeds.
- Power Level 9: Character can take all powers & half HIT POINTS from crossbreeds & metal – minerals.
- Power Level 10: Character can take all powers & HIT POINTS from GM SPECIALS.

Sleep Beam

- Power Level 1: Character can put land animals of any size to sleep.
- Power Level 2: Character can put water animals of any size to sleep.
- Power Level 3: Character can put air animals of any size to sleep.
- Power Level 4: Character can put humans, superhumans, mutants & elementals to sleep.
- Power Level 5: Character can put cyborgs, supernaturals & mythicals to sleep.
- Power Level 6: Character can put half-breeds & crossbreeds to sleep.
- Power Level 7: Character can put metal - minerals & aliens to sleep.

- Power Level 8: Character can put robots & artificial intelligences to sleep.
- Power Level 9: Character can place an entire community (50 range squares) to sleep.
- Power Level 10: Character can place GM SPECIALS to sleep.

Sound Projection

- Power Level 1: Character can produce a relaxing pitch that will make living targets sleep.
- Power Level 2: Character can produce a sound that will make living targets fall into a trance.
- Power Level 3: Character can produce a high pitch sound that can knock out BEINGS with super hearing.
- Power Level 4: Character can produce a sound loud enough to knock out other BEINGS.
- Power Level 5: Character can produce a sound loud enough to shatter glass.
- Power Level 6: Character can produce a sound that can shake walls of homes.
- Power Level 7: Character can produce a sound that can make ceilings & floors cave in.
- Power Level 8: Character can produce a sound that can crack bones.
- Power Level 9: Character can produce a sound that can crack rock & concrete.
- Power Level 10: Character can produce a sound that can shake & crack metal.

Tractor Beam

- Power Level 1: Character can push small items (hand held weapons, small animals, etc.) away from him.
- Power Level 2: Character can pull small items (hand held weapons, small animals, etc.) towards him.
- Power Level 3: Character can push medium sized items (dogs, tigers, foot stools, desk chair, etc.) away.
- Power Level 4: Character can pull medium sized items (dogs, tigers, foot stools, etc.) towards him.
- Power Level 5: Character can push large items (couch, desk, table, etc.) away from him.
- Power Level 6: Character can pull large items (couch, desk, table, etc.) towards him.
- Power Level 7: Character can push and/or pull any of the BEINGS away and/or towards him.
- Power Level 8: Character can push and/or pull any vehicle away and/or towards him.
- Power Level 9: Character can push and/or pull celestial items (meteors, comets, etc.) away and/or towards him.
- Power Level 10: Character can push and/or pull any GM SPECIAL away and/or towards him.

Magnetic

- Power Level 1: Character can move & affect silverware, paper clips and other small metallic items.
- Power Level 2: Character can move & affect hand held metallic items (knives, guns, etc.).
- Power Level 3: Character can use magnetic power to fly.
- Power Level 4: Character can use magnetic to affect electronics & computers.
- Power Level 5: Character can make a magnetic force field.
- Power Level 6: Character can move & affect the various weapons (armor, missiles, etc.).
- Power Level 7: Character can move & affect vehicles of any type.
- Power Level 8: Character can move & affect BEINGS with metal bodies or parts (cyborgs, robots, metal beings, etc.).
- Power Level 9: Character can move & affect human and other flesh and blood creatures through the iron in the blood stream.
- Power Level 10: Character can shoot a destructive magnetic burst that can damage anything. (Even non metals).

Liquid Acid & Acid Beam (One is in the form of a light beam and the other shoots liquid out of the fingers).

- Power Level 1: Acid strong enough to wilt plants and kill insects.
- Power Level 2: Acid strong enough to harm small animals (rodents to cat size).
- Power Level 3: Acid strong enough to harm medium sized animals (cats to tigers).
- Power Level 4: Acid strong enough to harm large animals (tigers to elephants).

