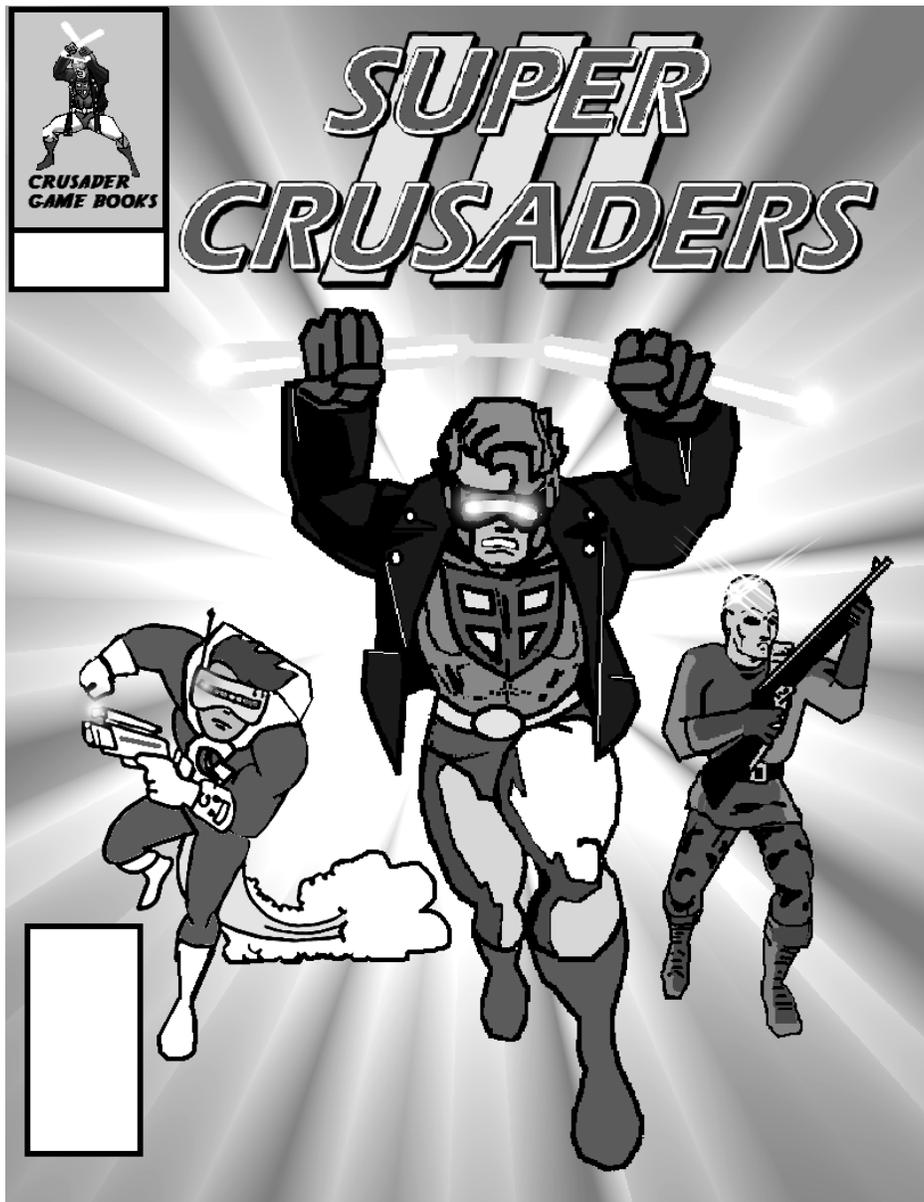


SUPER CRUSADERS





Game and Illustrations by Lee Walser
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**This Book Can Be Ordered In Print From
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INTRODUCTION

If you've never played this kind of game before, this is a role-playing game or a story telling game. In this game players make up characters and tell exciting adventure stories together. It's a grown up version of lets pretend. The game rules will make it clear what a player can do, and dice tell if an actions succeed. That way there's no need for the "I got you! No, You missed" arguments that children fall into.

What Makes This Game Unique

This system focuses on what a character can do, not how he compares to other characters, so there are no Levels, or Ability Scores, and instead of using points to buy powers, players just pick any Powers and/or Special Effects they want ("Powers and/or Bonuses" include skills). That makes it easy to make the characters you want, the way you want them.

