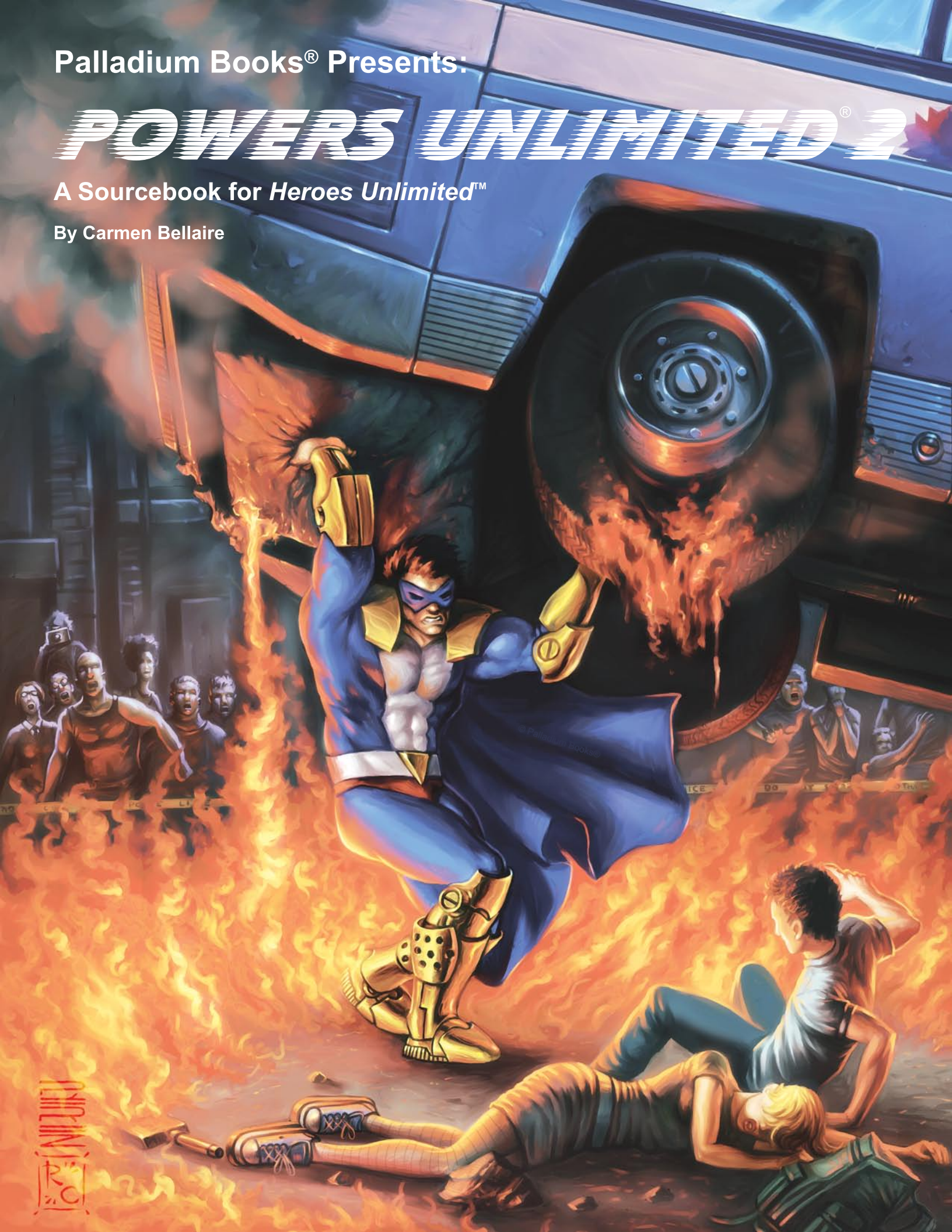


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POWERS UNLIMITED[®] 2

A Sourcebook for *Heroes Unlimited*[™]

By Carmen Bellaire



IRON
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Violence and the Supernatural

The fantasy world of **Heroes Unlimited™** is violent, deadly and filled with superhumans, aliens, supernatural monsters, and strange powers. Superhuman mutants, aliens, and nefarious villains threaten, rob, torment and prey on humans. Monsters, gods, demons, magic, insanity, drugs, biological experiments, war and heroic adventure are all elements of this book.

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New Power Categories for the *Heroes Unlimited RPG®*, 2nd Edition.

**Compatible with *Ninjas & Superspies*, *After the Bomb®*
and the entire Palladium Books® Megaverse®!**

Dedication

To my wife and the dear friends who encouraged me to undertake this work.

– *Carmen Bellaire, 2004*

To Ramon, Scott, Apollo, Freddie, Mark, Wayne, Kent, Dave, Mike D., Johnny Z., Mike W., and the guys at Drunken Style Studio – all super-heroes in my book. Thanks for everything and may we all find ourselves in the funny pages. :)

– *Kevin Siembieda, 2004*

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Palladium Books® Presents:

***POWERS UNLIMITED*® 2**

A Sourcebook for Heroes Unlimited™

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– *Kevin Siembieda, 2004*

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Expanding the concept of heroes

When I originally designed **Heroes Unlimited**, I wanted to present a role-playing game that captured the spirit and heart of comic books. In some ways that was easy. After all, I had been reading and collecting comic books since I was five years old. I knew and loved the super-hero genre inside and out and, before I discovered the magic of role-playing, I worked at becoming a comic book writer and artist. In other ways, however, the task was a daunting one. I wanted to present every possible type and configuration of comic book hero imaginable – hence the title, “Heroes Unlimited.” I think my cohorts and I did a pretty good job at it.

Over the years, new ideas, new technology and a changing society inspires new variations on heroes and superpowers, and that’s what Carmen Bellaire’s **Powers Unlimited Two** is trying to take into consideration. New ideas for new kinds of heroes, and different twists and interesting directions for old ones that make them different or expanded from the original or basic concept (the Supersoldier being a great example of the latter).

In putting this book together, Carmen has drawn on ideas and material that has also appeared in **The Rifter®**, Palladium’s quarterly sourcebook/magazine. We’ve tried to give people credit where credit is due and hope we haven’t missed anyone. If we have, our apologies.

Now, dear gamers, read on and expand your world of superbeings, heroes and wild exploits. Unleash your imagination and be a hero!

– Kevin Siembieda, 2004

Determining Your Power Category

Before deciding on an education and selecting skills, it is best to determine which *Power Category* your character will fall into and exactly what his exceptional powers and abilities will be. This way you can more precisely choose skills that will help build your hero into the ultimate crime-fighter. There are many new power categories to be found in this **Powers Unlimited** book, so read them over before you choose a category.

The possible origins of a hero’s power are broken into twenty main categories (and some subsets). Even though some may offer the same or similar abilities, there is always a new twist that differentiates them from the others. Each category is designed to recreate a particular, classic type of comic book hero. The same process can be used to create super-villains as well. The amount of variety in each case should allow players the latitude to build countless unique superbeings.

Random Power Category Table

Note: Includes Categories presented in this sourcebook and in *Heroes Unlimited™, Second Edition* (HU2).

Remember that the *Mega-Hero* category and the *Crazy Hero* are both optional add ons from HU2, and, as such, cannot be rolled up on the chart, below. This is also true of the new *Minor Heroes* category. Players can either “choose” the Power Category desired (which is often the best way to go) or roll on the Random Power Table.

01-05%	Experiment
06-10%	Symbiotic (new)
11-15%	Robotics
16-20%	Empowered (new)
21-25%	Bionics and Implants
26-30%	Natural Genius (new)
31-35%	Special Training
36-40%	Super-Invention (new)
41-45%	Mutant (human or animal)
46-50%	Imbued (new)
51-55%	Psionics
56-60%	Supersoldier (expanded)
61-65%	Physical Training (or Minor Super Hero)
66-70%	Immortal (new)
71-75%	Magic
76-80%	Eugenics (new)
81-85%	Hardware (or Super-Invention)
86-90%	Weapons Training (new)
91-95%	Alien
96-00%	Gestalt (very rare; new)

New Power Categories

Some Aliens, Empowered, Experiments, Gestalts, Immortals, Imbued, Mutants, Supersoldiers, Symbiotes and, to a degree, the Super-Inventions, Magic and Psionics, all provide the classic “I have strange abilities greater than mortal men.” (See the Super Abilities section in **Powers Unlimited® One** and the **Heroes Unlimited™, 2nd Edition RPG** for the selection process and specific abilities.) But not all Power Categories provide what might be called traditional super abilities, and the player should realize that before making his selection.

P.P.E. Note: All superbeings will have an unusually high amount of Potential Psychic Energy (P.P.E.), compared to most normal human adults. Unless stated otherwise in their description (like for the Magic category or the Immortal), the super being will have 6D6 P.P.E.

New Character Categories: The following are presented here in the **Powers Unlimited Two**, the rest are found in the **Heroes Unlimited RPG, 2nd Edition (HU2)**. Minor Heroes are a new optional “add-on” for your hero and cannot be used as an independent character type. There are five new types of Special Training presented in these pages, and the Supersoldier Option from the original HU2 was also expanded into a true power category of its

own, without making any of the old Supersoldier characters obsolete.

Empowered: These are the true heroes of the comic book world, individuals that overcome their own physical impairments to become guardians of the innocent.

Eugenics: Genetic alteration and augmentation taken to the pinnacle of perfection. These are heroes with genetic structures so altered that some may barely resemble humans any more.

Gestalt: The coming together of more than one life form to create a being that is greater than its separate parts.

Imbued: Using drugs, herbs, nano-technology or some other means of temporary enhancement, these heroes are only able to fight crime for a limited period of time before their powers wear off. At least until the next day, when they can take the imbuing substance once again.

Immortals: Godlings, Dragons, Demons, Angels, etc.

Inventions (Super): Characters who rely on the one of a kind, super-invention/gizmo to give them one or more super abilities.

Minor Hero: The thinking man's superbeing who relies as much on cunning than he does the one or two super abilities he possesses. Also suitable as a *sidekick*.

Natural Genius: This is the natural leader and tactician found in many comic books, intelligence is his power, and perhaps in different ways than you might imagine.

Supersoldier: The product of experimentation in human augmentation for the specified purpose of creating the ultimate, human fighting machine. Likely to be an active agent for a government, corporation or organization.

Symbiotic: A unified, physical joining of two separate life forms for the mutual benefit of both life forms. In this case, all the strange super abilities come from the symbiote, not from the human whose body it shares.

Weapons Training: This is a classic type of super-hero that has trained with one class of ancient weapons (missile or melee) to the point of pure perfection.

EMPOWERED

By Carmen Bellaire & Kevin Siembieda

There are a few heroes out there who strive, more than any others, to be a true hero and protector of the innocent. These often seem to be heroes who have, themselves, suffered from a physical, mental or emotional trauma or lasting disability, but have overcome it to become true SUPER-heroes. Often their maladies are the results of a crime or injustice perpetrated against them, but they are just as often the result of *luck* (good or bad). This perceived injustice or weird happenstance ultimately gives the character super abilities and the inner drive to become a champion of justice – a true hero. Most often, this type of super being is self-made, acquiring super abilities through self-experimentation, accident, luck, genetic mutation or, as impossible as it may seem, sheer force of will alone.

The Empowered character is often the intellectual type, a thinker, planner and strategist with an indomitable will and a powerful (sometimes fanatical) sense of purpose and drive. These traits, and the fact that the Empowered hero is overcoming personal pain, affliction or other obstacles to help others, means the character tends to attract other super-heroes to his/her side as teammates, sidekicks, and agents/helpers. These “associates” often look to the hero as a source of inspiration as well as their leader and mentor and who often serves as their moral center. In comic books, characters like *Batman*, *Daredevil* and the *Punisher* immediately come to mind.

Step One: The Usual

Determine the normal *Eight Attributes*, *Hit Points*, *S.D.C.*, *Alignment* and *Optional Rounding Out of Your Character* as you would any character for **Heroes Unlimited**. Don't worry at all about any low physical attributes since they are not the thrust of this character and are often normal, unimpressive or limited.

Note: Keep all these initial stats in *pencil* as many will be modified later. Case in point, the *Empowered Hero* gets the following bonuses to his mental attributes due to his force of will and cerebral strength: +1D4 to I.Q., +1D4+3 to M.E., and +1D6 to M.A.

Step Two: Hit Points & S.D.C.

Hit Points: Roll to determine as usual. Add up the character's P.E. attribute number and an additional +1D6 per level of experience.

Structural Damage Capacity (S.D.C.): The Empowered hero gets a base amount of 20 S.D.C. points to start, plus any bonuses provided by physical skills and super abilities.

Step Three: Determining Impairment & Super Abilities

This determines the important background information about the Empowered character, his physical disabilities and how he overcomes the impairment. This may also help to determine his motives and goals in life.

The Physical Impairment

The Empowered Hero has lost some basic physical abilities, due to birth defect, an accident, injury, disease or illness, but has developed super abilities to compensate. Players must roll for, or choose, one of the physical impairments, below, for the character. Remember, overcoming the disability has inspired the character to become a hero, making him more resourceful, strong-willed and committed to helping others. The Empowered Hero, more than any other, understands what it is like to feel alone and powerless, making them sensitive to the plights of other people.

01-10% Elderly. Old age has robbed the character of strength and vigor. To determine the character's age, roll

5D6 years and add it to 60. Penalties and Modifiers: May only select two Physical skills (any), and reduce P.S., P.P., and P.E. by 30% and Spd by half. Mentally, still sharp as a tack.

11-20% Facial Disfigurement. Cosmetically, the face and skin are obviously marred and blemished. Skin may be scarred and discolored from burns, disease, torture, accident, or birth defect. The nose or mouth may be twisted out of shape, too large or too small. There may also be other odd characteristics such as pockmarked or lumpy skin, no eyebrows, high forehead, baldness or scraggly patches of hair, thick eyebrow ridges above the eyes, oddly shaped or large ears, large or protruding chin/jaw, sunken cheeks, high cheekbones, boney or flesh covered horns or protrusions, and similar. While the callous might sigh and moan that such an individual only suffers "cosmetic" injury, such obvious disfigurement hurts down into the soul. The character will have undoubtedly suffered teasing, cruel jokes, bullying and unfair rejection and even fear or revulsion because of his looks. People with less self-esteem than our hero might suffer from self-loathing, insecurity, resentment and hatred. Penalties and Modifiers: Reduce the P.B. attribute by 60%, M.A. is -1D4, and the character has a Horror Factor of 8+1D4.

21-30% Stone Deaf. The character cannot hear, causing problems in communication (must use sign language or lip reading) and difficulties in combat; can't hear warnings, the sound of danger or incoming attack. Penalties and Modifiers: -2 on initiative, -1 to strike, parry and dodge, and cannot respond to attacks from behind or which he doesn't see coming. Obviously, the hero cannot use radios, telephones or any sound based devices.

31-40% Loss of Limb. One or both arms are missing or useless (can't move due to injury, nerve damage, illness, birth defect, disease, etc.). The character may have a prosthetic arm(s), made from artificial materials (typically plastics and metal, sometimes wood), but it is a poor substitute for a real limb. No matter how "life-like," prosthetics don't feel sensation, are hard and cold, uncomfortable to wear, and ultimately an artificial hunk of synthetics and science. This character may select any three Physical skills, excluding Acrobatics, Gymnastics and Wrestling. Penalties and Modifiers: Reduce the P.B., P.P., and P.E. attributes by 20% and skills requiring two hands or high physical dexterity are done at -15% if the character has lost one arm; -50% if both are lost (the feet, mouth, prosthetics and mechanical devices may be used but with a substantial penalty).

41-50% Blind. The character has lost his/her sight, be it from birth or an accident or illness later in life. The character has adjusted to life without sight, but still has obvious difficulties. Combat Penalties: -1 on initiative, -9 to strike, parry, dodge and all other combat moves; one can only learn to compensate so much. Other Penalties and Modifiers: The blind character has trouble navigating in a world of sight (reduce Spd. by half and must feel and tap and use sound to move about and avoid obstacles and danger). Many skills that require sight are impossible. Shooting a gun, for example, is always done as shooting *wild*. However, some skills like typing, using a computer, telephone, and other devices can be done by using cus-

tomized and modified devices with special touch (Braille) or audio-based systems allowing them to be used without skill penalty. Obviously cannot use optic systems, cameras and similar visual based devices.

51-60% Cannot Use Legs. The character lost his legs or the use of his legs any number of ways, or is partially paralyzed from the waist down. Penalties and Modifiers: The character can only select two physical skills, excluding Acrobatics, Gymnastics, Boxing, Prowl, Wrestling and Running (Swimming and Weightlifting are common for building the upper body), and the choice of Hand to Hand Combat is limited to Basic or Martial Arts. Re-roll Spd: 1D6 (+8 when in a standard wheelchair powered by hand movement), reduce P.E. and P.P. by 30%, and P.S. by 20% unless the character has taken at least one Physical skill. The character cannot stand without some means of physical support (walker, crutches, railing or table to hold onto, etc.) and needs wheelchair to get around.

61-70% Suffers from Genetic Birth Defect. The character has never been very athletic or physical due to a birth defect (respiratory/breathing condition, weak heart, muscular degeneration, etc.) that includes genetic disabilities or diseases (Parkinson's, Muscular Dystrophy, M.S. etc.). May need a wide range of medications on a regular basis to avoid complications, pain or symptoms (tremors, headaches, weakness, inability to breathe, etc.). Penalties & Modifiers: Can't take any Physical skills (at least not ones on par with an athlete or warrior), reduce P.S., P.P., P.E., and Spd by half; tires easily.

71-80% Physical Deformity. This character's body is a twisted hulk. Hunchback is a common malady in this category, causing the character to be bent or hunched forward, making him appear short and often the spine is twisted in such a way that one arm seems longer than the other. Another possibility is that the character is unusually tall (6+1D4 feet/2.1 to 3 m), but his muscles are weak or bones are brittle. Or the character may be unusually short (1D4 feet/0.3 to 1.2 m), or genetics have gone awry, or disease or injury has made one leg and/or one arm shorter than the other, or twisted, causing the character to be bent and shaped oddly, and walk with a limp. In most cases, there is chronic pain associated with the twisted bone or spine. Penalties and Modifiers: Physical skills are limited to Hand to Hand: Basic, General Athletics, Body Building, Climbing, Prowl and Swimming (may include S.C.U.B.A.). The more demanding sports and exercise like Acrobatics, Gymnastics, Boxing, etc. are right out. Reduce P.S. and P.P. by 1D4 points, but reduce Spd and P.E. by half.

81-90% Mute. The character has lost the ability to speak, be it from birth, an accident or illness. Penalties & Modifiers: The hero cannot perform any skill requiring a voice or use communications systems, nor shout a warning, cast spells, etc.

91-00% Debilitating Disease or Full Body Paralysis. The hero is weak from a debilitating illness or terminal disease like cancer, AIDS, etc. Penalties & Modifiers: The character's body is sickly; reduce P.S., P.P., P.E., P.B. and Spd attributes by 1D6x10%; the extent of the damage varies with each individual and the progress of the degenerative disease (usually it gets worse over the years,



though the disease may go into periods of remission when the deterioration stops for 1D10 years at a time). Reduce physical attributes to only 1D4 for full body paralysis.

Overcoming the Disability

OtD Table 1: Emotional Inspiration

01-20% Witness to Tragedy. Saw parents or family (wife and children), or best friend(s), or innocent people (children perhaps) murdered or horribly killed right in front of him. He was helpless to prevent it or save them. The character suffered from shock, and for a long time was afraid and lost to sorrow and/or depression. Then he became angry and vengeful. Eventually, the character's emotional balance was restored, but he has also found inspiration, motivation, and inner strength to protect those in need, especially the helpless and innocent.

21-40% Personal Tragedy. The player character has known more than his fair share of grief, suffering and tragedy. His story may be one of outrageous misfortune, betrayal, or bizarre turns of fate, but is most likely to be living a classic tale of adversity through birthright – a misfit, living in poverty, losing one or both parents early in life (through illness, alcoholism, an accident, crime, etc.), having poor health or a disability, and being held back and/or bullied and abused because of it. The character has always tried to do what's right and work hard to better himself and help his loved ones, but one misfortune and quirk of fate after another has thwarted his best efforts. Yet, the character has never yielded or given up. His spirit is unbroken and he is a better, stronger, and kinder person for all of it. More than that, he has risen above circumstance to become a champion of the underdog and someone people point to and call a "super-hero."

41-60% Witness to Injustice. The player character has personally experienced or has borne witness to such a terrible injustice that he has vowed to fight it and prevent others from suffering in a similar manner.

61-70% Victim of Evil. The player character experienced physical and emotional trauma from an act of terrorism or extreme cruelty born from insanity or outright evil. He could have been a victim of a crime or war (taken hostage and held captive for hours, days or weeks, and raped, tortured, and otherwise tormented and abused), gang violence, a random act of madness or stupidity, and it may be how he got his physical disability. Despite the horror of it all, the character has risen above it and is highly motivated to protect less fortunate people from suffering a similar, but perhaps lethal or permanently destructive fate.

71-80% A Debt to be Paid. The character (and perhaps others) was rescued by one or more heroes – a super being or mere mortal like a policeman, fire and rescue team, a doctor, priest, a brave but otherwise ordinary citizen, etc. However, while he was saved, his rescuer(s) perished, lost his life (or their lives) so that he and others would live. It was a profound experience and has inspired the character to devote his own life to helping others and making a difference. **Note:** This character is likely to have great respect for people in the profession that saved him

at the cost of their own lives. However, this high regard *may* blind the character to individuals of that profession who are *not* caring or generous heroes, but villains and opportunists, or tragically flawed by their own weaknesses and personal demons.

81-90% Witness to Greatness. The character saw, first hand, a noble hero fight against all odds and win. People said it was impossible, yet the hero did it. This has been a profound source of inspiration for the player character, who strives to achieve the same kind of greatness for himself.

91-00% Witness to a Heroic Secret. The character saw or heard about (via TV, radio, or first hand) one or more *legendary heroes* locked in battle with a band of super-villains, or struggling in impressive ways to save lives during a terrible crisis (raging fire, earthquake, hurricane, etc.). As breathtaking as the super human's efforts were, it was little more than a spectacle until the player character accidentally bore witness to something that changed his life forever. It was pure coincidence that he was looking out the window when he did or happened to be where he was when he (and he alone) learned that this courageous "super-hero" everyone took for granted as being perfect, more than human and whole, was actually handicapped! The revelation may have come after the battle when the witness saw him turn into his ordinary, "Joe Citizen" identity (not that he knows who he is) and saw that the super being was really aged and frail, or blind, or deaf, or needed a wheelchair, etc., just like him! The revelation has inspired the character in ways he can't describe.

OtD Table 2:

Physical Compensation

The following is how the impaired character compensates and overcomes his physical disability.

01-10% Bionics/Cyborg

11-20% Physical Metamorphosis: Demigod

21-30% Physical Metamorphosis: Monster

31-50% Psionic Powers to Compensate

51-70% Super Abilities to Compensate

71-80% Lycanthropy

81-90% Robotics

91-00% Underwater Ability

01-10% Bionics

The character has chosen to have his lost or useless limb, eyes, etc. replaced with cybernetic ones, and has gone beyond that to subject himself to Partial Bionic Construction/augmentation. Typical Budget is 1D4+4 million.

Go to the *Bionics Power Category* found in **Heroes Unlimited RPG, 2nd Edition** turn him into a cyborg.

11-20% Physical Metamorphosis: Demigod

Regardless of the physical infirmity that normally plagues the character, he or she turns into the equivalent of a Greek God whenever the character draws on his/her inner strength to take action as a hero. This *may* be some

mutant power of transformation or magical in nature. (If magical, the hero may have a magic item or can perform a spell or special ritual that lets him temporarily transform into a superbeing. The transformation remains as long as the character is conscious and desires to be a superhuman. Maximum length of time for any one transformation is hours equal to the character's M.E. attribute number.)

Mental Attributes: Unchanged; same stats, mental abilities, skills and memories.

Physical Appearance: Lost or useless limbs are made whole and healthy, disfigurements and weaknesses vanish. More than that, the character appears as the ideal male or female, transcending mere mortal looks for that of a mythological demigod. He or she is *tall* (six feet +2D6 inches/1.8 to 2.1 m), muscular, strong and as handsome or beautiful as any super-model. Whether it is their inner beauty given physical manifestation or their body molded by their own sense of what a hero should look like, or something else entirely, is unknown.

Physical Attributes & Related Bonuses: P.S. 1D6+12 (considered Extraordinary P.S., but Superhuman or Supernatural P.S. may be selected as one of the additional powers), P.P. 1D4+4, P.E. 1D6+4, P.B. 1D6+6, Spd. 2D6+10. Hit Points: Double. S.D.C.: 2D4x10+16. Natural A.R. 10 (only attacks that are 11 and higher do damage). +2 attacks per melee round, +2 on initiative, +2 to strike and parry, +1 to dodge and disarm, +4 to pull punch, +1 to roll with impact, +2 to save vs Horror Factor, mind control and possession. **Note:** Bonuses are in addition to attributes and super abilities.

Super Abilities: Any type, but roll percentile dice to see how many.

- 01-20% One Major super ability and one Minor ability.
- 21-30% Three Minor super abilities (no Major powers).
- 31-40% One Major super ability and two Minor abilities.
- 41-50% Two Major super abilities (no Minor powers).
- 51-60% One Major super ability and three Minor abilities.
- 61-70% Two Major super abilities and one Minor ability.
- 71-80% Four Minor super abilities (no Major powers) or Two Major and one Minor.
- 81-90% Two Major super abilities and three Minor abilities.
- 91-00% Three Major super abilities (no Minor powers).

21-30% Physical Metamorphosis: Monster

Regardless of the physical infirmity that normally plagues the character, he or she turns into a bestial monstrosity or frightening looking hulk whenever the character draws on his/her inner strength to take action as a hero. This *may* be some mutant power of transformation or magical in nature. (If magical, the hero may have a magic item or can perform a spell or special ritual that lets him temporarily transform into a superbeing. The transformation remains as long as the character is conscious and desires to be a superhuman. Maximum length of time for any one transformation is hours equal to the character's M.E. attribute number.)

Mental Attributes: Reduce I.Q. and M.E. by 1D4 points when turned into a monster, M.A., skills and memories are unchanged.

Physical Appearance: Lost or useless limbs are made whole and healthy, but the character is clearly an inhuman brute, animal-like or monstrous. In this case, the appearance is probably reflective of the hero's own inner demons, rage or frustration. He or she is *tall* (6+1D4 feet/2.1 to 3 m), muscular, and strong, but inhuman.

Physical Attributes & Related Bonuses: P.S. 1D6+5 (considered Extraordinary P.S., but Superhuman or Supernatural P.S. may be selected as one of the additional powers), P.P. 1D4+1, P.E. 1D4+2, P.B. Reduce by 1D4x10%, Spd. 1D6+2. Hit Points: Triple. S.D.C.: 1D6x10+10. Natural A.R. 10 (only attacks that are 11 and higher do damage). +1 attacks per melee round, +1 on initiative, +2 to strike, +1 to parry and dodge, +1 to disarm and pull punches, +2 to roll with impact, +4 to save vs Horror Factor, +1 to save vs magic, and +2 to save vs poison, toxins, drugs and disease. **Note:** Bonuses are in addition to attributes and super abilities.

Super Abilities: Same as 01-20% Demigod.

31-50% Psionic Powers to Compensate

The character has developed a range of natural psionic powers that compensate for, or overcome, his physical disability. Although this is very effective, it is also very obvious to anyone seeing the power(s) in use. The best thing about the main compensating (special) psionic power is that it costs NO I.S.P. to use, and can be used simultaneously or in conjunction with other Psi-Powers that do require the expenditure of I.S.P. The character is considered a *Latent Psychic* with 3D4x10+M.E. attribute number in I.S.P., +1D6 additional I.S.P. per level of experience. +1 attack per melee round when only using psi-powers.

1. Ectoplasmic Limbs (special): Can be maintained and used continuously for one hour per each P.E. point and used to compensate for lost, useless and impaired limbs. This character will also have 1D4+3 additional Physical Psionic powers that require the expenditure of I.S.P.

Arms and hands have a P.P. of 10 or are equal to the character's P.P. (whichever is *higher*), P.S. is 10 +1 for every two points of M.E. (will power), and the Ectoplasmic arms and hands can stretch and reach one foot (0.3 m) per level of experience. Can also squeeze through keyholes or under a door and reach up to undo or turn a bolt, chain or sliding lock. **Bonuses:** The Ecto-Limbs don't suffer any of the character's usual physical penalties, provide three extra attacks per melee round, +4 to strike and disarm, +6 to parry, and are +1 on initiative for every 6 M.E. points (resulting from mental alertness and sharpness of mind).

Legs and feet have P.S. of 10 and a Spd of 14 +1 for every point of M.E. (will power) and can increase in length to make the character two feet (0.6 m) taller per level of experience. **Bonuses:** The ecto-limbs don't suffer any of the character's usual physical penalties, enable the character to leap 5 feet (1.5 m) high and 10 feet (3 m) across +3 feet (0.9 m for either) per level of experience, and provide a bonus of +4 to dodge and +2 to roll with impact.

Ectoplasmic limbs are a vaporous, luminous set of limbs that extend out from where there are none or over

and beyond useless ones to act as the character's own. These are agile (equal to the character's P.P.) and very sensitive – they have the equivalent of full human sense of touch with the same skill bonuses. The strength and reach of an Ectoplasmic Hand is exactly like that of a normal arm. Likewise, the size of the hand and arm is proportional to the character's size. If a limb is struck the character feels the pain just as if it were inflicted on his flesh. Each hand and arm has 20 S.D.C. and if the S.D.C. is expended then that hand and arm will be temporarily gone. Because of the psychic pain, a destroyed Ectoplasmic Hand may not be recreated until at least 2D6 days have passed. If one hand and arm are destroyed, the other can still be used, summoned and dispelled normally. Healing of S.D.C. on the Ectoplasmic Hands is one point per hour and continues even if the power is not currently being used. Bear in mind that the Ectoplasmic Hands vanish when the character is unconscious or ceases to concentrate on them.

2. Superior Telekinesis (special): Another means of compensating for lost, useless or impaired limbs. The ability can be maintained and used continuously for one hour per each M.E. attribute point. This character will also have two other Telekinetic powers from the Physical powers, 1D4+1 additional Physical Psionic powers and two Super Psionic powers limited to the following: Psi-Shield (30), Telekinesis: Super (10+), Telekinetic Force Field (30), Telemechanics (any, see *Powers Unlimited One* for others), or Psi-Sword (30), all of which require the expenditure of I.S.P.

The character can use his Superior Telekinesis to move without mechanical devices and to use weapons and tools, open doors, operate devices, and even drive. May appear to hover or float in the air (maximum Spd is M.E. attribute number x3, and maximum height above the ground is one foot/0.3 m per M.E. point). Maximum weight that can be lifted is double the usual amount for the Telekinesis power and the character can use the ability to move himself, carry objects and operate machines without using up I.S.P. Outright Telekinetic attacks, however, require the use of other Telekinetic abilities (Push, Punch, etc.). **Note:** May fire a gun or hurl an object as per the usual limitations of the Telekinesis power.

3. Psionic Voice/Communication: Mental Speak can be maintained and used at will without limit and without I.S.P. cost. This character can also select five other powers from the following list: Empathy (4), Mind Block (4), Sense Evil (2), Suppress Fear (8), Telepathy (4), Empathic Transmission (6), Hypnotic Suggestion (6), and Mind Bond (Super; 10), all of which require the expenditure of I.S.P. to use.

Mental Speak (special): This power acts as a simple, mind to mind substitute for speech. Range is equal to that of human speech (approximately 300 feet/91.5 m), except that it is not muffled by ambient noise. There is no saving throw because it is not an attack. At worst, all the character can do is "shout" curses and the receiver can choose to ignore the message. The hero can focus this limited Telepathic Transmission so that only one specific character receives it, or the transmission can "speak" to several people at the same time, so long as everyone is within the

range limit of 150 feet (45.7 in). Non-psionics will assume that transmission is normal speech, psychics will know better. **Note:** This power can NOT be used to read minds or pick up empathic impressions, only to communicate with words, i.e., for speaking. One problem with Mental Speak is that it does not work with telephones or other communication devices, like radios.

4. Psionic Senses: The character has a number of "sensing/awareness" psionic abilities. These powers typically compensate for the loss of sight or hearing, *but* may also be chosen to adjust for other lost senses or a particularly frail/sickly body or loss of legs. The character has Mind Block Auto-Defense (special) or Group Mind Block (22), pick one, plus Empathy (4), and 1D4+2 Psychic Sensitive powers of choice and two Physical or Healing powers of choice, all of which require the expenditure of I.S.P., but the character gets a bonus 1D6 I.S.P. points per level of experience.

5. Psionic Sight (special): Psionic Sight can be maintained and used continuously for one hour per each P.E. point at no I.S.P. cost and used to compensate for blindness. This character also has Presence Sense (4), Object Read (6) and can select five psionic powers from the following: Detect Psionics (sense its presence and general location), Psychic Diagnosis (4; by touch), Astral Projection (8; the character can see in Astral form), Clairvoyance (4), See Aura (6; sees it in his mind's eye; same info), Sense Time (2), and Sixth Sense (2), all of which require the expenditure of I.S.P.

Psionic Sight enables the character to make out blurred, vague shapes, distance and depth, but he actually "feels" or senses who or what he is seeing. Cannot see facial features, read signs, the printed word or see flat illustrations or paintings.

51-70% Super Abilities to Compensate

As impossible as it seems, the character has developed super abilities to compensate for his physical infirmity!

Number of Super Abilities:

01-20% One Major super ability and two Minor abilities.

21-30% Five Minor super abilities (no Major powers).

31-50% One Major super ability and three Minor abilities.

51-65% Two Major super abilities and two Minor abilities.

66-80% Two Major super abilities and three Minor abilities.

81-90% Three Major super abilities and one Minor ability.

91-100% Three Major super abilities and two Minor abilities or seven Minor abilities.

Types of Super Abilities: At least half of the super abilities should clearly compensate for the physical impairment, and in many cases, all powers do.

Here are some examples of abilities that compensate for certain disabilities:

Blindness: Compensates with *Radar* (Minor), or ANY combination of *Heightened Senses: Hearing, Smell, Taste, Touch* (all Minor). Other types of compensation may include *Darkness Control* (Major; probably best used in conjunction with *Nightstalking*), *Nightstalking* (Minor; can see only at night and in total darkness plus the usual

abilities for this power), *Clock Manipulation* (Minor; in this case, the character can Sense Time same as the Psionic power but without I.S.P. cost and can sense and manipulate timepieces), and may be supplemented by other super powers of almost any variety. *Transferal/Possession* (Major; uses the body of another person in place of his own; can see when in another's body), *Control Others* (Major; not only does he control the individual, but he can see whatever his puppet sees), *Alter Physical Structure option*: May be able to see when in an altered form similar to the Broken/Weak/Paralyzed Body, below.

Minor Abilities found in Powers Unlimited One: Abnormal Energy Sense, Antennae, Criminal Intuition, Danger Sense, Doorway, Lunar Strength (more powerful in the darkness of night), any Heightened Senses, Impact Resistance, Impervious to Shadows & Darkness, Instant Wardrobe, Life Sense, Motion Detection, Seismic Power, Sensor Orb, Sonar, Toy Control (in this case can see through any optics or sense movement from any sensors present in high-tech toys), and Ultra-Hearing.

Major Abilities found in Powers Unlimited One: Dimensional Room, Distort Space and Generate Fog & Smoke.

Deafness: Fundamentally the same as Blind, plus can take any (or several) of the *Supervision* powers. An ironic ability might be any one or more of the *Sonic* abilities – can't hear sound waves but can manipulate them.

Minor Abilities found in Powers Unlimited One: Any Supervision and Heightened Senses, Danger Sense, Impervious to Sound & Vibrations, Lightning Reflexes, Motion Detection, Multi-Tasking, Sensory Orb, Un-trackable, Unnoteworthy/Forgettable, and Warp Sound (for others).

Major Abilities found in Powers Unlimited One: Mirror Mastery, Power Touch, and Reconstruction.

Broken/Weak/Paralyzed Body: *Alter Physical Structure* (Major, any; has the equivalent of a whole, working body in the altered state, though it may not be completely human looking – for example, an energy form might have missing legs that appear as an energy trail or arms might be energy tendrils, while metal, stone, or plant Altered Limbs may resemble the humanoid shape, but not that of a muscular human body, etc.), *Transferal/Possession* (Major; uses the body of another person in place of his own), *Control Others* (Major; manipulate others to do as he desires), *Control Kinetic Energy* (Major; slows and affects opponents), *Copy Physical Structure* (Major; defense), *Create Force Field* or *Force Aura* (to protect himself and others), *Divine Aura* (Major; relies on leadership and brains, the body remains a wreck), *Invulnerability* (Major; in this case the character's frail body becomes whole and reliable; double P.S. and P.E., increase P.E., P.B. and Spd by 50%, and the character gets two extra attacks per melee round and is +1 on all combat maneuvers, but only when the super ability is activated), *Bio-Armor* (Major; an ability to bolster and protect the body in concert with abilities that provide some form of movement), *Mechano-Link* (Major; uses machines and may even control mechanical body armor or super-vehicle as his public super-hero body – if the latter is the case, also construct a low- to mid-end armored exoskeleton or super-vehicle; high-end/powerful only if the character has

no other super abilities), *Mimic* (Major; only in addition to the usual Mimic powers, the character can, for the duration of the power, also mimic a healthy, mobile body) and *Negate Super Abilities* (Major).

Minor Abilities appropriate for this infirmity include: *Alter Physical Body*, *Energy Expulsion (any)*, *Extraordinary P.E.*, *Extraordinary P.P.*, *Extraordinary Speed*, *Impervious to Fire & Heat*, *Mental Stun*, and *Superhuman Strength*.

Minor Abilities found in Powers Unlimited One: Any Supervision and Heightened Senses, Anatomical Independence, Danger Sense, Hold Breath, Hyperdensity, Immovable, Impervious to Cold & Freezing, Impervious to Disease & Illness, Impervious to Poison & Toxin, Lightning Reflexes, Motion Detection, Multi-Tasking, Un-trackable, Unnoteworthy/Forgettable, and Warp Sound (for others).

Major Abilities found in Powers Unlimited One: Absorb Bio-Mass, Energy Doppelganger and Matter Expulsion.

Note: Any combination of these abilities work for the Elderly, partial or full paralysis, or anyone with severe illness that has made the body super-frail and vulnerable. In ALL cases, the powers apply only while the character is conscious.

Disfigured: *Alter Facial Features & Physical Stature* or *Holographic Memory Projection* (Major; can disguise the character's true appearance for one thing), *Alter Physical Body*, *Invisibility* (Major; hides appearance), *Shrink* (Major; he can't be seen),

Minor Abilities found in Powers Unlimited One: Blur, Enlarge Body Parts, Instant Wardrobe, Mask/No Face, Physical Perfection (to compensate for disfigurement, but only a +1D4 bonus to P.B.), Shadow Meld, Shadow Stepping, Un-trackable, and Unnoteworthy/Forgettable.

Major Abilities found in Powers Unlimited One: *Alter Physical Structure (any)*, *Mega-Wings* and *Mirror Mastery* (an ironic power).

Loss of Limb (arms): *Tentacles* (Major; replaces lost or useless arms), *Body Weapons* (Minor; in this case, lost limbs grow and useless ones work, but only when turned into a Body Weapon), any *Energy Expulsion* (Minor; shoot from the eyes), *Extraordinary Speed* (Minor), *Manipulate Kinetic Energy* (Minor, but can be performed using the mind, no hand gestures necessary), *Power Channeling* (Minor; devastating when combined with kick attacks), *Mental Stun* (Minor), and *Multiple Limbs* (Minor; his natural limbs are useless, but these extra ones appear when the super ability is activated and they work fine).

Minor Abilities found in Powers Unlimited One: *Alter Physical Structure of Limb* (in this case, it restores the use of a damaged or paralyzed limb, or replaces a lost one, but only when using this power), Anatomical Independence, Energy Expulsion (any, from the eyes), Enhanced Leaping, Enlarge Body Parts, Exploding Spheres, Fabric/Cloth Material Animation, Flight (any), Gun Limb (makes useless arms a working weapon, and can form a weapon limb where no arm exists), Instant Wardrobe, Lifting Field, Mask/No Face, Motion Detection, Quills & Spines, Tentacles of Hair, Tractor Beam (from the eyes), and Waver Rider.

Major Abilities found in Powers Unlimited One: Control Density, Create Force Constructs, Friction Control, Lique-

faction, Re-Channel & Expel Energy, and Supernatural Bite.

Loss of Legs: Any *Alter Physical Structure* ability (Major, has equivalent of human limbs in that form; see Broken Body, above), *Stretching* (and bouncing; Major), *Tentacles* (Major; uncommon, but can be used to replace lost or useless legs; looks weird and scary, but effective), *Gravity Manipulation* (Major), or *Magnetism* (Major, to allow movement and may include having metal braces or armature for limbs that don't normally work, but which can be manipulated via the Magnetism power to fake it).

Minor abilities that compensate for bad legs can include *Flight: Glide*, *Flight: Winged* (perhaps the wings appearing only when the power is activated), *Flight: Wingless*, *Manipulate Kinetic Energy*, *Superhuman Strength* (Minor; limited to upper body/arms and hands), and *Supervision* (any).

Minor Abilities found in *Powers Unlimited One*: Anatomical Independence, Beastmaster, Bookworm, Energy Expulsion (any), Energy Whip, Flight (any), Gun Limb (makes useless arms a working weapon, and can form a weapon limb where no arm exists), Instant Wardrobe, Shadow Melding, Sliding, Super Bounce, Super Burrowing, Super Wind Blast, Swing Line, and Tentacles of Hair.

Major Abilities found in *Powers Unlimited One*: Beastmaster, Rocket Fists, Weapon Energy Extensions, Spiral/Vortex, Vertigo Field and Weapon Melding.

Mute: Fundamentally the same as Blind, plus can take any (or several) of the *Supervision* powers. An ironic ability might be any one or more of the *Sonic* and/or *Sound* abilities – can't speak but can manipulate sound and sonic vibrations.

Minor Abilities found in *Powers Unlimited One*: Energy Expulsion (any), Energy Whip, Flight (any), Impervious to Poisons & Toxins, Impervious to Sound and Vibrations, Sonar, and Warp Sound.

Major Abilities found in *Powers Unlimited One*: Amphibious, Borrow Power, Chemical Secretion, Divine Healing, Super Consumption and Supernatural Bite/Jaws.

71-80% Lycanthropy (Major Super Ability)

In this case, the character can only become whole, healthy and powerful when he turns into something that is half man, half animal. Extra Bonuses for the Empowered Lycanthrope Hero: +1D6x10+20 S.D.C., +1D6+10 Hit Points, +2 attacks per melee round, +3 to strike, parry, dodge, and disarm, +2 to pull punch and roll with impact, increase P.S., P.P. and P.E. attributes by 50%, and *double* the Spd attribute. Reduce P.B. by 20%. *All apply only when in animal form.* This super being gets to select two Minor super abilities or one Major ability, but they can only be used when in animal form too! The human form is ordinary, even impaired, but the animalistic form is whole and super-human (looks very different in the Lycanthrope form).

81-90% Robotics

The character's superhuman alter-ego is a machine: An exoskeleton or suit of power armor, or a (giant?) robot or

super-vehicle, worn or piloted by the individual or, best of all, controlled by transferring his or her mind/life essence into the armored suit, robot, android or super-vehicle. Typical Budget is 1D4+3 million – artificial intelligence is not applicable; + 2 million for repairs.

Go to the *Robot Power Category* (or Hardware Super-Vehicle) found in **Heroes Unlimited RPG, 2nd Edition** and create one for this character.

How did the hero get this super suit, robot or vehicle? Here are some possibilities, pick one or make a random roll.

01-20% Spent half to all of his fortune to have it secretly constructed.

21-40% Has influence in high places and used his connections with the military, government or private industry to be allowed to participate in a secret operation that involves robotics or super-vehicles. In this case, the suit, robot or vehicle may be a top secret prototype.

41-60% Was given it by benevolent aliens – or by a good guy super-genius who could have been a friend, a secret admirer, a sympathetic soul, or somebody using the character as a guinea pig or a not so good-guy manipulating him for his own insidious purpose.

61-80% Found it! Could have been created by anybody, good or evil, human or extraterrestrial, and maybe, someday, the real owner/creator will come to take it back.

81-90% Stole it, especially if the impaired individual has the ability to release his mind and send it into the power armored suit, robot or super-vehicle. Actually, that capability is built into the machine itself, but the disabled character has a "gift" that enables him to release his life force and tap into the machine, override any programming or controls, and take it for himself (limited to this machine and others very much like it). Someday, the real owner, good or evil, human or alien, may come to take it back, and isn't likely to take kindly to the thief.

91-100% Inherited the machine. A relative who was a rich philanthropist, or an eccentric genius, or robotics pioneer, or a high-ranking military or government agent, or even an ex-super-hero or a retired super-villain left it to the character.

91-100% Underwater Abilities

(Minor Super Ability modified into something more Major)

In this case, the hobbled individual becomes whole, well and strong – super-strong – when underwater or when drenched by water (rain, sprinklers, a containment suit that holds and circulates water, etc.). In *addition* to the usual underwater abilities and bonuses, the character gets the following extra bonuses: Increase 50% all physical attributes, +1 attacks per melee round, +2 on initiative, +2 to strike, parry, dodge, and disarm, +4 to pull punch, +1D6x10 S.D.C., +20 to Hit Points, and has a Natural A.R. of 11. Impaired on dry land, a powerhouse in water or when soaked with it (dries off on dry land in 1D4 melee rounds unless the soaking is continual every melee).

Step Four: Education and Skills

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without significantly affecting his role as a crime fighter. Of course, it is wise to select skills that will help round out the hero as a leader, detective, vigilante or super being. May be hampered by disability, but not usually.

Step Five: Picking an Alignment & Other Stuff

Alignment: Any alignment can be selected, but heroes should generally be of a good alignment, or at worse, self-ish.

Hand to Hand Combat: Combat skills are not gained automatically. They must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round to start. Any additional attacks are developed through the character's powers and hand to hand combat, if any.

Weapons and Armor: Except for any possible equipment mentioned above, only conventional forms of body armor, weaponry and equipment will be available.

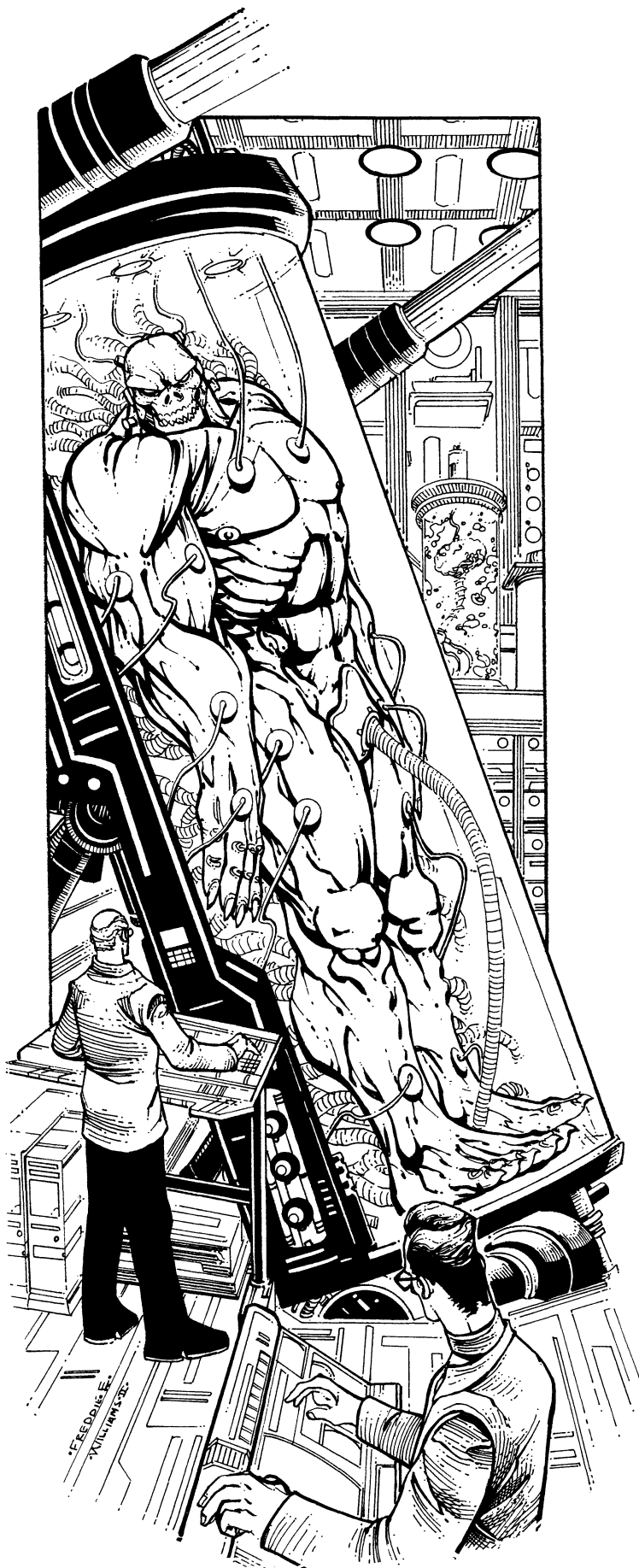
Additional Financial Resources: The character has 4D6x100 dollars available in ready cash. This is in addition to a possible life savings (See optional rules to rounding out one's character). There is an 84% chance the character also owns a personal vehicle. The car is less than a year old. Presumably, the character has a job, apartment and reasonable personal possessions.

Experience Levels: Use the *Experiment* experience chart at the back of HU2 for level advancement.

Eugenic Heroes

Original concepts and text by Wayne Breaux Jr.,
additional material by
Carmen Bellaire & Kevin Siembieda

Eugenics is genetic engineering, cloning and gene splicing used to augment and change the human body. The Eugenics Power Category differs from Experiments or Mutants in that the process is so sweeping and unique that it creates an entirely different type of hero. Through genetic manipulation of the individual's very genetic code, the body of the subject is changed and enhanced on a molecular level. In this case, genetically altered to be more than human.



Eugenics characters are modified, enhanced and *built* in much the same way as a Bionics character, only all the parts are flesh and blood, and the powers drawn from the natural world. The vast majority of genetic enhancements come from the animal kingdom, splicing genetic material from animals of all kinds (including insects) into humans with amazing results. However, *alien* (as in extraterrestrial) and *mutant* DNA, though barely understood and sometimes having unpredictable side effects, are also used by the most advanced laboratories (and those who just happen to “luck” into alien specimens). Ultimately, the genetic DNA code of the Eugenics character is altered to serve the purpose of the sponsoring organization, be it crime fighting, warfare, illegal activities, exploration or wild experiments to push the limits of the human body in the name of science.

Unlike the creation of other scientific experiments, the candidate for eugenics is often an *embryo* that is genetically altered, grown in a lab and given to surrogate parents (usually lab techs, scientists or skilled members of the organization) who raise the child under specific guidelines to train him (or her) in the use of his “special abilities” to their full extent.

Adolescent test subjects of various ages under 13 may also be used as guinea pigs by unscrupulous and illegal experimenters in the area of eugenics. Likewise, teens and adults who are physically or mentally impaired are sometimes solicited as volunteers (or kidnaped by morally bankrupt organizations) for eugenic reconstruction through DNA grafts and manipulation. To many volunteers, the promise of a new lease on life is worth the risk of death or disfigurement – or so they believe at the onset.

Something that surprises most laymen is that genetic materials and clones can also be created from the recently deceased. An intact corpse that is no more than one hour deceased (usually packed in ice or refrigerated until used for the process) is taken as the source material for the eugenics procedure where cells, DNA and even body parts (arms, hands, internal organs, etc.) are “harvested” and cloned as revitalized living body parts or the raw materials for cellular reconfiguration and extrapolation.

Ah, but the inventiveness does not end there. Genetically re-engineered superbeings often possess the DNA of multiple “donors,” including animals and nonhumans. Such genetic composite beings have been labeled by the bio-tech industry as “chimeras,” after the monster of Greek myth with the head of a lion, the body of a goat, and the tail of a dragon. Genetic accidents, missteps, and monstrous looking chimeras are dubbed “bio-freaks.” Chimeras grown from an embryo are usually the most human-looking and successful of the experiments (79% vs 33%), but even they are often branded as “freaks,” and suffer from the emotional trauma of being different – less than human – as well as possible trauma from the entire creation/augmentation experience itself. An estimated 50% of human chimeras suffer from some minor form of insanity (at least one Phobia, Obsession or Neurosis), and 10-20% are seriously disturbed. The level of insanity and disassociation with human society may rise much higher among those who are mistreated by their handlers and/or feel the sting of rejection by society. It hurts to be shunned

by the very people you have been created to serve and protect. Heroes created through eugenics often have a life as hard, lonely and cruel as any mutant.