- Power Level 5: Acid strong enough to harm humans & other flesh BEINGS without super IV.
Power Level 6: Acid strong enough to go through metal walls, armor and such.
Power Level 7: Acid strong enough to go through force fields of any type (except magic).
Power Level 8: Acid strong enough to harm BEINGS with metallic flesh (even cyborgs, robots & metal - minerals).
Power Level 9: Acid strong enough to harm alien & magical materials.
Power Level 10: Acid strong enough to harm GM SPECIALS.

Create a Vacuum

- Power Level 1: Character can pull out 10% of the area's air. (will effect plant life).
Power Level 2: Character can pull out 20% of the area's air (will effect small animals: rodents & birds).
Power Level 3: Character can pull out 30% of the area's air (will effect med. animals: dogs to tigers).
Power Level 4: Character can pull out 40% of the area's air (will effect large animals: tigers to elephants).
Power Level 5: Character can pull out 50% of the area's air (will effect elementals, humans, superhumans & cyborgs).
Power Level 6: Character can pull out 60% of the area's air (will effect mutants, mythicals & half-breeds).
Power Level 7: Character can pull out 70% of the area's air (will effect crossbreeds & metal – minerals).
Power Level 8: Character can pull out 80% of the area's air (will effect aliens).
Power Level 9: Character can pull out 90% of the area's air (will effect supernaturals).
Power Level 10: Character can pull out 100% of the area's air (will effect all GM SPECIALS, except Space Phoenix).

Laser Beams (The same as the vision power's lasers). (See the Power Level listings for that power).

Spell Level 3 (There are no Power Levels of the spell casting. See the spellbook for the spells that can be casted).

Produce Gas & Vapors From Fingertips

- Power Level 1: Character can shoot fog out of his fingers.
Power Level 2: Character can shoot steam out of his finger tips.
Power Level 3: Character can shoot tear gas out of fingers.
Power Level 4: Character can shoot laughing gas out of fingers.
Power Level 5: Character can shoot knockout gas out of fingers.
Power Level 6: Character can shoot ammonia gas (smelling salts) out of fingers.
Power Level 7: Character can shoot carbon gas (carbon dust, will take breath away) out of fingers.
Power Level 8: Character can shoot out an acid vapor out of finger tips (See Acid on Power Level 6).
Power Level 9: Character can shoot out an explosive nitro gas (Effect 4 range squares in diameter).
Power Level 10: Character can shoot out a disintegration gas out of fingers (See Disintegration on Power Level 2.)

Project Force Fields

- Power Level 1: Character can project a force field that can protect 1 BEING from physical attacks.
Power Level 2: Character can project a force field that can protect 1 BEING from hand held weapons (swords, bats, clubs, anything that can not be shot, etc.) attacks.
Power Level 3: Character can project a force field that can protect 1 BEING from thrown weapons (daggers, stars, grenades, hatchets, etc.) attacks.

Power Level 4: Character can project a force field that can protect 1 BEING from hand held shot weapons (arrows, bullets, rays, beams, etc.) attacks.

Power Level 5: Character can project a force fields that can protect 1 BEING from physical power attacks.

Power Level 6: Character can project a force field that can protect 1 BEING from special ability attacks.

Power Level 7: Character can project a force field that can protect 1 BEING from vision power attacks.

Power Level 8: Character can project a force field that can protect 1 BEING from energy power attacks.

Power Level 9: Character can project a force field that can protect 1 BEING from magical weapon attacks.

Power Level 10: Character can project 3 different force fields to protect 3 different BEINGS from any of the above types of attacks.

Project Force Field Wall

Power Level 1: Character can project a single wall that can protect anyone behind it from physical attacks.

Power Level 2: Character can project a single wall that can protect anyone behind it from hand held weapons (swords, bats, clubs, axes, etc.).

Power Level 3: Character can project a single wall that can protect anyone behind it from thrown weapons (daggers, grenades, stars, hatchets, etc.).

Power Level 4: Character can project a single wall that can protect anyone behind it from all other weapons.

Power Level 5: Character can project a single wall that can protect anyone behind it from vision power attacks.

Power Level 6: Character can project a single wall that can protect anyone behind it from energy power attacks.

Power Level 7: Character can project a single wall that can protect anyone behind it from magical weapon attacks (crystal cube, etc.).