Keeping it fast paced and simple has been a constant goal for this game. We only use standard 6 sided dice, so that no special equipment is needed, and numbers are kept low to keep math simple.

This game is focused on creating exciting adventure stories, not on rewards and penalties, so there are no levels or points to earn. Characters will develop over time, but the direction, and pace, are determined by the GM and players, as their stories unfold.

The Game World

This game is set in a world of Superheroes who do things normal people can only dream about, like picking up cars, flying, dodging bullet's or turning invisible; and things that ordinary people just wouldn't do, like wear tights, fight super villains & bring children along with them on dangerous missions.

This is a world where people who have near death experiences often walk away with special powers or a sense of purpose that sets them apart from normal humanity and begins a life of adventure.

This is a world on the edge, threatened by monsters and super villains. where superheroes are the only thing keeping civilization together. In this world the battle between good and evil is much more out in the open than in the real world, but the warriors who fight the battle are mysterious figures who's identities remain secret.

This is a rich universe with a past and a future, with many planets, and dimensions, but the primary focus of the game is the here and now. Despite all the incredible things going on, the world outside is familiar and close to the hearts of the players and the heroes they play.

Resources

The game can be played with this book alone, but there are other books available to make the game even more fun.

Minions & Monsters presents official game stats for hundreds of people and creatures, not just from a superhero setting, but branching out into other genres like Swords and Sorcery, Science Fiction, and Horror.

Knights of Saint George gives background info for the Crusaders World. It focuses on the heroes and villains of Technopolis, Virginia & Birmingham, Alabama, but it also includes characters from around the world.

Other Books, to enrich your game experience will be coming in the future, so keep an eye out for them.

THE BASICS

WHAT YOU NEED TO PLAY

This game is for 2-6 players. It uses ordinary 6 sided dice, you should have at least 3 of them. You will also need pencils and paper. There is other optional equipment, that can be helpful or fun to use, but really that is all you will need.

HERE'S HOW YOU PLAY

- 1) Everyone makes up the characters they want to be (The game tells you how to do it).
 - 2) One player, called the Game Master (or **GM**) makes up an adventure to challenge the others.
 - 3) The GM sets up the story by telling the players what their characters know. He plays the role of everyone the players interact with (villains, allies and innocent bystanders).The characters controlled by the GM are called Non-Player Characters or **NPCs**.
 - 4) The other players (who are just called players) each decide what their characters will do. They will try to overcome the challenges set before them by the GM while playing the role of their character (working with the abilities and Weaknesses of their characters)
 - 5) Together players and GM will tell a story.
- Part of the challenge and fun is to act like your character, even when you would never act that way yourself. If your city were under attack by an invading army you would probably run away, but your character is a hero so he will stand and fight the enemy; single handed, if he must. This is what makes it an adventure.

EXAMPLE PART 1

Lily and Lee are going to play the game. Lily is the **GM**, and Lee is the **Player**. Lee has an awesome character named Paladin, a super strong, martial artist who heals super fast. Lily has prepared an adventure for him with an original villain that she created.

Lily starts the game by telling Lee what's going on: It's late in the afternoon, almost dark. Paladin is at East Lake Park, in his civilian clothes. He's feeding some ducks, and waiting for his friend, Swan Song, who's supposed to meet him here, for a date. Suddenly he hears a scream and a gun shot.

Lee responds, by saying what his character does: I run in the direction of the sounds, changing into my costume, as I run.

Changing clothes and running at the same time is a trick every superhero knows.

Lily tells Lee what Paladin sees: Running through the park you come up on a small crowd. It looks like a bunch of the Death Patrol (a local gang, already familiar to Paladin) have cornered a few citizens and are demanding their money.

Lee says what his character is thinking: I know a lot of these guys have powers, but this is no time to be too cautious those normal people are in danger, so I'm going to try to jump into the middle of the crowd and attack by surprise.

We'll come back to this action in a little while. What we've seen, so far, shows how role playing games are played, without getting into the rules. This example could be used in any role playing game. After we explain some of the rules, we'll come back to this story and use it to show how the rules are used.

To Be Continued.