Creating the Eugenics Hero

The creation of the Eugenics character is a little more complex than an Experiment or Mutant character, and nowhere near as random, because the player must build the genetic chimera by buying each genetic feature desired. The character is given a *budget* with which to purchase the various genetic traits, features and augmentation in a similar way to how a Bionics or Robotics character is built. Players are recommended to have some notepaper and a calculator handy to keep track of the costs.

Note: Since eugenics is in its infancy on the Earth of Heroes Unlimited, heroes created through eugenics are most likely to come from alien worlds and other dimensions where genetic engineering is much more advanced and more readily available. Thus, the Power Category of Eugenics is ideal for space campaigns and completely compatible with **Aliens Unlimited™** and would slot right into the *Alien Genetic Engineering* presented in the **Aliens Unlimited Galaxy Guide™**, page 144. Many of the genetic modifications and eugenics presented here were inspired by those rules and ideas. To get the dollar equivalents of credit amounts, just halve the credit values and vice versa.

Step One: The Eight Attributes

Determine the *eight attributes* as you would any character. Don't worry about low physical attributes since those will be altered and improved through genetic augmentation and the selection of Physical skills. Keep all the initial stats in pencil as skills and genetic enhancements will modify them.

Step Two: Hit Points & S.D.C.

Hit Points: Roll to determine as usual: Add up the character's P.E. attribute number and an additional +1D6 per level of experience.

Structural Damage Capacity (S.D.C.): The Eugenics hero gets a base amount of 1D6x10 S.D.C. points to start, plus any bonuses provided by Physical skills, special abilities and additional genetic augmentation.

Natural A.R.: Acquired as a Eugenics Feature.

Step Three: Determining Eugenic Abilities

The Budget

Roll percentile dice on the following table to ascertain your Genetic Construction Budget. ALL money must be

spent. The budget for eugenics represents the total cost of the genetic engineering. Since it is possible that the character will have disassociated himself from his creators, the player must spend ALL of the available budget, even if it means buying simple cosmetic features to use up any surplus. The money cannot be spent on handguns, devices, automobiles or other equipment, only on the genetic modifications. **Note:** Much of the outrageous cost of reconstruction is due to the rarity and the long recovery time involved.

Genetic Construction Budget:

01-10%	3 million
11-20%	4 million
21-35%	5 million
36-50%	6 million
51-65%	7 million
66-80%	8 million
81-90%	9 million
91-00%	10 million

Now that you have a budget, it's time to create your character. This is done by "buying" the special physical features and abilities you want from the lists and tables that follow. It is best if the "creator" (that's you) tries to decide which features are most important to his vision for the character and buys them first. Then purchase additional and secondary traits, powers and features as you round out your character. While a player can *not* go over budget, he can opt to fall under budget, but any money not spent goes back into the program and is lost to the character.

Important Note: The acquisition of "human level" limbs and organs, cloned from the recipient's own body and used to replace lost and damaged parts, has no negative effect on the recipient. Thus, a spell caster, psychic or otherwise human hero can be healed and restored without complication. *Superbeings* (including psychics and magic based characters), depending on their powers and genetic makeup, typically find the process less satisfying and may be left with limbs and organs that are not quite as super as the rest of their body. Furthermore, superbeings are NOT good candidates for eugenic augmentations beyond the most basic of procedures (i.e., replacement limbs and organs in medical procedures). There is only a 01-05% chance that genetic features that provide equivalent super abilities will even work on an adult and a 01-10% chance it will work on a superhuman teen or child (double those odds for *human* adults, teens and kids). Even when the augmentation does work, the most genetic features a superhuman can receive is *two*. (Three or more causes super-powered, magical and psychic individuals to lose half of their attacks per melee round, and the range, damage, effects, and duration of all super abilities are also reduced by half.)

Buying Eugenic Features & Augmentation

Genetic modification is the organic alternative to cybernetics and bionics. For some, cybernetics is a repugnant concept, while elsewhere, eugenics is simply easier or cheaper, but it is still in limited supply. In any case, genet-

ics is hardly the prominent industry that cybernetics is, at least on Earth. Only a handful of special organizations can perform genetic modification on Earth, and all are considered experimental and revolutionary. For the most part, genetic engineering is an offshoot of the medical industry, and using eugenics for crime fighting or combat purposes is relatively uncommon.

The high level of medical advancement in the world of Heroes Unlimited makes cloned replacements for lost limbs or organs (except the brain and spinal cord) possible, but even simple cloned replacement parts are rare. The process is still experimental and only a few institutes have been able to perfect them, thus they are still hard to acquire and prices are rather high.

The character has tissue samples taken, and the parts will be grown for him (takes 6 months). If he should ever need that replacement, it is taken out of stasis and attached. The new limb or internal organ will match the character's unique bio-signature exactly. The character can purchase replacement limbs and organs with his starting budget (for later use), but only if the character is on friendly terms with his sponsoring organization. Or he may purchase cloned parts from the organization later, if he can come up with the cash.

Note: Genetic augmentations are *not* generally compatible with cybernetic and bionic systems.

Descriptions of Eugenic Features

Cloned Replacement Parts

Cloned body parts are an exact match to the individual's unique physiology. There is no chance for rejection, there is virtually no scar tissue, and the organ or limb works perfectly.

Cloned "parts" are typically acquired to replace those damaged by trauma or disease.

Limitation: The body part is an exact match within "human" limits. Thus, a hand, arm, or leg will be identical in the basic genetic composition of the original limb and can be matched to P.S., P.P. and Spd attributes within *normal human range*. An equivalent super ability such as Extraordinary Speed, or Superhuman or Supernatural Strength, requires an additional cost and more genetic modification.

Cloned Replacement Parts

Limitation: Typical attribute range is 1-24; costs an additional 20% to raise it to 30, an additional 20% on top of that to get to 35, an extra 30% to 40, and 40% for anything higher.

Replacement Cloned Part: Hand (includes digits). 50,000 dollars each.

Replacement Cloned Part: Finger or Toe. 5,000 dollars each.

Replacement Cloned Part: Arm. 80,000 dollars each.

Replacement Cloned Part: Leg. 120,000 dollars each.

Replacement Cloned Part: Foot (includes digits). 50,000 dollars each.

Skin Grafts: 10,000 dollars per square foot.

Cloned Internal Organs

Vital Organs: Heart, Kidney, Liver, Lung, etc. 150,000 dollars each

Other Soft Organs: Eyes, Ears, Eardrum, Nose, Tongue, Larynx, Intestine, etc. 50,000 dollars each.

Modified Internal Organs

Internal organs can be individually tweaked and enhanced to refine their productivity, increase efficiency and produce chemical reactions and abilities that enhance the character's abilities. Also, new types of genetically engineered organs can be added to the character. All the possible bonuses are cumulative with attribute, skill, background and other bonuses. **Note:** The main advantage of augmented organs is that they are only detectable through a medical exam or by a bio-scanner. In both cases, there is a -30% penalty to find the new or augmented organs, very well hidden. A Psychic Diagnosis will find them without fail.

Appendix, Modified: The appendix of this character is designed to filter and remove poisons from the bloodstream and make them non-toxic. **Bonuses:** +5 to save vs poison and +3 to save vs other drugs and toxins. The damage and penalties from such toxins are halved, and the duration of the poison in the body is only 25% the usual length of time. **Note:** Additional bonuses may apply from P.E. attribute bonus or other forms of augmentation. **Cost:** 400,000 dollars.

Brain Enhancement: Health and performance of the brain is tweaked to make the individual mentally sharper. Raises any I.Q. below 10 to 10, or provides a +1 bonus to any I.Q. 10 or higher. **Bonuses:** +1 on initiative (sharp and alert), +2% to all skills (including Secondary Skills), can select 1D4 extra Secondary Skills and learns new skills in half the time as usual. Is also +1 to save vs possession and Horror Factor. **Cost:** 600,000 dollars.

Brain: Combat/Motorhead: The motor part of the brain is enhanced to provide the equivalent of the *Lightning Reflexes* Minor super ability described on page 34 of Powers Unlimited One. **Cost:** 1.5 million dollars.

Brain: Mental Acuity: The brain is tweaked in such a way that memory and awareness are dramatically enhanced. Instills the psionics power of Total Recall (2), Sense Time (2), Mind Block (4), and Speed Reading (2) or Sixth Sense (2). **I.S.P.:** 1D6+10 +M.E. attribute number. **Cost:** 1.3 million dollars.

Brain: Physical Perceptions Acuity: The part of the brain that is aware of the physical responses (breathing patterns and body language) of other people is enhanced to provide the equivalent of the *Living Anatomy* Minor super ability described on page 34 of Powers Unlimited One. **Cost:** 1.2 million dollars.

Brain: Psi-Blocker: The brain is made resistant to mind control and possession (+3 to save) and able to completely block out telepathic and empathic transmis-

sions and probes, as well as attempts to possess or control his mind, by going into a meditative trance (it takes 1D4 melee rounds to reach the trance state). However, while the meditative trance makes the individual impervious to Telepathy, Empathy, and all forms of mind control and possession, the character is unaware of the world around him and cannot take any kind of action, not even self-defense. **Cost:** 600,000 dollars.

Brain: Psi-Booster: This modification boosts the Inner Strength of psychic characters. **Bonuses:** +6D6+12 I.S.P. and his "save vs psionics" is increased to that of a psionic character (12 or higher to save), even without psi-abilities. **Cost:** 400,000 dollars.

Brain: Psionics (Healing): The brain and body chemistry are tweaked to bring out or instill psionic capabilities of healing. Gets Advanced Trance State (10; super) and 1D4+2 Healing powers of choice. **I.S.P.:** 1D6x10 +M.E. attribute number. **Cost:** 1.6 million dollars.

Brain: Psionics (Illusionary): The brain and body chemistry are altered to bring out or instill psionic capabilities of mental manipulation and illusion. Gets Empathic Transmission (10), Invisible Haze (30), Mental Illusion (20), Hypnotic Suggestion (6), Ectoplasmic Disguise (12), and two Physical powers of choice. **I.S.P.:** 2D4x10 +M.E. attribute number. **Cost:** 2.5 million dollars.

Brain: Psionics (Physical): The brain and body chemistry are tweaked to unleash the character's psionic potential. Gets Telekinesis Super (10+) or Telemechanics (10), pick one, plus 1D4+2 Physical powers of choice. **I.S.P.:** 2D4x10 +M.E. attribute number. **Cost:** 2.3 million dollars.

Brain: Psionics (Sensitive): The brain is modified to unleash the character's psionic potential. Gets one Super psionic power of choice, Telepathy (4) and 1D4+2 Sensitive powers of choice. **I.S.P.:** 2D4x10 +M.E. attribute number. **Cost:** 2.5 million dollars.

Brain: Psionics (Super Combat): The brain and body chemistry made to bring out or instill psionic capabilities designed for aggression and combat. Gets Hydrokinesis or Pyrokinesis, and Electrokinetics or Telekinesis: Super, plus two Super psionic powers of choice and 1D4+1 Physical powers of choice. **I.S.P.:** 2D6x10 +M.E. attribute number. **Cost:** 3.1 million dollars.

Brain: Psionics (Third Eye): The brain and body chemistry is tweaked to bring out or instill psionic capabilities designed to see the unseeable. Gets Detect Psionics (6), Psychic Diagnosis (4), See Aura (6), See the Invisible (4), and two "sense" powers of choice. **I.S.P.:** 1D6x10 +M.E. attribute number. **Cost:** 2.2 million dollars.

Calcifier/Bone Strengtheners: The Calcifier adds calcium to the chimera's bones in a matrix to make them stronger than normal. Under any normal accidental condition the character's bones are unbreakable, only an attack by an opponent with Supernatural P.S. or an attack/fall that inflicts more than 70 points of damage in a single blow can break them. **Cost:** 90,000 dollars.

Digestive System Enhancement: Effectiveness is increased in both breaking down and absorbing nutrients from food; faster, better, more efficient. Provides increased and extended energy levels. **Bonuses:** Reduce fatigue rate 25%, +1 to save vs poison, and +6 to save vs

food poisoning, nausea and stomach illnesses. Also enjoys +1 to initiative and +1D6+1 to Spd attribute for one hour after eating. Cost: 300,000 dollars. Also see Prestomach and Gland: Butcher's.

Fatty Bladder (Chimera; addition): A second bladder designed to store nutrients and water when food is plentiful, allowing the character to last one day per P.E. attribute point without food or water. After 10 days, however, the individual becomes a little weak: -1 to strike, parry and dodge, and reduce Spd and S.D.C. by 20% for the rest of the time without water or nourishment. When the food and water store is used up, the character begins to suffer the effects of starvation and dehydration as normal. Cost: 250,000 dollars.

Floating Air Bladder (Chimera; addition): Similar to a fish, this is an internal air bladder that is used to control one's depth in the water, kind of like having a built-in life jacket or submarine (without an air supply). Maximum depth tolerance for the chimera is 3000 feet (914 m) without fear of contracting the bends. In the alternative, the character can float effortlessly on the surface of the water for one day per P.E. attribute point. Cost: 120,000 dollars.

Gills (Chimera; addition): These organs are just like the gills of fish and allow the chimera to breathe water for an unlimited period of time. The gills are located along the jawbone, behind the ears or spaced between the ribs. They must be exposed, not covered by clothes or armor, to function, and shut off when on dry land and the lungs engage. Cost: 400,000 dollars.

Gland: Adrenaline Enhanced Surge. Automatically activated in life and death situations, but can also be activated on demand to accomplish any number of incredible feats. The character can initiate a surge of adrenaline once every hour to increase his speed and strength. Duration of Surge: 1D4 minutes (4 melee rounds per minute). Bonuses: +1 attack per melee round, +1 to dodge, +3 to save vs poison or drugs, +10 to P.S. and increases ordinary P.S. to Extraordinary and Extraordinary to Superhuman. Also +10 to Spd and +20 to S.D.C. Note that any damage comes off of this bonus S.D.C. first, then the character's own. Penalties: Afterward the character is -2 to strike, parry and dodge, and feels tired, reduce Spd by 20%. Penalties last for 5D6 minutes. Cost: 1.2 million dollars.

Gland: Butcher's (Chimera). This is the genetic cannibalism organ. The character can eat raw meat, spoiled meat and alien meat without getting ill, and get the full nourishment from it, as if it were fresh and cooked. Great for wilderness survival. Cost: 200,000 dollars. Also see Prestomach.

Gland: Butylmercaptan (Chimera). This is the stink spray organ of a skunk, which uses a chemical that includes sulfuric acid. The spray can be used as often as 12 times per 24 hours and is so repugnant that it is effectively the same as tear gas to everyone within a 30 foot (9.1 m) radius of the initial spray area or sprayed individual. Vic-tims: -10 to strike, parry and dodge and lose any initiative; eyes water, nose burns. If sprayed in the eyes (requires a "Called Shot" and a roll of 13 or higher if the opponent doesn't dodge or parry by trying to cover his eyes), that in-

dividual is -12 to strike, parry and dodge, suffers nausea, loses initiative and one melee attack. Penalties last for 2D8 melees (4D8 for anyone sprayed directly in the eyes). A lingering odor remains for 1D6+6 days, and though it is unpleasant, it is not putrid (no penalties). Cost: 750,000 dollars.

Gland: Melatonin. This tiny gland allows the character to change the color of his skin to any natural pigment seen among the human race, from pale white to tan, red, dark brown and black and everything in between. May be useful in disguise. This can be done eight times per 24 hours and go from one end of the spectrum to the other in 1D4 melees (15-60 seconds). Cost: 200,000 dollars.

Glands: Pheromones. This genetically augmented gland system puts human pheromones (body scent chemicals) on the level of the animal kingdom.

Applications: 1) Attract the opposite sex: Emits strong pheromones that make the character more attractive to the opposite sex (effectively raises M.A. and P.B. +10 when dealing with the opposite sex and provides a +10% bonus to the Seduction skill). Can be released for two hours per day and has a range of 100 feet (30.5 m) per point of the character's normal M.A.

2) Scent marker. Family members, friends and members of the team to which the Eugenics character belongs, can "sense" (smell actually, not that they may realize it) if their eugenic friend has been present and the trail he followed (which way he went) for up to two hours after he has been there (double indoors).

3) Territorial/warning scent. This usually applies only to members of the same sex and tells other males to stay away or be submissive unless they want to deal with the aggressive and territorial eugenic male. The end result is the eugenic male will be the prime target and the first person a male opponent (or opponents) will attack, but such opponents are -1 on initiative.

Cost: 1 million dollars.

Gland: Pituitary. The growth regulator of the body has been modified to make the character bigger and stronger. Add one or two feet (0.3 or 0.6 m) to the character's height, increase weight by 5D6%, +2D6 to S.D.C. and +1D4 to P.S. Cost: 250,000 dollars.

Circadian Rhythms: By altering the rhythms of the body the character can adjust his dependence on sleep. With a secret identity and a hero life this can be really helpful, because the character can reduce his need for sleep down to three hours a night and can stay awake for up to four days straight without ill effect (recovers from days of sleep deprivation after only seven hours of sleep). Cost: 250,000 dollars.

Gland: Steroid. Athletes have used steroids for a long time but not like this. The chimera's body can produce an overabundance of steroids to increase strength and stamina on command. The character can increase his P.S. 12 points and boost P.E. and Spd by 5 points. Duration: 1D6+3 times a day for 3D4 minutes. It takes one melee round for the increase to take effect. Afterward, the character returns to normal without ill effect. Cost: 350,000 dollars.

Heart: The character's heart is strengthened and it and the blood that flows through it are free of any congenital ailments or disease. **Bonuses:** +2D6 to Hit Points, +2D6 to S.D.C., +1 to save vs disease, +4 to save vs heart and blood diseases, +14% to save vs coma/death and the character fatigues at one third the usual rate for humans (can work or play for long hours without tiring). **Cost:** 650,000 dollars.

Immune System: The character's jazzed up immune system makes him impervious to disease and +1 to save vs poisons and toxins. **Cost:** 1 million dollars.

Kidneys, Enhanced: With super-efficient filtering capabilities and increased capacity, the blood is kept clean and healthy, and toxins destroyed quickly. **Bonuses:** +2 to save vs poison, +1 to save vs other drugs and toxins. The damage and penalties from such toxins are halved, and so is the duration of the toxin's effects (half the usual length of time). **Note:** Additional bonuses may apply from P.E. attribute bonus or other forms of augmentation. **Cost:** 250,000 dollars.

Lazarus Organ (Chimera): This is one of the pinnacles of genetic manipulation. This organ is able to completely regrow when damaged, sick or cut out, regrowing in 2D6 hours (repairs a damaged Lazarus Organ in 2D6x10 minutes). **Limitations:** A Lazarus Organ can only grow back 1D4+1 times before the Lazarus effect wears off. A regrown brain loses 4D6% of its memories and 1D4 skills each time it returns from the dead. In the case of the heart or lungs, the character may actually seem dead, but is really in a coma-like stasis as the organ grows back. **Cost:** 350,000 dollars per each lesser organ made into a Lazarus Organ; one million to give this power to the heart and lungs, three million to regrow the brain!

Lungs: Stronger and more efficient, the new lungs are augmented to provide a larger flow of better oxygenated air. Endurance and physical performance benefit from this. **Bonuses:** The character fatigues at a slower pace (about half the usual rate), and he can hold his breath for eight minutes longer than the average human (which is 1-2 minutes). **Cost:** 300,000 dollars.

Lungs: Filtering System (Chimera): Toxins and impurities in the air are removed by an internal filtration system, keeping the character safe from noxious fumes and gases. Furthermore, the character can breathe in toxic atmospheres and gas clouds as long as there are trace amounts of oxygen and nitrogen as low as 2%. **Bonuses:** +5 to save vs gases of all kinds **Cost:** 200,000 dollars.

Lungs: Special: A third air sack/lung that serves as a breathable air storage system. Can hold breath for 2D6+12 minutes. What is more amazing is that the character can switch his breathing to carbon dioxide, like a plant, at will by shutting down the air flow to the natural lungs and funneling breathing through the special one. This allows the chimera to survive in many situations that would kill a normal human. **Cost:** 900,000 dollars.

Prestomach (Chimera): The character possesses a prestomach, enabling him to digest and draw nourishment from nutrient poor foods such as leaves, grass, hay, grains, spoiled vegetables and fruits, and similar, much like a cow or a goat does. This is ideal for wilderness sur-

vival and exploring alien worlds, because the chimera is able to eat foods that are normally inedible by a human. **Cost:** 300,000 dollars.

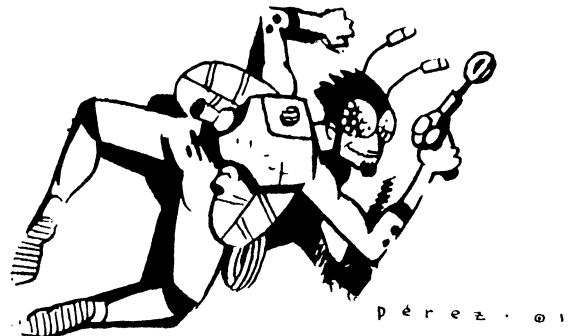
Quick Clotting Blood: The character's blood clots and binds quickly to prevent bleeding and blood loss. Stops bleeding from small cuts and abrasions in 5D6 seconds, and serious wounds in 1D4 melee rounds without need for bandages or sutures. **Cost:** 150,000 dollars.

Resin Ducts (Chimera): The character can exude a resin equivalent to the *Resin* Minor super ability described on page 37 of Powers Unlimited One. **Cost:** 1.8 million dollars.

Skin: Glow Cells. These cells create a bioluminescence. The cells are clustered on some part of the chimera's body and can generate a weak light from a biochemical reaction. About 60 watts is produced, roughly equal to a dim light bulb, but it is enough to read by. **Cost:** 100,000 dollars.

Spinal Cord: Flexible and Impact Resistant (Chimera): The chimera's spinal cord is modified to absorb shocks, impact, vibrations and weight from running. **Bonuses:** +3 to roll with punch, fall or impact and a successful roll means the character takes only one third the normal damage. **Cost:** 500,000 dollars.

Vocal Cords Enhancement: This modification enables the character to shout up to 80 decibels (roughly equivalent to a loudspeaker/megaphone) to change/disguise his voice (70%+2% per level is the base skill), and he is +10% to Imitate and Impersonate Voices and use Ventriloquism, provided the character has those skills. **Cost:** 50,000 dollars.



Physical Augmentation Features

Note: Features that have the word "chimera" in parentheses are derived from animal, insect or alien genes and merged with the human genetic structure with rather spectacular results. Chimera augmentation features are often truly exotic.

Adhesion (Chimera): An ability genetically pirated from the animal kingdom, it is the equivalent of the *Adhesion* Minor super ability on page 228 of HU2. **Cost:** 1.5 million dollars.

Ambidextrous: The character can use both the right and left hands with equal skill.

Bonuses: +1 melee attack, +1 to parry, automatically gets W.P. Paired Weapons skill, and +5% to the following skills: Climbing, Pick Locks, Palming, Concealment and other sleight of hand, as well as Mechanical and Electrical repair skills. **Cost:** 300,000 dollars (70,000 for each addi-

tional pair of limbs without benefit of any additional bonuses or melee actions. Ambidextrous is not applicable to tentacles, tails or feet).

Apish Body (Chimera): Powerful build: Barrel-chested, thick neck, round dark eyes, and walks and runs on all fours, but can stand erect for brief periods. Rear legs are animal-shaped and resemble those of the gorilla. The head has the general shape of an animal (typically ape, canine, feline, or mustelid/badger/ferret), complete with biting jaws (2D6 damage from bite attacks), but the chimera can talk normally. Bonuses: Add 6D6 to Spd attribute, +2D6 to P.S., +1 to dodge, +10% to Climb skill, and +5% to the skills Prowl, Acrobatics and Gymnastics. Penalties: Reduce P.B. by half. Cost: 250,000 dollars.

Armored Head Crest (Chimera): The character has a triceratops-like bone plate running around his head, typically rising up and out from the forehead or rimming the entire head like a headdress (or the cobra's hood) from the top of the head to the lower jaw. In both cases the boney crest protects the head and neck. Damage: 2D6 damage from head butts (plus any additional damage bonuses from P.S.). Special Feature: Gun shots, energy blasts and blows to the head must surpass the Natural A.R. 16 of the head and neck to do damage, otherwise all such attacks bounce off harmlessly. Bonuses: +1 to roll with impact. Penalties: -5% on Acrobatics, Gymnastics and any skill that requires balance. Cost: 100,000 dollars.

Additional Horns: The character can also have horns protruding from the forehead and boney crest. Damage: Small: +1D4 to head butt damage, Medium: +1D6 to head butt, and Large: +10 to head butt damage. Cost: 50,000 dollars, 75,000 and 125,000 dollars respectively.

Also see Horn Defense.

Armor Rating (Natural): Toughening the character's skin (may become thick, leathery, tough, or scaly) to withstand physical damage by increasing the skin's resistance to damage in the first place.

The higher the A.R., the greater the protection. To strike and inflict damage, an attacker must roll higher than the Natural Armor Rating. Attacks that fall under the Natural A.R. may strike but do no damage, stopped by the natural armor.

Basic: A.R. 8 – 125,000 dollars.

Minor Enhancement: A.R. 10 – 250,000 dollars.

Light Armor: A.R. 12 – 500,00 dollars.

Medium Armor: A.R. 13 – 1 million dollars.

Extensive Armor: A.R. 14 – 1.5 million dollars.

Heavy Armor: A.R. 15 – 2.5 million dollars.

Super-Heavy Armor: A.R. 16 – 3.5 million dollars.

Mega-Super Armor: A.R. 17 – 5 million dollars.

Note: A.R. 17 is as high as the human body, and most mammals, can be taken.

Attribute Enhancement: A character undergoing eugenic enhancement can have his genetic code tweaked for better performance. Each attribute bonus must be purchased separately and the "tweaking" process can only be done once. However, other genetic augmentation can also provide attribute bonuses.

Intelligence: +1 to I.Q. Cost: 200,000 dollars.

Mental Endurance: +1 to M.E. Cost: 200,000 dollars.

Mental Affinity: +1 to M.A. Cost: 200,000 dollars.

Physical Strength: +1D6+1 to P.S. Cost: 300,000 dollars.

Physical Prowess: +1 to P.P. and +1 to pull punch. Cost: 300,000 dollars.

Physical Endurance: +1 to P.E. and +2D6 to S.D.C. Cost: 250,000 dollars.

Physical Beauty: +1D4 to P.B. Cost: 350,000 dollars.

Physical Speed: +1D6+3 to Spd. Cost: 300,000 dollars.

Bio-Regeneration (Chimera). A superior form of healing, in which physical damage is healed at the rate of 1D6 Hit Points or 1D6+3 S.D.C. per melee round (15 seconds) of rest or sleep. Cost: 3 million dollars.

Bio-Regeneration: Super (Chimera). This is a true bio-regeneration stolen from the gene structure of reptiles and amphibians who can regrow lost limbs and tails. Fingers, toes, ears or the nose can be regenerated in 4D6+24 hours. Hands and feet are regenerated in only 6D6+40 hours, and an entire limb, such as an arm or leg, is regenerated in 4D6+12 days. Recovers from less serious physical damage at a rate of 2D6 Hit Points or S.D.C. per melee round (every 15 seconds) whether resting or locked in combat. Penalties: Reduce the character's M.A. attribute by 1D4 points and the P.B. attribute by -1 point. Limitations: Cannot regrow a heart or brain, but can regenerate a sick or damaged one. Cost: 7 million dollars.

Bio-Regeneration: Healing Factor. The equivalent of the *Healing Factor* Minor power on page 233 of HU2, *excluding* the P.E. attribute bonus that normally comes with that ability. Cost: 1.2 million dollars.

Built for Speed: The body is long, sleek and slender, with a highly flexible spine designed for quick starts, high impact running, and quick turns, like a cheetah. Increase Speed attribute by four times, +3 to roll with punch, fall or impact, and +1 to dodge. In addition, the character can climb and swim at half his running speed (which is amazing considering how fast he can run). Cost: 350,000 dollars.

Cartilage Bones (Chimera): The skeleton of the chimera is made of cartilage, like a shark. This allows the character to bend and twist in remarkable ways, as well as absorb damage. Bonuses: +20% to Escape Artist skill and +4 to roll with punch, fall and impact. It is also four times harder for him to break a bone. Penalties: The bones are not strong enough to accommodate great P.S. (nothing greater than Extraordinary) or great Speed (nothing greater than a Spd of 32). Cost: 100,000 dollars.

Chameleon Skin: The character has the equivalent of the *Chameleon* Major super abilities described on page 255 of HU2, *excluding* Hold Breath, Climb and Wilderness Survival bonuses, and does not affect clothing that may be worn. The character's clothing does not adapt and blend into the to the surrounding area with him. Which means that portion/area of the hero's body is not concealed and may be noticed (-20% to the chance of being unseen if more than a pair of briefs/loin cloth or bikini-style panties and a sports bra). Any movement destroys the skin's overall effectiveness. Cost: 900,000 dollars.

Chances of being unseen:

90% Undetectable if completely still.

70% Undetectable if moving 2 feet (0.6 m) per melee round or even slower.

50% Undetectable if moving 2 feet (0.6 m) to 4 feet (1.2 m) per melee round.

30% Undetectable if moving 4 feet (1.2 m) to 6 feet (1.8 m) per melee round.

10% Undetectable if moving 6 feet (1.8 m) to 8 feet (2.4 m) per melee round.

Totally ineffective if moving any faster.

Cold-Blooded (Chimera): The character is cold-blooded like a reptile, using the ambient temperature around him to regulate his body temperature. Bonuses & Abilities: On the up side, this means that he cannot be distinguished from the background temperature by infrared sights, thermal vision or heat sensors and functions without fatigue, physical stress, dehydration or difficulty in hot temperatures up to 120 degrees Fahrenheit. In fact, increase Spd by 20%, +1 attack per melee round, +1 on initiative, +1 to dodge and +10 S.D.C. when the air temperature is above 85 degrees Fahrenheit. Penalties: On the down side, in temperatures between 40-62 degrees Fahrenheit, the cold-blooded character becomes sluggish. Reduce Spd by 20%, -1 attack per melee round, -1 on initiative, and -1 to dodge. In temperatures between 20 and 39 degrees Fahrenheit, triple the penalties, plus the character suffers 1D6 points of damage for every hour of exposure. Temperatures below 20 degrees, the character suffers 2D6 damage per hour of exposure, is immobilized, curls up wherever he can and lapses into a coma-like state. Cannot revive from the coma-state until exposed to temperatures of 80 degrees or higher for 1D4 hours and will remain in a sluggish state for 1D4 hours thereafter unless air temperature is above 95. If temperature is between 63 and 79 degrees it will take twice as long to recover. Cost: 350,000 dollars.

Digging, Tunneling & Excavation (Chimera): Genetic abilities taken from burrowing animals and merged with human DNA. Each specific digging ability must be purchased separately.

Digging is the ability to dig through dirt, clay, mud or sand. The character's P.S. determines the speed of the digging. Only the chimera's body moves through the earth, no tunnel is left behind. Characters with a P.S. of less than 13 move 3 feet (0.9 m) per melee, a P.S. of 13 through 18 means 4 feet (1.2 m) per melee, P.S. of 19 through 24 digs 5 feet (1.5 m) per melee, and a P.S. of 25 or better digs at 6 feet (1.8 m) per melee. Remember, this process does NOT leave a passable tunnel.

Tunneling is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of Digging, listed above. Cost: 600,000 dollars.

Excavation means being able to hollow out large, underground chambers as well as dig passable tunnels. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can excavate about 5 cubic feet (1.5 m) per minute. Cost: 1.2 million dollars.

Note: Tunnels and excavations are not permanent. Gunfire, earthquakes, explosions and traffic vibrations will easily collapse them. Characters should use building materials to make their underground structures more secure. Also, remember that chimeras with tunneling are capable of digging, and characters with excavation are capable of digging and tunneling. One more thing, all characters with one of these abilities will have hard, sharpened fingertips or claws, or must use a tool such as a small shovel or pick.

Double-Jointed: The hero has extremely limber muscles, flexible bones and can pop bones in and out of their sockets with ease. This enables the character to twist, bend, fold and contort himself into nearly impossible positions as well as collapse the bones in his hands to easily slip out of handcuffs or manacles, painlessly dislocate joints to wiggle out of ropes or straight jackets, and slip through small openings or between prison bars.

The double-jointed character can attempt to escape any bonds once per melee round with the following chance for success:

- Hands and/or feet tied with rope, cord, chains, manacles or handcuffs: 79% likelihood of escape.
- Hands, arms, legs *and* body bound with rope, chains, manacles and chains, straps, or straight jacket: 46% +1% chance to escape per level of experience.
- Being locked inside a room, trunk or compartment without any window, slot or opening taller/wider than six inches (0.15 m) is able to hold the double-jointed individual.
- Jail cell, cage or compartment with bars or an opening spaced six inches apart or wider, is likely to allow the character to squeeze and wiggle his way through and escape.

The double-jointed chimera can also contort his body to be half its normal width from shoulder to shoulder, and flatten himself from chest to shoulder blades (back) also by half. Plus, he can curl up into a ball so small and tight that he is a mere 25% his normal height and half his normal width. **Note:** The average shoulder width of a muscular, six foot (1.8 m) man is about 24 inches (0.6 m), half would be 12 inches (0.3 m). Provides a bonus of +1 to roll with fall or impact, and +10% to the Escape Artist skill. Cost: 100,000 dollars.

Enhanced Musculature, Inhuman Strength & Powerful Legs: The genetically augmented individual is given greater muscle mass, tensile strength and inhuman strength. Equal to the following super abilities.

Arms & Upper Body (only one Strength can be purchased, other abilities are extra):

The equivalent of *Extraordinary Strength*. See the Minor super ability on page 231 of HU2. Cost: 500,000 dollars.

The equivalent of *Superhuman Strength*. See the Minor super ability on page 236 of HU2. Cost: 1 million dollars.

The equivalent of *Supernatural Strength*: Cost: 3 million. See the Major super ability on page 293 of HU2.

The equivalent of *Impact Resistance*. See the Minor super ability on page 31 of Powers Unlimited One. Cost: 2 million dollars.

The equivalent of *Heavyweight* (minus attribute bonus and A.R.): See the Minor super ability on page 31 of Powers Unlimited One. May be purchased in addition to, or in place of, one of the Strength powers. Cost: 2 million dollars.

Legs & Lower Body (must be purchased separately from enhanced P.S.):

The equivalent of *Extraordinary Speed*. See the Minor super ability on page 232 of HU2. Cost: 500,000 dollars.

The equivalent of *Enhanced Leaping*. See the Minor super ability on page 25 of Powers Unlimited One. Cost: 1.6 million dollars.

Enhanced Agility & Dexterity: Equivalent to the *Extraordinary Physical Prowess* Minor super ability described on page 232 of HU2 at a cost of 1 million dollars, or *Lightning Reflexes*, a Minor super ability found on page 34 of Powers Unlimited One for a cost of 1.5 million dollars.

Hibernation (Chimera): The character can enter a state of hibernation for up to eight months of the year to conserve food, water and oxygen. The chimera must prepare for 1D6 days to enter hibernation and is unharmed by it when he awakens (although he is a little thin). Feign Death is also possible by lowering one's body temperature and respiration. This requires five minutes of preparation and meditation. It can be maintained for 10 minutes per level of experience. While feigning death, the character is only vaguely aware of what's happening around him, but is fully aware of anything done to his body, and can snap out of the fake death trance in a heartbeat. The chimera can also survive twice as long as a normal human without food or water by slowing his metabolism. Cost: 50,000 dollars.

Horn Defense (Chimera): The character has horns growing from his head. They may be like those of the bull, or antlers like a deer, or 1-4 in the center of the head, like a rhinoceros, with the largest starting at the forehead and the other(s) running down the center of the skull on the top and back of the head, each 30% smaller than the former. Damage: Small: +1D4 to head butt damage and +1 to parry with head/horns. Medium: +1D6 to head butt damage and +3 to parry with head/horns. Large: +2D6 to head butt damage, and +1D4+3 to parry using his head/horns. Note: Only the P.P. bonus may be added to the parry using the horns/head. Cost: 70,000 dollars, 100,000 and 200,000 dollars respectively.

Increased Metabolic Rate: This feature makes the character more alert and fast, but also tends to make the character a bit hyperactive and antsy during peaceful, quiet times. The high metabolic rate comes with a price, it must be supported with frequent naps and constant eating. The character will have to consume the equivalent of 30% of his body weight in concentrated carbohydrates (sugar, candy, chocolate bars, etc.) and protein (meat, beans, etc.) every day. The character also needs to nap 20 minutes for every four hours of activity and never sleeps for more than 1D4+1 hours for his regular sleep. In fact, the character can go one day per P.E. attribute point without sleep, provided he takes a 20 minute nap every *three hours* without fail. Bonuses: +1 attack per melee round, +1 on initiative, and +2D6+10 to Spd attribute. The

character can also leap higher and farther than a normal human: 7 feet (2.7 m) high and 12 feet (3.6 m) across. Cost: 750,000 dollars.

Longevity (Chimera): The equivalent of the Longevity Minor super ability on page 34 of Powers Unlimited One. Cost: Two million dollars.

Massive Build: Huge, hulking muscle-bound body and/or barrel-chested, probably with a disproportionately small head. The character is 4D6x10% larger and heavier than normal. Add 6D6 to Hit Points, 1D6x10 to S.D.C., and +1 to P.S. and P.E. Penalties: The fingers and hands are large and thick, so there is a -15% skill penalty on any skill that requires a delicate touch or small, thin fingers, but they also add 1D6 to hand to hand punching damage. Cost: 350,000 dollars.

Nocturnal Hunter (Chimera): The instincts and basic abilities of the nocturnal predator are implanted in this human subject. The equivalent to the *Nightstalking* Minor super ability described on page 236 of HU2, excluding the S.D.C. bonus. Cost: 500,000 dollars.

S.D.C. Augmentation: The physical structure, density and toughness of the body is genetically adjusted for greater S.D.C. Cost: 100,000 dollars for every 4D6+26 S.D.C. purchased. 240 S.D.C. is the Maximum that can be purchased this way. Remember, other abilities and augmentation features also provide S.D.C. bonuses.

Spinnerets (Chimera): The character can spin and shoot webbing similar to a common spider. The location of the spinnerets on a human is typically the forearm with the webbing released from an opening in the base of the palm, the wrist, or somewhere on the forearm, but it can also be located in the mouth, in a shoulder mounted appendage or the feet. Weight Limit: A webbing strand or line can support 20 pounds (9 kg) per each P.E. attribute point and has 20 S.D.C. Range: The character can fling the silk up to 50 feet (15.2 m) and it is treated as a thrown attack. The web line can be used like a short-range grappling hook that sticks to whatever it hits and can be climbed or used to tie up. Web Attack: Shooting the webbing on an opponent will entangle him. Getting caught in a single strand of the stuff reduces the victim's movements and inflicts the following penalties: -1 melee attack, -2 on initiative, -1 to strike, parry and dodge, and reduce Spd by 10%. An additional web line inflicts the same accumulative penalties, with each line entangling and tying up the victim more and more until he can barely move at all. Five lines typically completely entangle and pin/incapacitate the victim (01-70% chance with each additional line adding +10% to the likely result). Note: Each web attack/line counts as one of the shooter's melee attacks. Bound victims can cut themselves loose fairly easily unless they are pinned/entangled and incapacitated. Duration: The webbing dissolves 6D6+6 minutes after it is released by the character, unless a special chemical secretion is applied (done at will as the web is released) to make it semi-permanent (lasts for 4D6 months unless cut or shredded; same as rope). However, the application of the permanence chemical makes each release of webbing count as two melee attacks. Besides, the character seldom needs long-lasting webbing. Payload: The character can manufacture enough webbing for 12 shots/attacks per hour +2

per level of experience. Regenerates naturally. Cost: 500,000 dollars.

Extra Spinneret/Webbing Enhancement (costs extra): The equivalent to the *Swing Line* Minor super ability described on page 46 of Powers Unlimited One, to provide much greater range and weight capacity, though limited primarily to swinging and climbing. Considered a second feature of the Spinneret ability. Cost: 350,000 when combined with Spinneret.

Resistance (Chimera): The character has received augmentation for special resistance to some form of hostile environment or attack. One, some or all may be purchased for the character, but each cost is separate.

Cold Resistance: The character has layers of fur and/or blubber or other type of insulation that provide protection from the cold. Blubber adds a bit of extra bulk, making the character appear a little chubby or heavysset. Bonuses: Temperatures as low as zero Fahrenheit have no adverse effect. Magic cold and super-cold attacks do half damage. Cost: 120,000 dollars.

Heat Dissipating System and/or Heat Resistance: Glands and water storage organs or other methods to vent heat and cool the body enable the character to tolerate heat. Bonuses: Temperatures as hot as 130 degrees Fahrenheit have no adverse effect. Likewise, the character can pick up and hold an item that is as hot as 200 degrees Fahrenheit. Fire and heat greater than listed do half damage. Cost: 150,000 dollars.

Electrical Resistance and Insulation: Genetic manipulation that makes the character resistant to electricity in all its forms. Bonuses: Takes half damage from electricity based attacks, can be jolted with up to 200 volts without adverse effect and is impervious to the effects of static electricity. Cost: 200,000 dollars.

An Alternative Sort of Body Amor: A layer of heavy tissue filled with impact resistant fluid like a sort of bladder protects the character from blunt attacks (punches, kicks, bludgeons, etc.) as well as falls, explosions and impacts. Natural A.R. 11, so any blunt attacks 11 and under do no damage and blunt attacks higher than 11 do half damage. Note: Bullets, arrows, and cutting and stabbing attacks (knives, swords, spears, etc.) do full damage, as do energy blasts, fire, cold, magic and psionics. Penalty: Makes the character appear pudgy and 50 pounds (22.5 kg) overweight. Cost: 180,000 dollars.

Reinforced Skeleton: Extra-thick and extra-hard, tough bones that are difficult to break. Bonuses: +2D6+10 S.D.C., a head butt does 2D6 damage +P.S. damage bonus (if any), a running ram/body block does an extra 2D6 damage, and +2 damage bonus from punches, elbow strikes and kicks. Also +3 to roll with punch. Cost: 140,000 dollars.

Spiny Defense: This is a kind of specialized natural body armor, A.R.: 12 and adds 100 to S.D.C. Any and all hand to hand attacks directed against the character with a Strike roll of 12 or less mean the attacker will hit one of the horns. The horn does 2D10 damage to the attacker. The character can also use the horns in hand to hand attacks, with a head butt, bash or body block, also doing 2D10 damage, plus any damage bonus. Or increase the A.R. by

2 and add in the 100 S.D.C. if other natural armor preexists. This will increase the odds of hitting a horn because of the higher A.R.

The horns are strongly anchored in the body, each has a natural A.R. of 16 and has an S.D.C. of 30 points. Horns are arranged in pairs, with the first pair extending outward from the forehead, one pair just below the ears, one at each of the shoulder blades and shoulder joints, an elbow pair, and pairs extending down the back at regular intervals. Cost: 1 million dollars.

Additional & Special Appendages

A variety of different limbs can be genetically grafted or grown onto the body of the Eugenics character.

Arms & Hands:

Elongated Arms or Legs (Chimera): The arms or legs are unnaturally elongated or oversized like those of a monkey or gorilla. Elongated arms provide a longer reach and +1 to strike, whereas elongated legs provide an additional 1D6+2 Spd attribute bonus, add 4D6 inches (10-61 cm) to height and a reach advantage regarding things placed high up. Cost: 30,000 dollars per pair of arms or legs.

Extra Pair of Human Arms: The character can get an extra pair of arms and hands added to his body. P.S. is equal to whatever normal strength level the character has, but enhanced P.S. (Extraordinary, Superhuman or Supernatural) costs extra for the pair. See *Enhanced Musculature, Inhuman Strength & Powerful Legs* for costs. Bonuses: The pair of limbs adds one melee attack and a bonus of +2 to parry, disarm and entangle. Penalty: The extra limbs are impossible to hide and brand the character as a "bio-freak." Maximum Number of Limbs Possible: Three pairs. Cost: 1.2 million dollars per pair.

Extra Pair of Insect Arms (Chimera): The character can get an extra enhanced of arms and hands grafted to (or grown from) his body. P.S. is +10 to whatever normal strength level the character has, but enhanced P.S. (Extraordinary, Superhuman or Supernatural) costs extra for the pair. See *Enhanced Musculature, Inhuman Strength & Powerful Legs* for costs. Bonuses: The pair of limbs adds one melee attack and a bonus of +2 to parry, disarm and entangle. Penalty: The extra limbs are impossible to hide and brand the character as a "bio-freak." Maximum Number of Limbs Possible: Four pairs max. Cost: 2 million dollars per pair.

Special Insect Abilities: 1) Adhesion: Same as the Minor power described on page 228 of HU2, at a cost of 800,000 dollars (cheaper for insect limbs). 2) Swingline: Same as the Minor power described on page 46 of Powers Unlimited One at a cost of 700,000 dollars (cheaper for insect limbs). 3) Claws: Same as the Minor power described on page 17 of Powers Unlimited One at a cost of 350,000 dollars (all cheap for insect arms).

Hand: Additional Finger or Thumb: One finger or a thumb can be added to each hand to make the character more adept at fine finger manipulations. Bonuses: +10%



Hands: Armored, Hard Covering and Spiked: The hands are made thick and a bit oversized because they are given a heavy, tough skin that feels like the hide of a rhinoceros. In addition, the tops of the hands have a segmented, hard shell-like covering dotted with a dozen or two small spikes reminiscent of the small spikes and spines of a crab or some insects. The armored hands have their benefits and disadvantages. Penalties: -1 to shoot guns, -10% to use small or delicate tools and machines (fingers are 50% to 200% thicker than normal), and -10% on skills requiring manual dexterity such as Climbing, Palming, and all Computer, Electronics, Mechanics, Medical and similar skills. Skills that require only brain or leg power (Astronomy, Intelligence, Research, Prowl, Running, etc.) don't suffer any penalties. Damage: +1D6 to punch damage +P.S. damage bonus (if any). Bonuses: +1 to pull punch, and the armored hands have a Natural A.R. of 12 so they can parry and grab blades and other weapons without hurting the hands. They are also resistant to heat and cold which means they take half damage from them. Cost: 250,000 dollars per single hand.

Hands: Pincers or Scythes (Chimera): A replacement of normal hands with those resembling the pincer claws of a crab or scorpion. In the alternative, the hands can be turned into praying mantis-like short swords (straight edge or serrated) that fold up, under the forearm when not out for combat. While both are decent weapons, they are greatly inferior to articulated hands. Penalties: -10% on most skills requiring limited use of the hands such as driving a car (pincers can grasp and turn a steering wheel nearly as well as hands) and Swimming, but -40% on skills that require fingers and/or manual dexterity such as Climbing, Palming, and all Computer, Electronics, Mechanics, Medical and other skills. Skills that require only brain or leg power (Astronomy, Intelligence, Research, Prowl, Running, etc.) don't suffer any penalties. Damage: 2D6 +P.S. damage bonus (if any) and can typically jab, stab and cut like scissors. Bonuses: +2 to disarm, +1 to pull punch, +1 to parry, and the pincers or scythes have a Natural A.R. of 15 so they can parry and grab blades and other weapons without hurting the hands. They are also resistant to heat and cold which means the inhuman hands can plunge into boiling or icy cold water and suffer no damage if submerged for less than 15 seconds (one melee round), and half damage for every round thereafter. Cost: 400,000 dollars per single hand.

Hands: Suction Cups and Gripping Hairs (Chimera): These can be added to the fingers and toes of the chimera. The suction cups stick to any smooth surface (polished metal, glass, plastic, etc.) and the gripping hairs cling to most rough surfaces (concrete, rock, wood, etc.) the suction cups cannot. The end result is the character can attach himself to most solid surfaces, walls and ceilings, and climb or scurry across them at one third his running speed. Only loose rocks, crumbling plaster, ice, oil, force fields, or similar surfaces are unclimbable. Limitations: Climbing speed is one third the character's running speed and he can only carry a third of his usual amount. Bonuses: +30% to Climbing skill(s) and gives him a base skill of 55% if he does not have the Climbing skill. Cost: 250,000 dollars total.

to skills that require manual dexterity, including all Electronics, Mechanics, Medical, and Computer skills, as well as Art, Climbing, Forgery, Palming, Pick Locks, Pick Pockets, and similar. Also +1 to pull punch and entangle. Cost: 100,000 dollars per hand.

Hand Note: Also see Tentacles.

Hands & Feet: Non-Skid Pads: The pads of the character's hands and feet are covered with a rough, granular, sandpaper-like skin that can be used for extra grip. Character is not likely to lose his grip even if a 1-4 is rolled on a D20 in combat, and he is stable and keeps his balance even on smooth or oily surfaces such as polished metal, glass, stone, etc. (running speed is reduced by half, but there is little chance of falling; 5%). Bonuses: +10% to Climbing skill and +10% to maintain balance. Cost: 50,000 dollars.

Hands & Feet: Webbed. A simple modification that adds a bonus of +15% to the character's Swimming skill or gives him a base skill of 40% if he does not have the Swimming skill; requires fingers and toes. Bonus: Also increases swimming speed by 10%. Cost: 20,000 dollars for both pairs of hands and feet.

Flight Appendages:

Flight: Functional Wings (Chimera): A pair of feathered, leather, or insect (butterfly or fly-like) wings are grafted or grown from the chimera's back. Flying Ability: 100 mph (160 km) with a maximum altitude of 15,000 feet (4572 m). Bonuses When in Flight: +1 on initiative, +1 to strike, +2 to dodge and +1 to roll with impact. +4 to damage for every 20 mph (32 km) of speed. S.D.C. of Wings: 4D6+26 for Feathered Wings, 5D6+30 for Leather, and 4D6+30 for Insect. Cost: 2.5 million dollars for the pair of wings. Can increase flying speed another 60 mph (96 km) for a cost of 1 million dollars.

Flight: Gliding Membranes: The character has a blanket of loose skin that extends from the wrist to the ankles like that of a flying squirrel. This membrane is used to "ride" the air currents. Take-off requires strong winds or jumping off from a height of at least 30 feet (9.1 m). Typical speed is 20 mph (32 km) but can increase up to 50 mph (80 km) if riding a strong wind. However, when riding an actual wind, the character can only glide in that same direction, and winds greater than 50 mph (80 km) are too strong. Bonus: +2 to dodge when in flight. Cost: 400,000 dollars.

Legs:

Legs: Articulated Spines (Chimera): 1D4+6 spines are found on the upper body (chest and shoulders) and 1D4 on each hip. These are firm, rubbery appendages that resemble short, thick spikes or the stubby legs of a caterpillar, protruding 6-10 inches (15-25 cm) from the body. They cannot perform skills or attack, but can move and rotate to climb walls and rough surfaces (concrete, stone, wood, rusted metal, etc.) like a millipede or caterpillar, as well as wiggle out of rope and similar bindings (+5% to Escape Artist skill). Climbing speed is one third the normal running speed, but there is no fear of losing one's grip and falling. Special Reflex Defense: If the hero is stunned or knocked unconscious, the Articulated Spines take action and crawl away to the nearest hiding place (under a table or desk, behind cover, down a hole, etc.), but can't go more than 100 feet (30.5 m) before becoming inert. Bonus: +10% to Prowl skill or provides a basic Prowl ability of 40%. Penalty: Reduce P.B. by 20% and it is diffi-

cult to conceal that he character is a bio-freak. Cost: 300,000 dollars. Add an extra 150,000 dollars to add the same number of spines to the back and underside of the hips.

Enhanced Speed: See the eugenic feature: *Enhanced Musculature, Inhuman Strength & Powerful Legs* for the equivalent of super-speed, or *Increased Metabolic Rate* for enhanced speed; both are described in the previous section.

Legs: Extra Pairs of Human Legs: These require a modified torso similar to that of an insect, spider or a horse, though the legs can have any appearance. Each extra pair of legs adds +1D6x10 additional points to the character's running speed, +1 to dodge, and +10% to overall balance. Maximum three additional pairs (total of eight legs), requiring a long torso. Cost: 1,250,000 dollars for each pair of legs and 80,000 for the long torso needed.

Legs: Extra Pairs of Insect Legs: The character can get an extra pair of insect legs grafted to (or grown from) his body. Bonus: Speed is +22 to whatever normal Speed the character has. Penalty: The extra limbs are impossible to hide and brand the character as a "bio-freak." Maximum Number of Limbs Possible: Four pairs of legs. Cost: 1.3 million dollars per pair.

Special Insect Abilities: 1) Adhesion: Same as the Minor power described on page 228 of HU2, at a cost of 300,000 dollars (cheaper for insect limbs). 2) Enhanced Leaping: Same as the Minor power described on page 25 of Powers Unlimited One at a cost of 250,000 dollars (cheaper for insect limbs).

Legs: Hoofed Feet (Chimera): These replace the character's normal feet, and are hard and designed for running. Damage: +1D6 to punch damage, plus any applicable P.S. bonus. Bonuses: +2D6 to Spd attribute and +1 to dodge. Cost: 40,000 dollars for both feet to be hoofed.