Power Level 8: Character can project a 4 sided wall that can protect anyone behind the walls from any of the above.

Power Level 9: Character can project a 5 sided wall that can protect anyone behind the walls from any of the above.

Power Level 10: Character can project a 6 sided wall that can protect anyone behind the walls from any of the above.

NOTE: The character can form multiple shield walls to form buildings, huts, etc.

Cosmic Energy

Power Level 1: Character can shoot solar energy at a target (Any Power Level of Fire).

Power Level 2: Character can project worm holes (Any Power Level of Project Worm Holes).

Power Level 3: Character can run at Super Speed (Any Power Level of Super Speed).

Power Level 4: Character can summon meteors, comets, etc. to crash into a target. (Instant death).

Power Level 5: Character has Light Speed Flight.

Power Level 6: Character can manipulate magnetic forces (Any Power Level of Magnetic).

Power Level 7: Character can draw energy from the sun or moon and turn it into Super Strength (Any Power Level of Super Strength).

Power Level 8: Character can locate and speak any language on any planet.

Power Level 9: Character can travel in space at super speeds.

Power Level 10: Character can absorb energies from any planer and turn it into Super Invulnerability (Any Power Level of Super IV).

Vibrational

- Power Level 1: Character can create enough vibrations to vibrate the leaves & fruits off of trees, as well as set off tree based traps (poison darts, snares, etc.).
- Power Level 2: Character can create enough vibrations to vibrate and shatter glass.
- Power Level 3: Character can create enough vibrations to vibrate and shake flesh & blood creatures senseless.
- Power Level 4: Character can create enough vibrations to vibrate and shatter bones.
- Power Level 5: Character can create enough vibrations to vibrate and shake apart weapons of any kind.
- Power Level 6: Character can create enough vibrations to knock over trees and small buildings (1 story).
- Power Level 7: Character can create enough vibrations to shake vehicles apart and knock down large buildings (2 story home to sky scrapers).
- Power Level 8: Character can create enough vibrations to shake and shatter all known metals (earth only).
- Power Level 9: Character can create enough vibrations to shake and shatter all alien & magical materials.
- Power Level 10: Character can create large scaled earthquakes (current adventure location only).

Destroy Any GM SPECIAL (Some players use this feature so they can get the rewards for killing a GM SPECIAL, however, the player can only collect 1 reward for each adventure, but he can kill as many GM SPECIALS as his Power Level will allow.)

- Power Level 1: Character can kill half GM SPECIALS and half other.
- Power Level 2: Character can kill Genie & Leprechaun GM SPECIALS.
- Power Level 3: Character can kill Weather God & Sea (water) witch GM SPECIALS.
- Power Level 4: Character can kill Unicorn GM SPECIALS.
- Power Level 5: Character can kill Pegasus GM SPECIALS.
- Power Level 6: Character can kill Golden Bear GM SPECIALS.
- Power Level 7: Character can kill Silver Wolf GM SPECIALS.
- Power Level 8: Character can kill Mother Nature, Father Time & Angel GM SPECIALS.
- Power Level 9: Character can kill Dragon GM SPECIALS.
- Power Level 10: Character can kill Space Phoenix GM SPECIALS.

Disintegration Beam

- Power Level 1: Character can instantly vaporize small plants and animals (flowers, rodents, insects, etc.).
- Power Level 2: Character can instantly vaporize medium plants & animals (cactus, cats to tigers, etc.).
- Power Level 3: Character can instantly vaporize large plants & animals (trees, tigers to elephants, etc.).
- Power Level 4: Character can instantly vaporize weapons.
- Power Level 5: Character can instantly vaporize flesh & blood creatures.
- Power Level 6: Character can instantly vaporize other BEINGS.
- Power Level 7: Character can instantly vaporize metals and other minerals (earth).
- Power Level 8: Character can instantly vaporize vehicles & their operators.
- Power Level 9: Character can instantly vaporize alien materials.
- Power Level 10: Character can instantly vaporize any type of force fields, including magical.