HEARTS

All characters have a number of Hearts that show how tough they are. These Hearts will go up and down to reflect the character's current condition. Attacks, and other injuries cause **Damage** which means they take hearts from the victim. **The Maximum number of dice that can be rolled for Damage is 6.** When attacks reduce hearts to 0 or less the character is defeated. That means they're no longer willing or able to fight. Defeated characters might run away, surrender, fall unconscious or even die, but they can't attack or defend. The GM will decide what happens, based on the story, but most of the time they will be unconscious. Players almost always pass out when their Hearts reach 0.

ASSIGNING HEARTS TO CHARACTERS

Player characters should start with **36** Hearts. They can get more when they get their Powers. Other characters will be given a number of Hearts that the GM feels appropriate.

FINISH HIM

When an opponents hearts are reduced to 0 he is defeated. Usually that means that he's knocked unconscious but it doesn't have to. Some opponents will start talking, some will run away, and some may even die. It's all up to the GM.

An opponent does not always have to be reduced to 0 hearts to be beaten. If someone is hit with a **Effect**, that gets a **Critical Success**, he might not be able to **Break Free** and if there is no one to help him he will have no choice but to surrender.

CUT SCENE ENDINGS

Sometimes when an opponent is beaten he will escape. What?! That's right it doesn't sound fair but Arch-Villains who make appearances early in the adventure can't be captured. Those of you who've played video games know how it works. Once the villain is defeated the GM will narrate the scene explaining what the players learn from the villain and how he gets away. setting up the next scene. If it's a long adventure this might even happen more than once; but, don't worry, at the end of the adventure (after the villain's plot has been foiled) you can beat him again, and this time he'll stay down.

REST

Lost Hearts can be recovered by resting in a Safe Place for a few minutes. A rest will also allow a character to Recover from all Status Attacks but not from physical bonds. Characters will still have to break free from those. Most adventures take place in dangerous places, but a Safe Place can still be found with a little looking around. The GM will identify Safe Places when the characters come across them, and sometimes a place full of bad guys will become a Safe Place once the bad guys are beaten. Unfortunately, heroes who go back to the same safe place will often find that enemies have moved in, so once a safe place has been used it might not be safe again.

NOTE: A character who is keeping victims under the effects of his Status Attacks will have set them free before he can rest.

LIMITED USES

Some Powers can only be used a limited number of times before they burn out, then they can't be used again **until the character Rests**. Taking the same Power 2 or 3 times will double or triple the number of uses allowed.

DEADLY ATTACKS

Deadly weapons like Guns, and Knives, will cause injuries that require medical attention, or healing Powers. Victims can't be healed by a short **Rest**. Furthermore these attacks can be used to intimidate ordinary people. Most ordinary people will obey orders if threatened with a deadly weapon, for as long as the person threatening them can still see them.

GAME TIME

These rules make a lot of references to time. All of these references refer to "Game Time" not real time. This is an important distinction, even though this game does not insist on precise timekeeping (like some games do).

EG: The Rules say that if you get knocked out, you have to wait an hour or so to wake up. That doesn't mean the player is out of the game for an hour. Once the fight is over, the GM might decide to skip to the next scene right away.

GM: "OK you got knocked out. When you wake up the bad guys are gone. The police have arrived and Detective Simmons is wanting to ask you some questions."

PLAYER: "Well, good I have a few questions for him too!"

URNS & ROUNDS

During "Actions Scenes" Players and NPCs take Turns acting. The time it takes for everyone in the scene to take his Turn is called a Round. You will see frequent references to Rounds and Turns in the game.

This game doesn't say how long a round is. This is left deliberately vague, so the GM doesn't have to worry too much about time keeping. Instead of crunching numbers just think of a round as a comic book panel. Just let the actions people take determine the pace of the game. If you need to have a countdown or some other time limit for a certain action just use a number of rounds and don't worry about how it translates to real time.

LONG ACTIONS

Some things take a long time to do, like picking a lock, defusing a bomb or searching for something. When you're doing something like that, you can't take any other actions, so when your turn comes you just get skipped unless you want to interrupt what you're doing. Long actions will always take a specific number of rounds set by the GM, but the GM doesn't have to tell the players how long it will take.