Legs: Serpentine Lower Body (Chimera): The chimera's lower body, hips, legs and feet, are replaced by a long, man-sized serpent body and tail. This gives the chimera the mythical appearance of being half man and half snake. Size: 2D6+12 feet (4.3 to 7.3 m) long; can raise its upper body like a cobra to stand as tall as half its length. Bonuses: +1D6+4 to P.S. attribute, +1D6x10 to S.D.C., +1 on initiative, +1 to strike, automatic dodge (can bob and weave to dodge without using up a melee attack/action, but the character must still roll to see if the dodge is successful; the usual dodge bonuses apply), +10% to Prowl skill and Natural A.R. of 8 (may be increased via other types of eugenic enhancement). Penalties: Reduce P.B. by one third and the character cannot disguise the fact that he is a "bio-freak." The serpentine lower body is also slower than legs, reducing the character's final speed by half, but gives the chimera a natural ability to Climb and Swim at 50% +5% per level of experience (or a +20% bonus to the Climb or Swim skills if they were taken).

Damage: Tail swipe: 1D6 plus any P.S. attribute bonus.

Special Constriction Attacks & Damage: All of the character's muscles are of the constrictive type, able to hold, squeeze and crush his victim. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping

around the arms in a wrestling-style lock, is stronger and quicker because of the special design of the character's muscles. Constriction can be used to Pin/Incapacitate or Crush/Squeeze attack the same as the Wrestling skill. Both combat moves require a successful roll to strike. If successful, and the attack is not parried or dodged, the character has a "bear hug" or "body-lock" on his victim.

1) If constrictive body muscles are used to *Pin/Incapacitate*, then the victim is completely helpless, unable to attack, defend, or take any physical action until released (psionic abilities and mind powers can be used, and if the mouth is not covered, so can the casting of magic spells). The victim remains incapacitated and helpless until released or allies pull the serpent's body off of him, however, that requires a combined ordinary or Extraordinary P.S. that is double the P.S. of the serpent, or a Supernatural P.S. that is 20% greater. **Note:** The only way to save vs this attack is to dodge out of the way.

2) *Crush/squeeze/Constricting Attacks* do 2D6 damage plus damage from any P.S. attribute bonus. Each constriction of the body counts as one of the bio-freak's melee attacks/actions.

3) *Knockout Constrictive Attack:* In the alternative, the snake-like character can squeeze in just the right places to force the air out of his victim's lungs or press on just the right pressure points to knock his victim out. This attack uses up four of the serpent's melee attacks and the victim gets to Save vs Blackout (16 or better on D20 with P.E. bonuses to save applicable). A failed save means unconsciousness that lasts for 1D6+1 minutes. A successful save means the character's body aches and he takes 1D6 points of damage (nothing more).

Cost: 4.5 million dollars for Serpentine Lower Body.

Tentacles (Chimera): The equivalent of the *Tentacles* Major super ability described on page 294 of HU2, except that 1D4+1 of the tentacles are constantly showing, marking the character as a bio-freak. Penalty: Reduce P.B. or M.A. by 20%. Cost: 3.2 million dollars for each pair of tentacles.

Prehensile Appendage Features

Prehensile Feet/Toes: The genetically altered feet greatly resemble those of a monkey or chimpanzee, with long, finger-like toes, and a thumb-like big toe for grasping and holding. The prehensile foot is not developed enough to throw an object or fire a gun with any accuracy (-6 to strike), but can easily pick up and hold or carry items, press buttons, untie rope, turn doorknobs, pull levers and even play the piano (although not too well; half normal skill with hands). When barefoot, the character is +15% to Climb or rappel (if he has no formal Climbing skill use 30% as a base skill proficiency), is +1 to dodge, and can use his feet like hands. Please note that the use of feet to perform skills like Computer Operation or Pick Pockets suffers a skill penalty of -25%. Highly technical skills, such as mechanics, electronics, robotics, medical, demolitions, piloting aircraft and similar, are impossible to perform with any accuracy (30% is the best possible base proficiency with feet). Prehensile feet also provide one additional me-

lee action or attack, provided that action is done with the feet. Cost: 100,000 dollars for both feet to be made prehensile.

Prehensile Tail: Oddly enough, the capability of having a tail is part of the human genetic makeup. The prehensile tail is typically long and nimble, able to grip objects like that of a monkey and some lizards. Like the tail of a monkey, it can seize and grasp, hold and carry and even use simple tools like a wrench, screwdriver, or hammer, as well as simple weapons such as a club, knife, sword, etc. The tail is also helpful for Climbing (+20%) and Acrobatics (+10%) and can turn knobs, press buttons, and provides one extra attack/action per melee round. Penalties & Limitations: Somewhat limited, the tail cannot be used to untie rope or string, and aiming and firing a gun is clumsy at best: -4 to strike with guns, -4 to strike with a thrown object. Bonuses: The tail itself has a bonus of +5 to dodge and +1 to strike and parry (only P.P. attribute bonuses can be added to these). The tail is quite strong, able to support the character's full body weight when suspended above the ground (dangling by his tail like a monkey or swinging from a trapeze or tree limbs), but it can only carry the equivalent of one third of the character's normal P.S. amount or drag half that amount. Length: The tail is 1D4 feet (0.3 to 1.2 m) longer than the character's height. Appearance: As desired - monkey-like and hairless, monkey-like and furry, a devil's tail, a scaly lizard-like tail that is thick at the trunk and tapers toward the end, long and skinny like a rat's tail or whip, and so on. Total Number Possible: One. Cost: 500,000 dollars.

Prehensile Tongue (Chimera): The chimera's tongue can stretch from its normal size to 1D4+6 feet (2.1 to 3 m) in length. The end has a large ball of muscle that can grip most any surface or around objects, and is strong enough to pull nearly anything to the character's mouth or toward him. The tongue shoots out with amazing speed, like the sticky tongue of toad or frog. The tongue's incredible length does not impede the character's ability to talk and looks surprisingly normal in ordinary use. The tongue is strong enough to support the character's full weight and can be used to snatch weapons, car keys, control pads, or devices out of an unsuspecting opponent's hands, steal items, climb and swing (though it looks freakish and disgusting), turn knobs, press buttons, and similar snatch and grab or quick strike (press a button, pull a lever) actions. Tongue Bonuses: +2 on initiative, +5 to strike, +4 to dodge and disarm, +20% to Climb and +10% to Acrobatics, Palming, Concealment and Pick Pockets when the tongue is used. These bonuses apply only to the use of the tongue and are NOT added to the character's other pool of bonuses, nor are attributes and other bonuses added to the tongue. Tongue bonuses are exclusive to that appendage, though it does provide the character with one extra attack per melee round. Each use of the tongue counts as one melee action. Penalties: Can grab a gun but cannot fire one nor use handheld weapons like knives or swords, nor throw an object. Cost: 500,000 dollars.

Prehensile Trunk (Chimera): The mark of a undeniable "bio-freak," the character's nose is turned into a prehensile trunk like that of an elephant. The trunk is long enough to touch the ground without the character bending

over, and it can function as a third hand. An elephant's trunk is much more articulated and sensitive to touch than a prehensile foot, tail or tongue. That means a trunk can be used to work a computer keyboard/key pad, undo a turn-lock or even a tumbler lock, pick up a dime, turn pages, move chess pieces, write a letter, untie rope, pick locks, drive a car and operate most machinery. **Trunk Penalties:** Reduce P.B. by 40%, -1 to fire a gun with trunk, -2 to strike with a thrown item, -5% only to skills that demand fingers and extreme manual dexterity like surgery and Forgery, most other skills, as noted above, are performed without penalty. **Trunk Bonuses:** +1 attack per melee, +1 to strike and parry, +2 to dodge, and +10% to Climb when the trunk is used. In this case, bonuses from skills, abilities and the P.P. attribute are added to those of the trunk. The trunk is quite strong, able to support the chimera's full body weight, and can strike out and punch doing normal punch damage, plus any applicable P.S. damage bonus. **Cost:** 600,000 dollars.

Eugenic Tails

Prehensile Tail: See above.

Tail for Combat (Chimera): The Combat Tail is about as long as the character is tall. It is very muscular along its entire length and prehensile in the sense that it can bend, twist and lash out to strike an opponent, but cannot grasp or carry objects. **Damage:** The Combat Tail typically ends in a hammer- or club-like weapon that is used like a built-in mace (2D6 damage +P.S. damage bonus, if any), or it may end in a sword- or dagger-like spike (2D4 damage +P.S. damage bonus, if any), or in a series of 3-6 spikes like that of the stegosaurus dinosaur or a barbed club (either one does 3D6 damage +P.S. damage bonus, if any). **Special:** The Combat Tail is designed for fighting so it has a base A.R. of 10 (increase to match the A.R. of characters with a higher Natural Body Armor). **Bonuses for the Tail Only:** +1 attack per melee round, +3 to strike, +3 to parry and disarm, +3 to pull punch and +1 to dodge (only P.P. attribute bonuses can be added to these). **Cost:** 500,000 dollars for the Combat Tail.

Tail Whip (Chimera): This tail is muscular at the base and rigid along its length, tapering to a fine point like a rat's. The tip of the tail may be a point or barbed but both do about the same damage and are designed as a whip weapon. **Length:** Twice as long as the character is tall (typically 12-15 feet/3.6 to 4.6). **Damage:** 2D6, but with no P.S. bonus. **Bonuses for Tail Attack Only:** +4 to strike, +2 to parry, dodge, and disarm, +4 to pull punch/tail strike. **Cost:** 400,000 dollars.

Enhanced Senses

Note: The genetically improved superbeing can purchase any number of improved and heightened senses. Each is a separate cost and many are the equivalent of a particular Minor super ability, only in this case, the Eugenic character gets the special sense, vision, etc. but NOT the attribute or skill bonuses that might normally come with that power.

Eyes & Vision:

Armored Eyes: The eyes are tough and protected by a transparent membrane that automatically slides into place when the atmosphere is foul or there is a danger to the eyes (i.e. when underwater, sand tossed at the eyes, tear gas, etc.). Irritants do not bother the character, except for the initial distraction of the eye being struck (-2 to strike and parry for the next attack only). Dirt, sand, smoke and chemicals, including mace and tear gas, do not apply penalties to the chimera's vision, although other aspects of chemical or gas attacks may affect the character with partial or even full effect depending on what it is. **Cost:** 100,000 dollars.

Compound Eyes: Large, multi-faceted pairs of eyes that extend a character's peripheral vision to 180 degrees (like a bird's), allowing him to see just over each shoulder as if he had turned his head. However, the vision of the compound eyes is not as clear as human sight and is much like looking through a glass window frosted over with ice or like looking through a heavy screen mesh. **Penalties:** -1 to P.B., -10% to ability to read and reading takes 20% longer than normal. **Bonuses:** Cannot be caught by surprise from attacks coming from the sides, +1 to roll with impact and +1 to dodge. **Cost:** 50,000 dollars.

Extra Eyes: The character can literally have eyes in the back of his head, or in his hands or shoulders, etc. Extra eyes can be placed anywhere on the body that is not likely to be covered by clothing (what's the point if the extra eyes are covered and can't see most of the time?). **Limitations:** The human head can accommodate as many as five extra pairs of eyes (12 total), the shoulders one or two each, the hands one each, the chest 4-8, the back 4-8. -1 to P.B. or M.A. attribute per extra pair of eyes. -2 to all combat rolls, and -5% to skill performance when an eye is placed in or on top of the hands. **Bonuses:** Can see from numerous different angles, and different pairs of eyes may have different types of Supervision (one pair of eyes have normal vision and any enhancements must be purchased for each pair separately). However, a single pair of eyes can have multiple types of Supervision. **Cost:** 600,000 dollars per pair of extra eyes (plus the cost of any enhancements).

Eye Stalks: A pair of eyes are mounted on the top of "eye stalks" – antenna-like appendages that are 1-3 feet (0.3 to 0.9 m) tall, and which can bend and turn 360 degrees to see in any direction as well as directly up. **Penalties:** -1 to P.B. or M.A. attribute per extra pair of Eye Stalks and the stalks are -1 to dodge. **Cost:** 100,000 dollars per pair.

Enhanced Vision: The equivalent of all types of Supervision can be purchased to augment the eugenic eyes. Cost is per power.

Living Anatomy (recognize by sight): See Powers Unlimited One, page 34 (no bonuses). **Cost:** 200,000 dollars.

Supervision: Acute Sight (Microscopic): See Powers Unlimited One, page 45. **Cost:** 20,000 dollars.

Supervision: Advanced Sight (Telescopic): See HU2, page 237. **Cost:** 30,000 dollars.

Supervision: Circular Vision: See Powers Unlimited One, page 45. **Cost:** 400,000 dollars.

Supervision: Infrared & Ultraviolet Sight: See HU2, page 236. Cost: 50,000 dollars.

Supervision: Nightvision: See HU2, page 236. Cost: 50,000 dollars.

Supervision: Paranormal Vision: See Powers Unlimited One, page 45. Cost: 250,000 dollars.

Supervision: Thermal Vision: See Powers Unlimited One, page 45. Cost: 400,000 dollars.

Supervision: X-Ray Vision: See HU2, page 237. Cost: 1 million dollars.

Magnetic Vision (Chimera): The ability to see magnetic fields of the Earth as well as individual magnetic fields, around iron/steel objects. Always knows where magnetic north is and can see magnetic streams much like dolphins and whales, and can use them as invisible landmarks and even as a sort of highway to find his way around like a homing bird. Bonuses: +20% to Land Navigation skill. Cost: 400,000 dollars.

Polarized Eye Filters: Effectively built-in sunglasses that automatically tint as a response to strong light. Filter and reduce glare. Cost: 20,000 dollars.

Ears/Hearing:

Enhanced Hearing: The equivalent of all types of audio enhancement and powers can be purchased to augment or supplement awareness of one's surroundings on a sensory level. Cost is per power.

Frequency Absorption: See Powers Unlimited One, page 28. Cost: One million dollars.

Heightened Sense of Hearing: See HU2, page 234. Cost: One Million dollars.

Parabolic Hearing (new): The ability to locate and isolate a single sound within a whole host of background noise; see Powers Unlimited Three, page 17. Cost: 800,000 dollars.

Radar: See HU2, page 236. Cost: 1.5 million dollars.

Sonar: See Powers Unlimited One, page 42. Cost: 1.4 million dollars.

Sonic Power (Major): See HU2, page 288. Cost: 2.6 million dollars.

Sonic Absorption & Reflection (Major): See HU2, page 288. Cost: 2.8 million dollars.

Ultra-Hearing: See Powers Unlimited One, page 47. Cost: 700,000 dollars.

Other Enhanced Sensory Features:

Antennae (Chimera): These are a pair of thin, stick-like extra limbs, 1-3 feet (0.3 to 0.9 m) long, attached to the chimera's head. They can hear, smell, touch and are sensitive to temperature, can feel the wind (and tell its direction), touch and recognize objects in the dark or when blinded, as well as identify objects around the chimera.

Antennae Powers include:

The antennae can hear and smell at roughly human levels but at about twice the normal range.

Track by sound alone: 60% +5% per experience level.

Track by scent alone: 40% +2% per experience level.

Identify common odors: 80% + 2% per experience level.

Identify specific scent: 60% +2% per experience level.

Accurately identify common, known objects: 60% +2% per level of experience (-30% if very uncommon).

Identify temperature of object: 80% +2% per level of experience, within 10 degrees, including ambient air temperature (at -20%, but only -10% indoors).

Accurately identify wind direction: 80% +2% per level of experience (-30% in gusty or stormy conditions).

Feel the vibrations of an approaching ground vehicle(s) or robots, herd of animals, or giant monsters, up to six miles (9.6 km) away, running or walking humans or large animals 2000 feet (610 m) away and flying vehicle or large flying animal 4000 feet (1219 m) away.

Also, all penalties from being blinded or being in total darkness are reduced to just - 4 to strike, parry and dodge, but the hero does not get his other antennae bonuses and skills requiring sight are still at -70%.

Bonuses: Applicable only if antennae are exposed (not covered by a cap, hat or helmet): +2 on initiative, +2 to strike, parry and dodge, +1 to roll with impact, and penalties for being blind are halved.

Penalties: When antennae are covered, lose all the antennae abilities and related bonuses, and is -1 on initiative, -1 to strike, parry and dodge.

Cost: 1.4 million dollars.

Echo-Location (Chimera): This character has very large, flexible ears, at least as large as a hand. The echo-location is used by bouncing high-pitched sound waves off the chimera's surroundings and using the reflected sounds to "see" the locations, shapes, numbers and sizes of objects around him, even in total darkness. Interpreting echo-location is done at 60% +3% per level of experience. Echo-location is very similar to sonar, in that it emits high-pitched sound waves when used, that can be heard and traced by those with the right heightened senses or who are also using echo-location or other passive means of sonic detection. Bonuses: +2 on initiative, +1 to strike, parry and dodge, and +1 attack per melee, and only a -2 to strike, parry and dodge apply when the character is blinded or in total darkness. Range: 50 feet (15 m) +10 feet (3 m) per level of experience. Disadvantages: Echo-location is totally fouled in heavy rain, thick fog, snow, dust or smoke, and similar conditions or if unable to make their high-pitched whine. No bonuses apply. If these conditions exist at night/dark or while blinded, the echo-location is ineffective and the chimera is blind and suffers all the penalties that usually apply. Cost: 900,000 dollars.

Forked Tongue (Chimera): The character has a forked tongue similar to most snakes. By continually flicking the tongue in and out, the character is able to taste the air around him in a way mammals cannot. The information from this *tasting of the air* gives the character a sense of the environment. Abilities: Track by taste alone 60% +2% per level. Identify common odors 90% +1% per level. Identify specific taste 70% +2% per level (+10% if common). Cost: 200,000 dollars.

Heat Pits (Chimera): One either side of the character's nose are two sunken pits. These are heat pits, similar to a viper's. The chimera can use them to "see" heat in the general area around the character, and even invisible people can be seen as if the character has Thermal Vision. The chimera can sense heat out to about 40 feet (12.2 m) in a radius around him. Abilities: Track by heat sense alone 70% +2% per experience level. Accurately gauge air temperature 80% +1% per level. Also the character cannot be surprised by a warm-blooded attacker, senses his presence before he can strike. Penalty: Sensing ability is knocked out in temperatures of 96 degrees Fahrenheit and greater. Cost: 400,000 dollars.

Heightened Sense of Awareness: See Powers Unlimited One, page 30. Cost: 1.2 million dollars.

Heightened Sense of Balance: See Powers Unlimited One, page 30. Cost: 500,000 dollars.

Heightened Sense of Recall: See Powers Unlimited One, page 30. Cost: 800,000 dollars.

Heightened Sense of Smell: See HU2, page 234. Cost: 800,000 dollars.

Heightened Sense of Taste: See HU2, page 234. Cost: 700,000 dollars.

Heightened Sense of Time: See Powers Unlimited One, page 30 (no bonuses). Cost: 500,000 dollars.

Heightened Sense of Touch: See HU2, page 234. Cost: 850,000 dollars.

Life Sense: See Powers Unlimited One, page 33. Cost: 700,000 dollars.

Motion Detection Sense (Chimera): Specially designed sensitive hairs and eardrums (or very small antennae) among other subtle modifications enable the character to pick up the slight, but telltale signs of motion around him. This makes it impossible to sneak up on the character. The motion detection sense only works in a 30 foot (9.1 m) radius around the character. Bonuses: +1 to initiative, +1 to parry and dodge, and +1 to roll with punch, fall or impact. Cost: 450,000 dollars. Super-Option: The equivalent Minor super ability of *Motion Detection*, described on page 35 of Powers Unlimited One, can be added for the cost of 950,000 dollars for its added bonuses and additional abilities and senses.

Scent Pits (Chimera): Located on the neck, head, chest or lips are small olfactory receptors similar to the kind found on certain insects. They resemble a circular beauty mark or blemish about the size of quarter to a poker chip. Provides the following super ability equivalents: Heightened Sense of Smell and Heightened Sense of Taste as found on page 234 of HU2. Cost: 1.7 million dollars.

Super-Options: The equivalent Minor super ability of *Hold Breath* as described on page 31 of Powers Unlimited One, can be added for the cost of 450,000 dollars.

The equivalent Minor super ability of *Life Sense*, found on page 33 of Powers Unlimited One, can be added for the cost of 700,000 dollars.

Sensitive Whiskers (Chimera): Like a cat or a rodent, the chimera has a set of long whiskers (one to two feet!) that feel along in tight or narrow areas and help to form an

early warning system for the chimera, giving the character a +2 to initiative, parry and dodge. Cost: 20,000 dollars.

Sonar (Chimera): Like a dolphin, the chimera can emit high-pitched clicks or whines that bounce off of his underwater surroundings and return to him where special organs in the forehead or ears translate them into an awareness of what's about. This system is not highly precise and will not allow the character to pick out details such as facial features or whether the sonar image is holding a gun or a flashlight, but it will allow him to operate in complete darkness underwater by "seeing" sonar images, shapes and movement in the water where the sonar is directed (typically below or in front of him). Sonar is not a constantly operating effect, but it does emit high-pitched sound waves when used that can be heard and traced by those with the right heightened senses or also using sonar and passive means of underwater detection. The character will have an oversized and rather bulbous forehead.

Specific Powers: See Powers Unlimited One, page 42. Cost: 1.3 million dollars.



Genetic Weapons

The following are biological weapons and defense mechanisms. Most are close-range melee weapons, except for things like electrical discharge, which is still limited to less than 20 feet (6 m), but some are sophisticated long-range attack systems. Generally, these genetic weapons are capable of extending and retracting, and are often hidden until necessary. The character's combined bonuses to strike, parry, etc. usually apply to the use of these features.

Acid Blood (Chimera): The character's blood is made of a highly corrosive acid that is meant to be a natural defense mechanism. The genetic code for this feature is derived from an extraterrestrial source or mutation. The acid is produced by an unusual combination of chemicals in the

character's body and becomes immediately active the moment the blood hits the air. **Damage:** The acid does 4D6 damage per melee round to human flesh and most organic material, but is harmless to inorganic material (plastic, metal, etc.). The acid burns and continues doing 4D6 damage for 1D4 melee rounds (one minute) or until washed off. The acid is very corrosive and will eat through Natural Armor Ratings as if they were not there. **Duration:** The acidic quality of the blood only lasts for 1D4 melee rounds before becoming inert. **Cost:** 2 million dollars.

Bio-Energy Claws: The equivalent of the *Energy Claws* Minor super ability described on page 21 of Powers Unlimited One. **Cost:** 1 million dollars.

Bio-Energy Expulsion (Alien Chimera): The equivalent of any of the "Minor" *Energy Expulsion* super abilities found in HU2 and Powers Unlimited One. **Cost:** 1.6 million dollars. **Note:** The character may have more than one type of energy expulsion power, though probably not more than three, and each one is a separate power with a separate cost of one million each. Energy may be fired from the eyes, hands, or short appendages that protrude from the shoulder or forearm like a biological version of an energy blaster.

Super-Option: The equivalent of the Major super ability, *Re-Channel and Expel Energy*, as described on page 81 of Powers Unlimited or the Major super ability of *Super Energy Expulsion* described on page 293 of HU2 may also be purchased. **Cost:** 2.9 million each.

Casting Gun (Alien Chimera): On the chimera's shoulder is what looks like a gun made of flesh and bone, which is exactly what it is. This Casting Gun uses human waste that is condensed and has all the water removed from it, like an owl's castings. These pellets are redirected to the casting gun. The gun then uses a combination of natural chemicals to produce an explosive force that propels the castings at bullet speed towards the target. The chimera only has enough castings to fire a number of shots equal to the character's P.E. attribute number x2. When the payload is used up, the character must wait for his next meal to digest and create new ammunition pellets. **Damage:** 4D6, plus one additional point per level of experience and the range is only 100 feet (30.5 m); bonuses to strike apply to the use of this weapon. **Cost:** 700,000 dollars.

Chemical Spray (Chimera): The chemical spray is excreted from glands located in the arms, neck, mouth, chest or hands but the chimera only gets one type of chemical. It is typically released as an area effect mist around the character and fills a 10 foot (3 m) radius, or can be squirted from the mouth or hands at one particular target. **Damage:** Varies with the type of chemical. One of the following chemicals can be selected. All victims get to save versus non-lethal toxin, but need to roll a 16 or higher in order to save successfully. **Effective Range:** 20 feet (6 m) and a 10 foot (3 m) area/mist. The mist disappears in one melee (15 seconds). **Bonuses:** Can be sprayed as often as ten times per 24 hours and counts as one additional melee attack whenever it is used, and is +1 to strike all opponents. **Cost:** 450,000 dollars regardless of the chemical used.

Burning Vapors: A mild acid causing burning skin, eye irritation, temporary blindness, and 1D6 S.D.C. damage. Victims lose initiative and are -4 to strike, parry, and dodge for 1D6 melees.

Poison: Causes stomach cramps and does 2D6 damage every minute it is breathed, or 5D6 damage with every spray attack that the poison touches bare skin.

Scent Chemical covers a person, thing or area with a distinctive scent that can only be detected by the sprayer or characters with Heightened Sense of Smell. It is used for identification and tracking. Can be smelled up to two miles (3.2 km) away and adds a +20% bonus to track for the sprayer and characters who can track by smell.

Sleep Chemical: Causes its victim(s) to fall asleep within 1D4 melees and remain asleep for 1D6 minutes. Groggy and -5 to strike, parry and dodge for the duration of the effect when awoken early.

Stench: A noxious fume and irritant that causes the eyes to water and impairs the vision, unless a gas mask or environmental helmet is worn. It also causes coughing and gagging. Victims are -4 on all combat rolls (strike, parry, dodge, etc.) and lose two melee attacks/actions as long as they stay in the area of effect and for one melee after exiting it. Characters with a keen sense of smell suffer double the penalty noted above, and characters with enhanced sight or supervision have the range of their ability reduced by half.

Tearing Chemical much like mace, temporarily blinds its victim for 3D4 melees. The victim is -10 to strike, parry and dodge. Protective goggles/visor or gas mask block this spray attack.

Chemical Secretion (Chimera): The equivalent of the Major super ability *Chemical Secretion* described on page 64 of Powers Unlimited One. **Cost:** 2.5 million dollars.

Claws (Chimera): Retract under the fingernails or into the tips of thick fingers, leaving only a slightly noticeable opening (perception needed to see them is moderate for large claws and challenging for small ones). **Damage:** Small claws add 2D4 damage to hand to hand attacks, large ones add 2D6. For an additional cost, the chimera's claws can be climbing claws. Such claws add a bonus of +15% (+20% if the feet are also clawed) to the Climbing skill, otherwise this gives the character a base Climbing skill of 30% (or 50% for both). **Cost:** 50,000 dollars per hand for small claws, and 90,000 dollars per hand for large claws. Half the cost if the claws are not concealed or retractable. Climbing claws cost an additional 20,000 dollars to the prices above and half that for the claws on the feet.

Combat Spurs (Chimera): The chimera has a set of combat spurs (blades of bone) along the forearms that can be used in both raking and slashing attacks. These spurs can fold down along the forearms when not in use and are unnoticeable when covered by a shirt sleeve, at least until they are raised for an attack. **Number of Spurs:** Two large or four small. **Damage:** 4D6 for either and any P.S. damage bonus is half the usual amount due to lack of momentum and leverage. **Cost:** 80,000 dollars per forearm.

Electrical Discharge (Chimera): This is similar to the effect of an electric eel and is generated within the chimera's own body. The electrical discharges can be produced at will but each counts as one melee attack. Damage: 4D6 +2 points per level of experience. Range: 20 feet (6.1 m) or touch. Cost: 300,000 dollars.

Fangs (Chimera): Partially retractable fangs and lower canines give the character a notably feral appearance. Damage: Small and retractable (easy to conceal), 1D6. Large and obvious, 2D6 damage. P.S. and combat damage bonuses do NOT apply to bite attacks. Hollow fangs for poison have no lower canines and only do 1D6 damage even if large and when fully extended, but also have the choice of inflicting poison on their victims. Poison damage as per cost. Cost: Non-poisonous fangs (large or small) cost 50,000 dollars. Additional cost for poisonous fangs based on damage. *Mild poison:* Does 2D6 damage per bite and costs an extra 100,000 dollars. *Lethal poison:* Does 5D6 damage direct to Hit Points (!) per bite and costs an extra 400,000 dollars. Number of Doses: The character can generate one bite's worth of poison per hour for every one point of P.E.

Fire Breath (Alien Chimera): Lungs, throat and mouth modified to project a blast of chemicals that mix on contact with the air, producing a gout of flame, like a dragon of legend. Can be performed once per melee and counts as one additional melee attack. Damage: 5D6 points. Range: 30 feet (9 m). Cost: 500,000 dollars.

Flying Blades (Alien Chimera): Tiny hidden tendrils are buried in the chimera's forearms and shoulders, with only the tips exposed. On those tips are small blades, one per tendril. These tendrils can fly out on command like tiny slashing weapons to strike an opponent and return in a single attack. These flying blades (2D6 of them on a single arm) may be fired off at opponents in volleys from one to as many as are available. If destroyed, a flying blade requires 1D4 days to grow back. Damage: 1D4 each, and the range is only 30 feet (9 m). To strike and return counts as only one attack per melee. They are +3 to strike. Cost: 900,000 dollars per arm.

Forearm Blade (Chimera): A blade of super-strong bone slides out of a forearm housing at the wrist for use as stabbing and slashing short sword. Damage: 2D6. Cost: 250,000 dollars.

Horns (Chimera): The character has horns growing from his head. They may be like those of a bull, or antlers like a deer or 1-4 in the center of the head, like a rhinoceros, with the largest starting at the forehead and the other(s) running down the center of the skull on the top and back of the head, each 30% smaller than the former. Damage: Small: +1D4 to head butt damage and +1 to parry with head/horns. Medium: +1D6 to head butt damage and +3 to parry with head/horns. Large: +2D6 to head butt damage, and +1D4+3 to parry using his head/horns. Note: Only P.P. bonus may be added to the parry using the horns/head. Cost: 70,000 dollars, 100,000 and 200,000 dollars respectively.

Large Bone or Horn Weapons (Chimera): This includes horns, antlers, saber teeth, tusks, large bone sabers, massive engineered talons or any other type of bone

or horn protrusions to be used as weapons. These kinds of weapons may be on any part of the body and do damage according to their size, plus any applicable P.S. damage bonus. All of these weapons are very obvious, they do NOT retract and cannot be hidden. Cost: 50,000 dollars per 1D6 of damage, up to a maximum of 6D6 damage or 300,000 dollars.

Needle Blossom (Alien Chimera): Deep in the character's skin are clusters of modified hairs. These needles are covered by skin and cannot be touched by simple contact. During combat the character can *eject* the concealed needles through a convulsive contraction of his muscles. Location: Several places on the forearm. Payload: 5D6 +P.E. attribute number per arm and 2D6+6 in the chest or back. Grow back overnight. Damage: Fired in clusters – Four Needles: 1D4 damage. Eight Needles: 2D4 damage. 12 Needles: 3D4 damage. 16 needles: 4D4 damage. Range: 30 feet (9.1 m). May be focused on one target or sprayed to hit 1D4 targets but damage is one third of the possible total per each victim struck. Cost: 300,000 dollars.

Omega Blaster (Alien Chimera): This is a tremendous heat cannon built into the redesigned chest of the character. While this weapon can only fire once per melee, it does massive damage. The unit is protected by two armored plates that must be pulled back for the blaster to fire. Each protective plate has 100 S.D.C. The weapon can only be fired once per hour. Damage: 2D6x10 +2 per level of experience. Range: 200 feet (61 m). Cost: 1.5 million dollars.

Quill Defense (Chimera): Same as the *Quill & Spines* Minor super ability described on page 37 of Powers Unlimited One. Penalty: Reduce P.B. attribute by 20%. Cost: 1.7 million dollars.

Reinforced Knuckles or Joints: The character can have any of his joints reinforced to do additional damage in an attack. This includes the knuckles, knees, elbows, heels, shoulders or even the head. An attack by the reinforced joint does an additional 1D6 damage in hand to hand combat plus any other P.S. damage bonus. Cost: 50,000 dollars per set of joints to be reinforced.

Spike Launcher: The character has natural spikes made of bone projecting from part of his body. These spikes (2D6+8 of them) may be fired off at opponents in volleys of one, two, three, four or all. Each spike used requires 24 hours to grow back. Range: 50 feet (15.2 m). Damage: 2D4 per spike. Cost: 200,000 dollars.

Stinger (Chimera): The character has a tail of some sort that ends in a stinger. The stab of the stinger does 1D6 damage if small or 4D6 if large and does NOT have a poison injection capability. However, the stinger can be made to deliver a poison into its victims at the extra cost noted under *Fangs*, described earlier. In the case of a *poisonous stinger*, the "sting" does only 1D6 damage plus poison (mild or lethal). More than one stinger is possible but each requires its own appendage such as a tail (3 maximum) or tentacles (10 maximum). Cost: 150,000 dollars for a small, non-poisonous stinger (stabs only), 250,000 for a large, and 400,000 for one that injects poison.

Super Light Cells (Alien Chimera): The chimera has light producing cell clusters that resemble large spider eyes on his arms or forehead. Each of these super light cells can produce a beam of pure white light of a very damaging intensity. Damage: 2D6 per super light cell. If the chimera has more than one light cell on a single arm (or forehead) the chimera can fire the cells in a single volley, up to the maximum number on that limb. Range: 100 feet (30 m) but the range is increased by 10 feet (3 m) for each additional light cell fired in the volley. Cost: 400,000 dollars each and the chimera can have up to six on one arm or up to four super light cells on the forehead.

Tangle Foot (Alien Chimera): By stamping the ground, the chimera is able to release a number of small tentacles similar to stabbing tendrils from the bottom of his foot. These tendrils are able to travel through dirt, sand or earth, up to 20 feet (6 m) away, to hit any appropriate target (basically any organic creature). But unlike stabbing tendrils, the tangle foot does minimal damage: only 1D4 points. The real advantage of the tangle foot is that the small tentacles can hold the victim to the ground with a Supernatural Strength equal to the chimera's P.E. These small tendrils can be cut through but it takes an amount of damage equal to the chimera's own P.E. to cut through each tendril and there are 3D6 tendrils used per attack. Note that both the character and the victim will be immobilized until the attack is ended by the chimera or the victim cuts free. This special attack can only be used once per day per foot, due to the time taken for the tendrils to regrow after they have been used. Cost: 225,000 dollars.

Toxic Skin (Chimera): The equivalent of the *Chemical Secretion* Major super ability described on page 64 of Powers Unlimited One. Cost: 2.5 million dollars.

Optional Background Data

The following *optional* and fun tables provide important background information about the character and the organization that performed the genetic reconstruction on the individual. And since these are optional tables, use all or use some, whatever works for you or the G.M.

Current Status with the Sponsoring Organization

01-20% Allowed to leave; good, friendly relationship.

21-40% Allowed to leave after a great antagonism and conflict. Not friendly, but may aid the character.

41-50% Good standing. Friendly and amicable to the point that both assist each other regularly.

51-60% Washed out. The character has been thrown out of the program because his abilities and/or attitude is not what the organization was hoping for. All ties are now dissolved and the superbeing is considered "persona non-grata." Though disliked, he is not hated or hunted and may have a low-level contact or two within the organization who might owe him a favor or be willing to sell information for a favor or cash. Higher-ups in the organization dislike the character and want nothing to do with him or his group.

61-80% Ran away and is secretly hunted by the sponsoring organization. Hostile, but not necessarily deadly.

81-00% Ran away and considered to be a wanted fugitive or criminal, and extremely dangerous. Hunted by law enforcement agencies, the sponsoring organization and possibly superhuman bounty hunters and villains; the latter only if there is a price on the runaway's head. Deadly force *may* be authorized.

The Sponsoring Organization

01-20% Medical Research Facility

21-40% Private Industry

41-60% Secret Organization (good or evil)

61-80% Military/Government

81-00% Aliens Interested in Earth or Earthlings

Motive for Genetic Reconstruction

01-30% Military

31-50% Medical

51-80% Criminal

81-00% Crime Fighting

Conditions of Eugenic Modification

01-10% Healthy Volunteer. Destitute or fantastically motivated toward eugenic/genetic research. Deemed psychologically suitable. Add 20 points to S.D.C.

11-20% Unwilling test subject. Teen who cannot remember past life (may have been pulled off the street, laboratory grown or a clone), but has managed to break free and escape. Skills are limited to those learned in captivity and on the street: Pick 1D6+8 Secondary Skills; four of choice get a +10% bonus.

21-30% Test Tube Baby. Genetically engineered from an artificially created embryo. Roll once on the Side Effects table on page 116 in the Experiments section of HU2.

31-40% Lab Grown or Clone. Juvenile test subject. Add 1D4 to P.S., P.P., P.E. and Spd, but is limited to a high school education.

41-50% Volunteer or Kidnap Victim. Genetically spliced with Alien DNA, he looks like a mixture of alien and human features; the chimera can breathe without air, gains an additional 20 S.D.C. and does not have to drink or eat to survive. The hero is also immune to cold and the vacuum of space. Minus 1D6 points from P.B. and roll for one Random Insanity. Will have a truly alien/inhuman physical appearance.

51-60% Volunteer or Kidnap Victim. Mental patient; subject of illegal eugenics research experiments. Roll for one Random Insanity.

61-70% Volunteer. Victim of debilitating disease or illness, minus 10 from S.D.C.; no hope for recovery or a normal life.

71-80% Volunteer. Victim of a crippling accident; badly scarred. Minus 2D4 from P.B. and has a deadened sense of pain, so add 1D6 to P.E. and add 20 points to S.D.C.

81-90% Abducted by an alien race and then genetically reconstructed for life and duties on their home world. Roll on the Physiological Modifications due to Unearthly Environments table on page 93 in the Aliens section of HU2. Has been released or escaped from the aliens.

91-00% Resurrected corpse genetically reconstructed for some nefarious purpose. The character has no memory or recall of his former life or skills, so is limited to the street schooled education level. This strange character is resistant to fire and cold (half damage), and automatically gets *Bio-Regeneration* or *Bio-Regeneration Super* as one of its powers at half the usual price. The resurrected character has some unusual dietary restrictions, necessary to keep it alive (undead?). Roll on the following chart:

01-20% P.P.E. Vampire: Needs to consume a minimum of 25 P.P.E. from the living per week, per level of the character. In this case, the P.P.E. is extracted by attacking one or more people, frightening them and drawing blood. The drawing of blood does not have to be a lethal blow, although some may kill their victims because P.P.E. is doubled at the moment of death.

21-40% Carrion Feeder: This ghoul must consume at least three meals of rotting flesh every day, plus all types of fresh foods make him violently ill. To keep up his resurrected metabolism the chimera must also take frequent naps during the daylight hours of at least 30 minutes each.

41-50% Animated Composite Corpse: A Frankenstein-like patchwork creature covered in scars and stitches. Bigger, bulkier than a normal human but definitely a dead man walking.

51-60% Animated Corpse: Pale white complexion, sunken cheeks and eyes, resembles a walking, talking corpse.

61-70% Blood Drinking Vampire: The hero needs at least eight pints of humanoid blood every day; animal blood can be substituted, but makes him nauseous and weak (-3 on initiative, -1 strike, parry and dodge, loses one attack per melee round and reduce speed by 20%).

61-80% High Metabolism. To keep up his new resurrected metabolism the chimera must take frequent naps and eat constantly. The character will have to consume more than half his own weight in concentrated protein (raw meat!!!) every day.

81-00 Life Force Vampire: This character must feed on the life force energy of all living creatures; unfortunately, the feeding process usually kills its victim, particularly small animals or young children. This feeding attack inflicts 4D6 points of damage direct to Hit Points, because it is literally draining the victim's life force! If the victim of this attack survives, he is weak for 24 hours, has no initiative or combat bonuses, and reduce skill performance, attacks per melee round, P.S. and speed by 50%, plus tires twice as quickly. Note: The Life Force Vampire must feed on the equivalent of at least 40 Hit Points per week.

Possible Disfigurement due to Eugenic Modifications

01-70% No disfigurement, looks perfectly normal.

71-72% Large, bulky body, with thick fingers and appendages, small nose and ears. Add 1D4x100 pounds (100 lbs equals 45 kg), add 1D4x10 to S.D.C., add 1D6 to P.S. attribute, but reduce Spd 2D4 points and P.B. 10%.

73-74% Oversized, muscular legs, can jump 30 feet (9.1 m) into the air or 60 (18.3 m) horizontally and +1D6 to kicking damage. Reduce P.B. by 20%.

75-76% Dramatic spinal curvature, hunchback, reduce height by 3D4 inches (one inch is 25 mm) and P.B. by 25%.

77-78% Small spikes cover head (1D4+1 inches long), replacing the hair and adding 1D6 to head butt damage. Reduce P.B. by 20%.

79-80% Oversized, disproportionate limbs, similar to an ape, add 4D4 inches (one inch is 25 mm) to height and reduce P.B. by 20%.

81-82% Face is distorted and looks ape-like with a large flat nose, large eyebrow ridges, small eyes, no upper lip, protruding muzzle, and very long forearms; reduce P.B. by 20%.

83-84% Thick, lumpy, pitted and pockmarked skin that gives the chimera a natural A.R. 7 and adds 6D6 to S.D.C., but reduce the P.B. or M.A. attribute by 25%.

85-86% The fingers fuse into two large fingers and a thick thumb (-5% on skill performance), the toes into two large toes, muscles are powerful and defined (add 1D4+1 to P.S.), the face is elongated and horse-like in appearance, and the skin is light pink, sand, light tan, or eggshell white. Reduce P.B. by 30%.

87-88% Body is covered in fine, snake-like scales and the chimera has no body hair (add 1D4x10 to S.D.C.). Reduce P.B. or M.A. by 25%.

89-90% Skin is covered in various patches of pigment, creating cheetah, leopard or tiger like color patterns. Reduce P.B. by 10%

91-92% Strange coloration of the skin, unnatural looking, and is covered with lumps and thick veins. Reduce P.B. or M.A. by 30%.

93-94% Body is covered in fur, the face has an animal appearance, with a long muzzle and canine teeth. Reduce P.B. or M.A. by 30%.

95-96% Face looks very insect-like, sparse tufts of hair (if any), tiny mouth, no lips, narrow jaw, thin body, and large, round, dark eyes, with tiny antennae on the head. Reduce P.B. by 40%.

97-98% Oversized, strange looking head, minus 1D4 points from P.B. and M.A., but add 1D4 to I.Q. and M.E.

99-00% Body is covered with small, bony white, horn-like projections on the head, above the eyes, and on the shoulders and spine. The individual also has sunken eyes and long, delicate fingers. Add 1D4 to P.P. but reduce P.B. by 30%.

Possible Insanity

The Eugenics process as well as the end results can be physically and emotionally traumatic and painful, and may lead to insanity. All chimera characters should roll on the following chart once. This is in addition to any other random insanity gained from the character's background conditions of eugenic modification, so roll below:

01-70% No insanity, acts perfectly normal.

71-75% Paranoia and phobia: Doctors, technicians or nurses, hospitals and lab coats. When confronted the character is unable to act or fight back against them.

76-80% Thrill of danger and combat. Anything that will endanger the character's life or freedom is embraced.

81-85% Delusional. The character thinks he is a doctor and will try to perform surgery, even if completely unskilled, always wants to give first aid and take care of others.

86-90% Psychotic. Has periodic episodes of extreme violence, even if a good guy.

91-95% Obsessed with doctors and surgery. Loves to watch surgeons in action and hero worships doctors.

96-00% Shuts down. There is a chance that the character goes completely catatonic under any high stress situations (life and death moments), that only gets worse with time. The base chance is 10% +1% per level of experience. During these times the character is totally helpless, unable to act or save himself, as if he was in some type of coma. This coma state lasts for 2D6 minutes, after which the character recovers completely, as if nothing strange had happened to him at all.

Step Four: Education & Skills

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without significantly affecting his role as a Eugenics character. Background may indicate a specific level of education, and most children, teens and vagabond volunteers or abduction victims are likely to have only Grade School, High School or Street education.

Step Five: Alignment

Any alignment can be selected, but *heroes* should generally be of a good alignment or at worst, selfish.

Step Six: Other Stuff

Hand to Hand Combat: Combat skills are not gained automatically. They must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all other superbeings, Eugenics characters automatically get two hand to hand attacks per melee round. Additional attacks are developed through Hand to Hand combat and other combat skills, or from genetic reconstruction traits.

Structural Damage Capacity (S.D.C.): All Eugenics characters get a large base S.D.C. of 1D6x10 due to their unique genetic structure. The S.D.C. can be in-

creased through physical skills, some genetic features and individual backgrounds.

Horror Factor: Due to the character's unusual genetic traits and fearsome features, all Chimeras/bio-freaks that are visibly monstrous, alien or scary (including any character with a P.B. of 4 or lower), will have a Horror Factor, particularly among ordinary citizens. Starts with a base Horror Factor of 9 +1D4.

Available Financial Resources: The Eugenics characters are usually rather poor, only 2D4x100 dollars available in ready cash. This is in addition to any possible life savings (See optional rules to rounding out one's character in HU2). There is a 01-38% likelihood the character owns a conventional vehicle (car, mini-van, SUV, motorcycle, etc.). The car is 2D4 years old but in reasonably good shape. Presumably, the character has a job, apartment and reasonable personal possessions, perhaps provided by the organization that created him.

Experience Levels: Use the *Bionics* experience chart at the back of HU2 for the hero's level advancement.



Original concepts and material by *Jay Fitzloff*, modifications and additional text and ideas by *Carmen Bellaire* and *Kevin Siembieda*.

The American Heritage Dictionary defines the word "gestalt" as:

A unified physical, psychological, or symbolic configuration having properties that cannot be derived from its parts.

In the world of *Heroes Unlimited*, the Gestalt is multiple characters wrapped in one package: A superbeing made up of two or more separate persons, and/or a host of animals, plants, etc. The individuals, when not *combined* into their Gestalt persona, are relatively normal and comparatively weak. It is only when the group joins together to become one, that a singular being of considerable power and ability is created.

Gestalt characters should be very rare in the world of *Heroes Unlimited*, just as they are in comic books today. Players wishing to create a Gestalt character should seek G.M. approval, for they may not wish to allow such a strange power category into their campaign. Not only does the Gestalt hero take a considerable amount of time to roll up, there's also plenty of room for player abuse with these unique character types. Of course, as a villain, the Gestalt NPC will certainly frustrate, mystify, and possibly creep out the hero group. They will have no idea that the reason the villain disappears into a crowd so easily is because he is now five separate people!

Another interesting possibility of this power category is to have every member of the Gestalt group be a player

character. This applies only to the *Human Gestalts* and opens up a number of fun and different role-playing opportunities. For one, all the players merge to become one superbeing, requiring the players to work by committee when they are one. For another, the Human Gestalt character would require a lot of teamwork and rely upon close player interaction and mutual cooperation. Furthermore, if one person bites the dust, there goes the Gestalt, so the entire group has a vested interest in watching each other's back. And don't forget, the Gestalt character can make for a fun and bizarre super-villain for Game Masters to play.

Nature of the Gestalt

There are four different types of Gestalts. To determine which kind the character is, select one from the table below or roll randomly. If a G.M. likes the Gestalt hero, but thinks certain types would be a problem, he should feel free to disallow whichever ones he doesn't want.

01-25% Animal: The character's body is made up of many small animals, from insects like flies, roaches, and worms to mice, rats, snakes, birds, etc., which together form a kind of sentient being. A single player can be this Gestalt.

26-50% Human Physical: Two or more normal humans somehow shift their bodies and minds into one another to form a singular superbeing with its own individual super abilities. Requires 2+ players working as one.

51-75% Human Psychic: Two or more normal humans are able to combine their minds and will power to form a separate being with a variety of psionic and super abilities. Requires 2+ players working as one.

76-00% Plant: The character's body is made up of various plants: shrubs, vines, grasses, weeds, etc. A single player can be this Gestalt.

Animal Gestalts

Individually, the animals that make up this Gestalt act only through instinct, they have no human goals or wants. Somehow, a force beyond their understanding calls them together to form into a mass that becomes a sort of humanoid being with great abilities and human sentience. The Animal Gestalt hero (or villain) may be a voice for the animal kingdom, a spirit of mother nature brought forth to interact with the human race, or it could be some sort of alien or supernatural entity (energy being) that needs to call forth animals to form a physical body and interact in our world.

Whatever the reason for the Animal Gestalt to come into being, one thing remains true – the individual animals, when released from the controlling, sentient force, do not continue to act according to the wishes of the Gestalt Being, but run off to go about their normal animal business, with their first goal usually being to get away from humans.



Step One: The Usual

This step does not apply as it would for other character types, as there are no human members of an Animal Gestalt character. The attributes of the Gestalt Being are rolled separately, as described in Step Three, #2.

Step Two: Hit Points & S.D.C.

Like Step One, this step does not apply as it would for other character types. The S.D.C. and Hit Points are determined in Step Three, #2. The Natural Armor Rating of the Gestalt Being is determined in Step Three, #1.

Step Three: Powers of the Animal Gestalt

Roll or make selections from the following three tables.

1. Type of Animals for the Body

The player may choose what type of animals come together to form the Gestalt, or he may roll for random determination on the following table. **Note:** It may be easier to roll powers first, choosing the animal type that would fit the super abilities.

No matter what type of animal is chosen, a *humanoid form* is always taken by the Gestalt, with the differing colors and shapes of the animals used to form the human-like features. The animals come together when summoned by the outside force, forming the Gestalt Being instantly, even if it is unusual for that animal type to swarm, move that fast or be in that location.

01-20% One Type of Crawling Insect: Roaches, ticks, spiders, ants, crickets, silverfish, centipedes, and similar. Horror Factor: 14. Armor Rating (A.R.): 13.

21-40% One Type of Flying Insect: The body of the Gestalt Being is composed of hundreds, if not thousands of flies, or bees, wasps, hornets, beetles, dragonflies, butterflies, moths, grasshoppers, preying mantis, or similar types of winged bugs. Horror Factor: 13. A.R.: 14.

41-50% One Type of Invertebrate: The body of the Gestalt Being is made of one type of invertebrate such as worms, slugs, snails, leeches, squids, octopus, starfish, etc. Horror Factor: 15. A.R.: 8.

51-70% One Type of Small Mammal Vertebrates: The body is made of hundreds of mice, rats, gerbils, hamsters, rabbits, squirrels, moles, ferrets, or scores of cats, racoons, small canines or other type of mammal no larger than a fox. Horror Factor: 11. A.R.: 12.

71-80% Other Types of Vertebrate Animal: Snakes, frogs, toads, salamanders, lizards, or birds (not larger than a raven/crow) form the body of the Gestalt Being. The body is usually one type of animal, i.e., all snakes, all frogs, all lizards, etc., though they may be of widely different species (i.e., a "lizard body" could include a variety of iguanas, geckos, chameleons, skinks, and numerous other types of lizards to form its humanoid shape). Horror Factor: 12. A.R.: 13.

81-90% Hodgepodge Land Animals or Insects: A variety of different, small land animals, from toads and mice to pigeons and cats, compose the Gestalt Being. The different kinds of animals can vary widely, but tends to be all warm-blooded (birds and mammals), cold-blooded (fish, amphibians and lizards) or all insect (bugs of every type). Horror Factor: 12. A.R.: 12.

91-00% Hodgepodge Sea Animals: A variety of small marine animals creates the Gestalt Being. Horror Factor: 13. A.R.: 12.

2. The Controlling Animal Force/Intelligence

This determines the controlling force of the Animal Gestalt Being, and perhaps also, its possible motives and goals. As always, the player may choose the type of controlling mind, or roll randomly.

01-25% Spirit or Entity: This is typically an ethereal energy being or life essence that is normally invisible and unable to interact with humans and the physical world unless they assume a physical body – in this case, a Gestalt body. The energy being may be of this earth, from another dimension or world, or a supernatural being (i.e., a god-like spirit or a splintered life essence of a god or Alien Intelligence). In many cases the spirit is very old, but in others it may be young, naive or unfamiliar with Earth and humans. To interact with the physical world it must create its Gestalt body, typically small, simple-minded animals. The animals are unharmed (except from external attacks, say from superbeings or frightened humans) even though they weave and meld together in ways that might seem otherwise impossible or uncomfortable. This mass of living, squirming animals forms a humanoid body that may range from 5-8 feet (1.5 to 2.4 m) tall. In this form the spirit being can touch, move, and do things in the physical plane of existence, even speak, though the voice always sounds strange, often like the animals that make up its body and sometimes with an echo effect. Remember, the animals represent body parts, the energy/spirit being is the controlling and intelligent force.

Player Note: One player can role-play this type of Gestalt character and despite its ethereal nature as an energy being or ghostly apparition, it behaves very human in physical form. Exactly why the spirit has taken physical form and joined a group of superhumans or other mortal heroes is left up to the player. It may be something as simple as battling evil and chaos, trying to bring order to the world, helping the innocent, seeking justice or revenge, or simply craving human companionship.