Anti-Matter & Plasma Beam

- Power Level 1: Character can use power to amplify power sources of any item, making the items 10 times more powerful.
- Power Level 2: Character can use power as a Bright Light (Any Power Level of Bright Lights).
- Power Level 3: Power works as a Laser (Any Power Level of Laser).

Power Level 4: Power works as a Heat Beam (Any Power Level of Heat Beam).

Power Level 5 to Power Level 7: Character can use power to make himself Fly Faster than Light (Any Power Level of Light Speed Flight).

Power Level 8 to Power Level 9: Character can use power as a force field wall (Any Power Level of Project Force Field Walls).

Power Level 10: Power works as a Disintegration Beam (Any Power Level of Disintegration Beam).

These were the Power Levels of the various powers in the HC Unifiers, these powers and their effects, damages, etc. will only be used in regular combat- - not the Condense Combat.

LOSING HIT POINTS

Every BEING has a HIT POINT RATING, this is preassigned as follows:

- 1) The Character that belongs to a certain BEING class (EX: SUPERNATURAL)
- 2) The scale of power the BEING has compared with the other HC BEINGS. The ranking of power will go by the MAXIMUM NUMBER (MAX) for the Character. SUPERNATURAL ranks 6 out of 12 compared to the other BEINGS. The BEINGS with the lowest MAX is considered 1 (WEAKEST) and the highest MAX is 12 (STRONGEST). Since the SUPERNATURAL rank 6, multiple the ranking by 100, this will give the HIT POINTS.

RANK	ORIGINAL BEING	HIT POINTS (Notice that some share same rank)
1	ANIMAL	100
2	HUMAN/SUPERHUMAN	200
3	ALIEN	300
4	MUTANT	400
5	ELEMENTAL	500
6	SUPERNATURAL	600
7	CYBORG	700
7	ROBOT	700
7	HALFBREED	700
7	MYTHICAL	700
8	CROSSBREED	800

HIT POINTS determine the body sturdiness against attacks, in any form, the character can lose HIT POINTS as easy as it took the player to write the HIT POINTS on the CHARACTER SHEET. The HIT POINTS are what keeps the character alive and healthy, if the character takes any damage from attacks and if he CAN NOT make a DEFEND roll, then he will subtract the damage he took from his HIT POINTS.

EXAMPLE: A MUTANT attacked a HUMAN with an ENERGY POWER (EP), but the HUMAN could not make the DEFENSE roll. So the HUMAN would take the TOTAL DAMAGE of the EP (which we will say TOTAL DAMAGE IS 20) off of his HIT POINTS.

LOSING POWER PERCENTAGE

This part is optional. It does not have to be included in the adventure, but it does make things interesting.

If a Character had missed with any type of ranged attack (VP, MP or EP), then that character will take from his POWER PERCENTAGE off of the Character Sheet. The amount to take off is determined by the amount NEED to roll from the SUCCESS GRID (ex: Needed a 50 to succeed, but rolled a 34. Shy by 16). Follow the chart along the left side and downward until find the number you missed by, in the

example's case, 16. Once there, travel along the right until you find the number you need to subtract from your POWER PERCENTAGE, which again in this case would be 3 POWER PERCENTAGE.

Once the character needs to use that power again, he must add all missing POWER PERCENTAGE to the total of the NEED TO ROLL.

Example: The character wants to use his power, the GM gives the normal DL and the NEED TO ROLL number is 45, but throughout the adventure the character had a total of 7 POWER PERCENTAGE knocked off, which makes his new number a 52.

If he makes the 52, then the Character will get 1 POWER PERCENTAGE added back. See the next paragraph for details.

In order to build up the POWER PERCENTAGE back to 100, a character will have to make SUCCESSFUL ROLLS. For every SUCCESSFUL roll that involves the before mentioned traits, the character will gain ONLY 1 POWER PERCENTAGE back.