RESTART

If you've started an action and something interrupts you, you might have to start over. Before starting a long action ask the GM if you will be able to continue after interruptions or if you will have to start over. Then decide if you want to get started right away or wait until it's safer. (Your friends might be able to protect you, while you're doing something). Unfortunately, some actions will need to be done before a time limit runs out, or else you will fail a mission. If that is the case, you better not wait too long to get started.

COOPERATIVE ACTIONS

Some actions are impossible for most characters to do alone and will require that 2 or more characters act together (Like pushing buttons in different rooms simultaneously). These actions are always long, actions, that have to be restarted if interrupted. These actions also require that the characters involved be in communication with each other.

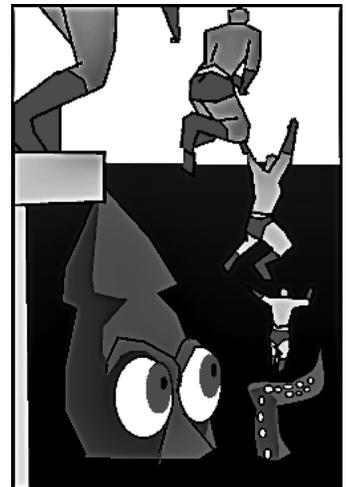
DO YOU REALLY WANT TO DO THAT?

Often it happens, in the course of the game, that things will not be as clear to the players as they should be to their characters. This usually happens because the GM failed to describe something, or didn't get around to describing it yet, or maybe the player zoned out during the description and missed it. When the players don't realize the situation they're in, they might say they're doing something that seems really stupid. When this happens the GM should always ask the player, "do you really want to do that?" The GM should explain what the results of the action are likely to be, pointing out the conditions that would lead to this result. The GM might even be able to say that a certain result is inevitable if the player takes the stated action. **EG:** Attacking the boss villain will definitely cause you to be attacked by the 6 other villains that the GM was about to describe. If the player still insists on the action maybe he has a plan, or just thinks he can handle it, or maybe he really is stupid, Whatever.

The GM should NOT give warnings about dangers that the character could not know about. **EG:** If the player says he wants to move along a path that activates a trap. The GM Should not warn him, but let the trap go off. The character is surprised when he steps on the trigger.

TAKE YOUR TIME

Since Game Time and Real Time are not the same, players should feel free to take their time deciding what they want to do. Remember that some characters are supposed to be really smart, maybe even super smart, and the only way a normal person can simulate that is to take extra time and think about what he's doing, then pretend that the character came up with his, plan in seconds. Just remember not to slow the game down too much or too often because this bothers the other players.



Leap Before You Look

TAKING TURNS

During action scenes, characters take turns acting in the order shown below

- 1) **Surprise Attackers**
- 2) **Runners**
- 3) **Initiative**
- 4) **Break Free**

SURPRISE ATTACKERS

At the beginning of a fight, attackers will have chance to surprise their opponents. (see Standard Actions.)

RUNNERS

Anyone who decides to run away, at the beginning of a round, gets to act first in initiative. Runners can't attack, but they can do other actions so long as their first action is moving, away from the action. Runners are allowed to run backward at half normal speed, so that they can Block or Dodge as they run. If they turn their backs to move at full speed they might not be able to Dodge and definitely can't Block.

INITIATIVE

Everyone rolls 1 die for initiative, and they take turns, in order, from highest roll to lowest. If 2 characters on opposing sides get the same number, the hero goes first. The GM can roll just once, for all members of a group, if he wants, or he can roll separately for each individual, but Characters, whose powers let them roll extra dice, should never be grouped in with normal characters.

HOLD YOUR FIRE

Anyone can choose to delay his action, until after someone who rolled a lower initiative. This can especially be useful if he's waiting for the opponent to come into view or reveal his position. A character can even hold his action until an opponent says what he's going to do then act to stop him before he gets a chance to do it.

EXAMPLE PART 2

Since the Paladin is leaping into action, it's time to think about **Taking Turns**:

Paladin is hoping to take the punks attention away from the normal people, so he makes his entrance by jumping into the middle of the crowd. He isn't trying to **Surprise** anyone.

The only people wanting to **Run** are the civilians, and they're surrounded. So we skip right to **Initiative**.

The GM rolls for the 5 standard punks together and gets a 3, he rolls a 4 for the punk with the gun. And a 2 for the punk with powers who calls himself **Pyro**.