The disadvantage of playing this type of Gestalt Being is that the hero is completely vulnerable to all magic that has power over spirits, possessing entities, and supernatural beings, including Exorcism and Banishment. In addition, the being (not the many animals that make up its body) is vulnerable to most types of psionic attacks. Magic and super abilities that control animals have no effect on this character as the Gestalt Spirit already controls the creatures and the spirit is the one mind that controls the living body.

Limitations: The living body can only be created/summoned once per 24 hour day.

The Living Body: P.S. 3D6+15 (Supernatural), P.P. 2D6+9, P.E. not applicable, Spd. 4D6; roll once, always the same after the initial determination of the very first Gestalt body.

The composite body has the combined S.D.C. of the animals that form it and turns into a sort of bonding aura. The first amount of damage inflicted to the body weakens it but does no permanent damage to any of the animals. The Gestalt Being can lose 75% of its S.D.C. (M.D.C. in Mega-Damage environments) before any wildlife suffers.

When the combined S.D.C. is reduced to zero or below, the S.D.C. is depleted, the energy being/life force loses its hold on the animals and the physical plane, and the animals that once made up its body suddenly fall in a clump and scurry off as fast as they can. However, 1D4x10% will be seriously hurt and will die without immediate medical care. Consequently, Gestalt Beings of a good, Unprincipled or Aberrant alignment, and nature spirits, usually release their hold on the animals when they lose 65-75% of the S.D.C. to avoid innocent animals being hurt or killed. Evil, enraged or desperate beings may not care and fight till the end, but only the body is defeated. When the body is gone the spirit cannot make a new one until 24 hours later. **Note:** The only way to stop the Gestalt from coming back the next day is to somehow capture or destroy the spirit through magic, psychic or supernatural means.

Size: Varies from 5-8 feet (1.5 to 2.4 m) tall.

Typical S.D.C. Range: 200-1200 S.D.C. points. Hit Points not applicable.

S.D.C. of animals for the purpose of the Gestalt:

- Insects, Spiders and scorpions typically have *one* S.D.C. point each, but 2D6x100 make up the body.

- Invertebrates like worms, slugs, snails, leeches, tiny star fish, and similar creatures typically have *one* S.D.C. point each, but 2D6x100 make up the body (200-1200 total S.D.C.). Larger invertebrates like squid, octopus, star fish, and sea anemones typically have *three* S.D.C. points each and 1D4x100 of them make up the body (300-1200 total S.D.C.).

- Small Animals like mice, rats, chipmunks, lizards, small snakes/garter snakes, fish, crabs, and birds have *five* S.D.C. each, but 4D6x10 animals make up the body, so multiply the result of the die roll 40-240 by five times to determine S.D.C. (200 to 1200 points total).

- Small but heavier or a bit larger animals like ferrets, squirrels, raccoons, house cats, small dogs, large lizards and snakes, and similar animals, have *fifteen* S.D.C. each, with 2D4x10 animals making up the body, so multiply the result of the die roll 20-80 by 15 times to determine S.D.C. (300 to 1200 S.D.C. total).

Duration of the Physical Body: The physical body can be kept for about eight days depending on circumstance, but the animals that compose the body begin to deteriorate after the third day. The animals and insects can go three days without food or water (they can't eat or drink while merged into a Gestalt body), but beyond that, they start to dehydrate and suffer from starvation. Starting on day four, the Gestalt body loses 1D6+20 S.D.C. from deterioration. **Note:** S.D.C. lost in combat or through the deterioration process described here, does NOT regenerate.

Once lost it is gone, and animals begin to die when the original S.D.C. amount drops below 75%.

Bonuses: Impervious to disease, cold, heat, fire and possession, and +1D6+1 to save vs Horror Factor in spirit form. Only impervious to possession and H.F. bonus apply to the physical form. Additional bonuses may come from high attributes, certain skills and super abilities.

The Life Essence/Spirit: I.Q. 2D6+6, M.A. 1D6+8, M.E. 2D6+6. Its natural state is invisible, and it can hover and fly at a Spd of 6D6+50. **Note:** Though the spirit essence can fly around and watch life like an invisible ghost, time and happenings in the physical world are warped and distorted. Thus the spirit is aware of the physical world only for 20 minutes after the loss of its body, after that, anything it sees and hears is remembered in only fragmented bits and pieces like a dream. However, the being will know when enough time has elapsed to make a new physical body. The spirit will return to its home dimension or the Astral Plane if it goes without making a physical body for more than 96 hours.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points: 1D6x10 +M.E. attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that can affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Limited and special. Somehow (magic, psionics, intuitive?) the Spirit can understand all languages but cannot read or write. Also knows Basic Math at 65%, Hand to Hand: Basic, and 1D6 Domestic, 1D6 Wilderness skills, and two Physical skills (typically something like Climbing and Swimming or Swimming and Prowl) that's it. S.D.C. and attribute bonuses from skills do not apply.

26-50% Human Folly (once-human essence): Some kind of an experiment gone wrong, an accident, a dimensional anomaly, alien device, meteor, radioactive waste, magic item, or some other weird outside influence or event has destroyed the character's natural physical body, but has unleashed his life essence and mind as a sort of spirit or energy being. In this case, the *life essence* will perish unless a Gestalt body connecting it to the physical world is regularly created.

Limitations: The living body can only be created/summoned twice per 24 hour day. If the S.D.C. physical form is destroyed or let go, the character must wait at least 12 hours before making a new body, with a maximum of two bodies possible per 24 hours. Once both bodies are expended in a 24 hour period the character must wait 24 hours after losing the second, before being able to make a new one.

The Living Body: P.S. 3D6+13 (Superhuman), P.P. 2D6+10, P.E. not applicable, Spd. 4D6+6; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 5-8 feet (1.5 to 2.4 m) tall.

Typical S.D.C. Range: 200-1200 S.D.C. points. Hit Points not applicable.

S.D.C. of animals for the purpose of the Gestalt: Same as the Spirit.

Bonuses: +2 to save vs psionic attacks and mind control, and is impervious to disease, cold, heat, fire and possession, plus +1D4 to save vs Horror Factor in spirit form. Only the +2 vs psionics and mind control, H.F. bonus, and impervious to possession apply to the physical form. Additional bonuses may come from high attributes, certain skills and super abilities.

The Life Essence/Spirit: I.Q. 3D6, M.A. 3D6, M.E. 3D6. The character's natural state is invisible, and he can hover and fly at a Spd of 6D6+25. **Note:** Vanishes/dies if no physical body is created for more than 72 hours. Though the once human life essence can fly and watch life around it like an invisible ghost, time and happenings in the physical world are warped and distorted. Thus the spirit is aware of the physical world only for 20 minutes after the loss of its body, after that, anything it sees and hears is remembered in only fragmented bits and pieces like a dream. However, the being will know when enough time has elapsed to make a new physical body. The once human life essence is more fragile than other Gestalt Beings and the character will die, his energy essence fading away to nothing, unless a physical Gestalt body is made at least once every 72 hours.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points: 1D6x10 +M.E. attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that can affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Roll up as you would for a normal human; S.D.C. and attribute bonuses do not apply. Limited to those skills, can't learn new ones. For quick results use the random table for Educational Level (page 44 of HU2) and select skill programs.

51-75% Force of Nature: Myths and legends of every people from around the world tell of nature spirits, nature gods and nature beings – even of Mother Nature, herself – and that's exactly what this Gestalt Being is, a *nature spirit* or the fragmented life essence of a nature god or powerful spirit (or maybe the planet Earth itself).

In addition to the usual myriad reasons a spirit may make an appearance in the physical world, nature spirits sometime appear to save the environment or to exact revenge on the despoilers of nature. All humans sometimes forget how to respect and treat the world and the life forms that abound within it. They lose respect and appreciation for nature and animals, and sometime hurt and destroy animals and wildlife, something with which *nature spirits* take issue. Thus, the motives of this being may involve righting an environmental wrong or teaching humans how to live with nature or prosper without destroying nature, or may be to stop some action that will harm people or nature.

The disadvantage of this character is that not only is it distant from humankind, it may also have its own high or strange standards for (and view of) life, and may be preachy or self-righteous. Many also have a disdain for technology and machines. The most self-righteous may be annoying and irritate many people even if they are good guys. Also, some of these nature spirits have little regard for humankind (or outright dislike them as despoilers of nature) and may not stick around if there is no cause for them to champion, no matter how dire the consequences for the rest of the heroes in the group or mankind at large.

Limitations: The living body can only be created/summoned once per 24 hour day. The nature spirit can choose to possess a wild animal as an *alternative*, but this takes the place of the Gestalt Being and only one or the other can be performed once every 24 hours.

The Living Body: P.S. 3D6+20 (Supernatural), P.P. 2D6+10, P.E. not applicable, Spd. 6D6+60; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 5-8 feet (1.5 to 2.4 m) tall.

Typical S.D.C. Range: 200-1200 S.D.C. points. Hit Points not applicable.

S.D.C. of animals for the purpose of the Gestalt: Same as the Spirit.

Bonuses: +1 attack per melee round, +2 to save vs psionic attacks and mind control (any), and is also impervious to disease, cold, heat, fire and possession, plus +1D4 to save vs Horror Factor in spirit form. Only the +2 vs psionics and mind control, H.F. bonus, and impervious to possession apply to the physical form. Additional bonuses may come from high attributes, certain skills and super abilities.

Special Abilities: 1. Heal Plants and Animals by Touch: Restores broken bones, heals wounds and injuries, negates toxins or poisons and restores 50% of the lost Hit Points and S.D.C. (Restores only 30% when worked on humans and other intelligent life forms.) This healing touch can only be done three times per 24 hours.

2. Instead of creating a Gestalt body, the nature spirit can possess a large, wild animal like a wolf (not domesticated dogs or cats), lion, tiger, bear, horse, cow, bull, deer, elk, moose, etc. In this form the powerful spirit can watch the world unrecognized, but it can speak in animal form and its physical attributes are the same as those of the Gestalt body. S.D.C. is whatever is normal for the animal +120; the animal's Hit Points are unchanged. The possession can last as long as the spirit desires – minutes, hours, days or years – and serves to anchor it to the physical world just like the Gestalt body.

3. Summon and Control Animals: Same as the spell of the same name and costs the same amount of P.P.E.

Also see Education.

The Life Essence/Spirit: I.Q. 3D6+5, M.A. 3D6+6, M.E. 3D6+4. The character's natural state is invisible, and he can hover and fly at a Spd of 6D6+25. P.P.E.: 1D6x100+400.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points: $3D4 \times 10 + M.E.$ attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Somehow the nature spirit can understand all languages but cannot read or write. Also knows Advanced and Basic Math, Hand to Hand: Expert, all Domestic skills, all Wilderness skills, and Navigation, Astronomy, Biology, Botany, Chemistry, Holistic Medicine, Paramedic, Wilderness Survival and Tracking at $1D6+90\%$, plus $1D4$ Physical skills at $1D6+80\%$. S.D.C. and attribute bonuses from skills do not apply.

76-00% Unknown Being: This Gestalt Being has no past. This energy being doesn't know why it can form living animals together to make a living body or why he's on Earth. This character is likely to be child-like, trusting, innocent and uneducated, and has joined the player group to give itself some sense of purpose, a moral compass (follows their lead) and a sense of belonging. Otherwise, the Gestalt Being is very much like the Spirit only it lacks a sense of direction, purpose and history. Likewise, it has only a very basic understanding of culture, customs, law and proper social behavior. **Note:** This is not amnesia. The character will not remember its past someday. It is as if the character were born yesterday, and it is learning from the other player characters and experience as it goes along.

Limitations: The living body can only be created/summoned once per 24 hour day.

The Living Body: P.S. $3D6+15$ (Superhuman), P.P. $2D6+1$, P.E. not applicable, Spd. $5D6$; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 5-8 feet (1.5 to 2.4 m) tall.

Typical S.D.C. Range: 200-1200 S.D.C. points. Hit Points not applicable.

Duration of the Physical Body: Same as the Spirit.

Bonuses: Impervious to disease, cold, heat, fire and possession, and $+1D4$ to save vs Horror Factor in spirit form. Only impervious to possession and H.F. bonus apply to the physical form. Additional bonuses may come from high attributes, certain skills and super abilities.

The Life Essence/Spirit: I.Q. $2D6+4$, M.A. $1D6+10$, M.E. $2D6+3$. Its natural state is invisible, and it can hover and fly at a Spd of $6D6+40$.

All else is the same as 01-25% Spirit, described previously, except this energy being feels most comfortable in a physical body and is lonely and afraid in energy form.

Education and Skills: Limited and special. Somehow the Unknown Being can understand all languages but cannot read or write. Also knows Hand to Hand: Basic, Climbing 70/60%, Swimming 50%, and Land Navigation 60%; all increase as normal with each level of experience. May also learn one Secondary Skill with each new level of

experience. S.D.C. and attribute bonuses from skills do not apply.



3. Determining Animal Gestalt Abilities

Players should note that unless the hero has a certain Gestalt Ability or super ability, their character will not be able to do things simply because they feel it would be appropriate. For example, an Animal Gestalt composed entirely of flies can *NOT* fly unless it has one of the Flight or Glide super abilities. The physiology of the Gestalt is strange indeed.

At first level, roll on the Animal Gestalt Ability Table once, and again at levels 3, 5, 7, 9, 11, 13 and 15. Some of the abilities below can be taken more than once, but if a result cannot be taken again, ignore the result and re-roll on the table or select one of the Minor Super Abilities listed.

Animal Gestalt Ability Table

01-02% Minor Super Ability: Energy Expulsion. Any Minor ones. This ability can be rolled more than once.

03-05% Minor Super Ability: Animal Brother. See page 13 of Powers Unlimited One.

06-07% Minor Super Ability: Beastmaster. See page 14 of Powers Unlimited One.

08-10% Minor Super Ability: Energy Claws. See page 21 of Powers Unlimited One.

11-13% Minor Super Ability: Flight. May select any Minor ability. See HU2 and Power Unlimited One for a variety of different "flight" powers.

14-15% Minor Super Ability: Enhanced Leaping. See page 25 of Powers Unlimited One.

16-18% Minor Super Ability: Supervision. May select any Minor ability. See HU2 and Powers Unlimited One for a variety of different "vision" abilities. **Note:** A different type of Supervision can be selected each time this category is rolled.

19-21% Minor Super Ability: Heightened Senses. May select any Minor ability. See HU2 and Powers Unlimited One for a variety of different "Heightened Sense" powers. **Note:** A different type of Heightened Sense can be selected each time this category is rolled.

22-23% Minor Super Ability: Living Anatomy. See page 34 of Powers Unlimited.

24-25% Minor Super Ability: Lightning Reflexes. See page 34 of Powers Unlimited One.

26-27% Minor Super Ability: Mechanical Awareness. See page 35 of Powers Unlimited One.

28-30% Minor Super Ability: Resin. See page 37 of Powers Unlimited One.

31-32% Minor Super Ability: Super Burrowing. See page 43 of Powers Unlimited One.

33-35% Minor Super Ability: Hibernation & Stasis Field. See page 44 of Powers Unlimited One.

36-38% Minor Super Ability: Adhesion. See page 228 of HU2.

39-40% Minor Super Ability: Swing Line (if an Insect Gestalt body; page 46 of Powers Unlimited One), **Nightstalking** (if a mammal; see page 236 of HU2) or **Underwater Abilities** (if a made of sea animals; page 237 of HU2). If this category is rolled again, select any Minor super ability of choice (animal and nature types being the most appropriate).

41-43% Alter Physical Form: This ability is similar to the super abilities of Stretching and Shape Changing, but with more limited application. The Gestalt's body does not have to stay in humanoid form. The character may reshape into any form as long as it retains the same mass as its humanoid form and is *not* separated into more than one piece. Thus, a Gestalt made entirely of mice could flatten itself to squeeze through a narrow opening, bars or under a door, or stretch to become very narrow and tall to reach a rooftop or see over a wall, or even choose to appear as a giant mouse rather than a humanoid shape, or a bear shape, etc., though never anything too strange and always something natural and similar to the animal that

makes up its body. Of course, in any shape the Animal Gestalt hero is still going to appear as a mass of small animals, so the ability cannot be used for disguise or to mold weapons from its limbs. **Note:** This ability can only be rolled once.

44-46% Dissipation and Reformation: The Gestalt is able to completely separate its constituent parts, its body seemingly falling into a swarm of animals that run as fast as they can, as a swarm, to a new location where they reform back into a humanoid shape. This ability is similar to Teleport, except that the Gestalt body falls apart, the hundreds or thousands of animals quickly scurry over to the new location and reform in a matter of seconds (counts as two melee actions). Line of sight is a must and the animal swarm cannot carry any items, and can only go where that animal type could fit through since the body's animals must run to the new location. On the plus side, however, there is no chance for failure. This ability can be used repeatedly as long as the character has melee actions/attacks available to him. **Note:** This ability can only be rolled once.

47-49% Animal Psionics: The player may select two of the Animal Psionics listed on pages 170-172 in HU2. These abilities require no I.S.P., and can be used as often as the character has attacks. **Note:** Animal Psionics may be rolled more than once, but each Animal Psionic power may only be selected once.

50-52% Animal Abilities: The Major super ability: *Animal Abilities* applies only to one type of animal that makes up its body. In the case of a "hodgepodge" of animals, the Gestalt Being can select two types of Animal Abilities, provided they both represent at least 20% of its body. (As an alternative, the being gets 20 BIO-E points to spend on abilities related to whatever animal type it is composed of as listed in the Mutant section of HU2. If the proper animal type cannot be found, or if all BIO-E possible has been spent, then a Minor Super Ability appropriate to the Gestalt's animal type may be chosen.) **Note:** This ability can only be rolled once.

53-55% Summon and Control Animal Type: In addition to the animals the Gestalt mind summons to form its body, it may also call forth additional animals of the same kind to serve it. This ability is similar to the Major Super Ability of Control Insects & Arachnids (with a similar extension made to other animal types should the hero be composed of worms or such). The hero gains the communication, summoning, and controlling aspects of that power, but NOT the abilities to increase the animals'/insects' Hit Points, create giant versions of animals/insects, or the other abilities and bonuses listed at the end of the power description.

56-58% Astral Projection and Reformation: This ability is similar to the ability of Dissipation and Reformation, but is more time consuming and farther reaching. The Gestalt gains the psionic Sensitive ability of Astral Projection with no I.S.P. cost. When the Astral body is released, the Gestalt animals/insects go scurrying off to go about their animal business. The Gestalt's Astral form is not tied to a physical body and has no Astral Cord. It is free to travel about in the ghost like state for as long as duration allows. The Gestalt may then reform wherever it likes, as

long as its animal type is able to travel there. Should the Astral body be in a place where its animal type cannot go (an airtight room, an airplane, outer space, etc...) when the duration is expired, then the Astral body is permanently trapped in Astral form and the hero's career on Earth has come to an end. Gestalts with a spirit mind should re-roll if this ability comes up. **Note:** This ability can only be rolled once.

59-61% Selective Dispersion: In combat situations, the Gestalt character can make portions of his body less densely packed so that unless an attack rolls higher than the Gestalt's Armor Rating (see type of creatures for A.R.) his attack will pass right through the Gestalt's body without harming a fly. Or the Gestalt character can increase the mass of one of his striking limbs to do 1D6 points of additional damage.

62-64% Ranged Attack: Portions of the body can be flicked off without hurting the whole. In game terms, the character can make a physical attack (punch, kick, head butt), with a range of 50 feet (15.2 m) +10 feet (3 m) per level of experience. The portion that disconnects will rejoin the main body quickly after striking the target, and each attack of this nature counts as one of the Gestalt Being's attacks for that melee round. Damage from this attack is 2D6.

65-67% Mass Increase: The Gestalt may call forth more of its animal type, adding their bodies to its own to grow larger and heavier. This ability is almost identical to the Major Super Ability of Growth, except that the player uses experience level to calculate growth potential rather than P.E. The Gestalt body may increase its height by two feet (0.6 m) for every level of experience (including first level). It takes one melee round for every two feet (0.6 m) of new mass absorbed into the body.

68-69% Major Super Ability: Chameleon. See page 255 of HU2.

70-72% Major Super Ability: Cloaking. See page 256 of HU2.

73-74% Major Super Ability: Control Elemental Forces: Earth. See page 257 of HU2.

75-77% Major Super Ability: Control Insects & Arachnids. See page 261 of HU2.

78-79% Major Super Ability: Divine Aura. See page 272 of HU2.

80-82% Major Super Ability: Tentacles. See page 294 of HU2.

83-84% Major Super Ability: Magnetism. See page 280 of HU2.

85-87% Major Super Ability: Plant Control. See page 285 of HU2.

88-90% Major Super Ability: Natural Combat Ability. See page 284 of HU2.

91-93% Major Super Ability: Adapt to Environment. See page 238 of HU2.

94-95% Major Super Ability: Create Force Field. See page 271 of HU2.

96-98% Special: Select Two Minor Abilities or two Psionic Powers of Choice. See HU2 and Powers Unlimited One for a variety of different powers.

99-00% Special: Select one Major Super Ability of Choice. See HU2 and Powers Unlimited One for a variety of different powers.

Step Four: Education & Skills

Level of education and skills are listed under Step Three, #2. *The Controlling Animal Force/Intelligence.*

Step Five: Alignment

Any alignment can be selected, but heroes are generally of good alignment.

Step Six: Other Stuff

Weapons and Armor: Although it is not impossible for the Animal Gestalt character to use such items, it is unusual and difficult for the character: -20% to skills, -1 to strike and parry with ancient weapons (swords, clubs, etc.) and -5 to strike using guns.

Attacks Per Melee (Hand to Hand): Four to start, +1 at levels, 2, 5, 9, 12 and 15.

Available Financial Resources: This character begins with no starting cash and would probably have tremendous difficulty getting a standard job. Luckily, the animal individuals can be left to fend for themselves most of the time and the character doesn't need food or water, or even shelter to survive.

Experience Levels: Use the *Magic* experience table at the back of HU2 for level advancement.

Physical Human Gestalt

The Physical Human Gestalt is perhaps the most mysterious of the Gestalt types. It is also hardest on the individual lives of the characters involved, and, due to the extra bookkeeping required, hardest on the *player* and *Game Master*. Then again, it is probably the most interesting to play because of these challenges.

The Physical Gestalt involves two or more seemingly normal human beings who, through some twist of fate, can combine and merge their minds and bodies, within a certain proximity of one another, to form a superbeing. The superbeing is not significantly larger or denser (unless it has powers that make it so), and what happens to the extra mass of the individuals is unknown. When the Gestalt Being is formed it appears in costume and ready for action, with the two or more minds working as one.

It is recommended, during the creation of this type of character, that every time a table is presented, *random rolls* are made on them.

Step One: The Eight Attributes

Determine the eight attributes as usual for each member of the Physical Gestalt. Don't worry if certain attributes

are low or even disturbingly low, because these are ordinary people who merge to create a single superhuman. Each member of the Physical Human Gestalt may be a player character and have a minimum of two players to a maximum of five players forming the single superbeing. (**Optional:** If the Game Master allows it, a single player can run a Physical Human Gestalt that has two or three members with that one player running each character. Remember, during crises and times of superheroing, it will be the one Gestalt superbeing in action, not the two or three ordinary humans, making play easier.)

The members of the Gestalt can be of varied age, health, gender, occupation and backgrounds. One could be a very athletic male, another a scrawny bookworm, a third a beautiful business woman, and a fourth an invalid or child or grandmother, etc. None of their individual traits affect their heroic persona in the least. It's probably best if the different members get along, but they can also squabble like cats and dogs and dislike one or more members of the Gestalt, provided they share a common sense of purpose – i.e., they all agree to merge into one to become a superbeing for some common ideal or goal such as to save people, fight crime, protect the Earth from aliens (and if evil, to kill, get wealth, gain power, take over the world, to kill other superbeings, extract bloody revenge), etc. Also, keep in mind that no member of the Gestalt had planned to become a super-hero, so unless they have a military background, Physical skills and Weapon Proficiencies are likely to be minimal.

Gender: The Gestalt superbeing may be male or female, and may reflect the make-up of the individuals who form the hero; the majority rules.

P.P.E.: Members of a Physical Human Gestalt have an unusually high amount of P.P.E.; 6D6+10 points each.

Step Two: Hit Points & S.D.C.

Hit Points and S.D.C. for each individual in the group is rolled as usual. Base S.D.C. is 1D6+25.

The Gestalt Superbeing:

Hit Points: Add up the Hit Points of each member of the Gestalt and multiply the total by four. That's the Hit Points of the superbeing created by their unique union.

Structural Damage Capacity (S.D.C.): Add up the S.D.C. of each member of the Gestalt and multiply the total by *four*. The S.D.C. can be increased by taking Physical skills, but only when the Gestalt superbeing is the one taking that skill to become better. Certain super abilities possessed by the Gestalt superbeing may also increase the superhuman's S.D.C.

The percentage of physical harm done to the Gestalt Being is also subtracted from the health of the group's members when the Gestalt splits apart. Thus, if the Gestalt Being had lost approximately 80% of his or her S.D.C. (or Hit Points), so too would the individual members be short 80% of their S.D.C. when the being split. Damage must be recovered by the members of the Gestalt group for the Gestalt Being to be at full capacity when it is reformed. This is done through sleep, rest and meditation at three times the normal rate of recovery for normal hu-

mans. **Note:** The superbeing only has whatever H.P. and S.D.C. (plus multiple) that is available from the members of the Gestalt. If the superbeing dies in the line of duty, the Gestalt members survive, but the shock is such that they feel as if run over by a steamroller and damage is restored at half the usual rate for humans.



Step Three: The Powers & Limitations of the Human Super Gestalt

Roll percentile for each category (or pick those desired if so allowed by the G.M.).

1. Who decides when it's time for the Gestalt Being to be formed?

01-25% One person. A leader type always decides. As long as the other members of the Gestalt are within range, the Gestalt Being will be formed by one person's decision. The only say the others have is to verbally convince or dissuade the leader.

26-50% Majority rules. If most of the members want to join, and the others are in range, the Gestalt Being will be formed. In the case of a two person physical Gestalt, either person can decide when it's time to go into action, even against the other's wishes. In the case of a four member Gestalt group, at least half the members must want to join into the Gestalt Being.

51-65% Decision by committee. All the members of the Gestalt group must agree to form the Gestalt superbeing. If one person dissents or is unconscious, out of his mind, or somehow unable to have a decisive input, the Gestalt cannot be formed.

66-85% Individual choice. In this case, each member has a free will to choose to come together, which means the superbeing can be formed without the entire group if one chooses not to do so or is otherwise unavailable (sick, out of town, etc.). However, reduce the Gestalt superbeing's power level (Hit Points, S.D.C., attributes, bonuses, range of energy blasts, etc.) by whatever percent the missing Gestalt member(s) represent. For example, if the Gestalt is made up of four people and only three merge, the power level of the hero is reduced by one quarter (25%). If two people don't join, the resulting superbeing is reduced by 50% and will even appear smaller, scrawnier, less attractive, etc.

86-00% Outside forces. Is it the full moon? Sunspot activity? Danger nearby? Monday nights? Who knows what force(s) causes the individuals to be pulled together and the Gestalt Being to be formed (player's choice), but it never fails to happen.

2. How close must the individual members be to each other to form the Gestalt Hero?

01-40% Touch. Physical contact must be made for the individuals to meld together. Whatever the particulars are of the contact (touch, holding hands, etc.), it is usually a constant formation or pose that must be achieved (and for those of you with devilish minds, it CANNOT be lewd in nature).

41-70% Close. All the members of the group must be within line of sight of one another. On a flat, outdoor field, range will be farther. Indoors, range will be highly restricted. Complete darkness inhibits the forming of the Gestalt, unless they touch.

71-90 Far. As long as all the members are within 1000 miles (1600 km), the Gestalt hero can be formed at any location between them.

91-98% Worldwide. As long as everybody is on the same planet ("Who let the astronaut in this group?"), the superbeing may be created wherever desired by the person who makes such decisions. In a more far-reaching/space-faring campaign, range would be 1D6x100,000 miles (160,000-960,000 km), or if the G.M. wishes, one light year, tops.

99-00% Infinite. No matter where they may be, no matter how many dimensions they are removed from one another, no barriers, bonds, or distances can prevent the Gestalt superbeing from coming together when the group leader or the group members choose to do so. In this case, the members can sense when one or more believe they should unite.

3. Who is in control of the Gestalt when it's formed?

Note: If the characters are all run by a single player, that player can handle the character any way he deems fit,

whether there are aspects of multiple personalities, one leader or whatever.

If two or more players, playing separate individuals who merge into one, it is probably best to run the character by committee (quick, group huddle) though quick decisions may not be possible and may work to the superbeing's disadvantage (which is okay and fair) or there may be one elected leader, with group input when time and circumstance allows. This should be the players' decision. Use the following table as optional or for NPCs.

01-50% Leader. One member, presumably the team leader, is always in control. (The leader who decides when to form, if there is one. Otherwise, it may be the character with the most impressive mental attributes or combat experience.) The Gestalt Being's I.Q., M.E. and M.A. will be equal to this one person. Skills and Education of the Gestalt super-hero will also be the same as this leader.

51-75% Random between members. Every time the Gestalt Being is formed, roll randomly to determine who is in control. The I.Q., M.E., M.A., skills and education of the Gestalt superbeing will be equal to the person who is in the command chair for the session.

76-90% Collective mind. A sort of fast-acting democracy is taking place inside the Gestalt body's mind at all times, with all members discussing, bickering and deciding what to do; majority rules. The process should happen quickly, but still slows down the decision making process enough that the being gains no initiative bonuses, despite high P.P., super abilities, etc., and may be distracted by his own inner turmoil. The collective mind is very hard to overcome mentally, however, and the Gestalt superbeing gains a bonus of +1 saving throw against psionic attacks, +2 to save vs mind control of any kind and +6 to save vs possession.

I.Q., M.E., and M.A. are determined separately for the Gestalt Being, with no regard to the mental attributes of the creating members. Roll up as usual with a bonus of +2 to I.Q. +2 to M.E. and +3 to M.A.

As for skills and education, the Gestalt Being knows everything the characters who merge to create it know, at the same level of that specific individual. If two or more people know the same skill, the highest percentage for success is the one that is used.

91-00% Mind of its own. The joining of the minds creates a different and unique (but consistent) personality. Thus, the Gestalt superbeing has goals and desires of its own, though they probably reflect the feelings of the majority that comprises the hero. Furthermore, the Gestalt superbeing loves it when he exists and may not want to ever separate into the individual component people. More than likely, though, a heroic persona will sacrifice its own existence to let the originating people have time for their own lives. There is a 01-60% chance that the Gestalt members will have no recollection of what their alter ego did, and will have to hear about it from others and/or the media.

I.Q., M.E., M.A., skills and education are determined separately for the Gestalt Being in this case, with no regard to the mental attributes of the members. Roll up as usual with a bonus of +2 to I.Q. +3 to M.E. and +5 to M.A.

4. Physical Attributes for the Physical Human Gestalt Being

The resultant superhuman formed by the Gestalt is the sum of its parts plus something extra, new and different, hence the heightened attributes and super abilities (see next table for those).

P.S. of the Gestalt superbeing is 5D6, +5 for each member in the Gestalt group, and P.S. is always *Superhuman* unless Supernatural Strength is taken as a separate super ability.

P.P. of the Gestalt superbeing is 3D6, +2 for each member in the Gestalt.

P.E. of the Gestalt superbeing is 3D6, +2 for each member in the Gestalt.

P.B. of the Gestalt superbeing is 3D6, +2 for each member in the Gestalt.

Spd. of the Gestalt superbeing is 4D6, +4 for each member in the Gestalt.

Attacks per Melee Bonuses: +1 for each member of the Gestalt. Additional attacks may be acquired from the Hand to Hand or Boxing skill and certain super abilities the being might select.

Other Bonuses: +1 on initiative or +1 to roll with impact, +2 to pull punch or +2 to disarm, and +1 to strike, +1 to save vs poison, and +3 to save vs disease. These are in addition to other possible bonuses from attributes, skills and super abilities.

5. Super Abilities for the Physical Human Gestalt Being

Roll percentile dice or pick one.

01-20% One Major super ability and two Minor.

21-40% One Major super ability and one Minor.

41-50% Four Minor super abilities (no Major powers).

51-70% One Major super ability and three Minor.

71-80% Unstable. The character selects 1D4 Minor abilities that are consistent and the same every time the superbeing appears. However, the one Major ability is different each and every time this Gestalt Being is formed. Roll for the new and different Major super ability at random (roll on the table in HU2 or the expanded table in Powers Unlimited One). Over time, some of the same Major abilities will repeat, but the characters have no idea when. Obviously the constant change requires adjustment on the part of the Gestalt superbeing (and his players), but *may* also keep his adversaries guessing as well.

81-90% Combined Physical Might. Rather than pick super abilities, the Gestalt superbeing has the combined "physical strengths" of the members who make up the Gestalt. The greater the number of members in the Gestalt team, the more astounding the attributes of the Physical Gestalt superbeing.

Add together their *physical* attributes with P.E. and P.P. topping out at 30, but the sky is the limit for P.S. (which is Supernatural) and *Speed*. In addition, the character's five senses (vision, hearing, touch, taste, smell) are increased by each participating member of the Gestalt. If there are two then the superbeing's senses are twice as acute as a

normal human. If three, his senses are three times greater, if four, four times greater, and so on.

Bonuses: In addition, add +10 to the superbeing's Hit Points per each member of the Gestalt group, +15 to S.D.C. for each individual member of the Gestalt, and +1 attack per melee, +1 on initiative, +2 to pull punch and +1 to roll with impact.

Penalties: -1 to save vs magic, -2 to save vs psionic attacks, -3 to save vs illusions and possession, and reduce M.E. and M.A. by 10%; the mental strengths take a back seat to the physical.

91-00% Combined Mental Might. Rather than pick super abilities, the Gestalt superbeing has the combined "mental strengths" of the members who make up the Gestalt. The greater the number of members in the Gestalt team, the more astounding the attributes of the Physical Gestalt superbeing.

Add together their *mental* attributes with M.E. and M.A. topping out at 30, but the sky is the limit for I.Q. In addition, the character's psychic awareness is enhanced and the superbeing gets 2D6+10 I.S.P. per each member of the Gestalt group and the psionic powers of Sixth Sense, Sense Time and three Sensitive powers of choice.

Bonuses: +1 on initiative per member of the Gestalt group, +1 to save vs possession, mind control and illusion per member of the Gestalt group, and +2 to save vs Horror Factor per each member of the group.

Penalties: -1 to strike, parry and dodge, -2 to roll with impact, and -3 to pull punch or disarm, and reduce P.E. and P.P. by 10%; the physical strengths take a back seat to the mental.

Step Four: Education & Skills

The members of the Gestalt group come from all walks of life, so roll a random educational level for each member and pick the appropriate skills or skill packages. The level of education and skills may vary dramatically for each member of the Gestalt group, from illiterate or high school dropout to business professional, scientist or boy genius.

Also, keep in mind that no member of the Gestalt group had planned to be a hero, let alone one that relies on the combined strengths and will of several ordinary people, so unless a character has a military background, Physical and combat skills and Weapon Proficiencies will be minimal among the individual characters that form the superbeing.

Step Five: Alignment

The best "teammates" in a Physical Human Gestalt are those with the same or similar alignments, morals and goals. However, each member in the Gestalt can be any alignment and may be as different from one another as night and day.

Step Six: Other Stuff

Hand to Hand Combat: Dependent on who is in control of the Gestalt. If the being has a mind of its own, how-

ever, combat skills will be unique to the superbeing as if he were his own person.

Attacks Per Melee (Hand to Hand): Four +1 per each member of the Gestalt group. Additional attacks are developed through other combat skills and super abilities possessed by the Gestalt superbeing. The Gestalt Being does NOT add together the attacks and combat bonuses of all of its Gestalt members. (As noted under Step Three #4.)

Weapons and Armor: The problems of having equipment in the right place at the right time usually prevent the superbeing from having any special equipment. Remember, any clothing and gear the members of the Gestalt group might have on them vanish when the Gestalt superbeing appears, in costume. The costume is the product of the group's combined subconscious or the leader's subconscious, only sometimes is it a combined design decision. This means one or more members in the Gestalt group may dislike some or all of the costume, but can't do anything about it.

Available Financial Resources: The Gestalt Being itself has none. Available cash will depend on each of the individual members of the Gestalt and whether they are willing to spend their personal cash on the superbeing and crime fighting. Any rewards their superbeing alter-ego receives should be divided equally among each member of the Gestalt, and/or part of it put aside for fighting evil and/or the superbeing persona. Strong and independent Gestalt superbeings may keep some or all of the money they get, and in many cases, the Gestalt members won't have any memory of it or where it might be hidden. The Gestalt superbeing can sometimes function as a separate entity or member of the group, with his own cache of money, weapons, equipment and possessions, or the rewards (or booty) the superbeing acquires are divided up (presumably equal shares) between the individual members of the Gestalt and the superbeing.

Experience Levels: Use the *Magic* experience chart at the back of HU2 for level advancement.

Psychic Human Gestalts

This Gestalt type is very different from the Physical Human Gestalt, the only similarity being that two or more seemingly ordinary people work together to create a superbeing. Only in this case, the characters are merging their minds and will power to create a superbeing while remaining separate and distinct individuals themselves. The members of the Psychic Gestalt do not disappear when the Gestalt superbeing comes into existence, instead they see through his eyes and hear through his ears, and direct him like a puppet or a character in a video game – only they control the character with their minds, not a joy stick or control pad.

Exactly how the Psychic being is created may be a mystery to its makers, because the individual members of the Gestalt group are *not* psychics and have no extraordinary abilities in their regular lives. The only strange psychic power any of them have is the ability to form a Gestalt

and create a Gestalt superbeing. The Gestalt superbeing, however, may have its own psychic powers or super abilities. **Note:** While the above is true, there is usually a link or focus common between each individual – they all have the same birthday (though actual ages may vary widely), they all went to the same grade school, highschool or college, or all grew up in the same neighborhood, or share a similar astrological sign (Chinese or Western), etc., or knew each other in past lives centuries ago. In the alternative, they may have experienced a strange event or accident together, and ever since then, they've shared a strange link and sense of familiarity and oneness. Or the link might be that each has a piece of an ancient amulet that when put together enables them to create the Psychic Gestalt superbeing, or each owns an identical amulet or statue, or ring, or some such that they focus upon to create the Gestalt superbeing. Coming up with a crazy origin is part of the fun.

Step One: The Eight Attributes

Determine the eight attributes as usual for each member of the Psychic Gestalt. Don't worry if certain attributes are low or even disturbingly low, because these are ordinary people who merge to create a single superhuman. Each member of the Psychic Gestalt may be a player character; two players minimum to five players maximum to form a single superbeing. (**Optional:** If the Game Master allows it, a single player can run a Psychic Human Gestalt that has two or three members with that one player running each character. Remember during crises and times of superheroing, it will be the one Gestalt superbeing in action not the two or more ordinary humans, making play easier.)

The members of the Gestalt can be of varied age, health, gender, occupation and backgrounds. One could be a very athletic female, another a scrawny bookworm, a third a handsome businessman, and a fourth an invalid or child or grandmother, etc. None of their individual traits affects their heroic persona in the least. It's probably best if the different members get along, but they can squabble like cats and dogs or dislike one or more members of the Gestalt, provided they share a common sense of purpose – i.e., they all agree to work together to create a superbeing for some common ideal or goal.

Gender: The Gestalt superbeing may be male or female, and may reflect the make-up of the individuals who form the hero; the majority rules.

P.P.E.: Members of a Human Psychic Gestalt have an unusually high amount of P.P.E.; 6D6+10 points each.

Note: The members of the Psychic Gestalt group can sense when the others are near or in danger, but this applies only to the members of the group, no one else.

Step Two: Hit Points & S.D.C.

Hit Points and S.D.C. for each individual in the group are rolled as usual. Base S.D.C. is 1D6+26.

The Gestalt Superbeing:

Hit Points: Add up the Hit Points of each member of the Gestalt and multiply the total by two. That's the Hit Points of the superbeing created by their unique union.

Structural Damage Capacity (S.D.C.): Add up the S.D.C. of each member of the Gestalt and multiply the total by two. The S.D.C. can be increased through taking Physical skills, but only when the Gestalt superbeing is the one taking that skill to become better. Certain super abilities possessed by the Gestalt superbeing may also increase the superbeing's S.D.C.

The percentage of physical harm done to the Gestalt Being is also subtracted from the health of the group's members when the Gestalt splits apart. Thus, if the Gestalt Being had lost approximately 80% of his or her S.D.C. (or Hit Points), so too would the individual members be short 80% of their S.D.C. when the being split. Damage must be recovered by the individuals of the Gestalt group for the superbeing to be at full capacity when it is reformed. (See Psychic Damage and Shock, under Step Three, for details.)

Step Three: The Powers & Limitations of the Psychic Super Gestalt

The members of the Psychic Gestalt team must all be willing participants to form the Gestalt Being, a creature that comes into existence through the members' force of will. To form the Psychic Gestalt superbeing, all members of the group must be within twenty feet (6.1 m) of one another and spend one minute (four melee rounds) concentrating on bringing the being forth. You can think of this superbeing as a character in a 3-D video game in which the Gestalt members create and play a fictional character as a team effort. As long as their concentration isn't broken, the being will appear and perform as a separate entity and do whatever the group desires. However, if the group's concentration is broken the Gestalt superbeings appears confused and distracted or dazed. (**Note:** When that happens, reduce the number of attacks per melee round and all combat bonuses by *half*. The superbeing can still function and will continue to battle evil and save lives but does so in a diminished capacity. Unless the group can renew their concentration – this can be done by holding hands, and staying in the trance even as they are being pushed or led away or transported in a vehicle, etc. – the superbeing will leave the scene after so many minutes equal to their combined M.E. attributes; each M.E. point counting as one minute.)

Worse, if the group is broken up and separated more than 20 feet (6.1 m) apart, they cannot form the Gestalt state, and the Psychic Gestalt superbeing will immediately flee the scene, dashing behind cover, before he vanishes! To reappear the group must reunite and start the trance over again.

While in a trance, the members of the psychic group must continue to concentrate to keep the Psychic Gestalt superbeing in existence and to direct his actions (a team effort performed at the speed of thought). Members of the group are aware of their surroundings and are not completely incapacitated while concentrating, but being attacked or physically assailed will end their concentration.

Duration: Eight hours per day is normally the limit as to how long a Psychic Gestalt Being can be maintained before exhaustion forces the group to quit. This duration can be increased by up to one hour per level of experience per day, but the Gestalt Being will be weakened (because they are exhausted) by the extra effort (**Note:** When this happens, reduce skill performance by 20% and all combat bonuses are -2.)

Psychic Damage and Shock: As noted under Step Two, injury to the Gestalt superbeing is transferred to the living members of the group. Though they are not physically cut or battered, each member will look weary and unhealthy as if they've stayed up for three days straight after running a marathon. Lost Hit Points and S.D.C. are recovered at twice the usual rate through rest and meditation (magic or psionic healing can increase the process, but is not likely to be available to these ordinary people). The Psychic Human Gestalt superbeing will have whatever combined H.P. and S.D.C. (plus the multiple) available from the Gestalt group.

If the superbeing is killed in the line of duty, the members of the Gestalt group cannot focus to reunite and recreate the Gestalt superbeing until they *all* recover 90% of their lost Hit Points and S.D.C. Furthermore, the trauma of the event may add another 1D6 days before the entire group is willing to try again, and if the death was particularly gruesome or horrifying, the G.M. may ask each player to roll for a Random Insanity (if the former) or Phobia (if the latter). A noble or heroic death, including a willing sacrifice, does not cause insanity.

1. Physical Attributes for the Psychic Human Gestalt Being

The resultant superhuman formed by the Gestalt is the sum of its parts plus something extra, new and different, hence the heightened attributes and super abilities (see next table for those).

P.S. of the Gestalt superbeing is 3D6, +3 for each member of the Gestalt, and P.S. is always *Extraordinary Strength* unless a greater strength is taken as a separate super ability.

P.P. of the Gestalt superbeing is 3D6, +1 for each member in the Gestalt.

P.E. of the Gestalt superbeing is 3D6, +1 for each member in the Gestalt.

P.B. of the Gestalt superbeing is 3D6, +1 for each member in the Gestalt.

Spd. of the Gestalt superbeing is 3D6, +2 for each member in the Gestalt.

Attacks per Melee Bonuses: Three automatically, +1 for each member of the Gestalt, plus those from the Hand to Hand or Boxing skills the Gestalt superbeing might select.

2. Mental Attributes for the Psychic Human Gestalt Being

I.Q. of the Gestalt superbeing is 3D6, +3 for each member of the Gestalt.

M.E. of the Gestalt superbeing is 3D6, +2 for each member in the Gestalt.

M.A. of the Gestalt superbeing is 3D6, +1 for each member in the Gestalt.

Other Bonuses: +1 on initiative, +2 to save vs psionic attacks, +5 to save vs illusions, +2 to save vs Horror Factor per each member of the Gestalt group, and is impervious to possession and mind control. These are in addition to other possible bonuses from attributes, skills and super abilities.

3. Super Abilities for the Psychic Human Gestalt Being

Roll on the following table for random determination of the Psychic Gestalt Being's abilities or, if allowed by the Game Master, pick the one you desire. **Note:** The Gestalt superbeing can *not* select the Super Psionic power of *Bio-Regeneration*.

01-05% One Major super ability and two Minor abilities.

06-10% Five Minor super abilities (no Major powers).

11-15% Two Major super abilities (no Minor powers) and 1D6 psionic abilities of choice from the Healing, Physical or Sensitive categories. I.S.P. 5D6+15.

16-20% Two Major Super Abilities, one Minor ability and 1D6+1 psionic abilities selected from Healing, or Sensitive, or Physical. I.S.P. 6D6+20.

21-25% All Sensitive psionic powers plus Empathic Transmission and 1D4+2 Super Psionic powers of choice. I.S.P. 6D6x6.

26-30% All Physical psionic powers plus Bio-Manipulation and 1D4+2 Super Psionic powers of choice. I.S.P. 6D6x6.

31-35% All Healing psionic powers plus Group Mind Block and 1D4+2 Super Psionic powers of choice. I.S.P. 6D6x6.

36-40% All Physical and Sensitive or Healing psionic powers. I.S.P. 6D6x5.

41-45% The Minor super ability of Toy Control (Powers Unlimited One, page 46), one Minor ability of choice, plus 1D4+2 Physical psionic powers. I.S.P. 6D6x3.

46-50% The Minor super ability of Unnoteworthy/Forgettable (Powers Unlimited One, page 48), one Minor ability of choice, and 1D4+2 Sensitive psionic powers. I.S.P. 6D6x3

51-55% The Minor super ability of Untrackable (Powers Unlimited One, page 46), one Minor ability of choice, the Super Psionic power Invisible Haze and three Sensitive psionic powers of choice. I.S.P. 6D6x3.

56-60% The Minor super ability of Mechanical Awareness (Powers Unlimited One, page 35), one Minor ability of choice, the Super Psionic power Telemechanics and one other Telemechanics power (see Powers Unlimited One) or three Physical psionic powers of choice. I.S.P. 6D6x5.

61-65% The Minor super ability of Energy Expulsion (any; see HU2 and Powers Unlimited One for different types), one Minor ability of choice, plus 1D4+2 Physical or Sensitive psionic powers. I.S.P. 6D6x3.

66-70% The Major super ability of Bio-Armor (HU2, page 254) and 1D6+4 Physical psionic powers. I.S.P. 6D6x3.

71-75% The Major super ability of Control Others (HU2, page 267) and 1D6+3 Sensitive psionic powers. I.S.P. 6D6x3.

76-80% The Major super ability of Control Kinetic Energy (HU2, page 266) and 1D6+3 Physical psionic powers. I.S.P. 6D6x3.

81-85% The Major super ability of Teleport or Transfer/Possession (HU2, page 295) and 1D6+2 Sensitive or Healing psionic powers. I.S.P. 6D6x3.

86-90% The Major super ability of Divine Healing (Powers Unlimited One, page 71), one Minor super ability of choice, and 1D6+2 Healing psionic powers of choice. I.S.P. 6D6x3.

91-94% The Major super ability of Reconstruction (Powers Unlimited One, page 81), one Minor super ability of choice, and 1D6+1 Physical or Sensitive psionic powers of choice. I.S.P. 6D6x3.

95-00% Mental giant. The superbeing has the combined I.Q., M.E., and M.A. of all the Gestalt members (the latter two topping out at 30) and knows 1D4+1 Skill Programs that the individual members do not, each with a +20% bonus plus the I.Q. bonus. Professions known to the individuals of the Psychic Gestalt group are known to the superbeing on the level of a college doctorate. This kind of character will most likely be of the mastermind, super detective, thinker type, although limited by the funds and time constraints of the Gestalt group.

Psionic Powers: The Mental Giant also selects 2D4 psychic abilities from *each* of the four psionic power categories. **I.S.P.:** Add together the M.E. attribute number of each Gestalt member and multiply by ten!

Step Four: Education & Skills

The members of the Gestalt group come from all walks of life, so roll a random educational level for each member and pick the appropriate skills or skill packages. The level of education and skills may vary dramatically for each member of the Gestalt group, from illiterate or high school dropout to business professional, scientist or boy genius.

Also, keep in mind that no member of the Gestalt group had planned to be a hero, let alone one that relies on the combined mental strengths and will power of several ordinary people, so unless a character has a military background, Physical and combat skills and Weapon Proficiencies will be minimal among the individual characters that form the superbeing.

Skills of the Superbeing: All the skills known to the Gestalt group are known by the superbeing, but at the lowest educational level of the weakest member of the group (the highest level if a Mental Giant).

Step Five: Alignment

The best "teammates" in a Psychic Human Gestalt are those with the same or similar alignments, morals and

goals. However, each member in the Gestalt can be any alignment and may be as different from one another as night and day.

Step Six: Other Stuff

Hand to Hand Combat: Hand to Hand: Basic. Cannot improve.

Attacks Per Melee (Hand to Hand): Two +1 for each member in the Psychic Human Gestalt group (as noted under *Physical Attributes for the Psychic Human Gestalt Being*).

Weapons and Armor: The problems of having equipment in the right place at the right time usually prevent the superbeing from having any special equipment. Remember, any special weapons and gear for the superbeing must be carried by the members of the Gestalt group and might be illegal. Furthermore, the group probably wants to remain anonymous and doesn't want to be seen associating with the hero. The fact that they see through his eyes (and senses) enables them to control and operate the superbeing thousands of miles away (unlimited). The costume is the creation of the group's subconscious.

Available Financial Resources: The Gestalt Being itself has none, at least to start. Available cash will depend on each of the individual members of the Gestalt and whether they are willing to spend their personal cash on the superbeing and crime fighting. Any rewards their superbeing alter-ego receives should be divided equally among each member of the Gestalt, and/or part of it put aside for fighting evil and/or the superbeing persona. The Gestalt superbeing can sometimes function as a separate entity or member of the group, with his own cache of money, weapons, equipment and possessions, or the rewards (or booty) the superbeing acquires are divided up (presumably equal shares) between the individual members of the Gestalt and the superbeing.

Experience Levels: Use the *Psionics* experience chart at the back of HU2 for level advancement.

Plant Gestalts

The Plant Gestalt is very similar to the Animal Gestalt only it is a collection of various types of plant life assembled into a whole that is greater than the sum of its parts. This Gestalt Being is formed into a humanoid shape, made entirely of plant life. Of course, the biggest change for the Plant being is the freedom of movement and reasoning abilities that comes with its strange, new form.

Step One: The Usual

This step does not apply as it would for other character types, as there are no human members of a Plant Gestalt character. The attributes of the Gestalt Being are rolled as described in Step Three, #2.

Step Two: Hit Points & S.D.C.

Like Step One, this step does not apply as it would for

other character types. The S.D.C. and Hit Points are determined in Step Three, #2. The Natural Armor Rating of the Gestalt Being is determined in Step Three, #1.

Step Three:

Powers of the Plant Gestalt

Roll or make selections from the following three tables.

1. Type of Plants for the Body

The player may choose what type of plants come together to form the Gestalt, or he may roll for random determination on the following table. **Note:** It may be easier to roll powers first, choosing the plant type that would fit the super abilities.

No matter what type of plant(s) is chosen, a *humanoid form* is always taken by the Gestalt, with the differing colors and shapes of the vegetation used to form human-like features. The plants come together when summoned by the controlling outside force, slowly forming it over a minute's time (1D4 melee rounds).

Plants used to form the body may include just about anything. Pick one or roll percentile dice for random determination.

01-10% Shrubs & Bushes: These are plants that grow and flower as a bush such as lilac and rose bushes. A variety of different plants compose the Gestalt Being, but tend to be all the same general class of plant. Horror Factor: 9 (+2 for bushes with thorns). A.R.: 10 (+2 for plants with thorns).