MISSED BY	TAKE OFF POWER PERCENTAGE
1 TO 5	NONE
6 TO 10	1 POWER PERCENTAGE
11 TO 15	2 POWER PERCENTAGE
16 TO 20	3 POWER PERCENTAGE
21 TO 25	4 POWER PERCENTAGE
26 TO 30	5 POWER PERCENTAGE
31 TO 50	6 POWER PERCENTAGE
51 TO 60	7 POWER PERCENTAGE
61 TO 70	8 POWER PERCENTAGE
71 TO 80	9 POWER PERCENTAGE
81 TO 90	10 POWER PERCENTAGE
91 TO 100	50 POWER PERCENTAGE

USING CASH POINTS

Other than Character Creation

The CASH POINTS, once the player establishes them from his character's size, can be used for additional numbers to add to the NEEDED ROLL for the SUCCESS GRID. But to use it this way, the player will have to gamble before hand of how many CASH POINTS he want to add to his roll.

EXAMPLE: The GM tells a player that he will need a 85 to make a roll. The player tells the GM that he wants to use at least 20 CASH POINTS to add to his roll. He rolls the **1d100** and gets a 78. Once adding the 20 he has a total of 98, which thanks to his gamble, his roll was SUCCESSFUL. If the roll was SUCCESSFUL, then the player may keep the CASH POINTS he gambled with. . . but if the roll failed, then he would lose the CASH POINTS.

The CASH POINTS may also be spent on extra HIT POINTS (no gambling, just add the CASH POINT to the HIT POINTS), better TRAIT numbers (any traits on CHARACTER SHEET), more TOTAL DAMAGE, more RANGE for POWERS or WEAPONS, and POWER PERCENTAGE.

Once the CASH POINTS are changed into one of the above, the CASH POINTS are just stuck there! Be sure if you want to use the CASH POINTS that way because once you do, not even the GM can change them back for you.

The CASH POINTS has no link whatsoever to the CASH VALUE.

EXPERIENCE POINTS

The character during a series of adventures earns the experience points. The amount of points that can be earned are unlimited. The character uses the experience points that he earned to upgrade his various traits, range squares, damages, power levels, powers, weapons, etc.

The experience points can also be deducted as well, but the points that had all ready been spent can not be taken, only current tallied points. . . if none are earned then the EXP. POINTS on the character sheet will start being subtracted for failure.

The scale of points that to be earned are as follows:

<i>For a Successful Power or Weapon Roll</i>	+2	<i>Failed Roll</i>	-1
<i>Killing a BEING (enemy)</i>	+10	<i>Killing a good BEING</i>	- 15
<i>Successful Mission</i>	+500	<i>Failed Mission</i>	-300
<i>Properly Sensed Traps/enemies</i>	+2	<i>Failed Sensing traps/enemy</i>	-5
<i>Saving Hostages & NPCs</i>	+30	<i>Killed or caused death</i>	-50
	Merciful Kill (Dying Character must request)	+25	

The GM will tally the values for each Character.

ENDURANCE (ED & TOLERANCE CHECKS)

The ENDURANCE CHECK is to determine if the character need to set up some sort of camp or rest stop. To make an ED check is strictly up to the GAMEMASTER. If the GM wants to check for ED of the heroes, then the GM will have the characters roll on the basis of:

- 1) If the character had only had 10 HIT POINTS or below taken off. then if so, roll the ED on a D.L. 3.
- 2) If the character had 11 to 20 HIT POINTS taken off, then roll ED on a D.L. 4.
- 3) If the character had 21 to 50 HIT POINTS taken off, then roll ED on a D.L. 5.
- 4) If the character had over 50 HIT POINTS taken off, then the GM will decide how high the D.L. will be.

EXAMPLE: The heroes had been climbing a steep mountain for several ROUNDS and the GAMEMASTER wants to give an ED check to determine if the group can continue or not. No one had taken damage off of the HIT POINTS as of that time, so the GM will do the DIFFICULTY LEVEL as such: Take the character's SG and divide it by the ED.

EXAMPLE A: A HUMAN has a SG of 10 (MAXIMUM) and his ED is 7, so divide 10 by 7 = 1.4 or 1. The GM will give a D.L. 1 against the HUMAN'S ED.