11-20% Moss, Lichen, Ferns and Similar Plants: Moss and lichen are the soft, fuzzy plant life that grows on the sides of trees, rocks and deadwood. Ferns are soft, simple plants that rather resemble the antennae of a moth; both tend to grow in cool, shadowy places. Though soft and harmless in nature, moss and ferns densely packed to create a humanoid Plant Gestalt have an impressive A.R., S.D.C. and weight. Horror Factor: 12. A.R.: 14.

21-35% Flowering Plants: This is a huge, wide ranging category of plants, but in this case, it excludes flowering bushes, vines and trees, but may include flowering weeds and plants like lilies, pansies, daffodils, chrysanthemums, snapdragons, sunflowers, and everything in-between. Horror Factor: 8. A.R.: 10 for most soft and delicate plant types, 12 for plant types with coarse stems and leaves like the sunflower or strong, flexible stems like the mum.

36-50% Grasses: There is actually a huge number of different types of grasses. Though soft and familiar in nature, grass that is densely interwoven to create a humanoid Plant Gestalt has an impressive A.R. and S.D.C. Horror Factor: 8. A.R.: 14.

51-60% Vines: These types of plants have long tendrils that resemble string or rope with leaves and flowers growing from them. Vines either spread out along the ground or climb up fences, walls, bushes and trees. Ivy, morning-glory, and grapevines are all examples of common vine plants. Many vines are tough and hard to break, and when densely interwoven into a humanoid Plant Gestalt, the thing has an impressive A.R. and S.D.C. Horror Factor: 11. A.R.: 15.

61-70% Weeds: These are usually tough, resilient plants, from crab grass to milkweed, that grow in clusters and are hard to kill. Horror Factor: 10. A.R.: 13.

71-80% Mushrooms: Small, soft plants with the classic "hat" shaped top; typically without any medicinal value (i.e. most mushrooms are not edible nor do they have hallucinogenic or other use as poison or drugs). Typically pale brown, grey and off white in color, often with dark or bright blotches or patches of color. Horror Factor: 10. A.R.: 9.

81-90% Tiny Trees/Seedlings: These are the small "baby" trees one finds growing in their garden or between their fence spawned by a wind-swept seed. They are flexible but very hard to break, especially when interwoven to form a Plant Gestalt humanoid. Horror Factor: 9. A.R.: 13.

91-00% Water Plants: These are plants that grow in water or in water saturated ground, including rice, water lilies, cattails/reeds, and similar. May, at the Game Master's discretion, include any variety of underwater plants/sea weed. Horror Factor: 10. A.R.: 10.

2. The Controlling Plant Force/Intelligence

This determines the controlling force of the Plant Gestalt Being, and perhaps also, its possible motives and goals. As always, the player may choose the type of controlling mind, or roll randomly.

01-25% Spirit or Entity: This is typically an ethereal energy being or life essence that is normally invisible and unable to interact with humans and the physical world unless they assume a physical body – in this case, a Gestalt body. The energy being may be of this earth, from another dimension or world, or a supernatural being (i.e., a god-like spirit or a splintered life essence of a god or Alien Intelligence). In many cases the spirit is very old, but in others it may be young, naive or unfamiliar with Earth and humans. To interact with the physical world it must create its Gestalt body, in this case, with plants. The plants are unharmed (except from external attacks, say from super-beings or frightened humans) even though they weave and meld together in ways that might seem unusual. This mass of living vegetation forms a humanoid body that may range from 5-10 feet (1.5 to 3 m) tall. In this form the spirit being can touch, move, and do things in the physical plane of existence, even speak, though the voice always sounds strange, perhaps like the sound of rushing wind or the rattle of dry leaves or branches. Remember, the plants represent body parts, the energy/spirit being is the controlling and intelligent force.

Player Note: One player can role-play this type of Gestalt character and despite its ethereal nature as an energy being or ghostly apparition, it behaves very human in physical form. Exactly why the spirit has taken physical form and joined a group of superhumans or other mortal heroes is left up to the player. It may be something as simple as battling evil and chaos, trying to bring order to the world, helping the innocent, seeking justice or revenge, or simply craving human companionship.

The disadvantage of playing this type of Gestalt Being is that the hero is completely vulnerable to all magic that has power over spirits, possessing entities, and supernat-

ural beings, including Exorcism and Banishment. In addition, the being (not the many plants that make up its body) is vulnerable to most types of psionic attacks. Magic and super abilities that control plant life have no effect on this character as the Gestalt Spirit already controls the plants and the spirit is the one mind that controls the living body.

Limitations: The living body can only be created/summoned once per 24 hour day.

The Living Body: P.S. 3D6+15 (Extraordinary), P.P. 2D6+9, P.E. not applicable, Spd. 4D6; roll once, always the same after the initial determination of the very first Gestalt body.

The composite body has the combined S.D.C. of the vegetation that forms it. The first amount of damage inflicted to the body weakens it (reduce S.D.C. accordingly), but does no permanent damage to any of the plants. The Gestalt Being can lose 75% of its S.D.C. (M.D.C. in Mega-Damage environments) before any plant life suffers.

When the combined S.D.C. is reduced to zero or below, the S.D.C. is depleted, the energy being/life force loses its hold on the plants and the physical world, and the plants that once made up its body suddenly fall into a loose heap. However, 1D6x10% will be seriously withered and die without immediate medical care. Consequently, Gestalt Beings of a good, Unprincipled or Aberrant alignment, and nature spirits, usually release their hold on the plants when they lose 70-75% of the S.D.C. to avoid destroying the plants. That also means releasing them (or actually planting them) in a place where they can take root. Evil, enraged or desperate beings may not care and fight till the end, but only the body is defeated. When the body is gone the spirit cannot make a new one until 24 hours later. **Note:** The only way to stop the Gestalt from coming back the next day is to somehow capture or destroy the spirit through magic, psychic or supernatural means.

Size: Varies from 6-10 feet (1.8 to 3 m) tall.

Typical S.D.C. Range: 200-1600 S.D.C. points. Hit Points not applicable.

S.D.C. of plants for the purpose of the Gestalt:

- Shrubs/Bushes typically have *fifteen* S.D.C. points each, but 2D4x10 plants make up the body (300 to 1200 S.D.C. +300 bonus S.D.C.) and weighs 1D4x1,000 pounds (450 to 1800 kg).

- Moss, Lichen & Ferns: The dense mass of organic material that makes up the Gestalt Being has a total of 2D6x100 S.D.C. (200 to 1200 S.D.C. total) and weighs 2D4x1,000+600 pounds (1170 to 3870 kg).

- Flowering Plants (includes House Plants) typically have *five* S.D.C. points each, but 4D6x10 make up the body (200 to 1200 S.D.C. total) and weighs 1D4x1,000 pounds (450 to 1800 kg).

- Grasses: Typically thousands if not tens of thousands of individual blades of grass make up the Gestalt Being in a tightly packed mass that has a total of 2D6x100 S.D.C. (200 to 1200 S.D.C. total) and weighs 2D4x1,000 pounds (900 to 3600 kg).

- Vines typically have *ten* S.D.C. points each, and 2D6x10 individual plants of varying length, size and mass

make up the body (200 to 1200 S.D.C. total) and weighs 1D4x1,000 pounds (450 to 1800 kg).

- Mushrooms: Typically have *one* S.D.C. point each, and 2D6x100 make up the body (200 to 1200 S.D.C. total) and weigh 2D4x1,000 pounds (900 to 3600 kg).

- Tiny Trees/Seedlings typically have *twenty* S.D.C. points each, and 2D4x10 plants make up the body (400 to 1600 S.D.C. total) and weigh 1D4x1,000 pounds (450 to 1800 kg).

- Water Plants typically have *ten* S.D.C. points each, and 2D6x10 individual plants of varying length, size and mass make up the body (200 to 1200 S.D.C. total) and weigh 1D4x1,000 pounds (450 to 1800 kg).

Duration of the Physical Body: The physical body can be kept for about eight days depending on circumstance, but the plants that compose the body begin to deteriorate after the third day (6th day for Weeds and Seedlings). The plant life can go three days (six for weeds and seedlings) without food or water (they can't draw water or nutrients while merged into a Gestalt body), but beyond that, they start to dehydrate and suffer. Starting on day four (day seven for weeds and seedlings), the Gestalt body loses 1D6+30 S.D.C. per day from deterioration. **Note:** S.D.C. lost in combat or through the deterioration process described here, does NOT regenerate. Once lost it is gone, and plants begin to die when the original S.D.C. amount drops below 75%.

Bonuses: Impervious to disease, poison, heat, cold, and possession, and +1D6+1 to save vs Horror Factor in spirit form. The plant body is impervious to disease, possession, poisons and drugs that hurt mammals, but vegetation killing poisons do double damage to the plant body. The plant body is also resistant to cold and heat (half damage), but fire, extreme cold (below freezing) and magical fire and cold all do full damage. Additional bonuses may come from high attributes, certain skills and super abilities.

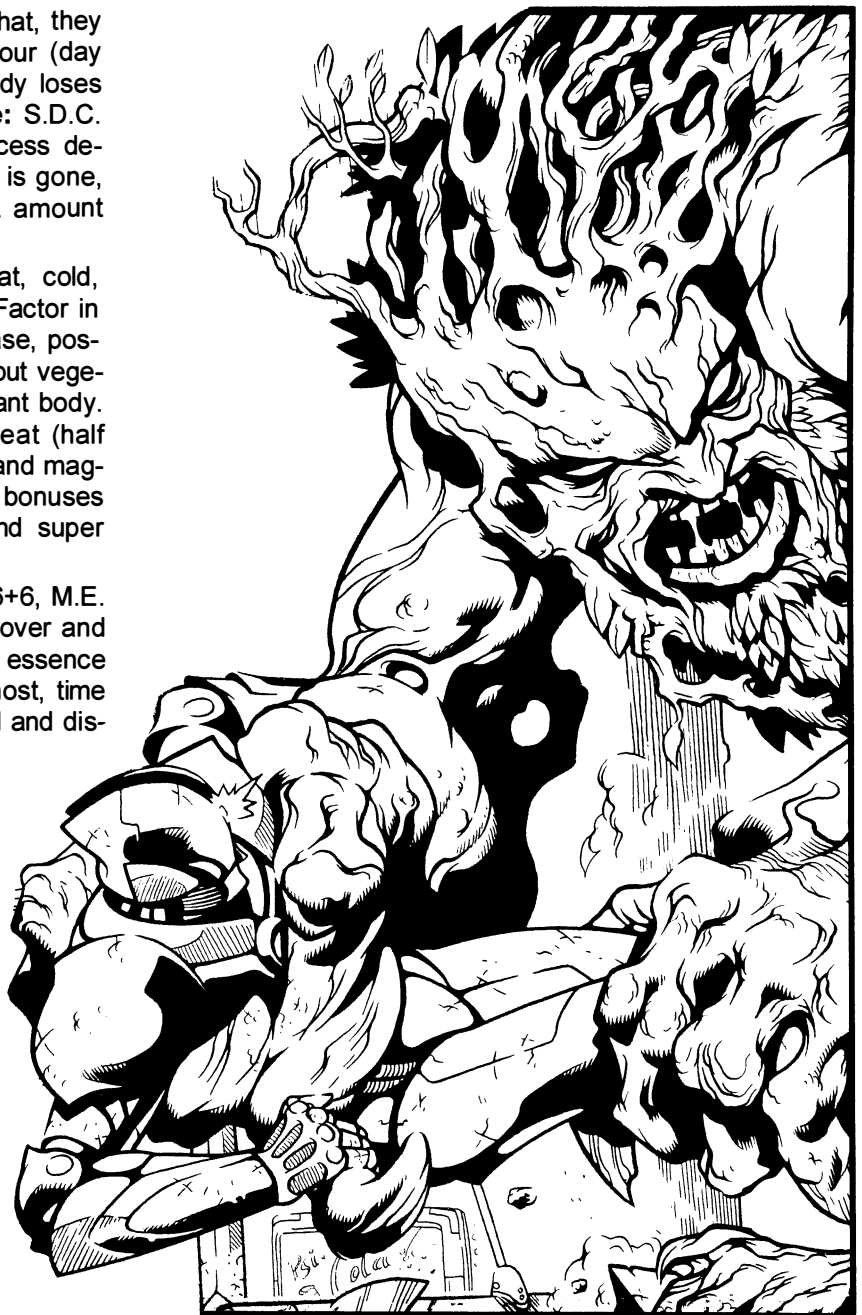
The Life Essence/Spirit: I.Q. 2D6+4, M.A. 1D6+6, M.E. 2D6+4. Its natural state is invisible, and it can hover and fly at a Spd of 5D6+6. **Note:** Though the spirit essence can fly around and watch life like an invisible ghost, time and happenings in the physical world are warped and dis-

torted. Thus the spirit is aware of the physical world only for 20 minutes after the loss of its body, after that, anything it sees and hears is remembered in only fragmented bits and pieces like a dream. However, the being will know when enough time has elapsed to make a new physical body. The spirit will return to its home dimension or the Astral Plane if it goes without making a physical body for more than 96 hours.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points: 1D6x10 +M.E. attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that can affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Limited and special. Somehow (magic, psionics, intuitive?) the spirit understands all lan-



gauges but cannot read or write. Also knows Basic Math at 80%, Hand to Hand: Basic, and 1D6 Domestic, 1D6+1 Wilderness, and one Physical skill (typically something like Climbing), that's it. S.D.C. and attribute bonuses from skills do not apply.

26-50% Human Folly (once human essence): Some kind of an experiment gone wrong, an accident, a dimensional anomaly, alien device, meteor, radioactive waste, magic item, or some other weird outside influence or event has destroyed the character's natural physical body, but has unleashed his life essence and mind as a sort of spirit or energy being. In this case, the *life essence* will perish unless a Gestalt body connecting it to the physical world is regularly created.

Limitations: The living body can only be created/summoned twice per 24 hour day. If the S.D.C. physical form is destroyed or let go, the character must wait at least 12 hours before making a new body, with a maximum of two bodies possible per 24 hours. Once both bodies are expended in a 24 hour period the character must wait 24 hours after losing the second, before being able to make a new one.

The Living Body: P.S. 3D6+13 (*Superhuman*), P.P. 2D6+10, P.E. not applicable, Spd. 3D6+10; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 5-8 feet (1.5 to 2.4 m) tall.

Typical S.D.C. Range: 200-1600 S.D.C. points. Hit Points not applicable.

S.D.C. of plants for the purpose of the Gestalt: Same as the Spirit.

Bonuses: Same as Spirit.

The Life Essence/Spirit: I.Q. 3D6, M.A. 3D6, M.E. 3D6. The character's natural state is invisible, and he can hover and fly at a Spd of 6D6+25. **Note:** Vanishes/dies if no physical body is created for more than 72 hours. Though the once human life essence can fly and watch life around it like an invisible ghost, time and happenings in the physical world are warped and distorted. Thus the spirit is aware of the physical world only for 20 minutes after the loss of its body, after that, anything it sees and hears is remembered in only fragmented bits and pieces like a dream. However, the being will know when enough time has elapsed to make a new physical body. The once-human life essence is more fragile than other Gestalt Beings and the character will die, his energy essence fading away to nothing, unless a physical Gestalt body is made at least once every 72 hours.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points of the Spirit: 1D6x10 +M.E. attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that can affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Roll up as you would for a normal human; S.D.C. and attribute bonuses do not apply.

Limited to those skills, can't learn new ones. For quick results use the random table for Educational Level (page 44 of HU2) and select skill programs.

51-75% Force of Nature: Myths and legends of every people from around the world tell of nature spirits, nature gods and nature beings – even of Mother Nature, herself – and that's exactly what this Gestalt Being is, a *nature spirit* or the fragmented life essence of a nature god or powerful spirit (or maybe the planet Earth itself).

In addition to the usual myriad reasons a spirit may make an appearance in the physical world, nature spirits sometimes appear to save the environment or to exact revenge on the despoilers of nature. All humans sometimes forget how to respect and treat the world and the life forms that abound within it. They lose respect and appreciation for nature and sometimes hurt and destroy wildlife, something with which *nature spirits* take issue. Thus, the motives of this being may involve righting an environmental wrong or teaching humans how to live with nature or prosper without destroying nature, or maybe to stop some action that will harm people or nature.

The disadvantage of this character is that not only is it distant from humankind, it may also have its own high or strange standards for (and view of) life, and may be preachy or self-righteous. Many also have a disdain for technology and machines. The most self-righteous may be annoying and irritate many people even if they are good guys. Also, some of these nature spirits have little regard for humankind (or outright dislike them as despoilers of nature) and may not stick around if there is no cause for them to champion, no matter how dire the consequences for the rest of the heroes in the group or mankind at large.

Limitations: The living body can only be created/summoned once per 24 hour day. The nature spirit can choose to possess a large plant, such as a tree, as an *alternative*, but this takes the place of the Gestalt Being and only one or the other can be performed once every 24 hours.

The Living Body: P.S. 3D6+28 (*Superhuman*), P.P. 2D6+8, P.E. not applicable, Spd. 5D6+8; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 7-10 feet (2.1 to 3 m) tall.

Typical S.D.C. Range: 200-1600 S.D.C. points. Hit Points not applicable.

S.D.C. of plants for the purpose of the Gestalt: Same as the Spirit.

Bonuses: Same as Spirit, plus the following, +2 to save vs magic and +1 to save vs Horror Factor.

Special Abilities: 1. Heal Plants and Animals by Touch: Restores broken bones or stems and branches, heals wounds and injuries, negates toxins or poisons and restores 50% of the lost Hit Points and S.D.C. (Restores only 20% when worked on humans and other intelligent life forms.) This healing touch can only be done four times per 24 hours.

2. Instead of creating a Gestalt body, the nature spirit can possess a large plant (at least 6 feet/1.8 m tall or

long) or tree. In this form the powerful spirit can watch the world unrecognized, but it can speak in plant form (voice sounds like the wind or the rattle of dry leaves) and its physical attributes are the same as those of the Gestalt body. S.D.C. is whatever is normal for the plant +60; the plant's Hit Points are unchanged. The possession can last as long as the spirit desires – minutes, hours, days or years – and serves to anchor it to the physical world just like the Gestalt body.

3. Animate Plants: Same as the Major super ability: Plant Control described on page 285 of HU2.

Also see Education.

The Life Essence/Spirit: I.Q. 3D6+4, M.A. 3D6+3, M.E. 3D6+4. The character's natural state is invisible, and he can hover and fly at a Spd of 6D6+25. P.P.E.: 1D6x100+300.

- Physical stats, described under the living body, apply only to the physical form.

- Hit Points: 3D4x10 +M.E. attribute number. However, as an ethereal energy being, only magic, magic weapons and psionics that affect the supernatural can damage the "spirit essence" of the Gestalt Being. Psionics and mind control magic can also influence and affect the entity.

Education and Skills: Somehow the nature spirit can understand all languages but cannot read or write. Also knows Advanced and Basic Math, Hand to Hand: Expert, all Domestic skills, all Wilderness skills, and Navigation, Astronomy, Biology, Botany, Chemistry, Holistic Medicine, First Aid, and Wilderness Survival at 1D6+90%, plus 1D4 Espionage skills at 1D6+72%. S.D.C. and attribute bonuses from skills do not apply.

76-00% Unknown Being: This Gestalt Being has no past. This energy being doesn't know why it can form living plants together to make a living body or why he's on Earth. This character is likely to be child-like, trusting, innocent and uneducated, and has joined the player group to give itself some sense of purpose, a moral compass (follows their lead) and a sense of belonging. Otherwise, the Gestalt Being is very much like the Spirit only it lacks a sense of direction, purpose and history. Likewise, it has only a very basic understanding of culture, customs, law and proper social behavior. **Note**: This is not amnesia. The character will not remember its past someday. It is as if the character was born yesterday, and it is learning from the other player characters and experience as it goes along.

Limitations: The living body can only be created/summoned once per 24 hour day.

The Living Body: P.S. 3D6+20 (*Superhuman*), P.P. 2D6+1, P.E. not applicable, Spd. 4D6+2; roll once, always the same after the initial determination of the very first Gestalt body.

All else is the same as 01-25% Spirit, described previously.

Size: Varies from 6-10 feet (1.8 to 3 m) tall.

Typical S.D.C. Range: 200-1600 S.D.C. points. Hit Points not applicable.

Duration of the Physical Body: Same as the Spirit.

Bonuses: Same as Spirit.

The Life Essence/Spirit: I.Q. 2D6+4, M.A. 1D6+10, M.E. 2D6+3. Its natural state is invisible, and it can hover and fly at a Spd of 6D6+30.

All else is the same as 01-25% Spirit, described previously, except this energy being feels most comfortable in a physical body and is lonely and afraid in energy form.

Education and Skills: Limited and special. Somehow the Unknown Being can understand all languages but cannot read or write. Also knows Hand to Hand: Basic, Climbing 70/60%, Swimming 50%, and Land Navigation 50%; all increase as normal with each level of experience. May also learn one Secondary Skill with each new level of experience. S.D.C. and attribute bonuses from skills do not apply.

3. Determining Plant Gestalt Abilities

At first level, roll on the Plant Gestalt Ability Table once, and again at levels 3, 6, 9, 12, and 15. Some of the abilities below can be taken more than once, but if a result cannot be taken again, ignore it and re-roll on the table or select one of the Minor Super Abilities listed.

Plant Gestalt Ability Table

01-04% Animal Psionics: Yes, the player may select one of the Animal Psionic powers listed on pages 170-172 in HU2, but Animal Control or Animal Speech powers are not available to the Plant Gestalt. These abilities require no I.S.P., and can be used as often as the character has attacks. This ability may be rolled more than once, but each Animal Psionic power may only be selected once.

05-08% Minor Super Ability: Heightened Senses. May select any Minor ability. See HU2 and Powers Unlimited One for a variety of different Heightened Sense powers. **Note**: A different type of Heightened Sense can be selected each time this category is rolled.

09-12% Minor Super Ability: Living Anatomy. See page 34 of Powers Unlimited One.

13-16% Minor Super Ability: Solar Powered. See page 41 of Powers Unlimited One.

17-20% Minor Super Ability: Power Channeling. See page 236 of HU2.

21-24% Minor Super Ability: Frequency Absorption. See page 28 of Powers Unlimited One.

25-28% Minor Super Ability: Color Manipulation. See page 17 of Powers Unlimited One.

29-32% Minor Super Ability: Healing Power. See page 30 of Powers Unlimited One.

33-36% Minor Super Ability: Hibernation & Stasis Field. See page 44 of Powers Unlimited One.

37-40% Minor Super Ability: Adhesion. See page 228 of HU2.

41-44% Minor Super Ability: Bend Light. See page 229 of HU2.

45-48% Major Super Ability: Alter Physical Structure: Rubber. See page 58 of Powers Unlimited One.

49-52% Major Super Ability: Alter Physical Structure: Wood. See page 62 of Powers Unlimited One.

53-56% Major Super Ability: Chemical Secretion. See page 64 of Powers Unlimited One.

57-60% Major Super Ability: Matter Expulsion. Any, pick one. See page 77-78 of Powers Unlimited One.

61-65% Major Super Ability: Chameleon. See page 255 of HU2.

66-69% Major Super Ability: Cloaking. See page 256 of HU2.

70-73% Major Super Ability: Control Elemental Forces: Earth. See page 257 of HU2.

74-77% Alter Physical Structure: Plant: Same as the Major super ability described on page 247 of the HU2. The hero does not turn into a plant, the Plant Gestalt character is already made of plants, so it gets the powers, abilities and bonuses the power provides.

78-81% Multiple Limbs/Tentacles of Vines: As a plant, the Gestalt Being has many limbs, not just two arms. This ability enables the being to unleash vines and flexible plant material to form into *tentacles* – one extra limb per level of experience, starting at level one (each *pair* of tentacles provides one extra attack at every other level of experience). These tentacles function like the Major super ability: Tentacles, except as noted in this text. The Tentacle power is found on page 294 of HU2.

82-85% Projectile Attack: Small portions of the body can be fired off like shooting spikes, barbs and blunt projectiles without hurting the creature. Range: 200 feet (61 m), plus 20 feet (6.1 m) per level of experience. Bonuses: +2 to strike, in addition to any possible P.P. attribute bonus, as well as +1 attack per melee round. Damage: Arrows, Spears and Spikes: 2D6 damage, +2 per level of experience. Blunt Projectiles (spheres, club-like throwing sticks, etc.): 1D6 +1 per level of experience. Note: Each projectile attack counts as one melee action/attack.

86-89% Rooting: The Plant Gestalt is able to “anchor” himself to the ground by sending roots deep into the earth. This takes three melee actions to accomplish and must be done on suitable terrain (ultimately up to the G.M.). Once anchored, moving the character requires a Supernatural P.S. that is greater than the Plant Gestalt’s own P.S.

90-93% Entanglement: The Plant Gestalt may send out 1D4+4 tendrils per level of experience to entangle one or two specific targets or opponents (must divide the number of tendrils to entangle two). These tendrils are able to travel in the air (like tentacles), across the ground or through dirt, sand or earth up to 50 feet (15.2 m) +10 feet (3 m) per level of experience, to entangle a target. The tendrils do no damage, but can entangle, pin and tie up an opponent in four melee actions (01-80% +1% chance of success). May also entangle and hold vehicles in place (needs a Supernatural P.S. equal to the Plant Gestalt’s own P.S.). These small tendrils can be cut, but they have 10 S.D.C. each and an A.R. of 8 (attackers must roll 9 or higher to inflict damage). This power provides a bonus of +1 attack per melee round.

94-97% Plant Control: Same as the Major super ability of described on page 285 of HU2, except that all the ranges (or area effects) are doubled.

98-00% Budding to make a Duplicate Self: By germinating the plants that form the Gestalt Being’s body, the Gestalt Being can create an exact, but temporary copy of himself made of leaves and flowers. The copy has the same exact skills, memories, powers (other than creating another copy), and attributes as the original, but level of experience, number of attacks, bonuses and S.D.C. are all *half*. Furthermore, only one copy can be made and the copy only lasts for 1D4 hours +30 minutes per level of experience. It takes only 1D6x10 minutes to create the copy and the copy and original work well together, but can operate independently. The original Gestalt Being is always the leader and is the only one who can make the other do anything he wants. Furthermore, if the original Being is destroyed, the copy falls into a lifeless clump too. However, the copy can continue to function if the original Gestalt Being is knocked unconscious or placed in stasis.

Step Four: Education & Skills

Level of education and skills are listed under Step Three, #2. *The Controlling Plant Force/Intelligence.*

Step Five: Alignment

Any alignment can be selected, but heroes are generally of good alignment.

Step Six: Other Stuff

Weapons and Armor: Although it is not impossible for the Plant Gestalt character to use such items, it is unusual and difficult for the character; -20% to skills, -1 to strike and parry with ancient weapons (swords, clubs, etc.) and -5 to strike using guns and high-tech tools.

Attacks per Melee: Three to start, +1 at levels 3, 6, 9, 12, and 15. Note that additional limbs/tentacles and certain super abilities may increase the number of attacks per round.

P.P.E.: All Plant Gestalts have a high amount of P.P.E.: 1D6x10+14.

Available Financial Resources: This character begins with no starting cash and would probably have tremendous difficulty getting a standard job. Luckily, the individual plants can be left to fend for themselves most of the time and the character doesn’t need food or water, or even shelter to survive.

Experience Levels: Use the *Robotics* experience table at the back of HU2 for level advancement.

IMBUED HEROES

By Carmen Bellaire

Not all heroes are permanently bestowed with their super powers from birth or by the fluke of an experiment gone wrong. Some gain their powers through the use of a temporary agent, like a drug, pill, chemical injection, nano-robots, magical potion, ritual, hypnotic conditioning or any other method that is only temporary in nature. The exact reason for the character's powers is still up to the player, but there are some charts to help with the details.

The important thing to remember with these characters is that the character will only have abilities for a limited time each day and will have to be careful when to take his super power inducing agent. If it is used too soon the character may run out of powers just when he needs them the most. To offset this disadvantage and due to the rather limited nature of Imbued heroes, they tend to have a few more super abilities than many of the other super powered heroes in the Heroes Unlimited game.

Step One: The Usual

Determine the *eight attributes* as you would any character. Don't worry about low physical attributes, since those can be altered through the character's selection of powers and Physical skills. Keep all the initial stats in pencil as skills and super abilities will modify them. Remember that the character may have a few attribute bonuses that only apply when using the imbuing agent. This means players need to keep track of two sets of attributes, those with and without the effects of the imbuing agent.

Step Two: Hit Points & S.D.C.

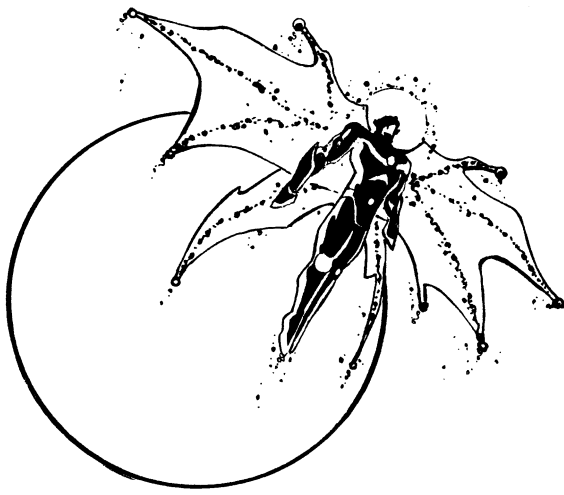
Add up the character's P.E. attribute number and an additional +1D6 per level of experience to determine Hit Points.

The character gets a base amount of 30 S.D.C. points, plus any bonuses from Physical skills or special powers.

Step Three: Imbued Super Abilities

Pick one or make a random roll using percentile dice on each table and write down the result to build this character.

The following tables provide important background information about the Imbued Hero and the substance or process that changes the character from a normal human into a superhuman. They may also provide some possible motives and goals for the character. If the rolls made do not fit the type of hero envisioned, you can ignore the result and roll again, or pick the desired from each table.



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1. What is the nature of the Imbuing Agent?

01-15% Chemical: Designer drug, pill, injection, potion, herbal concoction, tea, or chemical solution that is ingested to gain power.

16-30% Biological: Bacterial or viral infection/reaction, or ingestion of, or contact with, a solution made of blood or venom, and similar.

31-45% Mystic: Magical potion, a magic amulet/item or magic ritual.

46-60% Radioactive Compound.

61-75% Nano-Technology.

76-90% Hypnotic Conditioning/Brainwashing which activates in response to certain triggers.

91-00% An unknown quantity: Perhaps an alien substance or device, a strange form of energy, fragment from a meteor, or dimensional anomaly, or anything "out of this world." **Note:** Whatever the alien inducing agent, the character cannot reproduce it (skip the *Who Can Make It* table), but he has a huge supply of the Imbuing Agent, enough for several years – or it is a common mixture of chemicals or beverages (soda pop and orange juice) that turns into something more when exposed to the radiation from an alien device or rock, or when exposed to a caged alien insect or animal, mixed with a pinch of a mysterious powder, etc.

2. What kind of addiction does the agent cause?

If the Imbued character can no longer take his Imbuing Agent he may suffer from the effects of *drug withdrawal*, see page 33 of **Heroes Unlimited, 2nd Edition**, but as modified below.

01-20% None.

21-40% Psychological only.

41-55% Minimal, can recover in only one week.

56-70% Moderate, standard recovery time.

71-85% Severe, takes twice as long to recover.

86-00% Debilitating and deadly. The character can recover from the agent's effects if forced to go cold turkey, but will never choose to. If the character misses even one daily dose of his Imbuing Agent, the Imbued character will immediately suffer from the effects of drug withdrawal. Plus there is a straight 01-10% chance that the character will simply die from system shock.

3. Who can gain Super Abilities by using the Imbuing Agent?

01-50% Only by the Imbued Hero.

51-70% The Imbued Hero or any member of the Imbued Hero's bloodline may use the Imbuing Agent with similar results.

71-90% Anyone may use the Imbuing Agent, but first the person to use the agent must have it specifically tailored to his own body chemistry.

91-00% Anyone and everyone.

4. Who can make the Imbuing Agent?

01-80% Just the Imbued character.

81-95% Only those instructed by the Imbued Hero.

96-00% Anyone with a basic laboratory, the right chemicals and the written recipe/instructions.

5. How long does each dose last before wearing off?

The greatest weakness of the Imbued Hero is the limited amount of time that the hero has his "imbued" super abilities.

01-05% Only 1D6x10 minutes.

06-20% 2D6x10+30 minutes.

21-40% 1D6+1 hours.

41-70% 1D4+4 hours.

71-85% 1D6+4 hours.

86-00% 2D4+5 hours.

6. How often can the Imbuing Agent be taken?

01-10% Once per 24 hours.

11-80% Twice per 24 hours.

81-95% As needed or desired.

96-00% Only once per 48 hours. Taking it sooner/more frequently causes the super abilities it imbues to function at *half* the usual strength and the character gets momentary dizzy spells and bouts of nausea (lasts 1D6 melee rounds and inflicts the following penalties: -2 on initiative, -2 to strike and all other combat moves, and -10% on skill performance).

7. Imbued Super Abilities

All Imbued characters are not created equal, some may have more Minor or Major abilities than others. Roll on the following table to determine how many powers the character gets.

As for the type of powers imbued, the player gets to pick those as he desires. They can all be similar (i.e., all are energy based, or sound based or physical, etc.) or completely unrelated (for example: one might be Nightstalking, another is Matter Expulsion and a third is Intangibility). **Note:** Once the super abilities granted are chosen, the Imbuing Agent will always imbue the exact same powers each time.

01-02% Five Minor super abilities (no Major powers).

03-10% Four Minor super abilities (no Major powers).

11-18% One Major and one Minor ability.

19-26% Two Major super abilities (no Minor powers).

27-34% One Major and one Minor super abilities.

35-42% One Major and two Minor super abilities.

43-50% Three Minor super abilities (no Major powers).

51-58% One Major and three Minor super abilities.

59-66% Two Major and one Minor ability.

67-74% Four Minor super abilities (no Major powers).

- 75-82% Three Major and one Minor super ability.
- 83-90% Two Major and two Minor super abilities.
- 91-98% Six Minor super abilities (no Major powers).
- 99-00% Three Major super abilities (no Minor powers).

All the super abilities possessed by the Imbued Hero are of the standard type found in HU2, Powers Unlimited One, and other HU2 sourcebooks, like this one. Any powers that are constant in effect, like Healing Factor or Invulnerability, are active from the first moment the Imbuing Agent is taken. Powers like Giant, Growth, Shrinking and all the Alter Physical Structure (APS) powers also become active with the taking of the agent and can NOT be turned off – the character must wait for the Imbuing Agent to wear off. All other powers (and the APS sub-powers) can be used as normal and are under the hero's complete control.

Step Four: Education & Skills

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without significantly affecting his role as a super hero (or villain).

Step Five: Alignment

Pick the alignment as desired. Most "heroes" will be good or selfish.

Step Six: Equipment, Budget & Other Stuff

Due to the come and go nature of the Imbued Hero's powers, the character should have some "backup" by way of a small supply of weapons, gear and equipment to use while he waits for the right time to take his Imbuing Agent and become superhuman. Roll on the following budget table to determine the amount of money available and then make your purchases. Up to 30% of the money can be spent on weapons and weapon related items (like ammunition, gun sights, etc.), the rest can be spent on a vehicle, body armor, or anything else the character thinks he might need. As much as 60% of the money can be saved for later purchases and expenses.

- 01-10% 1D4x\$1,000
- 11-20% 1D4x\$1,000 +\$1,000
- 21-35% 1D4x\$1,000 +\$2,000
- 36-50% 1D4x\$1,000 +\$3,000
- 51-65% 1D6x\$1,000 +\$2,000
- 66-80% 1D6x\$1,000 +\$4,000
- 81-90% 2D4x\$1,000 +\$6,000
- 91-00% 2D6x\$1,000 +\$8,000

Weapons and Armor: Only conventional forms of body armor, weaponry and equipment are available.

Note: If a science or tech guy, the character may have a workshop equipped with all the tools and necessary equipment to produce his Imbuing Agent. The look of the

lab will depend on the nature of the Imbuing Agent that the character uses. The lab can be in the basement, garage, a hidden room or any other suitable location.

Other Stuff: Hand to Hand Combat: Combat skills are not gained automatically. They must be selected as a learned skill.

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round for being a hero. Any additional attacks are developed through Hand to Hand Combat, Boxing and super abilities.

All Imbued characters gain an additional +6 to save vs all types of drugs, poisons, toxins and magical potions.

Apartment or house: Presumably the character has a nice apartment or a modest, three bedroom home.

Vehicle: 01-50% chance of having a high performance vehicle (sports car) or SUV, 51-75% a newish, basic sedan, 76-90% a 2D6 year old clunker (but reliable) or 91-00% police or military surplus (may be a sedan souped up for speed [up to 150 mph/240 km] and handling [+10% to trick and evasive maneuvers], or a jeep, humvee, small truck or small APC with an A.R. of 13 and 1D4x100 S.D.C.).

Job: Ideally something that offers a great deal of flexibility when it comes to hours and expectations on performance.

Experience Levels: Use the *Psionics* experience chart at the back of HU2 for level advancement.

Immortals

Optional – Mega-Heroes

By Carmen Bellaire & Kevin Siembieda

Comic books are filled with immortals that come to Earth to further their own causes, be it world domination, to gain worshipers, to save or steal souls, to help humankind, to gather knowledge, to find their lost humanity, to learn humility, extract revenge on an old (Immortal?) enemy, or any number of other personal agendas. Some Immortals are in the service of chaos, others fight for the side of order in the eternal battle between good and evil. Others are wanderers or explorers, some are swashbuckling adventurers, and some are lonely souls trying to rediscover themselves or find purpose in their immortal lives. Still others have been driven insane by centuries of loss, failure and tragedy. Immortals may be humans who have found (or been cursed with) some form of immortality, vampires, aliens and so-called gods and demigods of myth or heralding from an alien world. The latter may be novices to the ways of Earth and its technology, while some are up to date on human technology and civilization.

Godlings and Demigods. A Mega-Hero Immortal is as close to a Greek God or other mythical demigod, demon lord, angel, avatar or alleged god from another world as a character gets. These godly beings or Immortal humans may act like heroes, villains, or demons depending on their nature, life experiences and age.

Note: God-like Mega-Characters are especially useable as strange and unique Non-Player Characters (NPCs) and NPC villains, but may need to be toned down to be allowed as player characters in a low level campaign. Consequently, any Immortal, especially a demigod or god-level being, should get the approval of the Game Master, and are probably best suited for games where all the characters are high-powered. In the alternative, the Game Master might consider toning such a character down, and in the case of any god-level superbeing, the character should have at least one, perhaps two, Achilles' Heels. If the Game Master does not allow Immortals or any type of Mega-Hero, accept it gracefully and roll up any number of other cool characters.

Something to remember is that the power level of the individual characters is not what's important in a role-playing game, but the range of abilities, uniqueness and fun factor. At Palladium Books, we've found it is the colorful

and clever characters that are most memorable and fun to play, not the most powerful ones.

Step One: The Usual

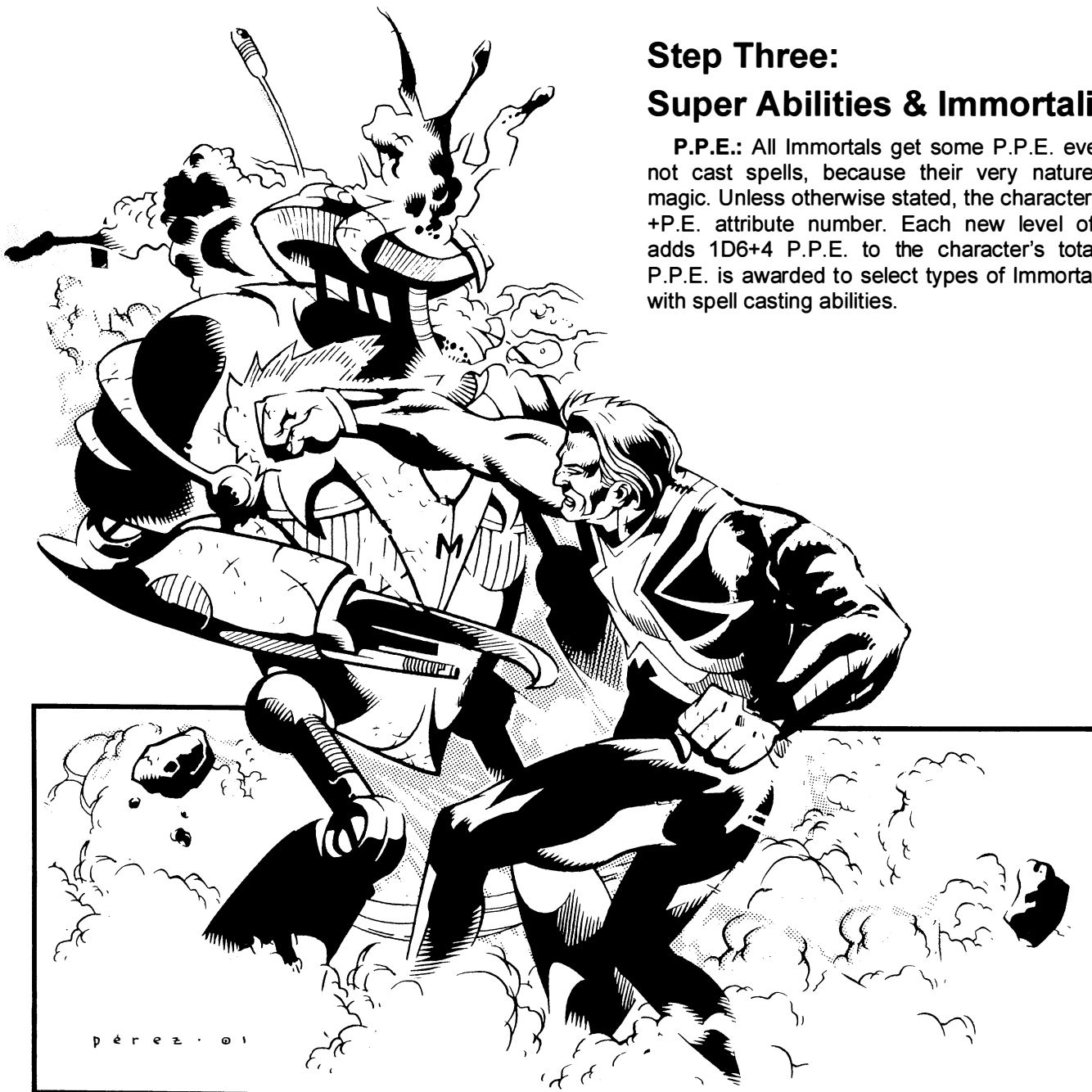
Determine the Eight Attributes as you would any character. Don't worry at all about low physical attributes, since most will be altered as a result of the *Nature of the Immortal* and the super abilities, skills and background of the character. Keep all the initial stats in pencil as skills or powers will modify them.

Step Two: Hit Points & S.D.C.

The number of Hit Points & S.D.C. available to the character varies with who or what the Immortal is, and is presented under *The Nature of the Immortal* in Step Three.

Step Three: Super Abilities & Immortality

P.P.E.: All Immortals get some P.P.E. even if they do not cast spells, because their very nature smacks of magic. Unless otherwise stated, the character has $1D6 \times 10 + P.E.$ attribute number. Each new level of experience adds $1D6 + 4$ P.P.E. to the character's total. Additional P.P.E. is awarded to select types of Immortals and those with spell casting abilities.



Level of Experience: Presumably most Immortals have been around for hundreds to thousands of years. However, their immortality has made many a Jack of all trades, but a master of none, to downright lazy, while others are so busy exploring the world and enjoying life that they don't hone their skills and are surprisingly low level: 1D4+1, but probably know a large range of skills. A new Immortal may be much younger and be only 1st or 2nd level; G.M.'s discretion. (**Note:** The NPC villain may be an exception at 1D6+4 levels of experience and may be considerably older.)

1. The Nature of the Immortal (Mega-Heroes)

Due to the pure variety of different Immortals that are possible, all of them could never be listed here, but we've tried to cover the key archetypes. Players may pick one of the available types listed below, or roll percentile dice for random determination. Remember, the G.M. may NOT allow Immortals or may limit them to those who are not Mega-Heroes. Get G.M. approval on this character before you spend time rolling it up. **Note:** Unless stated otherwise, the character is human-sized.

01-05% Lesser Demon: The character looks like some sort of demonic humanoid or demonic half-man, half-animal, a classic gargoyle or devil or something clearly evil and inhuman. Only 15% have a pair of bat-like wings or an extra pair of limbs (arms and hands), but 33% have a tail, 50% have animal features, and 95% have fangs and/or pointy teeth, strange or glowing eyes and clawed fingers (add 1D6 to damage from hand to hand attacks).

Attribute Bonuses: +1D4 to M.E., P.E., and P.P., +1D6+4 to the P.S. and Spd. **Height:** 1D4+4 feet (1.5 to 2.4 m). **Natural A.R.:** 11. **Hit Points:** 2D4x10 +P.E. attribute number and 1D6+1 per level of experience. **S.D.C.:** 2D6x10. (H.P. and S.D.C. are combined and doubled, with the total becoming M.D.C., in Mega-Damage environments). **Horror Factor:** 1D6+6. **Bonuses:** +5D6 P.P.E., +1 to initiative, +1 to pull punch, +1 to save vs magic, +2 to save vs poison and disease, +3 to save vs possession and +1D4 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section), as well as any other possible super abilities or psionics the character might have. **Education:** Limited to High School or Trade School, the latter only if the character specializes in something (hunter, scout, etc.).

06-10% Dragon: When the Immortal Hero is in his true form, he appears as a large dragon, 30 feet (9.1 m) long, 15 feet (4.6 m) tall and weighing 2D4 tons. The dragon may or may not have wings depending on the culture/country of origin (for example, most European dragons have wings, but most Chinese dragons do not). The character, even in human form, consumes five times what a normal human his size would eat and loves the taste of quality food and drinks. In dragon form, the Immortal being may eat animals and livestock. Dragons, even good ones, tend to be selfish, greedy and long for wealth and power or glory/fame/respect.

Special Abilities: Metamorphosis: Human – can shapechange to look like a human of any human race. The false appearance can be maintained as long as de-

sired (in some cases, centuries) and while the ability can be used for the purpose of disguise, it can *not* be used to impersonate others. Attributes and powers remain the same in whatever form it takes.

Dragon Immortals with wings can also fly at speeds of up to 300 mph (480 km) and can fly into outer space if so desired. Wingless Oriental dragons can also fly, but at half that speed and are limited to an altitude of 30,000 feet (9144 m).

Increased Healing: An Immortal Dragon can recover from physical injury by sleeping for at least four hours (usually much longer), healing 4D6 Hit Points and 4D6 S.D.C. per hour of sleep.

An Immortal dragon also has Supernatural Strength, nightvision 200 feet (61 m), can see the invisible, and has a Horror Factor of 15.

Attribute Bonuses: +1D6 to I.Q., +1D6 to M.A., +1D4 to M.E., +2D6 to the P.S., 1D4 to P.P., and +1D6 to P.E. and P.B. **Natural A.R.:** 13. **Hit Points:** 2D6x10 +P.E. attribute number and 1D6+2 per level of experience. **S.D.C.:** 2D6x10+50. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) **Bonuses:** +2D4x10 P.P.E., +1 on initiative, +2 to pull punch, +2 to save vs magic, +2 to save vs possession and +1D6 to save vs Horror Factor.

Dragon Penalties: Because the dragon has a number of special abilities to begin with, reduce the number of super abilities as follows: -1 Major ability or -2 Minor abilities. If Psionic, reduce the number of abilities by 10%.

11-20% Inhuman or Alien Immortal: The immortal alien looks obviously alien in some way (may roll on the Alien Appearance table on page 91 of HU2 or the Unusual Characteristics table on page 159 of HU2, or make something up). The being may come from another planet or an alien dimension, but is definitely not human (strange appearance).

Attribute Bonuses: +2 to I.Q. or M.E., +1D4 to M.A., and +1D4+3 to the P.P. and P.E. attributes. **Hit Points:** 6D6 +P.E. attribute number and 1D6 per level of experience. **S.D.C.:** 1D6x10+8, plus bonuses from powers and skills. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) **Bonuses:** +2 on initiative or +2 to parry, +1 to pull punch, +2 to save vs magic or psionics, plus any bonuses from super abilities or skills.

21-25% Angel or Ancient Spirit of Order/Light or Good: The character is some sort of supernatural being that appears to be a good spirit or an angel on Earth, or an immortal creature of flesh and blood that appears and acts like an angel. It has wings made of feathers or like some attractive insect (butterfly, or gossamer and iridescent like a dragonfly's), or made of energy. The wings may magically appear and disappear as desired, and the angel can fly at speeds of up to 300 mph (480 km) and can fly into outer space if they so desire. These characters are almost always of a clearly good alignment: Principled (60%) or Scrupulous (40%), unless fallen and evil (any evil alignment; rare), or fallen and confused (Unprincipled or Anarchist; rare).

Attribute Bonuses: +3 to I.Q., +1D6 to M.A., +2 to M.E., +1D6+5 to P.S., +1D6 to P.E., P.P., and Spd., and +1D4+4 to P.B. **Natural A.R.:** 10. **Hit Points:** 1D6x10 +P.E. attribute number and 2D6 per level of experience. **S.D.C.:** 2D6x10+25. (H.P. and S.D.C. are combined and the total becomes M.D.C., in Mega-Damage environments.) **Bonuses:** +1D6x10 P.P.E., +2 on initiative, +2 to dodge while flying, +4 to pull punch, +2 to save vs magic, +6 to save vs possession and +1D6+1 to save vs Horror Factor, plus any bonuses from super abilities or skills.

26-35% Monster: As an unnatural thing from some other world, dimension or ancient Earth myth, the character must try to disguise its inhuman appearance when incognito or it will scare people. The only exceptions are those who have become known to the public as "heroes," some of whom are beloved regardless of how scary or bestial they may look. **Note:** Characters with a shape-changing super ability can make themselves appear human as desired.

Roll up as a Mega-Hero (see pages 178-185 in HU2). **Special:** The Monster is impervious to disease, and resistant to fire, heat, and cold (all do half damage). **Attribute Bonuses:** +1D6+1 to P.P., P.E. and Spd, and +2D6+10 to P.S. (Supernatural Strength). **Natural A.R.:** 1D6+9. **Height:** 1D4+6 feet (2.1 to 3 m). **Hit Points:** 2D6x10 +P.E. attribute number and 2D6 per level of experience. **S.D.C.:** 1D6x10+60. (H.P. and S.D.C. are combined and doubled, with the total becoming M.D.C., in Mega-Damage environments.) **Horror Factor:** 1D6+10. **Bonuses:** +1 attack per melee round, +1D4 on initiative, +1D4 to pull punch, +1D4 to save vs poison, +2 to save vs possession and +1D6 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section), in addition to other powers to be determined in a different table that follows. **Education:** Maximum education is High School or Two Years of College.

36-40% Godling: This hero never tires, is never hungry (does not need to eat or drink for nourishment, but may do so for pleasure or to be sociable) and is stronger than mere humans (has Supernatural P.S.). These characters may be kind and innocent, unfamiliar with human laws and customs, to arrogant and haughty, perhaps seeing themselves as above human laws and/or better than any mere mortals.

A god-like being based on classic European mythology (Greek, Roman, Norse, Celtic, Russian, etc.) is likely to look like a tall, attractive human, probably some kind of warrior. Likewise, most, though not all, gods/spirits found in the myths of Native Americans tend to be human in appearance, though as with many "nature" cultures the spirit may have horns, antlers or some other animal trait or feature, as well as gods who appear in animal form. However, mythical gods from other cultures such as Africa, India, China, Southeast Asia, Polynesia and some other cultures have both human-looking and strange, alien-looking gods. Most Egyptian deities and many African gods, for example, have human bodies but the head of an animal. So do many of the elder gods of China. Meanwhile, many gods and demons of China, India and Asia are humanoid, but with extra arms and/or legs, and the body of a serpent, or a body that combines several animal or mon-

strous features in a vaguely humanoid form. Meanwhile, an *alien godling* may look like almost anything, from completely human to a glob with tentacles to everything in-between.

Roll up as a Mega-Hero (see pages 178-185 in HU2). **Attribute Bonuses:** +1D6 to I.Q., M.A., M.E., P.E., and +1D6+6 to P.S., P.B. and Spd. **Natural A.R.:** 14. **Hit Points:** 3D6x10 +P.E. attribute number and 4D6 per level of experience. **S.D.C.:** 1D4x100. (H.P. and S.D.C. are combined and doubled, with the total becoming M.D.C., in Mega-Damage environments.) **Height:** 1D4+5 feet (1.8 to 2.7 m) tall. **Bonuses:** +2D6x10 P.P.E., +2 attacks per melee round, +1D4 on initiative, +5 to pull punch, +3 to save vs magic, +6 to save vs possession and +7 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section) and one other Special Mega-Power or one Major super ability (or 10 extra Magic spells from levels 1-10 if a spell caster), as well as any other possible super abilities or psionics the character might have. The godling is also resistant to fire and cold.

41-45% Demon Lord: This is always an *evil* supernatural being from some dimension of hell. Only on rare occasion will the demon be a runaway malcontent or outcast with an alignment of Unprincipled or Anarchist. As a Demon Lord, the creature believes it is superior to lesser beings, and is used to commanding lesser demons. Thus, this character will see humans as little more than potential pawns, henchmen and minions, and possibly as cattle/food or slaves. Evil Demon Lords have no respect for the law or morality, though the being may work within the law to get what it wants. Its appearance can range from an attractive humanoid to an ugly or alien looking monster. Even those that look quite human usually have one or more physical features marking them as "inhuman," such as red, golden, black, blue or other color of skin, and/or clawed hands and feet (add 2D6 S.D.C. to hand to hand damage), fangs or pointed teeth (+1D6 to bite attacks), glowing eyes, a tail, spikes, strange markings, or even large or small wings (particularly if Flight is one of the being's powers). In short, the character looks like a demon.

Roll up as a Mega-Hero (see pages 178-185 in HU2). **Special:** The demon has nightvision 400 feet (122 m), is impervious to disease, fire and heat, and resistant to cold (half damage). **Attribute Bonuses:** +1D6 to I.Q., M.A., M.E., P.E., and +1D6+10 to the P.S. and Spd. **Natural A.R.:** 13. **Height:** 1D4+6 feet (2.1 to 3 m). **Hit Points:** 3D6x10 +P.E. attribute number and 2D6 per level of experience. **S.D.C.:** 4D6x10. (H.P. and S.D.C. are combined and doubled, with the total becoming M.D.C., in Mega-Damage environments.) **Horror Factor:** 1D6+9. **Bonuses:** 2D4x10 P.P.E., +1 attack per melee round, +1D4 on initiative, +3 to pull punch, +3 to save vs magic, +2 to save vs poison, +2 to save vs mind control of any sort, +7 to save vs possession and +8 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section), plus one other Special Mega-Power or one Major super ability (or 10 extra Magic spells from levels 1-10 if a spell caster), as well as any other possible super abilities or psionics the character might



have. Education & Skills Note: Limited to the equivalent of Two Years of College or Trade School, maximum.

46-50% Merman/Mermaid: The character comes from an Earth or alien underwater civilization (maybe even the lost city of Atlantis, though not Rifts Atlantis). The Immortal has webbed hands and feet, as well as gills and lungs or some alien dual breathing system that enables him to breathe in water and air.

Special: Swimming ability is at 98%, with a swimming speed of 3D4x10, depth tolerance is about three miles (4.8 m) and can breathe underwater indefinitely, resistant to cold (does half damage) and nightvision 400 feet (122 m). Attribute Bonuses: +1D6 to the P.S. and P.E. attributes. Hit Points: 6D6 +P.E. attribute number and 1D6+1 per level of experience. S.D.C.: 1D6x10+20. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments). Bonuses: +2 on initiative, +2 to pull punch, +2 to save vs water and cold based magic, +1 to save vs possession and +1D4 to save vs Horror Factor, plus any bonuses from super abilities or skills, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section).

51-55% Faerie Folk: The character appears to be some sort of Faerie or Faerie-like being (may actually be a nature spirit, mutant, alien or a true Faerie). Faeries and Faerie Folk tend to be mischievous and have a love for nature, animals, children and sweets. The character only stands 3-5 feet (0.9 to 1.5 m) tall and can shrink to just 12 inches (0.3 m) tall, has butterfly or gossamer wings, and can fly at a speed of 4D4x10+20 (about 40-125 mph/64 to 200 km).

Attribute Bonuses: +1D6 to M.A., +1D6 to the P.P., P.E., P.B. and Spd attributes. Hit Points: 4D6 +P.E. attrib-

ute number and 1D6 per level of experience. S.D.C.: 6D6+10. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) Bonuses: +4D6 P.P.E., +2 on initiative, +2 to dodge when one foot (0.3 m) above the ground and when flying, +2 to roll with impact, +1 to save vs poison and toxins/drugs, +3 to save vs magic, +1D6 to save vs possession and +1D6 to save vs Horror Factor, as well as any bonuses from super abilities or skills.

56-70% Human Immortal: The character is ancient – at least 2D6x100 years old – but may go back ten or twenty thousand years, before written history, to the times of Atlantis, Lemuria or some long forgotten civilization of humans. Somewhere along the way, he or she found the secret of immortality through magic, wisdom, luck or misfortune/curse. Looks completely human. The Immortal's "natural" form is that of the race into which he was born, but as an immortal he can shapechange to look like a member of any human race on Earth. The false appearance can be maintained as long as desired (in some cases, centuries) but the ability cannot be used to impersonate others.

Attribute Bonuses: +1D6 to I.Q., +1D4 to M.A., +1D4 to M.E., and +1D6 to the P.S., P.E. and P.B. attributes (no P.P. or Spd bonus). Natural A.R.: 10. Hit Points: 1D6x10 +P.E. attribute number and 1D6+2 per level of experience.

S.D.C.: 2D6x10+20. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments). Bonuses: +2 to initiative, +2 to pull punch, +2 to save vs magic, +4 to save vs illusions, +5 to save vs possession and +1D6 to save vs Horror Factor, plus any bonuses from super abilities or skills, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section).

71-75% Avatar of a god: This immortal hero is the power of a god made flesh, a fragment of the deity's life essence in quasi-mortal form. An avatar never tires, is never hungry (does not need to eat or drink for nourishment, but may do so for pleasure or to be sociable), and is stronger than mere humans (has Extraordinary P.S.), but otherwise looks like an attractive human.

Attribute Bonuses: +1D6 to I.Q., +1D4+2 to M.A., +1D4 to M.E., 1D6+3 to P.S., +1D6 to P.E. and P.P., +1D4+4 to P.B. and +4D6 to Spd. Natural A.R.: 12. Hit Points: 2D6x10 +P.E. attribute number and 2D6 per level of experience. S.D.C.: 2D6x10+20. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) Bonuses: +1D6x10 P.P.E., +1 to initiative, +3 to pull punch, +3 to save vs magic, +6 to save vs possession and +6 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section) as well as any other super abilities or psionics. The avatar is also resistant to all poisons, toxins, fire, heat and cold (all do half damage), has nightvision of 120 feet (36.6 m) and bio-regenerates 1D6 Hit Points or S.D.C. per melee round.

76-80% Demigod: The classic "demigod" is part human and part divine. He's less powerful than a godling, but powerful in his own right. This hero never tires, is never hungry (does not eat or drink), and is stronger than

mere humans (has Superhuman P.S.) but resembles a normal human in all other ways. The demigod also has nightvision of 60 feet (18.3 m).

Roll up as a Mega-Hero (see pages 178-185 in HU2). Attribute Bonuses: +2 to I.Q., +1D4 to M.A., M.E., P.E., and +1D6+3 to P.S., P.B. and Spd. Natural A.R.: 12. Hit Points: 1D6x10+60 +P.E. attribute number and 2D6 per level of experience. S.D.C.: 3D6x10. (H.P. and S.D.C. are combined and doubled, with the total becoming M.D.C. in Mega-Damage environments.) Height: 1D4+4 feet (1.5 to 2.4 m) tall. Bonuses: 6D6+6 P.P.E., +1 attack per melee round, +1D4 on initiative, +2 to pull punch and disarm, +2 to save vs magic, +5 to save vs possession and +1D6 to save vs Horror Factor, plus the *Immortal* power described on page 181 of HU2 (in the Mega-Hero section) and one other Special Mega-Power as well as any other super abilities or psionics the character might have.

81-85% Immortal Golem: The traditional golem is a creature of magic and stone or iron created as a giant automaton to wreak vengeance upon its creator's enemies. An Immortal Golem, however, is a step beyond that and can be any construct of living wood, stone or iron in which its original "mortal" creator has placed his life essence. This transferal of life essence from human body to a magical elemental construct may have been deliberate or by accident. In the case of the Immortal, the flesh and blood body has perished and rotted to nothingness ages ago, leaving only the living body of wood, stone or iron (usually the latter two). As long as the golem-like body survives, the life essence is trapped inside and effectively immortal.

Special: The Immortal Golem regenerates damage at a rate of 2D6 S.D.C. per melee round. Lost limbs regenerate in 8 hours and even if the body is chopped to bits or blown to pieces, the Immortal Golem completely reforms at full strength within 48 hours. The only way to destroy the creature is to inflict more than 600 S.D.C. points of damage by magical means (spells, magic weapons, etc.) and to take the gemstone that is the Golem's heart (buried inside its thick chest) and throw the gem into the ocean (not a lake or sea, but an actual ocean) where it is not likely to be recovered. If the gem is recovered within 20 years of being dropped into the ocean, the Immortal Golem will reform within 48 hours after being brought to dry land. This information about the ocean is unknown to most people except a handful of Immortals (including other Immortal Golems) and a few master wizards and gods, thus Golems often appear to be indestructible, returning time and time again (regenerating from the gemstone). Attribute Bonuses: +2D6+8 to P.S. (Supernatural Strength), +1D4 to P.P. and P.E. Natural A.R.: 12 if wood, 14 if Stone and 16 if iron or any metal. Hit Points: Not applicable, for the Golem is not truly alive, at least as we understand life. S.D.C.: 1D4x100+160. (S.D.C. becomes M.D.C. in Mega-Damage environments like Rifts Earth.) Height: 1D4+6 feet (2.1 to 3 m) tall. Bonuses: +1 to strike, +6 to pull punch, +2 to disarm and roll with impact, +1D6 to save vs Horror Factor, resistant to cold (half damage) and impervious to possession, poison, drugs, gases, and disease, as well as any bonuses from super abilities the character might have (S.D.C. and attribute bonuses from skills do NOT apply to this character).

86-90% Fallen Demigod, Godling or Demon Lord: The Immortal is a supernatural entity that was forced into the permanent form of a lowly human as a punishment, a lesson to find humility or purpose, or by accident (may not remember being a god). The former power level is gone and the being is a shadow of what he or she once was.

Attribute Bonuses: +2 to I.Q., +1D6 to M.A., +1 to M.E., +1D6 to P.S., +1 to P.P. and P.E. and +1D6 to P.B. and Spd. Size: 6-7 feet (1.8 to 2.1 m) tall. Hit Points: 6D6 +P.E. attribute number and 1D6 per level of experience. S.D.C.: 1D6x10+10. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) Bonuses: +4D6 P.P.E., +1 to initiative, +2 to pull punch, +2 to roll with impact, +2 to save vs magic, +3 to save vs possession, +4 to save vs poison and disease, and +1D4 to save vs Horror Factor, as well as any bonuses from super abilities or skills. Special: Heals three times faster than normal, has Extraordinary P.S. and has perfect vision and a keen (though normal) range of senses.

91-95% Undead/Vampire: Immortality is via vampirism or some other form of the undead or necromantic magic.

Special: The powers & abilities of the Undead as described in the *Mega-Hero* section of HU2, page 182. In addition, reduce any super abilities by one Major or two Minor powers, or any spells or psionics by 25%. Size: 1D4+3 feet (1.2 to 2.1 m) tall.

96-00% Astral Being or Ghostly Spirit. The hero is a living spirit stuck on Earth (an Astral being, nature spirit or some other type of ghost/specter). The spirit can only assume and keep its mortal form for 1D6 hours, +1 hour per level of experience, every day. The rest of the time the spirit appears as a ghostly Astral spirit, able to travel both on the Astral Plane (Hit Points remain unchanged) and on the physical plane of Earth.

Attribute Bonuses: +1 to I.Q., +1D4 to M.E. and Spd attributes. Human Size: 5-6.5 feet (1.5 to 1.9 m) tall. Hit Points: 3D6 +P.E. attribute number and 1D6 per level of experience. S.D.C.: 4D6+16. (H.P. and S.D.C. are combined and the total becomes M.D.C. in Mega-Damage environments.) Bonuses: +2D6 P.P.E., +10% to Prowl skill, +1 to save vs magic, +3 to save vs possession, impervious to disease, cold, poison and drugs, and +1D4 to save vs Horror Factor, as well as any bonuses from super abilities. S.D.C. and attribute bonuses from skills do NOT apply to ghostly spirits. Special: *Intangible* to physical damage in spirit form, but magic spells, magic items and psionics do full damage. Leaves no footprints or fingerprints in ghostly form, and moves silently. Limitation and Penalties: Cannot use super abilities or physical attacks in ghost form and can only attack with psionic powers as a spirit. Instead of rolling on the Super Abilities Table, this character selects two Minor or one Major super ability (available only in mortal form) and a total of 1D6+6 psionic powers; selections may be made from the Healing, Physical and Sensitive categories.

2. Super Abilities & Other Powers of Immortals

Next the player must roll for the type and amount of super abilities that the immortal will possess, but not all

immortals are created equally. Some will have magical spells, others psionics, many have super abilities and a few have a combination of either two or three of these. All are in addition to any super powers, bonuses, or special abilities described under the Immortal's Nature.

Plus all Immortals live for a very long time, 100's, 1000's or even 10,000's of years - based on the G.M.'s game.

01-05% Super Abilities: Four Minor super abilities (no Major powers)

06-15% Psionics: Starts with two psionic powers from each of the Categories of Healing, Physical, Sensitive, and two Super psionic powers. Select a total of two additional (non-Super) psionic powers per level of experience. I.S.P.: 3D4x10 +M.E. attribute number and another +10 I.S.P. per level of experience.

16-20% Super Abilities: One Major super ability and two Minor abilities.

21-25% Powers Grow with Age and Experience: Starts out with one Major super ability and gains one Major ability at levels 3, 6, 9, 12 and 15.

26-30% Magic: A Spell Casting Wizard. Select a total of ten magic spells from levels 1-6 and a total of another six spells from levels 7-12. P.P.E. bonus: +1D6x10+60.

31-35% Super Abilities: Two Major and one Minor.

36-40% Psionics & Super Abilities: One Major or two Minor super abilities, and 1D4 Super psionic powers and a total of 2D4+2 minor psionic powers selected from Healing, Physical and/or Sensitive. I.S.P.: 1D6x10+50.

41-45% Psionics & Super Abilities: One Major and one Minor super abilities, and a total of 1D4+3 selected from *one* of the following psionics categories: Healing, or Physical or Sensitive. I.S.P.: 1D4x10+40 +M.E. attribute number.

46-50% Magic & Psionics: Select a total of ten magic spells from levels 1-5, plus two Super psionic powers and a total of 2D4+2 psionic powers selected from the categories of Healing, Physical and/or Sensitive. I.S.P.: 1D6x10 +M.E. attribute number and +10 per level of experience. P.P.E.: 4D4x10 +2D6 per level of experience.

51-55% Super Abilities: One Major and four Minor.

56-60% Super Abilities: Three Major.

61-65% Super Abilities: Two Major and two Minor.

66-70% Super Abilities: Two Major super abilities and three Minor.

71-75% Super Abilities & Magic: One Major and one Minor super abilities, plus select a total of eight magic spells from levels 1-5 and a total of five from levels 7-9. P.P.E.: +2D4x10+20.

76-80% Master Psychic: Select 1D4+4 powers from each of the categories of Healing, Physical and Sensitive, plus six Super psionics. I.S.P.: M.E. attribute number x10, +15 I.S.P. per each level of experience. No new powers for additional levels of experience.

81-90% Super Abilities & Psionics: One Major and two Minor super abilities (or two Major and no Minor), as well as 1D4 Super psionic powers and a total of 1D6+6 psionic powers from the psionic categories of Healing, Physical and/or Sensitive. I.S.P. Base: 2D4x10+12.

91-95% Wizard Supreme: Select a total of 20 spells from levels 1-10, plus an additional 1D6+6 from levels 11-15. Plus one additional magic spell selected from levels 1-10 per level of experience. P.P.E.: +2D6x10+90 and an additional 10 P.P.E. per level of experience.

96-00% Super Abilities: Seven Minor super abilities or three Major powers and one Minor (or one Major and five Minor).

3. The Reason for Being on Earth

For Immortals not originating on Earth, roll on the following two tables to determine some of the possible reasons an Immortal may have come to our world (or if the G.M. okays it, make up your own). With a little tweaking, these tables could also be used to determine why Earth born Immortals chose to walk among humans rather than other Immortals and god-like beings.

01-20% An Outcast: A reject, renegade or fugitive from the Immortal's own pantheon or clan for political, social, racial, religious or criminal reasons. The Immortal may be hunted by members of his former group or simply banished (forever?).

21-30% Sad and Angry Loner: A character who has lost his purpose and misses the multitude of mortals he has met, befriended, loved and lost – outliving them all. He has seen plagues, wars, and inhumanity to man that has made him jaded and disillusioned with people and human society. (**Note:** Probably starts as an Unprincipled, Anarchist or Aberrant alignment, though there is still a spark of hope and goodness inside him. If it can be rekindled, the Immortal can find renewed faith and hope and become a hero; raise Anarchist or Aberrant alignments to Unprincipled and Unprincipled to Scrupulous.)

31-40% Study or Exploration: Came to Earth to study the world and/or human society or the new phenomenon of "superbeings." Likes the people of Earth and could not help but become emotionally involved with its people. Now the immortal strives to become one of the planet's true protectors.

41-60% The Immortal who would be god. Wants to be worshiped as a god. Seeks new worshipers and may even start his own cult or religion. Craves power and adoration. Sees the people of Earth as simple-minded, lesser beings that are easy to exploit and manipulate. Humans are inferior beings, but useful pawns and minions. Resents rival gods and Immortals who try to steal his glory or his worshipers.

61-80% Glory Hound: Earth was chosen as the place to gain fame, fortune and/or power. Though this character doesn't necessarily want to be worshiped as a deity, he or she seeks the adoration of millions and longs to be a world renowned hero. Craves celebrity, fame, glory and all that comes with it more than anything else. Hams it up for television and the media. Needs to be loved and adored, and becomes cranky, short-tempered and, perhaps, even deeply depressed when the media or, worse, the people turn against him.

81-90% Last of Pantheon: The rest of the Immortal's people have been destroyed by the forces of chaos, and

the Immortal has fled to Earth to lose himself amongst humanity, to build a new life, to hide from his enemies or to find the enemy responsible and destroy him/them (or bring them to justice). Or may have come to Earth to protect its people from a similar fate from the same or similar villains.

91-00% Champion of Justice: The Immortal has come to Earth to protect its populace from the forces of evil and chaos, because the god-like being likes the planet and its people. May be very paternal and overprotective about his adopted world.

Familiarity with Our World

How much does the Immortal know about the Earth and humans of this modern day? All dimensional traveling Immortals will know basic math and how to speak, read and write at least one widespread Earth language such as English, Spanish, French or Chinese (as well as Dragonese/Elven) at 2D6+83% skill proficiency. His knowledge of Earth cultures, customs, morals and laws, however, may be lacking.

01-20% No familiarity at all with the world's cultures, sciences, or laws and may break them and cause problems out of ignorance.

21-60% Some familiarity with our world, the laws, cultures and customs of 1D4 world powers/major nations and can speak two different languages at 2D6+83%.

61-00% Has studied the Earth extensively and is very knowledgeable about the world and its people, cultures, customs, laws, basic history and technology. Can speak 1D6+2 different languages fluently at 2D6+83% and may pass as a native Earthling.

Note: Obviously, Immortals born on Earth, are effectively the same as 61-00%.

Step Four: Education & Skills

For Immortals born on Earth, roll up as usual, plus the following based on age.

100 years old, select 1D4+1 additional Secondary Skills.

200 years old, select one additional Skill Programs or 1D6+1 Secondary Skills.

300 years old, select one additional Skill Programs and 1D4+1 Secondary Skills.

400-1000 years old, select two additional Skill Programs and 1D6+2 Secondary Skills. Actually, unless a dedicated scholar, most Immortals don't spend a lot of time reading and learning, but "living life" to its fullest through a succession of personal experiences, observation and direct (or indirect) participation.

Education for Immortals not of Earth

This education table for Immortals is more specific and restricted than the normal education table for humans. This is because many of the Immortals originate from worlds and places (or earlier times) where technology is not as important as it is here on modern day Earth and the superbeings tend to rely on their natural abilities, talents, psionics or magic to get by.

01-10% Human Studies: Fascinated with Earth and its people and knows Anthropology, Law (general), History (general), Art and Research (all at +20%), one Domestic Skill Program, two Skill Programs of choice and 1D6+3 Secondary Skills of choice.

11-20% General Studies: Select a total of twelve skills from Domestic, Science, and Technical or Communications, plus six Secondary Skills, with a skill bonus of +5% to all skills, including Secondary Skill choices.

21-30% Trained Healer: Medical Doctor Program (+15%), plus Holistic Medicine, Identify Plants & Fruits and Chemistry (all at +20%), plus six Secondary Skills.

31-40% Eclectic Rhodes Scholar: Select five different Skill Programs of choice (any), as well as 12 Secondary Skills.

41-50% Primitive Warrior: Hand to Hand: Expert (may upgrade to Martial Arts or Assassin at the cost of one other skill selection), four Ancient W.P.s, four other Physical skills (+10% when applicable), and four Military or Wilderness skills (+15%), as well as six Secondary Skills of choice.

51-60% True Alchemist/Scientist: Select eight skills total from the Science Category (+25%), 1D4+1 Technical and ten Secondary Skills.

61-70% Thief: Automatically gets Streetwise skill (+20%), Prowl (+10%) and W.P. and Knife, plus select four Rogue skills (no Computer Hacking without Literacy), plus two skills each from Domestic, Espionage or Communications, Physical, Pilot, Basic, and Technical (all at +5%), and five Secondary Skills of choice.

71-80% Martial Artist: Hand to Hand: Martial Arts, three Ancient W.P.s, four Physical skills (+10% when applicable), one Domestic Skill Program and one Wilderness Skill Program (both at +10%), as well as six Secondary Skills of choice. +1 attack per melee round.

81-90% Engineer: One Electrical and one Mechanical Skill Program, plus three Technical skills at +20%, plus select eight Secondary Skills (+5% bonus).

91-00% Military Specialist: Basic Military Skill Program (+20%), plus one additional Military or Espionage Skill Program (+15%), one Physical Skill Program (+5%; when applicable), plus two W.P. Ancient and four W.P. Modern Weapon skills, as well as six Secondary Skills.

Step Five: Alignment

Any, though heroes are usually good.

Step Six: Money, Equipment & Rounding Out

Experience Levels: Use the *Mega-Hero* experience table found on page 352 of HU2 for the hero's level advancement.

Earth Money for Alien Immortals

The Immortal who has *no familiarity* at all with Earth is likely to have equivalent money in precious metals, gem-

stones or other tradeable goods to very little of value. Roll percentile.

01-50% 1D6x\$1,000 in tradeable/sellable goods. No Earth currency.

51-75% 2D6x\$1,000 in tradeable/sellable goods, and 1D4x\$1,000 in Earth currency.

76-00% 4D6x1,000 in tradeable/sellable goods, and 2D6x\$1,000 in Earth currency.

Those who have *some familiarity* with Earth are likely to have considerably more assets and Earth currency (acquired from a previous visit). Roll percentile dice.

01-50% 2D6x\$1,000 in tradeable/sellable goods. 1D6x\$1,000 in Earth currency.

51-75% 4D6x\$1,000 in tradeable/sellable goods, and 2D6x\$1,000 in Earth currency.

76-00% 6D6x1,000 in tradeable/sellable goods, and 4D6x\$1,000 in Earth currency.

Those who have *studied Earth extensively* are likely to have a variety of common Earth currencies and other easily tradeable resources (antiques, collectible coins, stamps, books, etc.). Roll percentile dice.

01-50% 4D6x\$1,000 in tradeable/sellable goods. 2D6x\$1,000 in Earth currency.

51-75% 1D6x\$10,000 in tradeable/sellable goods, and 3D6x\$1,000 in Earth currency.

76-00% 2D4x10,000 in tradeable/sellable goods, and 2D4x\$1,000 in Earth currency.

Earth Born Immortals: Money socked away in savings for Immortals originating from Earth is \$2D6x10,000 per every 50 years of age as an Immortal, plus a \$2D6x100,000 bonus for Immortals who are more than a 2000 years old. None of this includes the fortunes the Immortals may have made and spent, given away or lost over the centuries.

Human Clothes and Disguises

01-30% None. (What do humans wear these days?)

31-50% Out of date wardrobe and used clothing. Several suits and sets of clothing that are obviously worn, used and/or out of fashion by 4D6 years.

51-70% Several sets of clothing for everyday apparel. All are nice, clean and new, but inexpensive, generic labels and nothing fancy, only casual clothing.

71-90% Several sets of clothing of varying fashion, from name brand tennis shoes and jeans to dress clothes.

91-00% Extensive wardrobe with all the latest fashions in casual and chic; many sets of expensive clothes, designer labels and 1D6x10 pairs of shoes.

Battle Armor or Hero Costume

Does the Immortal use a costume or body armor? If armor, what type does the hero use? Pick one specific type or roll percentile.

01-20% None. (Why do I need a costume?)

21-50% Several sets (2D6) of the character's chosen costume, which is made of just clothes, it is not armored.

51-80% Has 1D8 (or 2D4) sets of ancient-style armor that serves as the immortal's battle dress; see page 342 of HU2.

81-00% Has acquired 1D4+2 sets of modern body armor that has been worked into the character's wardrobe as part of his costume; may be concealed or obvious armor. See page 343 of HU2.

Personal Weapon

The Immortal has a minor magical weapon (or not) at his/her disposal. The weapon may have been a boon from a higher power or the spoils of war. Whatever the reason, it is a prized possession and the character will not part with it. Roll for the type of weapon and then roll twice for its magical powers. If the character did not get a magical weapon, do not roll for any magic powers for it (sorry, tough luck). Look in the HU2 book, on page 350, for weapon types and damages.

Type of Ancient Weapon: Roll once.

01-05% None, prefers to use Modern Weapons.

06-15% Battle Axe.

16-20% Spear or Trident.

21-30% Pole Arm.

31-45% Mace, Hammer or Club.

46-60% Sword (large or small).

61-75% Staff or other Blunt Weapon.

76-80% War Hammer or Morning Star.

81-95% Ball and Chain or Flail.

96-00% Bow and Arrow.

Magical Properties of the Weapon: Roll twice.

01-10% The magic weapon is totally indestructible.

11-20% Makes the weapon wielder breathe without air (and impervious to gas attacks and smoke) for up to one hour per activation, but can only be used four times per 24 hours.

21-30% The weapon is +1 to strike and parry, and returns when thrown immediately after hitting (or missing) its intended target.

31-40% Makes the weapon wielder resistant to fire and heat (half damage).

41-50% Shoots lightning bolts: Range is 600 feet (183 m). Damage: 4D6. Rate of fire: Each blast counts as one melee attack. Payload: Unlimited.

51-60% Weapon wielder is able to fly same as the Fly as an Eagle spell. Maximum duration is one hour and can only be activated three times per 24 hours.

61-70% Shoots ice blast or ice dagger: Range is 200 feet (61 m). Damage: 4D6 per attack. Rate of fire: Each blast counts as one melee attack. Payload: Unlimited.

71-80% Shoot fire blasts: Range is 200 feet (61 m). Damage: 4D6 per attack. Rate of fire: Each blast counts as one melee attack. Payload: Unlimited.

81-90% Weapon wielder can turn invisible as per the Invisibility: Simple spell. Duration: Up to one hour per activation, but limited to four uses per 24 hours.

91-95% Weapon does 5D6 damage instead of the normal damage for that weapon type.

96-00% Demon Slayer, does 3D6 damage against most opponents, but inflicts 1D6x10 against demons and evil gods.

Note: If using modern weapons, select one handgun, one rifle and one heavy weapon or energy weapon (4D6 damage per blast, and weapon selection may include 1D4+1 dozen rifle or hand grenades), and the character gets 1D4x10 full clips of ammo for each. All weapons are of outstanding quality.

SUPER- INVENTION

By Carmen Bellaire & Kevin Siembieda

Comic books are filled with characters who invent, build and use super-science gizmos to provide them with their powers. Without their equipment the characters have absolutely NO superhuman powers at all. Some of these heroes are the inventors of the gadgets themselves, but many others are the test pilots or special agents/operatives given the gear by the corporation or government agency they serve (some secret, some public).

As a crime fighting hero, this character, even if he is the inventor himself, is likely to be physically fit and capable in combat. This means at least basic fighting skills as well as a few other Physical and/or Military, Espionage or Rogue skills, but the real emphasis is on the use of the super-invention. Many of these items are experimental and potentially dangerous prototypes, with systems that still need to be tested and bugs to be worked out. Most require some degree of orientation and special training to use properly, and all are quite expensive, especially high-tech prototypes.

Step One: The Eight Attributes

Determine the eight attributes as normal. Don't worry about low physical attributes, since those can be altered through Physical skills or augmented (or even superceded) by the super-gizmo. Keep all the initial stats in pencil until the character is completely finished, and be aware that, in this case, there are likely to be two sets of stats: one for the character without the super-gizmo and one set when he is wearing or using the equipment/item.

Step Two: Hit Points & S.D.C.

Hit Points: Take the character's P.E. attribute number and add 1D6 per level of experience, starting with level one.

Structural Damage Capacity (S.D.C.): The inventor character and ordinary folks get a base amount of 20 S.D.C. points, plus any bonuses due to their choice of Physical skills or powers. Trained test pilots, government agents and soldiers gets an extra 3D6+20, in addition to those gained from Physical skills.

Step Three:

The Super-Gizmo & Powers

The following tables provide important background information about the inventor or test pilot, the super-invention and the organization he *may* be working for or that may have created the gizmo the hero is using. **Note:** In the case of all tables, the player may "roll" percentile dice for random determination or "select" the one he wants to mold a specific type of character.

The Sponsoring Organization

01-20% Private Industry.

21-40% Secret organization.

41-60% Military/Government.

61-80% Independent: The character (or a buddy) is the inventor.

81-90% Super-hero group (good or evil).

91-00% Alien interests on Earth.

Who is the Character?

01-30% The Inventor: The character is the inventor of the super-gizmo(s) and has an in-depth understanding of how it works and everything about it. His background is science, inventing and building.

31-80% The Chosen Operator/Test Pilot: This character is a skilled test pilot or agent/soldier who was chosen to field test the device for the purpose for which it was designed. He has a good idea of how it's supposed to work and is good at finding and adapting to its flaws and quirks. He is likely to have a background in police work/the law/investigation or the military.

81-00% Just Somebody Chosen by Fate: This character has no special training in the super-gizmo or law enforcement or the military, but shows a remarkable intuitive ability to use the invention. Should be in good physical health and is probably young (under 40 years old). May work for or with the sponsoring organization or be completely unaffiliated.

Current Status with the Sponsoring Organization

Only roll on this chart if the character is *NOT* the Inventor of the super-invention that he uses.

01-20% Active but disavowed agent of the program. The character is, in effect, a secret agent. He works for the sponsoring organization, but any connection to the company has been erased as if he never existed or has been disavowed and probably branded as a rogue agent no longer with the organization. However, he secretly



works for the agency, takes their assignments and works to fulfill their agenda, whatever that may be. An annual salary is laundered and snuck to him via a third party (1D6x\$100,000), plus an operating budget of \$10,000 to \$60,000 per "job" depending on what's involved. If a very covert (or illegal) operation, the character is otherwise out on his own.

21-40% Active and official agent of the program. Has an annual salary of between \$50,000 and \$300,000 per year (1D6x\$50,000) and is entitled to requisition basic equipment necessary for doing his job, is provided with repairs of equipment, and may be given a company car, apartment and basic gear. Furthermore, the cost of transportation and basic operating expenses are covered by the sponsoring organization.

41-50% Freelance test pilot in good standing. This character works for the organization and is a respected professional in the field. He works for the organization and is following their agenda, or has been given carte blanche to field test the device on his own terms. The only restriction is that the character cannot use the item(s) against the sponsoring organization or its associates.

51-60% Allowed to leave, but antagonistic relationship. The character left (or was kicked out) after a great antagonism and conflict. However, the character, an inventor himself (or friend of a super-inventor), has been able to build and perfect the organization's concepts into a working prototype – something the organization could never accomplish. No plans were stolen and no crime was committed. The hero has simply succeeded on his own where they had failed. The character must fend for himself and has probably spent his entire life savings to make the super-invention. Plus he is probably hated by his old sponsoring organization who would love to see him fall on his face or be shown up by them.

61-70% Stolen prototype. The inventor, the test pilot or someone else, stole the super-invention and is using it for his own purpose (good or bad). The organization wants their property back and is willing to pay a large reward or hire superhumans to get it back. They may or may not be working within the law (01-50% this is a secret and the authorities are not involved. 51-00% the local and/or federal government authorities are involved as well as *freelance bounty hunters*).

71-80% Thrown out of the program! Any super-invention the character has in his possession was taken by him when he left (if a good guy, perhaps to keep it from being misused or so it couldn't fall into the wrong hands). All ties with the organization are shattered. They want their property back and the character is probably branded as a thief and dangerous (perhaps insane or a terrorist). He is wanted by the police and/or federal government and on his own.

81-90% Ran away and Hunted. Something happened to cause the character to run away. He may have learned something terrible about the prototype and doesn't want anyone else to get it (in which case, he may have destroyed the plans and all known documents on it, or plans to do so), or he may have learned a terrible secret about the organization (really sponsors super-villains, is run by a

super-villain or evil power who plans to use the gizmo for some dark purpose, is run by aliens and god only knows what plans they have for it, or something even worse). The character is on his own and secretly hunted by the organization and their own internal security force.

91-00% Lost and found. Believe it or not, the current owner *found* the super-invention. It may have been lost, hidden or stolen by someone else, but that's all water under the bridge. As far as our hero is concerned, it's his now, and he's using it for good (or his own purpose) and is unwilling to give it up even if the rightful owner shows up to demand it. Or the character or someone else, stole the invention, the organization wants it back and is willing to pay a large reward. In the alternative, the super-invention might have been left to the character by a deceased friend or relative, or a buddy on the lam (he's the one who built or stole it).

Motive for Creating the Invention(s)

01-10% Industrial Use.

11-20% Espionage.

21-30% Military.

31-40% Vigilante Crime Fighting (or to do crimes with it, if a villain).

41-50% To be a super-hero and help people; that's always been the character's dream.

51-60% To be a super-hero to get fame and celebrity, or to have power over others.

61-70% To prove his genius and get the respect he's always believed he deserved but never got.

71-80% Police use or Homeland Defense (local or national).

81-90% Space or deep sea exploration, or some other humanitarian purpose.

91-00% Because he could. Either a show off or a guy who loves to invent new things.

The Physical Appearance & S.D.C. of the Super-Gizmo

The super-invention is designed for easy field use and with the specific intent of simulating one or more super abilities. This means it is likely to be very compact and easy to use, but that still leaves a myriad of possibilities as to what it is and how it looks. The exact appearance is left to the player or Game Master, but the super-invention will be one of the following types. S.D.C. and A.R. listing are a guideline and may be adjusted downward by as much as 50%.

01-10% Backpack: 220 S.D.C. and A.R. 12.

11-20% Battle Suit: 440 S.D.C. and A.R. 13.

21-30% Belt and/or Harness: 180 S.D.C. and A.R. 10.

31-40% Boots/Footwear: 180 S.D.C. each and A.R. 11; small target.

41-50% Cape/Cloak: 200 S.D.C. and A.R. 7.

51-55% Hand or Arm: Bracers/Arm Bands: 250 S.D.C. and A.R. 15 each.

56-60% Hand or Arm: Gloves/Gauntlets: 130 S.D.C. each and A.R. 12; small target.

61-70% Headgear: Goggles/Glasses: 100 S.D.C. and A.R. 11; small target.

71-80% Headgear: Helmet/Cap: 200 S.D.C. and A.R. 14; small target.

81-85% Ring/Bracelet/Amulet/Necklace or Collar: 120 S.D.C. and A.R. 14; very small target.

86-95% Weapon: Gun-Style: 200 S.D.C. and A.R. 15.

96-00% Weapon: Melee-Style (sword, mace, etc.): 300 S.D.C. and A.R. 17.

Note: The S.D.C. and A.R. applies to the specific super-gizmo/device/item only and is treated as *Natural A.R.*, meaning that any roll to hit that is not greater than the A.R. does NO damage. For an attacker to strike the super-invention/gizmo he must be deliberately trying to hit the item and needs to make a Called Shot; -3 to strike small and very small targets.

Power Level of the Super Abilities

The super-invention's equivalent level of power is fixed and does NOT increase as the hero grows in experience. The super abilities' range, duration, damage and effects are forever locked at the equivalent level, as rolled up. Be sure to roll once for each *invention* and NOT once for each power (or each character). Each invention will have its own equivalent level of power due to the technology used to create it. Also, remember that the character's normal skills and physical training will still increase as the character grows in experience.

01-10% Equal to third level in power.

11-20% Equal to fourth level in power.

21-40% Equal to fifth level in power.

41-60% Equal to sixth level in power.

61-90% Equal to seventh level in power.

91-00% Equal to eighth level in power.

The Super Abilities the Gizmo Instills

In this case, the invention is designed to simulate and instill upon its user, one or more super abilities.

Limitations & Restrictions: **1)** No *Major* Alter Physical Structure abilities. **2)** No magic. **3)** No psionic powers. **4)** If the ability shrinks, grows or changes the user in some way (such as Invisibility, Weightless, etc.), both the character and the device and any clothing he is wearing or basic tools or weapons he is carrying are also changed in the same way. **5)** In many cases, the ability is something grand, like Invulnerability, Invisibility, Intangibility, control over Magnetism or Gravity or Others, Teleportation, Mechano-Link, Weight Manipulation, channeling energy and so forth. Thus, more often than not, the device imparts a *Major* super ability. **6)** If the device offers two or more super abilities, say one *Major* and one *Minor*, or 2-4 *Minor* abilities, those abilities will always be *related*, not different. For example: The super-device might offer the *Major* ability of Super Energy Expulsion or Re-Channel and Expel Energy (or Energy Doppleganger or Control

Radiation) and one Minor Energy Expulsion power (just about any). Similarly, the device might impart the Major ability of Control Density or Weight Manipulation, and the Minor ability or abilities of Density Walking and/or Hyperdensity. And so on. **7) Bionics, Robotics and Hardware** are separate Power Categories that also offer artificial enhancement and power, but are very different from this Invention category. **8) Duplicates?** In most cases, the super-invention is a one of a kind prototype, or one of a small handful of items (rare prototypes or designed for a small, elite team). *01-60%* One of a kind prototype, *61-80%* One of two prototypes, *81-94%* One of a small handful (2D4+2) or *95-00%* One from a secret arsenal (government or other power) of 2D6x10 identical or similar (but different) super-gizmos. If the character is the inventor, then there are probably only one or two. **9) How many** super-inventions does the character have? We suggest ONE, perhaps two or three, provided each device only has one or two abilities built into it and only half of the abilities are Major.

Other Exclusions (powers *not* available under this Power Category): Absorb Bio-Mass, any Alter Physical Structure, Anatomical Independence, Animal Metamorphosis, Bio-Ghost, Divine Aura, Divine Healing, Gem Powers, Immortality, Immune to Magic, Iron Will, Karmic Power, Liquefaction, Lycanthropy, Mega-Wings, Negative Matter, Quills & Spines, Shadow Shaping, Shapechange, Rocket Fists, Tentacles, Tentacles of Hair, and Totem Energy Aura. **Note:** This is due to the rather limited nature of the mechanical inventions to reproduce many of the amazing super abilities that seem to defy the laws of science as we understand them.

Determining the number of powers and general type. Depending on the edict of the Game Master, the player may select from the table or randomly roll for the number of powers. Selection of the specific super abilities is left to the player creating the character.

01-13% One Major super ability or two Minor abilities.

14-27% One Major super ability and one Minor.

28-40% Two Major super abilities (no Minor powers).

41-53% Three Minor super abilities (no Major powers).

54-66% One Major super ability & three Minor.

67-73% Four Minor super abilities (all related, or designed to create one overall effect).

74-87% Two Major super abilities and one Minor.

88-00% Two Major super abilities and two Minor.

Repairing the Super Invention

Remember, these are *inventions*, something new, different and rare, in many cases, a one of a kind prototype. If the character is the inventor, then he can repair the super-invention at half the cost and in half the time. The player should make a random roll on the table below or the Game Master should pick one.

01-20% The invention can be repaired at minimal cost with the use of common electronic and mechanical parts available most everywhere except third world countries and the wilderness. Costs only 2D6x100 dollars to make it as good as new and only requires a skill in Basic Mechanics and Basic Electronics.

21-50% Repairs aren't too difficult or too expensive for someone who knows what he's doing. This requires someone knowledgeable in the skills Weapons Engineer, Mechanical Engineer and Electrical Engineer. Cost is 3D6x1000 dollars.

51-80% Repairs are time consuming (6D6+4 hours of work), specialized (requires someone knowledgeable in the skills Weapons Engineer, Mechanical Engineer, Electrical Engineer, Computer Operation, and possibly other areas of expertise) and a bit costly (4D6x1,000 dollars).

81-90% Expensive. Repairs are time consuming (6D6+24 hours), difficult, specialized, and expensive (4D6x10,000 dollars). May also require the acquisition of rare or illegal parts, compounds or materials. These repairs require the skills Weapons Engineer, Mechanical Engineer, Electrical Engineer, Computer Operation, and possibly other areas of expertise performed at a skill penalty of -20%.

91-98% Repairable only at a few of the most elite high-tech labs in the world, such as KLS Corp., Cyberworks Network or Fabricators Inc., government compounds, alien facilities, and similar super-facilities. Cost is exorbitant, 3D6x100,000 dollars, though the actual repairs may be quick and easy with the right tools and facility.

99-00% NOT repairable, too delicate and expensive (5D6x100,000 dollars), except by the original creator or design team. Are they available?

Step Four: Education & Skills

If a **Test Pilot** or **Soldier** use the *Military* Education Level plus one Basic and one Advanced Piloting skill package since the character's speciality is test pilot.

If an **elite Police Officer** or **Military Specialist/Special Operative** use the *Military Specialist* Education Level plus one Basic Piloting skill package.

If a **skilled, Semi-Professional Athlete** use the *High School* or *Two Years of College* Education Level with a skill package in Physical Athletics plus 1D4 extra Piloting skills as Secondary Skills (+5% bonus since the character has an aptitude for piloting as well as athletics).

If an **Ordinary Joe** use the *High School* or *Street Skills* Education Level with a skill package in Physical Athletics or the General Mechanical Program, plus Hand to Hand: Basic and 1D4 extra Piloting or Rogue skills as Secondary Skills (no bonuses).

If an **Inventor Genius** roll up as a *Hardware Power Category: Electrical or Mechanical Genius*, but without any of the usual gadgets, gimmicks, equipment or budget/resources because it has *all* gone into the creation of the super-invention. **Note:** See HU2 for details on this Power Category and character. Hardware starts on page 121 of HU2.

Step Five: Alignment

Any alignment can be selected, but heroes are typically a good alignment, or at worst, selfish. Villains can be Selfish or Evil.

Step Six:

Rounding Out & Other Stuff

Hand to Hand Combat: As per education and skills.

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round plus those from Physical skills.

Weapons and Armor: Except for the special invention(s) determined earlier, only the most conventional weaponry and equipment are available.

Additional Financial Resources: Little – 4D6x100 dollars – unless background involvement with the sponsoring organization dictates otherwise.

Experience Levels: Use the *Hardware* experience chart on page 352 of HU2 for the hero's level advancement.

Minor Heroes

By Carmen Bellaire and Kevin Siembieda

Did you ever wonder what happened to all the minor heroes of the **Heroes Unlimited** universe? The various heroes represented in the HU2 rule book tend to be powerful beings with Major or numerous powers. This is in direct response to gamers who begged us to up the power level when we did **Heroes Unlimited, 2nd Edition**. But what about the little guys? The characters who aren't incredibly powerful and who rely on their cunning, resourcefulness, or pure chutzpa as much as any super ability. Can you play a devoted champion of justice with just one Major super ability or a couple Minor ones? Yes, but it requires the player to be imaginative, inventive and clever.

Many of the older comic books are filled with heroes that are limited to just one super ability and a fierce dedication to protecting others or fighting crime. **Sidekicks** and members of **team** comics regularly are brave but comparatively puny heroes, as is true with some of the modern and more famous comic book heroes. These so-called *Minor Heroes* are great for playing low-powered campaigns, games set in neighborhoods where half of their foes are criminals with guns and bad tempers, and thinking man's games where working as a team, using investigative techniques and hardware are important. This includes characters generated from the Power Categories of Hardware, Physical Training and Special Training. And what makes these characters cool is the very fact that they don't have any amazing super abilities per se, they are ordinary people who have molded themselves into someone exceptional through hard work, training and dedication.

The new Minor Heroes option harkens back to the days of the original Heroes Unlimited game. With weaker, but just as (or even more) interesting super power based heroes. These are heroes that have to think before leaping into battle and that have to use skills, bluffs, intimidation and trickery along with their powers to be effective in defeating the forces of evil and villainy. These heroes may not grab morning headlines most of the time, but they are just as brave and bold as the flashier and more powerful superbeings, and work even harder to keep the neighborhood safe and the streets quiet.

The Minor Hero Option

The Minor Hero represents a set of simple limitations that are put onto the hero during the normal character creation process. In this sense, the Minor Hero is just an option that limits the normally more powerful hero types. The Minor Hero category is also just an *option* that is being made available for players and Game Masters who enjoy these types of thinking heroes or who may be looking to create and play a weaker sidekick to a more powerful or experienced hero. Make certain the Game Master will allow this character before creating him, and remember that heroes who are much more powerful may steal the lime-light unless the player of the Minor Hero is resourceful and imaginative.

Construct a character as normal from the categories of Hardware, Physical Training, Special Training, Weapons Training, Natural Genius, or Mutant Animals – or – any of the other Power Categories, particularly the *Alien*, *Experiments*, and *Mutants* Power Categories (as well as those presented in this book) that generate beings with super abilities, by imposing the following limitations and modifications.

Attribute Limits: Minor Heroes are limited to a maximum of 30 for any attributes. If any are higher than 30, reduce them to 30. This also includes attributes increased by super abilities.

Hit Points: Stay the same.

S.D.C.: Stay the same or reduced by one third.

Limited Skills: The character comes from a humble beginning so his Education Level is 01-25% Street Skilled, 26-50% High School, 51-75% Trade School or 76-00% One Year of College. That's it. This doesn't mean the character is dumb, just lacking in an advanced education and/or worldly experience (a neighborhood kid).

Number of Attacks per Melee: Keep as usual, or reduce by one or two.

Otherwise, each existing Power Category is limited in a slightly different way to create a minor hero. The following is a list of the modifications to each category to create the Minor Hero.

Modifying Other Power Categories:

Aliens, Empowered, Experiments, Gestalts, Immortals, Invention, Mutants, Supersoldiers, and Symbiotic characters are limited to just two Minor super abilities or

one Major super ability, or one Major and one or two Minor abilities, but *all* of the ranges, duration, damage, and effects are reduced by half. *Aliens and Immortals* must be super ability based and do not have any psionics, spell casting or bionics. *Immortals* also lose their Personal Weapon of Choice. *Aliens and Supersoldiers* also lose all but one special weapon or piece of equipment. *Gestalts* have their number of super abilities reduced by half and S.D.C. is reduced by 70%.

Magic Heroes that cast spells have their P.P.E. reduced by one third, but retain all their spells. *Magic Weapon Heroes* lose the super abilities granted to the hero and must rely on the weapon's powers only. Other Magic Heroes who use *super abilities* are limited to just one or two Minor super abilities (nothing too powerful) or one Major super ability. Psionic Heroes or Psychic mutants will have their I.S.P. reduced by half, but retain all their psionic powers.

Bionic or Eugenic Heroes have their creation budgets reduced by half, and again, can't get more than the equivalent of one Major super ability or 1-4 Minor super abilities. In addition, reduce their S.D.C. and A.R. by 30%.

Robotics (and maybe even *Hardware* characters) get half their normal starting budget and special skill bonuses and/or S.D.C. *may* also be reduced by one third or half.

Experience: Use the *Experiments* chart for level advancement.

Natural Genius

Optional Mega-Hero Character (or NPC Villian)

By Carmen Bellaire with additional test and ideas by Kevin Siembieda

The Natural Genius is the true savant among all of the characters, with mental faculties well beyond those of most heroes. These are the clever opportunists, leaders, and masterminds of superbeings. These men and women rely on their brains, quick thinking and ingenuity, often looking down upon those who resort to the use of guns and brute force methods of heroism.

Villains of this category are often the fiendish world conquerors, cunning masterminds, and kingpins weaving their particular brand of global domination behind the scenes. They usually command gangs of thugs and other superbeings who do their dirty work and take the heat.

Step One: The Eight Attributes

Determine the eight attributes as you would any character. Don't worry about low physical attributes, since



physical ability is not what the Natural Genius is all about. The genius character would rather read a book or take a walk and daydream new ideas than work out. Keep all the initial stats in pencil as some skills and abilities may modify them, and right off the bat, the character gets bonuses to his mental attributes.

Attribute Bonuses: I.Q. 1D6+6, M.E. 1D4+1, M.A. 1D4.

Step Two: Hit Points & S.D.C.

Hit Points: The P.E. attribute number +1D6 per level of experience.

Structural Damage Capacity (S.D.C.): A base 20 S.D.C. points, plus any bonuses due to their few Physical skills or special abilities.

Step Three: The Power of Intelligence

The Natural Genius excels at most subjects that involve ideas, imagination, and the world at large. While this may be most evident in the character's apparent knowledge of mathematics, the sciences and book learning (i.e., sweeping range of skills), the bottom line is that the Natural Genius is a "thinker." He finds the world fascinating and new ideas fun and intoxicating. The character's sharp mind also makes him aware of details, nuances and applications of data in ways that might escape others, giving the Natural Genius a head for investigation and research, and makes him fast on his feet.

In large part, Step Four: Education (or in this case, knowledge) is as much one of the powers of the Natural Genius as his Mental Disciplines and special bonuses.

Mental Disciplines

The well developed mind of the Natural Genius provides the character with a few additional abilities and bonuses based on raw intelligence, self-control and awareness. The abilities may seem minor, but when combined with the character's vast range of skills, and if used cleverly, they can make the Natural Genius a power to be reckoned with.

Start with *four* of these mental disciplines at first level and +1 at levels 2, 4, 6, 8, 11 and 13. **Note:** The Natural Genius may give up any three skills (including Secondary Skills) for one additional Mental Discipline, but only four Disciplines can be acquired this way. All bonuses are cumulative.

Analytical Mind: A well structured and ordered mind, the character's brain is able to process huge amounts of data quickly, figure out what's most important and logical, and likely conclusions and potential trouble areas/problems. In addition, the character is able to calculate numbers like a computer, performing complex calculations all in his head. Furthermore, the character can see the big picture, anticipate trouble and already have a plan in place to avoid the trouble or fix a problem. **Bonuses:** +2 on initiative and +1 to M.E. attribute.

Clinical Outlook: The character looks at things from a practiced distance and dispassionate impartiality so that he is not adversely affected by gruesome sights, monsters and the seemingly impossible. **Bonuses:** +4 to save vs insanity, and +4 to save vs Horror Factor +1 at levels 2, 5, 9, and 13.

Enhanced Memory: The hero has a remarkable type of photographic memory when it comes to remembering factual data (events, names, numbers, etc.) and never forgets a name, date or number (address, telephone, code number, recipe and the portions, etc.). Other specific details may be foggy, but the character is likely to remember the general essence/meaning/purpose (01-60% recalls specifics clearly, 61-90% remembers the gist of things, can paraphrase and operate machines from recollection, or 91-100% can only recall the most basic concepts; no real details).

Find Weakness: If the character is able to study an opponent for one full melee (no other actions possible) he/she will be able to find some of the opponent's weak points. With this knowledge, the Natural Genius can inflict double damage from physical attacks (punches, kicks, or with handheld weapons), but only for 1D4 melee rounds before his focus and concentration are broken. Once broken, the hero can't use this ability again for 10 minutes. (This does not let the character do damage to someone who is *impervious* to that type of attack, of course.) **Bonuses:** During this limited period of focus, the character is +2 on initiative, +2 to strike, and +3 to parry and dodge, but only against that one opponent whose weaknesses are presently known.

Healing Trance: By meditation and a zen-like control over his own body, the character is able to control and reduce his breathing, blood pressure, stress, pain, and even temperature. All of this helps the character to relax, but can also reduce the penalties, duration and damage inflicted by poison, drugs, disease and toxins by half, as well as increase healing, doubling the normal rate of recovery for Hit Points and restoring 1D6 S.D.C. per hour while in a healing trance. The character can maintain this trance for up to 12 hours before needing a break. **Bonuses:** +1 to P.E. attribute and +2D6 to S.D.C. added to the character's permanent base.