EMERGENCY LIFE REVERTED FROM DEATH

Use this if the character had died from loosing all HIT POINTS, this part DOES NOT include INSTANT DEATH (unless have a power that allows a character to come back to life). The only BEINGS that may perform the EMERGENCY LIFE REVERTED FROM DEATH are:

- 1) All GM SPECIALS (EVEN the EVIL ONES).
- 2) SUPERNATURAL Witches
- 3) MUTANTS with Healing, Bring Back To Life Powers, Luck Changers
- 4) Any CHARACTER with a SPELL LEVEL 5 spell casting ability.

Most of the above will revert the dead to his previous conscious level. To do so, follow the below chart. AFTER ROLLING THE 1d100!!

LENGTH OF TIME TO WAIT	NUMBER NEEDED TO SUCCEED
To Bring Dead Back To Life At That Moment	1 to 50
If wait until the next PHASE	1 to 40
If wait until the next ROUND	1 to 30
If wait until the first or next REST STOP or CAMP	1 to 20
If wait until the end of the ADVENTURE	1 to 10

If the roll was SUCCESSFUL, then the brought to life character will get one half of his preassigned HIT POINTS.

The character that performed the task will be awarded 2 SPELL LEVELS and he will be able to use any spell in the SPELL BOOK, as long as the spell is SPELL LEVEL 2 or below.

If the roll was NOT SUCCESSFUL, then the character who performed the task will instantly be killed. And the dead character will be brought back to life with 1/4 of his preassigned HIT POINTS, but he will not collect anything from the character who tried to bring him back to life.

COMBAT DEFINITIONS

- 1) **ABILITY RATING** -- is the actual number of the CHARACTER TRAITS, these numbers will be pitted against a DIFFICULTY LEVEL on the SUCCESS GRID.
- 2) **ABSORPTION** -- the amount of DAMAGE that any item can endure until it is destroyed, this is the HIT POINTS for items that CAN NOT be rolled from the 12 BEINGS, these are usually worldly goods. (SEE SECTION 3).
- 3) **BATTLE GRIDS / CHARTS** -- these are the VISUAL AIDES that allow the players to keep track of the characters and the action a lot better. Instructions on making VISUAL AIDES are in Book 9.
- 4) **POWER TRAIT**: a generic term referring to the vision, mental, energy, weapons, special abilities, physical powers, etc.
- 5) **CRITICAL HIT SWING** -- an attack in battle that multiplies the DAMAGE of the attacker on to the defender.
- 6) **DIFFICULTY LEVEL** -- a number value of 1 to 10, 1 being the easiest and 10 the hardest. These numbers are found on the BEING SUCCESS GRID going horizontal along the top of the SUCCESS GRID.
- 7) **HALF SWING** -- this is for characters that DO NOT want to kill weaker BEINGS, the attacker will take TOTAL DAMAGE and divide it by half.
- 8) **MULTIPLE ATTACKS** -- when the attackers are more than one, attacking a single defender.
- 9) **+ DAMAGE** -- on the CHARACTER SHEET the + DAMAGE will be the 1d10.
- 10) **PREDEFENSIVE** -- is where the character will use a POWER, WEAPON or any ITEM to stop or to prevent the attacker's attack from hitting him. If the PREDEFENSIVE fails then the defender will not be allowed to roll against his IV (INVINCIBLE) TRAIT.
- 11) **SUCCESS GRID** -- a chart that shows the comparison of the 1d100 roll and a number on the SUCCESS GRID will determine if the hero or villain had a SUCCESSFUL roll.
- 12) **WEAPON RATING** -- is the WEAPON TRAIT on the CHARACTER SHEET.
- 13) **NEED TO ROLL** -- this is the number that the GM will give the player to roll AFTER the GM takes the character's trait and DL into account.
- 14) **CRITICAL HIT CHART** -- the chart that shows area of the body that could be hit during an attack. This will allow for MORE damages on the target.

An exciting super-heroic RPG filled with fun for all ages!

Heroic Conquest

**Buy The Complete Version of This Book at
Booklocker.com:**

<http://www.booklocker.com/p/books/1741.html?s=pdf>