Iron Willpower: The Natural Genius' power is his mind and his indomitable force of will. Through mental discipline the hero can resist mind control in its every form (drugs, magic, psionics, super abilities, etc.) as well as retain consciousness – cannot be knocked unconscious from a physical blow to the head – and is resistant to drugs. Remains semi-conscious even after all S.D.C. and Hit Points have been reduced to zero, though his awareness is on par to that of a dazed or dreamlike state. In this physically ravaged state of mind, the Natural Genius has only two attacks per melee round, no combat bonuses of any kind, speed is reduced by half, and skill performance is -40%, but he's still aware and moving. The character can function in this state until his Hit Points are reduced *below zero* by a number equal to his P.E. attribute number. After that point the character falls into a coma and will die without immediate medical treatment. **Bonuses:** +4 to save vs mind control, +5 to save vs possession, +4 to save vs an-

aesthetics/knockout drugs and poison, +3 to save vs illusions and Horror Factor, and +15% to save vs coma and death.

Mental Toughness: This character's psyche is strong and resilient. His guard is always up against psychic attack and danger. The hero is able to close his mind to certain types of psychic communication and attacks giving him the equivalent of *Mind Block* to completely prevent/block himself from psionic, communication, probes and attacks via Empathy, Telepathy, Empathic Transfer, and See Aura. **Bonuses:** +6 to save vs Hypnotic Suggestion, Mind Bond, Mind Wipe, Empathic Transfer, Bio-Manipulation, and +1 to save vs all other types of psionic attacks, mind control, insanity and Horror Factor.

Mind Over Matter: Body Control: The hero is able to use his mind to override the body's need for food, water, sleep and to a limited extent, air. The character can go for five days +1 day per level of experience without any food or water, go for up to three days +1 day per level of experience without any sleep (and is comfortable with only 3-5 hours of sleep per night) and can lower his air consumption to one quarter of normal, adding 1D4 minutes to holding his breath, or survive 1D4+4 minutes in a low or limited air environment.

Mind Over Matter: Combat Trance: The character can put himself into a sort of *combat trance* in which mind and body are one, and the Natural Genius becomes a precision fighting machine. A sort of controlled, berserker rage. **Duration:** Two melee rounds per level of experience, or until the character snaps out of the trance to perform a skill or to stop fighting, whichever comes first. Maximum trances possible per 24 hour day: One for every two M.E. attribute points +1 per level of experience. **Bonuses (applicable only during combat trance):** +2 attacks per melee round, +1 on initiative, +6 to strike and parry, +3 to dodge, +3 to disarm and entangle, +3 to pull punch. **Penalties:** During the combat trance, skill performance is reduced by half, any of the bonuses provided by other Mental Disciplines, attributes and skills are also reduced by half, and no other Mental Discipline can be used at the same time. **Note:** One full melee round (15 seconds) of concentration is needed to slide into a Combat Trance, though it can be stopped in a heartbeat. However, once stopped, it cannot be started up again until the next melee round.

Mind Over Matter: Mind and Body: The Natural Genius can go into a meditative trance (takes 1D4 melee rounds) in which he can do a sort of self-psychic diagnosis, sensing how badly he may be hurt (how many Hit Points and S.D.C. are left), what body parts and internal organs are injured, how severely, if a poison/drug is lethal, and whether or not he needs immediate medical attention and what needs to be treated first. Against disease, poison and drugs he can use bio-feedback techniques to fight the toxin and stop its damage (takes 1D4+1 melee rounds of concentration). Roll 1D20, a roll of 14 or higher means successful bio-feedback: The toxin is stopped in its tracks, no additional damage occurs, damage it may have already inflicted is reduced by half (restore half of the lost H.P. or S.D.C. resulting from damage by the toxin), and any side effects and penalties are gone within 1D4 melee rounds. **Bonuses:** +10% to save vs coma and death. **Note:** The

bio-feedback purging takes 1D4 melee rounds, during which time the character can do nothing else.

Mind Over Matter: Pain Tolerance: Through meditation and mental exercises, the character can put pain and torture out of his mind as if it were happening to someone else and he were only watching the gruesome event. This high threshold for pain is far greater than most normal people and imposes a -40% skill penalty upon those trying to use Interrogation Techniques or torture to get him to talk. **Bonus:** A one time bonus of +1 to M.E., +2 to P.E., +2D6 to the Hit Points and +1D6 S.D.C. The character is able to perform skills without penalty when physically exhausted or seriously wounded, even if on the verge of death.

Mystic Blocker: The character is incredibly logical, confident and sure of his reality. As a result, he is resistant to the effects of magic. **Bonuses:** +2 to save vs all types of magic, and when he falls under the spell of magic the durations, damages, penalties and effects of the magic are half. **Bonus:** +2 to save vs all magical attacks.

Odds Assessment: The Natural Genius is able to run the odds in his head of any specific event happening. This allows the character to assess the likely odds for success or failure. **Bonuses:** *If the odds are good*, the character is +1 on initiative, +1 to strike, parry, and dodge, +2 to disarm, and +2 to pull punch and roll with impact, as well as adding a bonus of +5% to all skills dealing with an element of random chance, including Picking Pockets, Picking Locks, Safe-cracking, Demolitions, Card Sharp, and similar. *If the odds are bad*, the character loses confidence and is minus the above numbers.

Speed Reader: The character can read one page per every M.E. attribute points per minute. An M.E. of 12 means he can read 12 pages of solid text in one minute (four melee rounds). If the M.E. is 20, that would be 20 pages, and so on. Just as important, the character comprehends and remembers what he is reading clearly. **Bonus:** +5% to all skills required to build, de-construct, or do something after reading the written instructions.

Sexual Charisma: The character knows how to attract, engage and encourage the opposite sex, both personally and in group dynamics. **Bonuses:** The character gains an additional +1D4+1 to his M.A. attribute and +1 to P.B. This also adds a +25% bonus to the skills of Seduction, Find Contraband, Dance, Pick Pockets, Intelligence and Interrogation, but only when dealing with the opposite sex.

Unnatural Perception: The character can subconsciously recognize trivial details in the world around him. Using these details, the subconscious alerts the character to dangers that the conscious mind did not recognize and creates an uneasy feeling that the hero just can't shake. The effect is similar to a psychic's Sixth Sense, but it is not psionic in origin, nor is it as powerful. **Bonus:** +1 to initiative and +2 to dodge.

Step Four: Education and Skills

Education. Truth be told, most Natural Geniuses find formal teaching institutions to be tedious, slow, boring and without challenge. Geniuses who are lucky enough to

have their brilliance recognized get placed into accelerated learning programs where they probably graduate high school before reaching puberty (age 10+1D4) and college in their teens (another +1D4 added to their age). However, at least half dropout of school at an early age to study on their own and at their own pace.

+30% Skill Bonus & Available Areas of Learning:

Lack of formal education doesn't make much difference, because the Natural Genius automatically gets a +30% bonus, the equivalent of a Doctorate/Ph.D., to all Skill Programs regardless of his actual level of formal education. That's how smart and intuitive the Natural Genius is, and how much he has read and learned. **Note:** This bonus is limited only to "brainy" skill categories such as the following: *Electrical* (all), *Espionage* (limited to Escape Artist, Forgery and Intelligence only), *Mechanical* (all), *Medical* (all), *Pilot Related* (all), *Rogue* (Computer Hacking only), *Science* (all) and *Technical* (all).

The other skill categories, Communications, Domestic, most Espionage, Military, Physical, Pilot: Basic, Pilot: Advanced, most Rogue, W.P.s, and Wilderness skills just don't appeal to the Natural Genius. Furthermore, the character cannot select more than four Physical skills, three Military skills and two Rogue skills in addition to the available skills noted above. **Note:** Though the character may select skills in this "other" category, only the I.Q. attribute bonus (and normal experience advancement) is applied to these less scholastic skills. The I.Q. bonus applies to all skills whether they are at the Ph.D. level or Secondary Skills.

Skill Selection: The Natural Genius can select skills from ANY skill category.

Skill Programs to Start (all get the +30% Ph.D. level of education): Computer, Language, Mechanical (General), Science, Technical and five Skill Programs of choice (may include Military Demolitions Program and the Thief Program).

Secondary Skills: Select 12 Secondary Skills from any skill category at level one, and two additional skills at levels 2, 4, 6, 8, 10, 12, and 14; this character is constantly learning new things. All new skills start at first level proficiency.

Skill Advancement Beyond 98% (Special): The brain power of the Natural Genius means they push the envelope past the normal range for most humans. To reflect this, the character's skill percentages continue to increase with experience and go well beyond the normal 98% skill rating cap!

Players keep track of the character's total skill percentage, even beyond 100%, because this "extra" will help to offset skill penalties for tasks that are extremely difficult, executed under stressful conditions or involve alien technology. This is done by taking the over the top skill ability – say a skill with a 135% proficiency – and subtracting any penalties that might apply out of circumstance. Thus, if a penalty of -20% was applied to the skill with 135%, the character is un-bothered by the penalty because he still has a 115% skill proficiency. *However*, to gauge success, the character still has to roll percentile dice and roll under 98% to execute the skill. There is always a *chance* that

even a Natural Genius will make a mistake (maybe he's too overconfident, just fumbles, waits too long, doesn't pay it enough attention because it is so easy, and so on). If the skill penalty was -60%, then the Natural Genius with the skill of 135% would perform it at 75% proficiency instead of his maximum 98%, but still has a tremendous advantage at getting it right.

Step Five: Alignment

Any alignment can be selected, but many Geniuses tend to have a jaded or clinical outlook on the world, or believe rules and laws are made for others, not them. Consequently, 30% are Unprincipled and 35% Anarchist. True heroes tend to be good alignments.

Step Six:

Rounding Out & Other Stuff

Hand to Hand Combat: As per the Physical skills that are selected, typically Basic or Martial Arts.

Attacks Per Melee: Natural Geniuses automatically get two hand to hand attacks per melee round. Additional attacks are developed through a Hand to Hand Combat skill.

Weapons and Armor: Varies with the individual and available cash.

Note: Many Natural Geniuses of good alignment will find the use of modern firearms to be abhorrent and choose to rely strictly on nonlethal tricks, gimmicks, their own intellect and their powers of persuasion.

Additional Financial Resources: Many Natural Geniuses quickly grow tired of the same work, day in and day out, and change jobs on a regular basis. (This may also be why so many take up the mantle of super-hero, because there is always a new challenge to be met and new problems to be solved). High paying work (1D6x1000 per week), of course, is easy to be had for this character.

01-25% Down and out, for the moment: 1D6x1,000 dollars.

26-60% Between jobs, but has a nest egg: 6D6x1,000 dollars.

61-00% Living off a big score: 2D6x10,000.

The character will also have a new, conventional automobile (car, SUV, etc.; the vehicle is 1D4 weeks old), a nice apartment, the latest in computers (one desktop, one portable, one electronic notebook), electronics, a cell phone (probably the latest Nokia N-Gage system with telephone, game and MP3 player all rolled into one), a reasonable wardrobe, personal possessions and the basics he or she needs to be a crime fighter.

Experience Levels: Use the *Psionics* experience chart at the back of HU2 for level advancement.

Optional: Just an idea, but if the Game Master allowed it, any and all of the Mental Disciplines *could* be counted as individual Minor super abilities and made available for other heroes in other Power Categories. However, doing so may diminish the uniqueness and impact of the Natural Genius.



SUPERSOLDIER

By Carmen Bellaire, with some additional text and concepts by Kevin Siembieda.

As part of the original *Experiment Power Category*, players could opt to build a Supersoldier character. That option has now been expanded into a whole Power Category of its own, with more detail, a larger variety of new super abilities and options for your Supersoldier characters.

The Supersoldier is a catch-all name that means the Experiment was a deliberate attempt to create a *superior, human fighting machine*. The focus is usually on tapping into the vast human potential and to bring the human body and mind to their limit. Although the use of cybernetic implants may be part of a Supersoldier program, we've focused on the non-bionic aspect for this character type. (See the Bionics Power Category to create cyborg characters.) The superbeing is likely to be an active agent for a government, corporation or organization, with additional funding and support from his affiliation with that group. But the player can opt for a character that is an independent agent, with his own motives and reasons for fighting crime.

Step One: The Eight Attributes

Determine the eight normal attributes as you would any character. Don't worry at all about low physical attributes, since they should be altered through the Supersoldier's enhancement process, skills and super abilities. Keep all the initial stats in pencil as skills or powers will modify them.

Step Two: Hit Points & S.D.C.

Hit Points: P.E. attribute number +1D6 per level of experience.

Structural Damage Capacity (S.D.C.): The character gets a base amount of 40 S.D.C. points, plus any bonuses due to their choice of Physical skills, special enhancements and super abilities.

Step Three: Background Data

The following tables provide important background information about the Supersoldier and the organization that made him superhuman. As usual, roll percentile dice for random determination or pick the ones you desire.

The Sponsoring Organization

- 01-20% Secret Organization.
- 21-40% Private Industry.
- 41-60% Medical/Scientific research facility.
- 61-00% Branch of the Military/Government.

Motive for the Procedure

- 01-20% Military/Combat.
- 21-40% Military/Espionage/Spy/Special Forces.
- 41-60% Medical/Humanitarian (may have been trying to create superbeings, cure disease, etc.).
- 61-80% Criminal/Nefarious Motives (may also be a rogue cell of the government or military).
- 81-00% Crime Fighting/Police/Law Enforcement.

Nature of the Procedure

- 01-25% Chemical.
- 26-50% Radiation.
- 51-75% Chemical and Radiation.
- 76-00% Exposure to an alien or unknown quantity (radiation, chemical, energy, microbes from a strange meteor, dimensional anomaly, alien substance or device, an explosion, etc.); the exact cause for the enhancement may never be known.

Note: See Eugenics to create a hero or Supersoldier using genetic engineering.

Nature of the Test Subject

01-25% Mutant is the subject of experimentation. May be a patriotic volunteer or a criminal or fugitive given this option to wipe his slate clean. Roll one or two times on the Unusual Physical Characteristics chart in the Mutants section of *Heroes Unlimited*, 2nd Edition (HU2), on page 159. **Bonuses:** +2 to P.S. and P.P., +30 to S.D.C.

26-60% Normal, healthy specimen, probably a patriotic soldier who volunteered for the experiment. May even have been fanatically motivated toward this research. Deemed psychologically suitable. **Bonuses:** +1D4 to P.S. and Spd, +20 to S.D.C.

61-80% Test subject was a volunteer, but an ordinary citizen/Joe Average or even a puny, ninety-eight pound weakling. Suffered unexpected side effects in the procedure, so roll one time on the Side Effects chart in the Experiments section of HU2 on page 116. **Bonuses:** +1D4 to P.S. and +1 to M.A., +30 to S.D.C.

81-00% Victim of a debilitating disease or a crippling accident, or a human criminal (nothing too heinous) getting a pardon for participating in the experiment. Reduce P.B. and Spd by 2 points. **Bonuses:** +1D6 to P.E. and P.S., and +20 to S.D.C.

Current Status with the Sponsoring Organization

01-60% **Active agent in the program.** Has an annual salary of between \$50,000 and \$300,000 per year

(1D6x\$50,000) and is entitled to requisition equipment, has access to military base facilities and has housing accommodations on or off (but near) base.

61-70% Good, but distant. The character was allowed to leave (honorably discharged) after a good tour of duty. Now working with law enforcement as an independent advisor, or as a mercenary or a vigilante hero. If the character continues to work with the government or the law, the organization may offer friendly advice and share information. If a mercenary, vigilante or villain, all ties are cut and the organization will have nothing to do with the character.

71-80% Dishonorably discharged and thrown out of the program! All ties are now dissolved and the sponsoring organization holds resentment and a grudge for the individual. No cooperation.

81-90% Rogue agent. Went AWOL and is secretly hunted by the organization, probably by other Supersoldiers. Considered to be a criminal and a traitor, and extremely dangerous. If the organization should "go public," the hunt for the character may be joined by law enforcement agencies, bounty hunters and/or super-heroes.

91-00% Rogue agent. Went MIA and suspected of being a particular costumed hero (or villain). An investigation may be underway to locate the soldier Missing In Action (and subsequent charges pending if he's gone AWOL), but he is not considered a criminal, traitor, or danger, just "missing" and, perhaps, presumed dead.

Replication of the Supersoldier Process

The Supersoldier is the result of an experiment specifically geared and designed for the "mass production" of superhumans – i.e., a government, military, or industrial contractor is trying to build a consistent way to create an *army* of augmented humans (or at least an elite squad). Consequently, the odds are pretty good that the results can be duplicated, at least to some extent, to create others with the same or similar set of Supersoldier abilities. For Chemical Enhancement, Brain Implant Augmentation or Endoskeletal Replacement, the odds of replicating the process successfully are much more likely due to the formulas and procedures involved in the technology.

That having been said, such experiments and cutting edge technology may be tragically flawed or unpredictable and able to create only one or a few Supersoldiers that are similar. Other "successes" may be the result of a fluke, pure luck or an accident that happened to work out. In the latter case, the key element that made the process a success is not known and can NOT be replicated. Though the scientists may seek to find this elusive final factor, their further attempts may create monsters or madmen, or kill their test subjects. Furthermore, many such *experimental operations* are one-of-a-kind, and if the equipment is destroyed, it may take months or years to recreate it at a cost that may be prohibitive. Likewise, human life is valued, and most legitimate, caring Supersoldier programs will not be allowed to continue to operate *if* the volunteers continually die or are mutilated, disfigured or crippled. Lastly, depending on the level of paranoia involved, the process may be so secretive that only one individual (presumably the top guy) knows the entire procedure or the vi-

tal secrets involved. **Get** that *one* computer file, notebook or scientist, and you steal the secret. **Destroy** that *one* computer file, notebook or scientist and the secrets of the process are lost forever. **Note:** All of these are classic comic book and television plot devices. Game Masters, use them as you see fit for *your* campaign.

Likelihood of Successful Replication:

01-10% A complete and embarrassing (possibly a career ending) failure. No powers, no superhuman.

11-20% A disappointing partial success. The procedure has no *lasting* effect. First, only one in six exhibit the augmentation desired, but those individuals who respond seem to be a complete success, at first. After a while, however, the powers begin to degrade and fade after only 4D4 weeks (reduce all S.D.C., bonuses and super abilities by half). Each specific ability or bonus augmentation disappears completely, one by one, every week thereafter in a random pattern. Repeating the process on the same individual either doesn't work (complete failure; remains human), or works but the powers fade in 1D4 weeks and vanish completely, one by one, every couple of days. Worst, half the subjects exposed to the procedure a second time become aggressive, violent, paranoid and exhibit other dangerous behavior and insanities. Doesn't work a third time though the test subject may plead or threaten that they try. **Note:** Once the subject of the failed procedure has tasted being a superhuman, the character may (01-50%) crave it and seek it through any means possible. If this is the case, the character is obsessed with becoming superhuman; loves it and desires it, regardless of the consequences to himself and others. Also roll for one random insanity.

21-30% A failed or abandoned project with one success. The Supersoldier is the only known success, a one-of-a-kind creation who cannot be duplicated.

31-50% An ongoing operation, with one or a few successes. The Supersoldier – or a small group or random succession of Supersoldiers; 1D6+1 or 2D6+2 – are the only bona-fide successes. The result of a fluke or accident that, so far, cannot be replicated.

51-70% A deliberate and successful attempt to create a human with superhuman powers, but the results cannot be duplicated at this time; requires a minimum of another 2D6 years of research and testing to duplicate this one (or small handful of) success. In the alternative, the process might work in such a way that the powers provided are spread across the board in a completely random and unimpressive way; i.e., one Minor super ability augmentation, a tiny fraction of what they are trying to achieve and only slightly above the range of "normal" abilities. In this latter case, some of the test subjects *might* sometimes be injured, deformed or become mentally unstable.

71-90% A qualified success. A premeditated experiment to augment and alter the human body, with a consistent, reproducible outcome. However, some unseen X-factor(s) means there is some degree (as presented in these pages) of unpredictability and variation from subject to subject (i.e., some are more powerful than others). However, all subjects fall within an "acceptable range" of power to deem them a consistent success. **Note:** The pro-

cedure is either super-secret and used sparingly, or extremely expensive and used sparingly. The design team believes they can perfect the process in another 1D6 years of testing and tweaking, but the truth is what they have is likely to be as good as things get. Probably a secret, government project or the work of a mega-powerful and wealthy private industry group (or evil organization) with its own secret agenda (good, bad or self-serving).

91-00% A bona-fide success. Perfect. One identical, or very close, Supersoldier can be made after another with only small differences or variation. **Note:** The procedure is either super-secret and used sparingly, or extremely expensive and used sparingly. Probably a secret, government project or the work of a mega-powerful and wealthy private industry group (or evil organization) with its own secret agenda (good, bad or self-serving). The point is, supermen are not likely to be rolled out by the thousands like an assembly line. They are created for some specific purpose and deployed with some modicum of discretion and restraint, probably one or more elite squads.

Determining Super Abilities

As usual, the player can select or randomly roll for the hero's powers as a Supersoldier. Roll once to determine the character's super abilities.

Number and Type of Super Abilities:

01-10% Two Minor super abilities (no Major powers).

11-30% One Major super ability and one Minor.

31-50% Two Major super abilities (no Minor powers).

51-60% Four Minor super abilities (no Major powers).

61-70% One Major super ability and two Minor.

71-80% Chemical Enhancement. See Alternative Supersoldiers for details.

81-90% Endoskeletal Replacement. See Alternative Supersoldiers for details.

91-95% Brain Implant Augmentation (BIA). See Alternative Supersoldiers for details.

96-00% Latent Psionics, with the full range of abilities. See the Psionics section of HU2 on page 190.

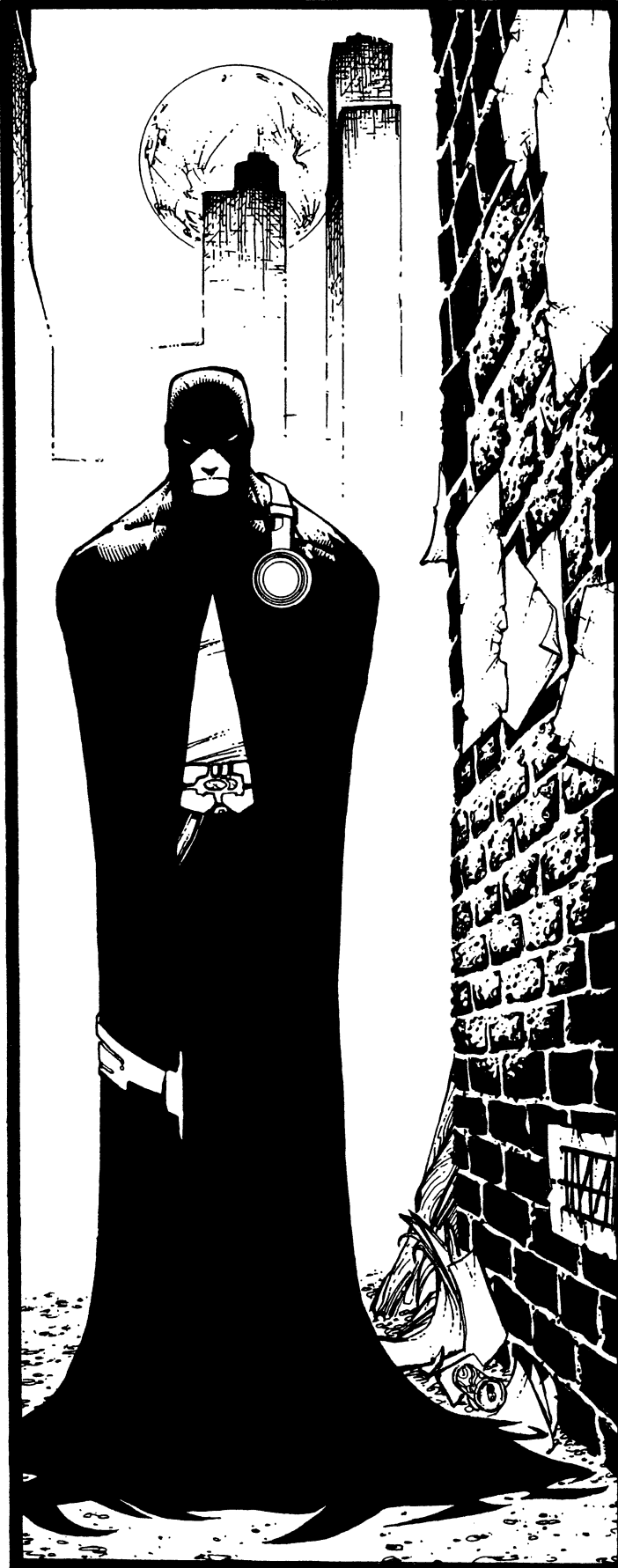
Special Supersoldier Enhancement Table

ALL Supersoldiers get to roll for a total of 1D4 Supersoldier Enhancements. Once the number is determined, roll on the following Table for a specific enhancement, and/or on the Brain Implant, Chemical, or Endoskeletal Tables. Supersoldiers with two or more "enhancements" may roll to determine one or more enhancements on any of the tables noted above. This is part of being a *SUPER* soldier.

01-05% Increased Physical Agility and Dexterity: Increase P.P. attribute to 22 (do not change if the P.P. is already higher) and is ambidextrous. **Bonuses:** +1 attack per melee round, +2 on initiative, automatic dodge, paired weapons, and add +5% to skills requiring manual dexterity and/or agility such as Acrobatics, Climb, Swim, Pick Locks or Computer Operation, etc.

06-10% Internal Robotic Medical System: An amazing medical device that releases a dozen nano-machines, about the size of a pinpoint, into the bloodstream to repair

internal injuries, stop bleeding and knit wounds. The containment unit is placed in the chest cavity and the tiny robots go to work automatically whenever the body



experiences trauma. They are powered by the electromagnetic energy of the human body and continually search for damage and repair it. Types of internal injury which they can repair include cuts, stab wounds, bleeding, blood clots, torn/ruptured veins, internal bleeding, tissue damage, and even minor damage to internal organs. Bullets can also be located, and excised (removed), seeming to work their way out of the body and drop out at the wound site. Equal to a doctor's surgical skill of 75%. When the units are done, they simply return to the housing to be reused. Repair time depends on the amount of damage and can take minutes or hours. **Special:** Heals at a rate of 1D4 Hit Points or S.D.C. per minute, or 2D4x10 H.P. or S.D.C. per hour for serious injury (heavy trauma, like the character losing all his S.D.C. and/or half or more of his Hit Points, overwhelms the nano medical system, reducing the amount of damage they can repair rapidly).

11-15% Attempted to Make the Character Invulnerable: Adds 80 lbs (36 kg) to weight (all muscle, not fat), skin has a Natural A.R. of 14, plus gets an extra 2D6 Hit Points and 4D6x10 S.D.C. An opponent's roll to strike must be 15 or higher to inflict damage. Rolls under 14 may hit, but do NO damage. +1 to P.S. and P.E. too.

16-20% Increased Leaping Ability: Add 30 feet (9.1 m), plus 5 feet (1.5 m) per level to the character's horizontal leaping distance and half that value to the hero's vertical leaping height. The Supersoldier takes no damage from falls that are less than twice his horizontal leaping distance. **Bonuses:** +2D6 damage to the hero's kick attacks, due to his unusually strong leg muscles, and he is +1 to strike and disarm with kick attacks.

21-25% Attempted to Increase Physical Speed: Triples speed attribute and enables the character to leap 15 feet (4.6 m) straight up and 20 feet (6.1 m) across. **Bonuses:** +1 attack per melee round, +1 on initiative, +1 to dodge, and +1 to pull punch. **Penalties:** However, the character is very hyperactive, has trouble relaxing and trouble sleeping; -1 on P.E. and M.A.

26-30% Tissue Density Increase: The very muscular and structural tissues of the body are enhanced to make the character dense and more resistant to physical punishment. Adds 160 lbs (72 kg) to his weight (but the extra weight is not noticeable) and an incredible 1D4x100 S.D.C. points. **Penalties:** -1 on P.B. and -1D6+2 to Spd.

31-35% Mind and Body are More Attuned: To each other, increasing reaction time and alertness. **Bonuses:** +1 hand to hand attack per melee, +2 on initiative, +4 to save vs Horror Factor, +1 to save vs poison and disease, and +2 to save vs possession.

36-40% Attempted to Instill Energy Ability: That didn't take but the character is resistant to energy, so lasers, energy blasts, fire, heat, etc. do half damage.

41-45% Bionic Implants: Head implants stimulate certain brain neurological, chemical and glandular activity to increase physical endurance and strength. **Bonuses:** Raise P.E. attribute to 19 (if already 19 or higher, add one point to P.E.), +1D6 to P.S., +2D4 to Spd and +3D6 to S.D.C. The character is also impervious to physical exhaustion/fatigue for the first two hours of strenuous activity and then begins to fatigue at half the normal rate. **Pen-**

alties: The character suffers from chronic headaches and eats 2-4 times as much as normal without gaining weight; higher metabolism burns up the calories much faster than normal.

46-50% Cyber-Armor: This is a unique lightweight armor that is *grafted* right to the skin. The armor plates are less than an eighth of an inch thick and form-fitted around the contours of the body. Cyber-armor is only grafted to the head, back of the neck, spine, chest, shoulders, shoulder blades, and thighs. The rest of the body is not protected. **Bonuses:** 200 S.D.C., A.R. 16. A roll above the A.R. 16 means an unprotected portion of the body has been hit and damaged. The cyber-armor adds 20 pounds (9 kg) to the character's body weight. This S.D.C. can be repaired the same as would any standard bionic system.

51-55% Brain Boost: Raises I.Q. attribute to 20, but will not increase an I.Q. that is already 20 or higher. **Bonuses:** Standard I.Q. attribute bonus applies, plus the character is +1 to save vs illusions and +2 to save vs Horror Factor and possession.

56-60% Hypnotic Mental Conditioning: With a series of hypnotic, subliminal suggestions and chemical injections, the character's mind has been made more resistant to psionic intrusions and is resistant to psionic attacks. **Bonuses:** +5 to save vs mind control, +4 to save vs illusions and Horror Factor, +2 to save vs all other psionic attacks, and is impervious to possession.

61-65% Physical Transformation: The hero is physically altered, with fat becoming lean, strong muscles, bones strengthening, hair filling out, physical impairments such as poor vision and poor hearing corrected, and disease, even a terminal one, eliminated (at least for the time being; may return in 4D6 years). **Bonuses:** +1D6 to P.S. which is equal to the Minor super ability of Extraordinary Strength, +1D4 to P.E., +1D6 to P.B., +1D6 to Spd, +2D6 to Hit Points and add +4D6 to the S.D.C. points.

66-70% Phenomenal Balance: Can fire a gun while moving, hanging upside down and even leaping, without penalty! **Bonuses:** +3 to roll with punch, fall or impact, +2 to dodge, +20% to the following skills (and sub-skills within them): Acrobatics, Gymnastics, and Climb.

71-75% Bionic Weapon System: Two are built into one of the character's hands and arms or one system in each arm. This is not an artificial limb, but a bionic implant. The weapon responds to bio-electrical impulses from the brain and is under the complete control of the character. Unfortunately, the power system is limited to a maximum of just 50 blasts per hour, but it is self-regenerating. Select two from the following:

Electrical Discharge: Does 1D6, 2D6 or 4D6 damage (character can adjust the degree of damage; counts as one blast regardless of damage amount). Can be fired as an arcing blast or the hand can be electrified to inflict damage by touch (add normal punch and P.S. damage to the electrical damage if used as an electrified punch attack). **Range:** 100 feet (30.5 m) or hand to hand. **Payload:** 50 Shots per hour.

Laser or Energy Blast: A concentrated bolt of energy intended for close to medium-range combat. **Damage:** The blast inflicts either 2D6 or 4D6 damage per blast. **Range:**

400 feet (122 m). Can fire 50 per hour. **Payload:** 50 Shots per hour; self-generates.

Silent Finger Guns: Two of the larger fingers fire a small energy bolt. **Damage:** 1D6 per single blast, or 2D6 per simultaneous twin blasts. **Range:** 100 feet (30.5 m) or hand to hand. **Payload:** 40 Shots per hour, and self-generates. **Bonus:** +1 to strike on an aimed shot, and the blast makes little sound other than a soft zap and sizzle barely audible from a distance or with ambient noise.

Rocket Hand: The hand is bionic, and flies off to strike an opponent or to grab something and then return to its mechanical housing in the wrist. **Punch Damage:** 2D4. **Range:** 200 feet (61 m). **Rate of Fire:** Counts as one melee attack/action to strike and one melee action to return and reconnect. P.S. of the bionic hand is 20 and it has 30 S.D.C.

Retractable Claws: One in each finger; adds 4D4 damage to clawing/slashing or jabbing punch attacks.

Retractable Forearm Blades: A pair of blades equal in length to a short sword can extend and retract from a special housing in the forearm. **Damage:** 2D6 damage per strike. **Bonuses:** +1 to strike and parry. **Range:** Hand to hand.

76-80% Immune System Enhancement: With glandular implants, immune boosting and chemical alteration, the immune system of the hero has become superhuman. **Bonuses:** Heals twice as quickly as an ordinary human, +8 to save vs disease, +5 to save vs poisons or toxins, and +3 to save vs Bio-Manipulative type attacks, and even if the character fails to save, any disease, illness, poison, toxin or Bio-Manipulation is at half its normal strength, damage, effect and duration. **Penalties:** These bonuses also apply to saves against good, lifesaving chemicals and drugs.

81-85% Bionic Sensor System: Built into the hero's hands, arm or head. This is not an artificial limb, but a series of bionic implants. The sensors are able to alert the hero to certain dangers or conditions. Select six of them:

Clock Calendar: Accurately keeps the time and date.

Electronic Bug Detector: Range: 20 feet (6.1 m).

Explosives Detector: Range: 8 feet (2.4 m).

Motion Detector: Picks up motion all around the hero within a 10 foot (3 m) radius, alerting him to imminent attacks from behind or above; +1 to parry and dodge.

Radiation Detector: Measures radiation and warns of dangerous levels, Range: 30 feet (9 m).

Radiation Sensor: Picks up, pinpoints and measures the degree of radioactivity, Range: 10 feet (3 m).

Heat Sensor: Picks up and measures heat around the character, Range: 30 feet (9 m).

Radio Scrambler: Will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. The character must be using a radio.

Infrared Warning System: Alerts the Supersoldier whenever infrared light is focused on him.

Radar Warning System: Alerts the Supersoldier whenever he is being bombarded by radar signals.

86-90% Nightvision: Can see in starlight 1000 feet

(305 m), and 200 feet (61 m) in absolute, total darkness (i.e., no ambient light source). **Penalty:** Eyes are sensitive to bright light and needs sunglasses or tinted goggles to see without difficulty, other vision is impaired in sunlight and bright artificial light (-1 attack per melee, -2 on initiative, and -1 on all combat rolls).

91-95% Uncanny Targeting and Throwing: The character can throw any weapon or item designed for throwing (a ball, spear, knife, grenade, spike, etc.) with astonishing accuracy (+2 to strike when throwing or making an aimed or Called Shot) and at twice the normal distance. Additionally, the hero can fire a weapon or throw from a moving vehicle or while riding a horse, while hanging upside down or while leaping or falling without penalty. He can also throw two items simultaneously at the same target or at two different targets (in this latter case, no bonus to strike applies to either attack) and only uses up one melee attack/action. **Bonus:** The character's ability to see and track (some say sense or feel) moving objects/targets enables him to attempt to parry or dodge projectiles (bullets, arrows, etc.) and energy blasts, but with no other bonus than a +2 to parry or dodge.

96-00% Skeletal Plating: The character's bones and skull are plated with a nearly unbreakable metal that makes it impossible to break or shatter the hero's bones. Any Hit Point or S.D.C. loss that would normally result in a broken bone is halved, the bone is undamaged; solid as a bar of steel. **Bonuses:** Punches and kicks inflict an additional 1D6 damage, +2 to roll with impact, and +6D6 to S.D.C. points.

Alternative Types of Supersoldiers

Instead of the above, the player may select and roll up one of the following three augmented characters.

Brain Implant Augmentation

In the race to create a superhuman, some try to rewire the human brain to unlock the mind's human potential. The subjects are augmented through the implantation of tiny electromagnetic devices placed in the brain. Again, nano-technology made it possible to implant tiny devices directly into the brain to control and rewire its electrical impulses. Soon they found that they could also influence the performance of the physical body by controlling the motor section of the brain. Pain can be virtually ignored, the healing process can be accelerated, and the body made to perform at an incredible level of efficiency. The brain implants and neurological stimulation also provided the surprising bonus of instilling or bringing out minor psionic abilities in all subjects. Unfortunately, the BIA nano-system has a tendency to wear out the human body, and worse, the subject becomes increasingly psychologically and emotionally unbalanced.

1. Superhuman Endurance: Add 3D6x10 S.D.C., +5D6 Hit Points, and +1D6 to P.E. attribute. Can last 10 times longer before feeling the effects of exhaustion and fatigue. Can remain alert and operate at full efficiency for

up to three days (72 hours) without sleep. Normally needs only four hours of sleep per day.

2. Extraordinary Strength: +2D4 to P.S. attribute and the Supersoldier's strength is considered Extraordinary for the purpose of lifting and carrying things. **Note:** Minimum P.S. is 19, if lower, adjust up to P.S. 19.

3. Increased Speed: Add 4D6 to Spd attribute. Can leap 20 feet (6 m) across after a short run (half from a dead stop), and 15 feet (4.6 m) high; half that without a short run.

4. Heightened Reflexes, Agility, and Senses: The combination of intense training and enhanced physical capabilities provides the following bonuses: +2 on initiative, +1 extra attack per melee, +4 to roll with punch, fall or impact, +2 to pull punch, and exceptional balance and grace (add +10% to Acrobatics, Climbing and Gymnastics). Also add 1D4 to P.P. attribute. Minimum P.P. attribute is 17, if lower, adjust up to P.P. 17.

5. Enhanced vision provides the character with perfect 20/20 vision and exceptional long-range vision equal to a hawk, enabling this person to read a small sign or recognize a face from up to two miles (3.2 km) away.

6. Enhanced sense of smell enables the character to instantly recognize odors (65%), recognize a person by scent (25%), and even track by smell (30% +15% to follow a blood scent).

7. Enhanced sense of touch enables the character to recognize very slight differences in textures by touch. Adds a +5% bonus to skills that require a delicate touch, such as all Demolition skills, Pick Pockets, Pick Locks, Electronics, etc.

8. Saving Throw Bonuses: +2 to save vs psionics, +4 to save versus mind control (psionic and chemical) and Horror Factor.

9. Enhanced Healing: Heals two times faster than normal, +10% to save vs coma and death. Virtually impervious to pain. No physical pain will impair the hero until he is down to 10 points or less. At this point the character will suddenly realize his condition and start to feel the effects of the injury. However, the Supersoldier can push the pain to the back of his mind and keep fighting till his Hit Points drop to his P.E. attribute number below zero, before finally falling into a coma.

10. Bio-Regeneration: This ability is a little different than the psi-power, although related. The hero must stop to slip into a meditative trance. While in the trance, he is completely helpless and cannot move or take any action. All of his concentration is focused into an accelerated bio-feedback program that restores 2D6 Hit Points and 3D6 S.D.C. within one hour. Other damage heals at twice the usual recovery rate and wounds close in a matter of minutes.

11. Minor Psionics: Select three psionic powers from either of the psychic Sensitive or Physical categories (excluding Object Read, Astral Projection, Sixth Sense and Ectoplasm). I.S.P. equals 6D6 +M.E. attribute number, plus 1D4 additional per level of experience.

12. Insanity: Suffers from delusions and insanity: Everything is fine initially, but as time goes on, the BIA character gets increasingly more disturbed.

At second level of experience roll once on the Phobia Table.

At third level roll once on the Affective Disorder or Phobia Table (player's choice).

At fifth level roll on the Crazy Hero Tables. This can lead to multiple personalities and all types of maladies.

At seventh level roll once on the Obsession Table.

At ninth level roll on the Neurosis Table.

At twelfth level roll on the Psychosis Table.

At fifteenth level roll for a Random Insanity.

Chemical Enhancement

In man's search to create the ultimate human, it was inevitable that, sooner or later, someone turned to chemical enhancement. At first, drugs were used to build the natural body through the use of synthetic hormones, such as steroids to build muscles, and EPO to increase blood flow and physical performance. However, it soon became apparent that the chemical condition was too difficult to maintain at peak level over long periods of time. Unless the individual was carefully monitored and drug intake regulated as needed, the individual would experience severe performance drop-offs, lulls, and highs, not to mention drug overdose or withdrawal symptoms. A truly consistent level for optimum performance was necessary in order to create the perfect superhuman fighting machine.

A new computerized biological monitoring and drug dispensary system was designed with incredible results. Microscopic implants placed in the vascular system, brain, and muscles mapped out the body in unimaginable detail. Nano-systems implanted by the dozens inside the body sent information about it and the computer monitoring system could keep tabs on every aspect of the body: blood flow, air intake, oxygen levels, the release of adrenaline, sugar levels, hormone levels, respiration, neurological responses, muscle fatigue, digestion, and other aspects of the functioning human body. Nano-technology and chemical advancement would herald the day of the superhuman without the extreme mechanical augmentation of bionics. The drug dispensary system comes in a few varieties, one is a thin backpack modeled to the recipient's back, another is an injection system around the neck and wrists, or upper arms and legs, to deliver the needed synthetic chemicals to keep the body functioning at maximum capacity. In addition to initiating or countering specified chemical reactions, the bio-comp system also maintains the body at maximum levels of efficiency. All aspects of optimum physical conditioning are monitored and maintained.

1. Superhuman endurance: Add 6D6x10 S.D.C., +6D6 Hit Points, and +1D6 to P.E. attribute. Can last 10 times longer than a normal human before feeling the effects of exhaustion. Can remain alert and operate at full efficiency for up to five days (120 hours) without sleep. Normally needs only 3-4 hours of sleep per day.

2. Superhuman Strength: Add 2D6 to P.S. attribute and the Supersoldier's strength is considered Superhuman for the purpose of lifting and carrying things. **Note:** Minimum P.S. is 22, if lower, adjust up to P.S. 22.

3. Superhuman Speed: Add 2D4x10 to Spd attribute. Can leap 30 feet (9.1 m) across after a short run (half from a dead stop), and 20 feet (6 m) high (half without a short run).

4. Superior Reflexes and Reaction Time: An accelerated metabolism makes everything around the chemical induced Supersoldier seem to move in slow motion. **Bonuses:** +1D4+1 to P.P. attribute, +2 attacks per melee, +4 on initiative, gets an automatic dodge (the act of dodging does not use up a melee attack/action, but the character still needs to roll for the success of the dodge), and +4 to roll with punch, fall, or impact. **Penalties:** Cannot sleep without a sedative or tranquilizers. Tends to be a bit jumpy and anxious; boredom is a constant enemy (the drug systems will counter with tranquilizers and euphoria drugs to make him zone-out, but can instantly make the Supersoldier alert and ready for action in 15 seconds/one melee).

5. Saving Throw Bonuses: +6 to save versus mind control (psionic and chemical), +1 to save versus psionics, +5 to save versus toxic gases, poisons, and other drugs, +5 to save vs Horror Factor. **Note:** The chemical system can slow the blood flow or increase oxygen levels to slow the effects of drugs or inject natural and synthetic chemicals to counteract them immediately.

6. Enhanced Healing: Heals four times faster than normal and is +20% to save vs coma and death. Virtually impervious to pain, no amount of physical pain will impair the Supersoldier until he is down to five Hit Points or less. At this point the character will suddenly realize his condition and start to feel the effects of the injury. However, the Supersoldier can push the pain to the back of his mind and keep fighting till his Hit Points fall to his P.E. attribute number below zero, before finally falling into a coma. A chemical push will automatically engage to restore 2D6+4 Hit Points and wake the character in 1D4 melee rounds. He is still in critical condition but can continue to fight or take action for another 10 minutes or until the restored Hit Points are reduced to zero and he lapses into a coma again.

7. Player's Note: The chemical abuse and strain on the body gives this superbeing a short life span of 1D6+6 years after chemical augmentation beings. There are no exceptions! No saving throws or hope. The body is destroyed – burned out, used up. Not even psionic healing or magic restoration or resurrection (-50%) can help. Detoxification will save the character's life only if it is done in the first four and a half years of chemical dependence. The detox process takes ten weeks and not only does the Supersoldier lose all of his enhancements, bonuses and abilities, but suffers the following penalties: -1D4 to I.Q., M.E. and M.A., -2D4 to P.S., P.P. and P.E., reduce Spd by half. For many, it is a fate worse than death and they'd rather burn out and die a superhuman than a cripple. This extreme punishment on the body and virtual death sentence for the participants has prompted the United States, Canada and France to outlaw its use, but rogue government cells, evil organizations, unscrupulous private industry, villains and other countries may not share that sentiment.

Endoskeletal Replacement

In the step between full bionics conversion or full robotics lies the augmentation known as Endoskeletal Replacement. Put as simply as possible, Endoskeletal Replacement calls for the systematic removal of all the body's tissues from the bone structure for the purpose of replacing the bones with a fully artificial, robotic Endoframe; complete with micro-servos incorporated into each of the joints, and sealed compartments for each of the body's various internal organs (located in the skull, rib cage and pelvis). With the enhancement in place, the organs are placed into their compartments and the muscles are placed over the new synthetic bones, followed by replacement of the skin and suturing by nano-tech machines, inside and out. Internal nano-medical systems keep everything in order and make minor adjustments and repairs as necessary. The final product is a man with a robotic frame on the inside.

1. Robotic Enhanced Endurance: Add 1D4x10 S.D.C., +3D6 Hit Points, and +1D6 to P.E. attribute. Can last 20 times longer before feeling the effects of exhaustion than a normal human, thanks to the full endoskeleton. Can remain alert and operate at full efficiency for up to two days (48 hours) without sleep; typically needs 5-6 hours per day.

2. Robotic Enhanced Strength: Add 4D6 to P.S. attribute and the Supersoldier enjoys robotic strength that is considered Superhuman for the purpose of lifting and carrying things. **Note:** Minimum P.S. is 26, if lower, adjust up to P.S. 26.

3. Robotic Enhanced Reflexes: With the enhanced servos and machine-like precision, the Supersoldier can respond faster than ordinary humans. **Bonuses:** +2 on initiative, +1 attack per melee round, +1 to strike, +2 to parry and dodge, +3 to pull punch, +3 to roll with impact and can survive falls from up to 100 feet (30.5 m), and may try to land on his feet thanks to special balancing and righting servos, like those of a cat (01-60% chance for landing on feet and taking no damage; special shock absorbers handle impact). +1D4 to P.P. attribute. **Note:** Minimum P.P. attribute is 16, if lower, adjust up to P.P. 16.

4. Robotic Speed: +6D6+6 to speed attribute and can leap 12 feet (3.6 m) high and 20 feet (6.1 m) across from a dead stop or with a few steps; double with a short running start.

5. Replacement Cybernetic Senses: The character's eyes, ears and sense of both taste and smell have been replaced or augmented by artificial cybernetic equivalents.

Enhanced sense of smell and taste provided by the hero's new chemo-receptors (replacing both his sense of taste and smell) enables the character to instantly recognize odors (75%), recognize a person by scent (45%) and even track by smell/taste alone (55%).

The character's ears have been replaced by cybernetic ones that mimic the character's original ones, but with one bionic feature found on page 104 of HU2.

The eyes may be replaced by cybernetic ones that mimic the character's original eyes, but with perfect 20/20

vision and any two bionic enhancements for the eyes found on page 105 of HU2.

6. Cosmetic Disguise: With the final operations the skin is closed and all scarring is systematically removed. The new endoskeleton and systems are designed to look completely real, the systems are only detectable through a medical exam or by a bio-scanner. In both cases, there's a -30% penalty to find the nature of the endoskeleton (also it is NOT made of metal, instead high-tech ceramics are used), very well hidden. A system of bladders and moveable parts built into the mechanical skull enables the character to change the look of his face for the purpose of disguise equal to the facial part of the Major super ability, *Alter Facial Features & Physical Stature*, on page 238 of HU2. P.B. attribute may be adjusted up or down by eight points.

7. Unbreakable Skeleton: The high-tech ceramics used in the construction of the endoskeleton are unbreakable by most normal means (2,000 S.D.C./200 M.D.C.) and it has a Natural A.R. of 17, which applies only to the skeleton, not the human flesh.

8. Increased Survivability/Bonuses: The nature of the sealed systems gives the Supersoldier a +4 to save versus toxic gases, poisons, and other drugs, plus a +2 to save versus Bio-Manipulation attacks, and +20% to save versus coma. Also, the Supersoldier has a deadened sense of touch that makes the hero hard to torture with pain alone (-50% on any attempt), but loses -10% on all skills that require a delicate touch, such as all Demolition skills, Pick Pockets, Pick Locks, Electrical and Mechanical skills, etc.

Step Four: Education and Skills

In this case, the character has a background in the military: **01-50% Military (Basic)** plus an extra Espionage Skill Program or **51-00% Military Specialist**, plus an extra 1D4+1 Rogue or Communications skills (+10%). See page 45 of HU2 for the rest of the details for these two Educational Levels.

Step Five: Alignment

Any alignment can be selected, but heroes should of a good alignment or at worst, Unprincipled or Anarchist.

Step Six: Rounding Out & Special Equipment (Optional)

The character may be equipped with a certain number of high-tech weapons, gimmicks and equipment, especially if the Supersoldier is currently working for the agency that created him. If a rogue, the character may have grabbed a few helpful items on his way out and has them hidden away as part of his secret stash. Ultimately, whether the player rolls or picks from one, more or all of these tables is left to the Game Master's discretion. Doing so certainly creates the well rounded Supersoldier.



Battle Armor or Hero Costume:

What does the Supersoldier use for a costume or armor?

01-20% None. Wears civilian clothes or military fatigues or jumpsuit.

21-50% Several sets (2D4) of the character's chosen costume, which is made of just clothes, it is not armored.

51-80% Has acquired 1D6 sets of a costume that incorporates modern armor. See page 343 of the HU2 for types of body armor.

81-00% Portable Force Field Belt, with 120 S.D.C. and a Natural A.R. of 14; rolls 14 or under do no damage, rolls of 15 or higher reduce the force field's S.D.C. The belt has a self-regenerating power source that regenerates 10 S.D.C. points per hour.

Special Weapons

Roll once on this table. Twice only if the G.M. tells you to.

Note: Ammunition is typically supplied by the sponsoring agency, but if the character is a rogue agent on his own, it is assumed he has 1D4x1000 rounds stolen and stashed away. When that's gone he'll have to get more (raid the organization) or find a new weapon. Of course, some have an infinite payload. For example, it is assumed that all energy weapons automatically *recharge*, though the G.M. may impose restrictions like solar powered,

needs to recharge using a special adaptor and electricity, draws on the Supersoldier's own bio-energy, etc.

01-10% Nothing special. Any gear is of the conventional nature.

11-20% Pair of Matching Energy Pistols: A nice pair of matching, high-tech laser or energy pistols. **Damage:** 4D6 points per single shot, or fired as a pair simultaneously at the same target for double damage. **Range:** 500 feet (152.4 m). **Payload:** Each weapon holds 30 blasts (120 each if cabled to a small, self-regenerating energy pack worn on the hip or back). Self-charging ammo-clip (or pack) that recovers energy blasts at a rate of 1D6+4 per 20 minutes or can be boosted and charged in a matter of minutes via any type of Re-Channel Energy super ability. Ideal for a Supersoldier with that power. **Rate of Fire:** Can only be fired one blast at a time; each shot counts as one melee attack. **Note:** Character automatically gets W.P. Paired Weapons and W.P. Energy Pistols.

21-25% Energy Rifle: A high-tech laser or energy rifle. **Damage:** 6D6 points per single shot, or 1D6x10 per double-blast burst. **Range:** 2000 feet (610 m). **Payload:** 60 blasts (120 if cabled to a small, self-regenerating energy pack worn on the hip or back). Self-charging ammo-clip that recovers energy blasts at a rate of 1D6+6 per 20 minutes or can be boosted and charged in a matter of minutes via any type of Re-Channel Energy super ability. Ideal for a Supersoldier with that power. **Rate of Fire:** One at a time or a double burst; each shot or burst counts as one melee attack. **Note:** Character automatically gets W.P. Energy Rifle.

26-30% Rail Gun or Mini-Gun: This is a huge, over-sized, man-portable heavy weapon that fires devastating bursts of metal slugs. **Damage:** 1D6x10 per 10 round burst. **Rate of Fire:** Bursts or sprays only, it cannot fire single shots, each burst uses 10 rounds. **Payload:** 200 round (20 burst) clip. The hero has 4D4 clips available and if P.S. is 24 or greater, can carry around a 2000 round (200 bursts) ammo-drum on his back with an automatic feed. **Range:** 2000 feet (610 m).

31-40% Invulnerable Shield: The character has a shield which appears to be completely invulnerable to damage (Natural A.R. 19, 300 S.D.C., and takes damage only when an attacker is trying to deliberately destroy the shield). **Damage:** Does 3D6 with a shield bash, +1D6 when thrown, and is +2 to strike and parry with it. **Range:** Thrown up to 300 feet (91.5 m). The shield is very light, weighing only 4 pounds (1.8 kg).

41-50% Mini-Missile Launcher: Can be a backpack unit, special weapon/rifle, or forearm launchers. Which-ever the case, stats are the same. **Damage:** 5D6+10 points. **Range:** One mile (1.6 m), and can be used as a point and shoot projectile or programmed to target one specific target (type of vehicle, uniform/costume, heat signature, etc.). **Rate of Fire:** Fires one at a time or in volleys of 2, 4, or 6; each single shot or volley counts as one melee attack. **Payload:** Weapon holds six, but an additional 2D6+10 are carried in an armored backpack or carrying case. It takes four melee actions to reload.

51-60% Powered Punch Gauntlets: These are a pair of gauntlets over both hands that, when activated, release

a powerful discharge of raw energy on contact with a target. **Damage:** Each adds an additional 4D6 damage to a punch with that gauntlet. **Payload:** 40 punches each per hour; they have a self-regenerating power source.

61-70% Sonic Blast Helmet: The sonic helmet generates shock blasts with the spoken word. The vibrations that cause the damage tend to jolt someone, even when they impact against body armor. On a roll below the Armor Rating, a sonic blaster does half damage to the armor. Half of any sonic damage carries through the armor and hits the person inside. Plus these weapons can cause disorientation and a loss of consciousness by using high frequency sound. **Range:** 80 feet (24 m). **Payload:** 30 blasts each per hour, they have a self-regenerating power source. **Damage:** is 3D6, but there is a chance that a person shot by the blast is rendered unconscious for 1D4 melee rounds (victims must roll a 14 or higher to save, P.E. bonus applicable; +4 to save if wearing protective armor), otherwise they lose one melee action and are -4 to strike, parry and dodge. The helmet protects the Supersoldier from the effects of the weapon.

71-80% Unbreakable Rope: The character has a metal alloy cord which appears to be completely invulnerable to damage. It has the equivalent of an A.R. 19, and 50 S.D.C., so only attacks specifically directed at the rope can hit it, and only rolls to strike that are 20 or higher (with bonuses) actually inflict damage, and even then the damage is half. **Damage:** None, the rope/cord is to be used for climbing and tying up opponents. **Bonuses:** +2 to entangle when used as a lasso. **Range/Length:** 100 feet (30.5 m) long and can be roped with or used as a swing line and/or grappling hook for scaling walls or swinging from building to building. The rope is very light, weighing only two pounds (0.9 kg).

81-85% Energy Blade: A short (12 inches/30 cm) hilt, with cross guard, holds the powerful energy generator for this weapon. The balance and length of the sword gives it +1 to strike and parry. **The average length:** 3.5 feet (1.1 m). **Damage:** 5D6, but can be reduced to as little as 1D6. **Note:** Anyone who successfully parries one of these special weapons with a conventional one will have that normal weapon suffer minor damage (1D6+1 points of damage). A conventional sword, for example, is scorched and the metal pitted every time it clashes with the energy blade, and with sufficient damage (1D6+1 each parry), the sword becomes dull, chipped and eventually will break in two. Only a Kisentite blade, magic weapon or another energy weapon can parry an energy blade and not suffer some sort of damage. P.S. bonuses are NOT added to the damage done by energy blades.

86-90% Energy Whip: A long whip made from flexible cable or special conductive material. **Damage:** As a simple whip it does 2D4 damage, but when charged with electricity (or other energy) it does 3D6 damage per strike. **Bonuses:** +1 to strike and entangle, +2 to disarm.

91-00% Energy Wrist Blasters: This pair of energy wrist weapons are typically high intensity lasers or plasma ejectors. **Range:** 600 feet (183 m). **Damage:** 4D6 per single blast, 8D6 per double blast (both arms are pointed at the same target and fired simultaneously; but only counts

as one melee attack). **Payload:** 20 blasts each per hour; they have a self-regenerating power source.

Prototype Vehicle

01-20% None. Any vehicle the character may have is conventional.

21-30% Combat Car: A combat automobile with off-road suspension, maximum speed is 180 mph (288 km). Gasoline powered (40 gallon/151 liter tank) and can run for up to 60 hours on just one tank of fuel, due to a super efficient engine. The car has 600 S.D.C. and an A.R. of 12.

31-40% Rocket Cycle: One or two person model. Speed is 300 mph (480 km). Hovers 3 to 20 feet (0.9 to 6.1 m) above the ground, but the cycle can fly up to an altitude of 6000 feet (1829 m). Gasoline powered (20 gallon/76 liter tank) and can run for up to 30 hours on just one tank of fuel. The rocket cycle has 250 S.D.C. and an A.R. of 10.

41-50% Jet Powered Glider: Speed is 150 mph (240 km), altitude is 3000 feet (915 m). Powered by a mini-energy cell that can run continuously for four hours before needing to cool down for at least one hour. The Supersoldier stands on this device in order to fly it, wing board style. The jet powered glider has 150 S.D.C. and an A.R. of 14.



51-60% Rocket Jump Boots: This footgear has focused explosive charges built into their soles; charges powerful enough to propel the wearer up to 60 feet (18.3 m) into the air. An Acrobatics or Gymnastics roll (equivalent to a back flip roll) will allow the wearer to do somersaults, rolls, back flips and cartwheels in midair and land on his feet. This maneuver enables the rocketing character to turn around, dodge (+1), land behind a person, or move 10-20 feet (3-6 m) in any lateral direction, or to land on a rooftop, tree branch, etc. Each rocket jump counts as one melee action. Each boot has 40 S.D.C.

61-70% Mini-Jet Sub: A one person model. Speed is 450 mph (720 km). Has VTOL capabilities but cannot actually hover above the ground, but the mini-jet can fly up to an altitude of 6000 feet (1829 m). The mini-jet sub can

“fly” underwater at a speed of 90 mph (144 km), to a depth of one mile (1.6 km). Gasoline powered (40 gallon/151 tank) and can run for up to 90 hours on just one tank of fuel. The Mini-Jet Sub has 250 S.D.C. and an A.R. of 10.

71-80% Battle Bike: A combat motorcycle with off-road suspension, maximum speed is 90 mph (144 km). Powered by a mini-energy cell that can run continuously for 12 hours before needing to cool down for at least one hour. The bike has 200 S.D.C. and an A.R. of 12.

81-90% Anti-Gravity Belt (experimental or alien): This creates an anti-gravity field around the wearer. The maximum speed is only 50 mph (80 km), but maximum altitude is unlimited and can carry the character into outer space. Maximum weight allowance is 500 pounds (225 kg). The belt has 25 S.D.C. and is likely to be concealed and, perhaps, covered by another belt for protection.

91-00% Hover Board: A large skateboard-like platform, but it has hover units underneath instead of wheels. Hovers 3-30 feet (0.9 to 9.1 m) above the ground, with a maximum speed of 300 mph (480 km). Gasoline powered (2 gallon/7.6 liter tank) and can run for up to 8 hours on just one tank of fuel. Maximum weight allowance is only 600 pounds (270 kg). The board has 60 S.D.C. and an A.R. of 10.

Other Stuff

Hand to Hand Combat: As per military training.

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round for being a hero. Any additional attacks are developed through Physical skills, super abilities, and other bonuses.

Weapons and Armor: Except for the special equipment already mentioned above, only conventional body armor, weaponry and equipment will be available.

Additional Financial Resources: The character has 5D6x100 dollars available in ready cash. This is in addition to a possible life savings (see optional rules to rounding out one's character in HU2), and there is a 01-80% chance the character also owns a personal vehicle. The car is less than a year old. Presumably, the character has a job, apartment and reasonable personal possessions. If in the military, housing on or near a military base is provided free, as is any medical treatment, and access to base facilities.

Experience Levels: Use the *Experiments* experience chart on page 352 of HU2 for level advancement.

Note: This improvement on the Supersoldier Option was designed in such a way that characters created by the original option are also possible with this one, and are still “valid” Supersoldier characters in every way.

SYMBIOTIC

SUPERHUMAN

By Carmen Bellaire and Kevin Siembieda

A symbiotic organism is typically a parasitic creature that attaches itself to a host body for the purpose of feeding, protection or spawning. In the case of this Power Category, the organism feeds on the host body, but at the same time provides it with other special benefits (bonuses, special powers, etc.) for the protection of that host body and so the host will not try to get rid of the symbiotic organism. While there may be a downside to having a symbiotic creature, such as a reduced P.B., the benefits of those described in these pages far outweigh the negatives.

The union between the human host and the symbiotic organism is permanent. The only ways to remove the organism are with the aid of a surgeon (but at -40% to the surgery skill), to kill the symbiote, or kill the host body it is living in. Slaying a symbiote without damaging the host body is virtually impossible. For every one point of damage inflicted on the symbiote (which can regenerate very quickly), five points are inflicted on the body of the host, plus there is the agonizing pain. Once the symbiotic organism has been removed, all the super powers it once provided are gone, but any penalties due to its removal remain.

In this case, all the strange super abilities come from the symbiotic organism, not from the human whose body it shares. Without the symbiotic organism the character is just another human being. The superbeing is a collective whole, the physical joining of two life forms for the mutual benefit of both.

Step One: The Eight Attributes

Determine the eight attributes as you would any human character. Don't worry about low physical attributes, since those may be altered by the symbiote as well as skills and super abilities. Keep all the initial stats in pencil until the character is completely rolled up and all bonuses and penalties taken into account.

Step Two: Hit Points & S.D.C.

Hit Points: The P.E. attribute number +1D6 per level of experience for ordinary humans, but in all cases, the union with the symbiote adds an extra 2D6 H.P. The symbiotic organism also has 6D6 Hit Points of its own and a Natural A.R. of 10.

Structural Damage Capacity (S.D.C.): The human gets a base amount of 30 S.D.C. points, plus any bonuses due to Physical skills or super abilities.

Step Three: Background & Abilities

These tables provide important information about the symbiote and its human host, as well as where it came from. This will help to determine the specifics of the symbiotic organism and perhaps its motives and goals, if any.

Where Did the Symbiote Come From?

01-20% The symbiotic organism fell from outer space or was found inside an alien spaceship or the lair of an alien villain.

21-40% It is a genetically engineered symbiotic organism that has escaped from the lab.

41-60% A mutated, lower life form native to Earth.

61-80% The symbiote appeared through a tear in the fabric of space and time!

81-00% The organism is magical or supernatural in nature and comes from a different world, reality or dimension.

The Symbiote's Appearance

Regardless of where a symbiote is located on the body or what it looks like (can look like almost anything), the abilities and bonuses given to the human host are unaffected due to the fact that it links directly to the body and connects to the nervous system.

01-10% Resembles a giant crab that joins to the rib cage. Concealed by clothing. Reduce P.B. by 10%.

11-20% Squid-like creature, links to the head and neck along the spine, or the back or chest, with tentacles/tendrils wrapped around the upper torso. Concealed by clothing. Reduce P.B. by 20%.

21-30% A strange leafy plant that covers half the body like a clinging vine. May or may not be concealed by clothing. Reduce P.B. by 10%.

31-40% Tiny worm-like creatures carried in the blood. Concealed inside the body. No P.B. penalty.

41-50% Bug-like things (2D6+3) that scurry underneath the skin. Concealed by clothing. No P.B. penalty unless the symbiotes are active on parts of the body not covered by the clothing (reduce P.B. by 20% when that happens).

51-60% Large, insect-like creature, that has wrapped itself around the neck, arm or leg. Probably hidden by clothing. Reduce P.B. by 20%.

61-70% A huge leech or worm wrapped around the body or along the length of the spine. Concealed by clothing. Reduce P.B. by 30%.

71-80% Mask-like organism which bonds to the half of the face or head. Reduce P.B. by 40%.



81-90% A slimy skin wrap covering 2D4x10% of the entire host body. May not be concealed by clothing. Reduce P.B. by 1D4x10%.

91-00% Large, fuzzy spider-like creature attached to the neck, spine or stomach. Concealed by clothing. Reduce P.B. by 20%.

The Symbiote's Intelligence

01-20% Mineral. Regardless of what it may look like, the organism is some sort of living silicon based life form. It has no thoughts and cannot communicate. Life span is 1D6x100 years. When its host body dies, it finds a new one.

21-40% Vegetable. Regardless of what it may look like, the organism is a plant of some kind. It has no thoughts and cannot communicate. Life span is a short 3D6 years but it, somehow, gives birth to a new organism that takes the place of the old without the host having a clue (powers remain unaltered). Whether it leaves spores/seeds to grow into additional plant symbiotes is unknown.

41-60% Animal: Low Intelligence. It has no means of communication, nor does it have thoughts, plans or desires, this is how it lives and survives (don't even think about how it might procreate). Life span of the organism is 4D4x10 years. When it dies, it just falls off. When its host dies, it finds another.

61-80% Animal: High Intelligence. It communicates via an empathic-like sensation or impression in which the host body will suddenly get a bad feeling, scared, anxious, pleased, or feel positive/encouraged. Though the host may actually think or ask, "is this a good idea," or "this is the right thing to do, don't you think," the symbiote can only answer with a wave of emotion. However, the creature may not have a human understanding of right and wrong, good or bad, morality or the law, making it unable to answer questions involving them. The only things the creature clearly understands are when it or the host are in danger, heading into danger, safe, feeling content and secure, happiness and similar emotions. We leave it up to the player and the G.M. to decide if the symbiote is more intelligent than that. If not it has the same basic level of comprehension and expression as a smart dog. If it is smarter than that, it is the equivalent of a 1D4+7 year old child. Other than its safety via the safety of its host, and sharing the host's most powerful emotions (love, happiness, fear, hatred, etc.), it is content just living an invisible life attached to the host. The life span of the organism is 3D4x10 years. When it dies, it just falls off. When the host dies, it finds another.

81-00% Sentient. The symbiotic organism is an intelligent life form unlike any we understand and is probably an extraterrestrial, a dimensional traveler, or a supernatural being. It means no harm, this is just how it lives, survives and studies other cultures and life forms. Its physical connection, however, also gives it an Empathic and Telepathic link to its host, enabling it to see and feel everything the host experiences. Their oneness enables the symbiote to communicate Telepathically to the host and sound like a soft voice inside his head. The creature tries not to be

invasive and only "mind speaks" when it is invited to do so and when it has something important to say, usually involving it and its host's continued survival/well-being.

The Sentient Symbiote can be any alignment, but it uses Empathy to find a *compatible* host with an identical or similar alignment. Mental Attributes of the Sentient Symbiote: I.Q. 2D6+6, M.E. 4D6, M.A. 4D6+3. Psionic Powers: Empathy (4), Telepathy (4), See Aura (6), Mind Block (4; itself, not the host), Sense Time (2) and Read Dimensional Portal (6; see Powers Unlimited One, page 92, for that last one). I.S.P.: 1D6x10+26. All these powers are for the organism and are not given to the host, though the symbiote can use Empathy and Telepathy between itself and the host at will without I.S.P. cost. It does, however, bestow the following bonuses upon its host body. Host Bonuses from a Sentient: +1 to save vs psionic attack, +1 to save vs illusions, +1 to save vs magic, and +2 to save vs possession. The life span of the organism is 2D4x10+50 years.

The Symbiote's Food Source

01-12% Blood, small amounts, but tends to make the host a little sleepy after a full day's work; needs to sleep 8-10 hours per night to function at top efficiency, otherwise -1 on all bonuses.

13-24% Electromagnetic Energy, harmless to the host.

25-36% Emotions. The symbiote feeds on strong emotions which makes adventurers and heroes ideal since they are always facing situations filled with hot emotions.

37-48% Flesh, mostly dead skin, but it does do a little damage over time. Reduce the Hit Points of the host body by 1 point for every two years the symbiote is present or one P.E. attribute point for every four years the symbiote is attached. Lost Hit Points and P.E. are permanently destroyed. Over time, the organism *may* kill its host.

49-60% Edible Food. The organism can reach into or enter the stomach to feed on its contents, which means the character must eat two to three times as much as a normal human and is always snacking.

61-72% Human Waste removed from the character's intestinal system and kidneys. It may sound gross, but the character seldom has to use the bathroom, though he feels the need to snack often and must drink twice as much water a day (16 glasses instead of eight) to stay hydrated and in good condition. Insufficient water can lead to kidney disease, kidney failure, muscle cramping (loses one initiative and one melee attack per cramp) and chronic fatigue.

73-84% Life Force. The creature constantly drains the host's life force, reducing one physical attribute (P.S., P.P., P.E., P.B. or Spd) by 1D4 points every three years. Over time, the symbiote could cause the character to waste away to nothing and die.

85-96% Mental Energy. The symbiotic organism draws on bio-electrical energy generated by the brain, making the host's thoughts a bit sluggish at times. Reduce all skills by -5%, including Secondary, and the character sometimes lapses into daydreams when things are quiet

(-3 on initiative when on guard duty or trying to read or study).

97-00% Muscle Mass. It slowly feeds on the muscles of the character. Reduce one of the following physical attributes, P.S., P.P., P.E., or Spd, by 1D4 points every three years. Over time, the symbiote could cripple or kill the character.

Benefits Gained by the Host

Roll 1D4 times on this table; the average is twice.

01-05% Life span is increased by 2D4x10 years.

06-10% Impervious to possession and +2 to save vs psionic attacks.

11-15% Nightvision: Range of 1000 feet (305 m).

16-20% Stealthy (and a little bit paranoid): Prowl skill at 70% +4% per level of experience.

21-25% Lets the host breathe in both water and air, and in a vacuum! No time limit.

26-30% Impervious to disease, +20% to save vs coma, +2 to save vs poison/toxins.

31-35% Superhuman Strength: +2D6 to P.S. and +1D6 to S.D.C.

36-40% Impervious to mind control, and +1D6 to save vs illusions.

41-45% Increased S.D.C.: +2D4x10.

46-50% Increased Hit Points: +4D6+6 and +2 to save vs disease.

51-55% See the Invisible (superbeings, ghosts, etc.).

56-60% Impervious to cold.

61-65% Resistant to fire and extreme heat (does half damage).

66-70% Resistant to magic: +3 to save vs magic.

71-75% Increased body control: +5% to all physical attributes, +3 to pull punch, +1 to roll with impact.

76-80% Increased speed and stamina. +6D6 to Spd attribute, fatigues at 10% of normal, and only needs 5 hours of sleep per night.

81-85% Natural A.R. of 10+1D4 and +2D6 to S.D.C.

86-90% Eyes in the back of the head. Can't be surprised by attacks from behind, +2 to dodge; -1D4 to P.B.

91-00% Increased Reflexes: +1 to P.P. attribute and automatic dodge at +3 (the roll to dodge does not use up a melee attack/action).

Determining Super Abilities

As usual, the player can select or randomly roll for the symbiote's powers. Remember, all symbiotic organisms are not created equally and the range of abilities may differ dramatically or be similar yet different.

01-05% One Major super ability and two Minor abilities having to do with adaptation.

06-10% One Major super ability and two Minor abilities having to do with environment and/or fields of force.

11-15% One Major super ability and two Minor abilities involving Alter Physical Structure/Body or Physical Strength/power.

16-20% One Major super ability and three Minor abilities involving mass, weight and density.

21-25% One Major super ability and three Minor abilities involving deception and/or concealment/hiding.

26-30% Two Major super abilities and one Minor ability involving shape changing and/or the altering of the human body or body parts.

31-35% Two Major super abilities and one Minor ability involving sound/sonic powers.

36-40% Two Major super abilities and one Minor having to do with controlling or shaping the elements/nature.

41-50% One Major super ability & three Minor abilities involving energy.

51-55% Two Major super abilities and one Minor ability involving physical defense/protection.

56-60% Two Major abilities and one Minor ability involving size.

61-65% Two Major abilities and one Minor ability involving physical matter.

66-70% Two Major abilities and one Minor ability having to do with space and/or time.

71-75% Five Minor super abilities involving Heightened Senses (may include any Supervision powers) or awareness/sensing.

76-80% Five Minor super abilities involving combat and/or weapons.

81-85% Two Major super abilities and two Minor abilities having to do with machines.

86-90% Two Major super abilities and two Minor abilities having to do with transportation and/or movement.

91-95% Two Major super abilities and two Minor abilities having to do with speed.

96-00% Two Major super abilities and two Minor abilities having to do with controlling or influencing others.

The Consequences of Removing the Organism

Only roll on this table to determine the consequences of removing or killing the symbiotic organism. **Note:** In all cases, the character loses all the benefits and super abilities the creature once provided, plus the following additional trauma and damage.

01-40% Lucked out, no damage or problems, but reduced to an ordinary person.

41-60% Surgery left physical scarring or physical deterioration (looks older, tired, etc.), reduce P.B. by 1D4x10%.

61-80% Permanent physical damage or weakness: Reduce P.E. and P.S. by 1D4 points, and S.D.C. by 10%.

81-85% Brain damage: Reduce I.Q. by 1D4, M.E. by 2 points and there is a -5% penalty on all skills due to some memory loss and difficulty in concentrating.

86-89% Severe damage to internal organs. Must replace one or two internal organs. Until the damage is repaired, reduce the number of attacks per melee round and all combat bonuses by half. May suffer from chronic fatigue.

ANCIENT WEAPONS MASTER

By Carmen Bellaire

Since man first tied stones to sticks to form primitive axes or sharpened wooden tips for spears, some among those stone-aged men trained harder and longer to perfect their skills with those weapons. It is in the footsteps of these and many more, that the Weapons Training hero travels. This character is one with those ancient ways and weapons. He uses these ancient tools and skills to fight many a new and modern foe.

The Weapons Training character could be an axe toting barbarian, a sword swinging swashbuckler, a master of archery, a knife throwing circus performer, or an ancient samurai, skilled in both the bow and paired swords (the daisho). The type of weapons the character is going use is strictly up to the player. One thing to remember, this character is so reliant on his weapons that, without them, he is greatly diminished in combat and fairly helpless.

Step One: The Eight Attributes

Determine the eight normal attributes as you would any character but with the following bonuses: +1D6 to P.S., +1D4 to P.E. and +2 points to P.P. Keep all the initial stats in pencil as additional training, skills and bonuses may enhance them further.

Step Two: Hit Point & S.D.C.

Hit Points: The character's P.E. attribute number +1D6 per level of experience.

Structural Damage Capacity (S.D.C.): A base amount of 40 S.D.C. points, plus any bonuses from Physical skills and other bonuses.

Step Three: Special Abilities, Education and Skills

Roll to determine the character's educational level as usual. Then subtract one Skill Program selection. That is one whole Skill Program representing the number of skills that would have come with it. Do NOT select any Weapon Proficiencies or Hand to Hand combat skill as Scholastic or Secondary Skill choices. Why? Because the character gets a special selection of them to take their place.

The character can have any level of education from high school to doctorate without significantly affecting him

90-93% Reduced motor functions, chronic stiffness and pain. -20% on all skills, P.E. is -1D4, but P.P. and Spd are reduced by half, adjust bonuses accordingly.

94-97% Crippled, weak and sickly. Has lost the use of his legs and reduce Spd to 1D4 (crawling, pulling with arms), P.P. and P.E. are reduced by half. All skills are at -15%, -4 on initiative, -4 to parry and dodge, and -2 to save vs poison and disease.

98-00% Lobotomized! A vegetable. I.Q. is reduced to 1D4 points, all skills are at -80%, Spd and attacks per melee round are reduced to half, -6 to initiative and the character has NO combat bonuses.

Step Four: Education and Skills

Roll to determine the character's educational level and select skills as usual. The character can have any level of education, from high school to doctorate, without affecting his role as a super-hero. Symbiotic organisms don't have skills.

Step Five: Alignment

Any alignment can be selected, but heroes are generally of a good alignment or at worst, Unprincipled or Anarchist.

Step Six: Rounding Out & Other Stuff

Hand to Hand Combat: As per Combat skills.

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round for being a hero. Any additional attacks are developed through Hand to Hand Combat training, symbiotic benefits or super abilities.

Weapons and Armor: Only conventional forms of body armor, weaponry and equipment are available.

Additional Financial Resources: The character has 4D6x100 dollars available in ready cash. This is in addition to a possible life savings (see optional rules to rounding out one's character in HU2). There is a 01-70% chance the character also owns a personal vehicle. The car is less than a year old and in good condition. Presumably, the character has a job, apartment and reasonable personal possessions.

Experience Levels: Use the *Mutant* experience chart on page 352 of HU2 for level advancement.

in his role as a crime fighter. Of course, it is wise to select skills that will help round out the character as a warrior, detective, vigilante, mercenary or super-hero.



Specialties of Weapons Training

1. Expert in Recognizing Weapon Quality: Base Skill: 60% +2% per level of experience. The character is so skilled and familiar with *ancient weapons* that he can recognize the quality of a weapon by sight, observing it in use, or by personally examining it. Thus, a character can ascertain the approximate value, condition and quality, as well as its authenticity, craftsmanship and its approximate age. Recognizing quality by sight alone, without personally examining the weapon, is only a little harder, with a -15% penalty.

2. Craft Weapons: Base Skill: 84% +1% per level of experience. Add a +12% bonus if forging a weapon right from scratch, because the character can insure there are no flaws. The character can take apart, clean, and put together his favorite types of ancient weapons blindfolded. This means he knows how to best clean, condition, and maintain the weapons, as well as how to craft new melee and missile weapons from scratch and restore weapons that are damaged or have deteriorated with age.

The Craft Weapons skill also enables the character to make weapons with special features and bonuses as follows. Each bonus or specialty has a penalty attached to it. Figure out all the bonuses and features desired and then the combined penalties, and roll for success after applying the penalties. A failed roll means the weapon is no good, start over. Success means a weapon with all the desired bonuses.

Penalties for Crafting Ancient Weapons

Bows and Crossbows:

- 10% for 50% increase in the range, cost is +400%
- 20% for 100% increase in the range, cost is +800%
- 40% for 1D6 of additional damage, cost is +200%

Melee Weapons:

- 5% for +1 to damage, the cost is increased by 400%
- 10% for +2 to damage, the cost is increased by 500%
- 15% for +3 to damage, the cost is increased by 600%
- 25% for +4 to damage, the cost is increased by 700%
- 35% for +5 to damage, the cost is increased by 800%
- 45% for +6 to damage, the cost is increased by 900%

- 5% for +1 to parry, the cost is increased by 100%
- 10% for +2 to parry, the cost is increased by 150%
- 15% for +3 to parry, the cost is increased by 200%

- 10% for +1 to strike, the cost is increased by 200%
- 15% for +2 to strike, the cost is increased by 300%
- 30% for +3 to strike, the cost is increased by 500%

- 5% for +1 to throw, the cost is increased by 100%
- 5% for +2 to throw, the cost is increased by 200%
- 5% for +3 to throw, the cost is increased by 300%

Other Penalties:

- 20% Rush job, takes half the time, but may be flawed.
- 20% Lacks proper equipment for the job.
- 10% Own design.

Time Restrictions: The amount of time needed to work on a weapon varies with the complexity of the task. The player and Game Master will have to work out, together, how much time will be needed to do the work properly. Also, the hours of work may have to be spread out over a period of a few days or even weeks. Don't forget, even heroes need to sleep and rest. This is precision work and requires a person's full attention.

A fair formula for determining time is one hour for every one penalty point. Two hours per each penalty point if the weapon or modification is of the character's own design. Additional time may be spent on research, travel, and getting money for the materials.

3. Hand to Hand Combat: Martial Arts or Assassin, pick one. Due to the character's dedication to ancient ways and weapons the hero will NOT use any modern weapons.

4. Weapons Expertise: The Weapons Master has to choose his area of expertise and focus. The choice is a simple one: Melee Weapons or Missile Weapons. **Note:** The character may trade away *ALL* of his Secondary Skills and *HALF* of his Scholastic Skills, in order to have BOTH the Melee and Missile Weapons areas of expertise, with all of the special skills presented here. The bonuses are NEVER restored once they have been traded away.

Melee Weapons Expertise:

A) Weapon Master: When using one or two weapons the character is +3 to pull punch/weapon strike (can stop short of striking, will be within one centimeter, or inflicts whatever damage desired, from one point of damage to half the normal damage. A failed roll to pull means full damage is accidentally inflicted). Bonuses: +2 attacks per round when using a melee weapon as well as +1 to strike

and parry at levels 1, 2, 4, 6, 8, 10, 12 and 14. The character is also +1 on initiative and to disarm at levels 2, 4, 8, and 12. These bonuses are in addition to any other applicable bonuses.

B) Paired Weapons: Trained to use any two melee weapons (including a shield), one in each hand, to strike and parry simultaneously or to perform a double strike. When using paired weapons the character is +3 to parry and +1 to disarm.

C) Resist Disarm Attack: The Weapons Master depends on his melee weapons to defend himself, so losing those weapons is a death sentence. Therefore the character has developed a skill and technique for retaining his weapons that reduces an opponent's bonuses to disarm by half, and opponents without a disarm bonus automatically fail unless they roll a Natural 19 or 20.

D) Parry Projectile Bonus: The character is so skillful with melee weapons that he can attempt to parry thrown objects, including throwing knives, boomerangs, spears, shurikens and even arrows, with a small penalty of only -2, provided he has a melee weapon to parry with. The hero can only attempt to parry the projectile attack of *one opponent* at a time. The character can also attempt to parry bullets and energy blasts, but it is difficult to parry such fast moving attacks, so the parry against gunfire or energy attacks is performed at a -6 to parry.

E) Disarm Bonus: +3 to disarm an opponent, knocking his weapon out of his hand and onto the ground. Roll to strike as usual, but instead of trying to inflict damage, the attacker is attempting to disarm his opponent. A dodge or parrying move that is higher than the attacker's roll to strike saves against being disarmed.

F) Disabling Strike: A powerful thrust with the point of the weapon or the blunt end or flat of the weapon, usually to the side of the head or to the chest. The blow is so powerful and jarring that it, for just a moment, causes the victim to stagger and everything goes black. Damage is half the usual amount, but the victim loses initiative, two melee actions, there is a 01-33% chance that he will drop whatever weapon he was holding and his attacker gets a free shot at him (since he lost two attacks himself, the stunned victim is open to an immediate follow-up strike, though the victim may attempt to parry or dodge it). Any incoming attack that immediately follows the Disabling Strike is difficult for the victim to defend against and he finds his parry and dodge bonuses reduced by half. He recovers right after this. **Note:** The attacking Weapons Master must focus and deliberately aim at, and strike the head or chest, which means the player must announce his intentions before he rolls to strike.

Missile Weapon Expertise:

A) Bow Mastery: The character is highly skilled in the use of the bow and arrow (and crossbow). He knows its ways as he knows his own heart. This weapon training enables the character to ride and shoot a bow at a full gallop without penalty (yabusame style). Likewise, the hero's balance and bow handling are so great that he can shoot a bow without penalty, from a moving vehicle (normally a wild shot) or while in mid-air leaping or falling.

- Can fire a crossbow one handed or a bow using one hand and his teeth, both without penalty (normally the skilled archer loses all strike bonuses).

- Can shoot over his shoulder by holding up a mirror and using the reflection to aim at a target; with NO penalties.

- Shoot accurately from any awkward position, like on a swaying rope bridge or while standing on his head or hanging upside down, with full bonuses to strike.

- Dodge, roll or somersault and come up shooting a bow and arrow (or crossbow); normally a wild shot or he can even leap and shoot, both with full bonuses to strike.

- The bow master can hook a line to his arrow and use the bow to shoot that line and arrow around a tree branch, radio antenna, over a flagpole, or other type of outcropping. He can then use the line to swing or climb from. This shot is done with his full bonuses to strike.

Note: Any other skilled archers who are not from this Weapons Master/Training category will lose all bonuses to strike and half their normal rate of fire when off balance or when shooting from a moving vehicle or horseback.

Effective Range: The range of the bow or crossbow is increased by +50 feet (15.2 m) per level of experience, instead of the normal bonus of +20 feet (6.1 m) to range offered by the W.P. Archery & Targeting skill.

Rate of Fire: Three arrows at level one, +2 at level two, and +1 at levels 3, 4, 5, 6, 8, 10, 12 and 14! This is in place of the normal W.P. Archery & Targeting rate of fire.

Bow Weaponry Bonuses: The character gains an additional +1 to strike at levels 1, 3, 6, 9, 12 and 15. Plus he gains a +1 on initiative when using a bow (only) at levels 4, 8, and 12. This is in addition to any W.P. Archery & Targeting skill bonus or other bonuses.

B) Trick Shooting: The character has developed a small number of highly specialized methods of firing a bow or crossbow, as well as when throwing small, hand-held, thrown weapons like knives, spikes, shurikens, throwing spikes, darts, forks, and steel ball bearings. These shots can be used in addition to other bonuses, but only one type of trick shot may be performed at one time, you CAN-NOT combine them.

Targeted Shot: The character can perform a special "targeted called shot" that can hit a bull's-eye, a light, a rope, a hand or finger, a gun, or other small object with amazing accuracy. This targeted shot is performed at an additional +4 to strike, and the player must announce the target of the shot ahead of time. But he only needs a roll of 8 to hit this "called shot," and not the normal 12 to hit a called shot. This shot may also be used to disarm an opponent.

Multiple Shot: The character can fire two arrows (plus one more arrow at levels five and ten) from a single bow (but not from a crossbow) or throw up to three small weapons from one hand, at the same target, all in one devastating attack. Reduce bonuses to strike by half. All the arrows/weapons do FULL damage if the "strike" roll is successful. Counts as only one attack/action.

Ricochet Shot: The character can bounce arrows, crossbow bolts or thrown objects off of a hard surface and

angle the shot in such a way that the object ricochets/bounces off and hits a completely different target. This shot can be bounced off as many as three different surfaces before hitting its target. This inflicts only one point of damage to each of the ricocheting surfaces and full damage to the target. Reduce bonuses to strike by half. The real target will have no opportunity to parry or dodge. Counts as only one attack/action.

C) Dodge Projectile Bonus: The character is so alert, fast and agile that he can attempt to dodge thrown objects, including throwing knives, boomerangs, spears, shurikens and even arrows shot from a bow at -1 to do so. The hero can also attempt to dodge bullets and energy blasts, but it is difficult to dodge such fast moving attacks, so the dodge against gunfire is performed at a -4 to dodge. As usual, the dodge counts as one melee action/attack.

D) Strength Bonuses: Due to the character's skill and mastery, he can get the most out of any thrown weapon or bow (but not crossbows) by utilizing his strength and sense of balance. The character gets his full P.S. damage bonus with all types of missile weapons including the bow.

E) Throwing Mastery: This is the skilled expertise in throwing weapons, such as darts, knives, throwing axes, javelins, spears, shurikens, spikes, throwing sticks, or even baseballs, and almost any small object or throwing weapon. The character has developed a superior sense of coordination, enhanced reflexes and manual dexterity that give him *two additional attacks per melee* when all attacks are *throwing*. This includes any small or well balanced item appropriate for throwing. This means the hero can attack either by throwing missile weapons (if the hero wants the bonus attacks) or by engaging in hand to hand combat which may include a thrown weapon here and there, but mixed with conventional hand to hand combat. The character cannot do both in the same melee round.

Throwing Bonuses: Can throw two throwing weapons at the same time, one from each hand, as a paired attack, or two dagger type weapons thrown from the same hand simultaneously at the same target. +1 on initiative, and +1 to strike with thrown weapons at levels 1, 4, 8, and 12, this is in addition to other strike bonuses.

Throwing Range: The hero can throw any weapon or item, even if it is NOT designed for throwing, with an amazing amount of skill, accuracy and range – up to twice the normal throwing distance for that weapon and improvised throwing weapons (minimum of a 20 feet/6.1 m range for improvised weapons). Additionally, the character can do damage with items as small as coins, a paper clip, or a ball-point pen, but only 1D4 damage from each.

Step Four: Equipment Budget

Due to the very nature of the Weapons Master, he is required to buy a few weapons and equipment. Roll on the following budget table to determine the amount of money available and then the equipment section in HU2 to make your purchases. Up to 50% of the money must be spent on ancient weapons or high-tech arrows, etc. (but NO modern weapons, explosives, etc.), the rest can be spent

on anything else the character needs. As much as 50% of the money can be saved for later costs.

01-10%	\$3,000	51-65%	\$12,000
11-20%	\$5,000	66-80%	\$15,000
21-35%	\$7,000	81-90%	\$18,000
36-50%	\$9,000	91-00%	\$21,000

Note: Presumably, the character has already spent 2D4x10,000 dollars on outfitting a workshop, and equipping it with all the tools and necessary equipment to craft ancient weapons. This may be in the basement, garage, a hidden room or any other suitable location.

Finally: If the player wishes, you may skip rolling for a budget in favor of having a Personal Weapon of Choice that is a minor magical weapon. If so, see the Immortals power category listed earlier.

Step Five: Alignment

Any alignment can be selected, but heroes should generally be of a good alignment or at worst, selfish, although a few characters will be evil.

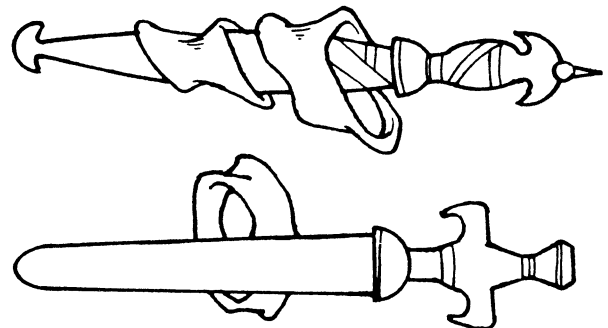
Step Six: Rounding Out

Attacks Per Melee (Hand to Hand): As with all other superbeings, the character automatically gets two hand to hand attacks per melee round for being a hero. Any additional attacks are developed through hand to hand combat, boxing or specific weapon skills. Remember that the rate of fire will be different from the melee attacks.

Weapons and Armor: Except for the special equipment already mentioned above, only conventional forms of body armor, weaponry and equipment will be available.

Additional Financial Resources: The character has 1D6x1000 dollars is available in ready cash. This is in addition to a possible life savings (see optional rules to rounding out one's character in HU2). There is a 01-66% chance the character also owns a personal vehicle. The car is less than a year old. Presumably, the character has a job, apartment and reasonable personal possessions.

Experience Levels: Use the *Magic* experience chart on page 352 of HU2 for level advancement.



New Super Abilities

By Kevin Siembieda

Directed Force (Major Super Ability)

The character fires bolts of force that are neither energy nor matter, but something akin to Telekinesis or a Force Field. However, the ability does not create any sort of defensive *barrier* and is primarily an offensive weapon.

Bolts of Force: The superbeing fires bolts of force that hit an opponent or target like a sledgehammer. To strike an opponent the character must see his target and have a clear line of fire, point and shoot. The force blast is typically emitted from the character's hands/fingertips, but can also be fired at close range from the forehead by concentrating to do so.

Range: 100 feet (30.5 m) +20 feet (6.1 m) per level of experience from the hands; 10 feet (3 m) +1 foot (0.3 m) per level of experience from the forehead.

Damage: 3D6 points of damage +1D6 at experience levels 2, 4, 7, 9 and 12.

Battering Doors Open: Directed Force that functions like an invisible battering ram to smash doors open (think SWAT team and battering ram). Each battering attack does 2D6 damage to the door itself and any secondary locks, bolts and hinges, but the brunt of the damage, 4D6+30, goes to the main lock or the small area where the lock slides into the doorframe.

The weak spot for most ordinary doors is the wooden doorframe which usually gives way under force. One force blast smashes open the typical door by cracking and splintering the wooden doorframe (the focal point of the damage being the area where the lock slides into the wooden doorjamb, which typically has only 3D6+10 S.D.C.). Heavy locks and doorframes can withstand 4D6+20 S.D.C. before shattering and giving way to the battering force with only one or two blasts. Security doors or any metal reinforced doors with a metal reinforced frame typically require 3-5 blasts before the *lock* (which typically has 5D6+40 S.D.C.) gives way, or the metal door frame (which has 5D6+70 S.D.C.) bends or snaps to force the door open. Ultimately, when the S.D.C. of the lock or the door frame (not the S.D.C. of the entire door) is reduced to zero the door gives and pops open. Likewise, an entire window of glass is shattered, usually blowing the window out completely, with a single blast of Directed Force (automobile safety glass requires two blasts to blow out completely).

Pushing Force: This aspect of Directed Force has as a number of interesting applications, but the bottom line is the Pushing Force is able to hold someone or something in place as if an invisible force were pushing against them/it.

Pushing/Ramming People: Rather than inflict a powerful punching blow, as above, the character may choose to use the force blast to push/shove an opponent. The force feels like someone has just shoved the victim with both hands.

A light shove does only 1D4 damage and may cause the victim to stumble a few steps.

A strong push is designed to knock an opponent off his feet with the impact of getting struck by a car. It does 2D6 damage, knocks the victim off his feet, and sends him slamming into the next nearest person or wall, or onto his backside 1D6 yards/meters away. The jarring attack momentarily knocks the breath out of most humanoid victims, causing them to lose initiative, lose two melee attacks and drop anything they were holding, *unless* a successful roll with impact is made. A successful *roll to save vs (punch, fall and) impact* means the victim only loses one melee attack, he holds on to whatever was in his hands, he takes half damage, and is back on his feet and ready to retaliate without losing initiative (he only loses that one melee attack). **Note:** This "push" attack is ineffective against opponents who weigh 600 pounds (270 kg) or more.

Nail Someone to the Wall: The Directed Force is used to push an adversary against a wall or any solid surface and hold him in place. Only a Supernatural P.S. of 31 or greater can slowly push against the Directed Force or is sufficient enough to slide and slip out of its crushing force (takes 1D4 melee rounds to slip out). Otherwise, the victim is held tight and held flat, unable to swing a punch, kick or point a weapon. However, mind powers and super abilities that only require line of sight (like energy blasts from the eyes) are not blocked or affected by the holding force. Also see the Note at the end of this description.

Hold Doors Closed. To hold a door closed, the hero must be on the side of the door that swings open, because his ability is to create a force that pushes *against* the door and therefore, holds it so tightly that it doesn't budge. A door without a viable lock is held as if someone with a Supernatural P.S. of 32 were braced against it; a basic door and working lock is the equivalent of a Supernatural P.S. of 34; a reinforced door with heavy-duty locks the equivalent of a Supernatural P.S. of 44 – the locks and reinforcement adding to the overall strength and resistance to those trying to push it open. Only a Supernatural P.S. greater than that can force the door open while the Directed Force is holding it shut. Also see the Note at the end of this description.

Holding Vehicles in Place: Again, the character must be facing the vehicle and using the Directed Force to push against it, to hold it in place and to stop it from going forward. If the vehicle is put into reverse or manages to turn, however, it can spin away from the force pushing against it. Similarly, if the superbeing is off to the side of the vehicle he can use Directed Force to pin a vehicle against a wall, barrier or larger vehicle, provided the force attack occurs while the vehicle is NOT in motion or is traveling under 10 mph (16 km). The Directed Force holding the vehicle has the equivalent of a Supernatural P.S. of 30. Also see the Note at the end of this description.

Note: In the three latter cases, holding someone or something *in place* requires the superbeing to do nothing else. All his attacks are focused on maintaining the Directed Force to hold the target in place. He can talk or

shout but cannot move, look away or use a different power, nor draw a conventional weapon. He must keep his eyes on the target and remain focused on the task of holding it in place with his force power.

Super Power Punch (Major Super Ability)

This power uses up ALL of the character's attacks per melee round in one devastating blow. The Super Attack takes all the destructive force from *each* of the superbeing's potential attacks and compacts them into one pile-driver of a punch.

Range: Close combat/touch/hand to hand.

Duration: Instant: punch and damage, lingering penalties and side effects (1 melee).

Damage: Punch or kick damage +P.S. damage bonus multiplied by the number of attacks the character has that melee round. Example: If the character has five attacks per melee round, and for him, a normal punch does 1D6 damage and he has a +6 damage bonus from P.S. and +4 damage bonus from Hand to Hand Combat: Assassin, he has a combined damage bonus of +10. When he does a Super Power Punch, roll the 1D6, multiply the result by 5x +50. The 50 is the total, normal damage bonus x 5 (the number of attacks per melee round). The end result is damage in the range of 5-30+50 S.D.C./H.P., and that's from a comparatively puny character. A powerhouse with Superhuman or Supernatural P.S. or Super Speed and/or a greater number of attacks could inflict two to five times that amount of damage!

A Super Power Punch (or strike) can also be done with a melee weapon such as a club, knife, sword, axe, etc., however, in this case the weapon's usual damage is only counted once and then the punch damage +P.S. and other normal damage bonuses are added together and multiplied by the number of attacks the character has per melee round.

Limitations, Penalties & Dangers:

1. This attack can only be used once per minute of combat (i.e., once every four melee rounds).
2. This attack must be announced at the *beginning* of the melee round.
3. *ALL* attacks are used up whether the superbeing hits or misses. Roll to strike as usual. A miss means the superbeing is likely to hit something (a wall, vehicle, etc.), or someone, standing next to or behind his opponent. If so, whatever he hits takes the full brunt of the punch. Only a successful roll to save vs punch/fall/impact will reduce the damage (by half).
4. This attack cannot be pulled – no pull punch applies when using this haymaker attack.
5. The character uses up all of his attacks in that one, single punch! He has no other actions/attacks for the rest of that melee round and can do nothing else. Not run, not step to the side, not make a call on his cell phone, nothing!

Any attacks directed at him for the rest of the melee round *can* be parried or dodged, but at half the character's

usual bonuses, because he is spent from the Super Power Punch. If the character opts to *dodge*, each dodge counts as one of his attacks for the *next* melee round. If the character has *automatic dodge*, the energy taken out of him by the Super Power Punch is so draining that even the act of automatic dodging now counts as one melee attack for every two auto-dodges he attempts.

6. Other Ramifications. A miss that hits a load bearing wall could knock half a building down, killing dozens of innocent people and hurting scores of others. A miss that hits a car could destroy it or knock it into another car and cause a pileup and block traffic. And a miss that hits a teammate or a bystander could kill him! In addition, such a display of raw power may also terrify bystanders and law enforcement (and maybe even the bad guys), and cause a panic and/or get all (or many) of the opponents to draw all (or a lot) of their firepower/attacks on the superbeing who demonstrated the Super Power Punch. Other damage and consequences, from damaging property, breaking water mains and gas lines to injuring others and creating panic, among others, may result from the reckless use of this super ability.

Game Master Condition: This power can, if not played with all its penalties and some thought on the part of the player and the Game Master, unbalance game play, and for that reason is only available *if* the G.M. allows it.

Sidestep (Minor Ability)

The ability to make an *automatic dodge* with a +8 bonus to do so, but *only* by stepping to the side. This power is even good for sidestepping thrown and falling objects, arrows, bullets, and missiles, provided the superbeing can step *sideways* to avoid it, and sees the shooter fire or the object coming (if it's large enough). **Note:** Reduce the bonus to sidestep to only +3 when attempting to dodge bullets and energy blasts.

If held in place, held down, or if there is no room to take one full step (approximately one foot/0.3 m) to either side, the character *cannot* sidestep and must dodge as normal, using up one melee attack/action with the movement to dodge.

Spit Spikes (Minor Ability)

The superbeing generates and spits tiny dart-like spikes (small needles) from his mouth. Each spike spitting attack counts as one melee action/attack and unleashes 1D4 tiny spikes +1 per level of the character's experience. The attack must be directed at one target with all spikes either hitting or missing (roll to strike once for the entire volley of spikes). Damage: One point per each spike. Range: 10 feet (3 m) +2 feet (0.6 m) per level of experience. Payload: Unlimited.

Special Combo: If the character also has the *Chemical Secretion* power (see page 64 of Powers Unlimited One), the spikes can be laced with a toxin as outlined under that power, excluding Acid, but the duration for the chemical effect is half.



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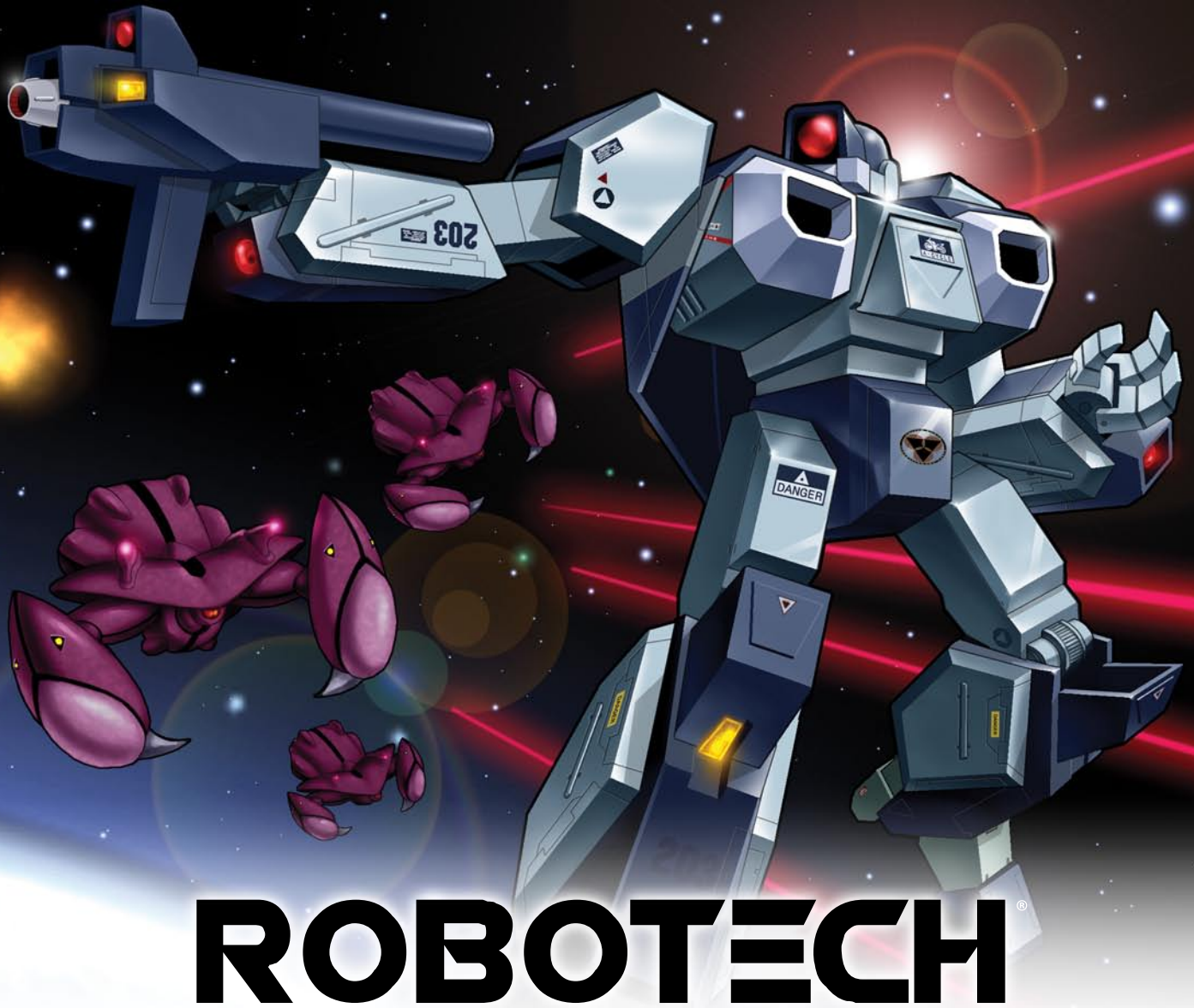
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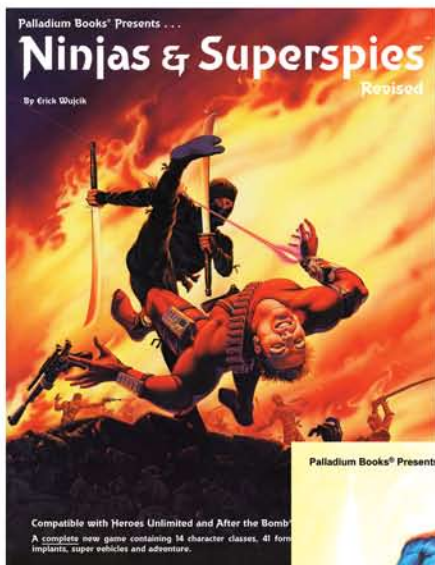
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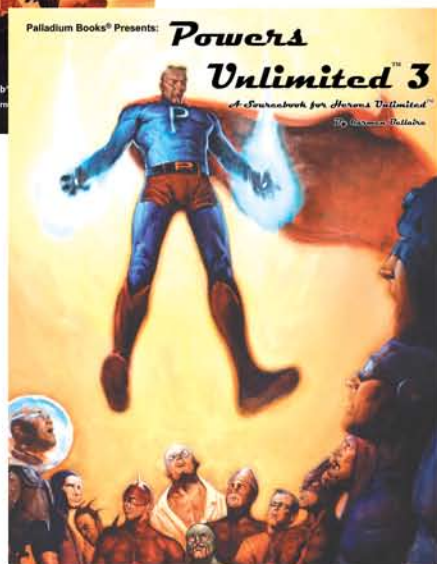
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