Lee rolls for Paladin and gets a 3 That's the same number as the 5 standard punks. Paladin goes before them, because he's the hero. So our turn order will be:

- 1) **Punk with gun**
- 2) **Paladin**
- 3) **5 Standard Punks**
- 4) **Pyro**

To Be Continued.

DOING THINGS IN THE GAME

USING DICE

When a character tries to do something difficult, the player, or GM will normally roll 1 or more dice to see if he succeeds.

Ordinary Characters And Creatures Normally Roll 1 Die
Heroes, Villains And Monsters Normally Roll 2 Dice
All Dice Actions and most Characters are given 1 of 4 classes (Arm, Eye, Leg or Mind). Characters Roll 1 Extra Die for Actions In Their Class.
A Roll Of 1-4 Is A Failure.
5 Or More Is A Success.
11 Or More Is A Critical.

NOTE: Minions, Soldiers and even Sidekicks/Pets count as Ordinary characters.

CRITICALS

If an action gets a critical, then an opponent will need a critical to counter it (**IE: Block, Dodge Awaken** or **Break Free**).

Sometimes particularly difficult actions or conditions will require a critical just to succeed. Which means characters rolling just 1 die can't do it.

EXTREME CONDITIONS

In extreme conditions, actions become more difficult. Dice will be needed for actions that normally wouldn't use them, actions that normally use dice will need a critical just to succeed, and outrageous actions that normally need a critical, are just impossible. If an action needs a critical just to succeed, opponents won't need a critical to undo it.

EG: Running normally doesn't need a die roll, but running on the deck of a ship in a storm does. Attacking someone normally uses a die roll so shooting someone you can't even see needs a critical, and the target won't need a critical to dodge.



NON-DICE ACTIONS

Not all actions require dice. If there is no reason why the character would fail, there is no need for dice. Most ordinary actions like running, opening doors or pushing buttons, don't use dice. Lots of Powers don't need dice to work.

DON'T FORGET: Actions, that normally don't need dice, might in Extreme Conditions. **It's up to the GM.**

TYPES OF ACTIONS

When a character takes his turn he gets to do 2 Actions. A Hard Action and an Easy action.

HARD ACTIONS

Hard actions include **Attacking**, lifting heavy things and anything a character might do that would make it impossible for him to attack at the same time.

EASY ACTIONS

Easy actions include **Movements**, picking up small things, pushing buttons, opening doors, etc...These are usually Non-Dice Actions.

NON-ACTIONS

Some things, that characters do, don't even take an action at all. These things can be done at any time, even when it's not the character's turn. **EG:** most defense Powers don't take an action, which means they can be used when the character is attacked (so long as he isn't surprised).

CLASSES OF ACTIONS

All actions that use dice are divided into 4 Classes **Arm, Eye, Leg, & Mind**, which correspond to the Classes of characters. Characters roll 1 extra die for actions in their class. Classes are identified using the icons shown below:



STANDARD ACTIONS

How much can a character lift? How fast can a character run? What happens when I punch someone? How about if I grab them, instead? These and other questions are usually answered by referring to the descriptions of **Standard Actions**. These are the most common actions used in the game. Of course some characters will have Powers that make certain Standard Actions obsolete but every character will use some Standard Actions.

AWAKEN BREAK FREE CLIMB DRAW WEAPON DRIVE/RIDE GUARDING GRAB	HIDE/SNEAK JUMP LIFT PERSUASION RUN SHORT MOVEMENT SEARCH	STRIKE SURPRISE SWIM THINK THROW
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AWAKEN

Action: SPECIAL

Range: 0

This action is used to recover from the effects of mental or magical attacks, like Restraining, mind controlling, or being turned into a frog.

Victims get a chance to Awaken at the end of every round until they succeed. If a Status Attack gets a Critical, victims will need a Critical to Awaken. If the victim is only rolling 1 die he can't get a critical and will be effected until he Rests or is let go.



BREAK FREE

Action: SPECIAL

Range: 0

This action is used to recover from the effects of Physical Restraints, like wrestling holds, ropes or hand cuffs.

Victims get a chance to Break Free at the end of every round until they succeed. If a Status Attack gets a Critical, victims will need a Critical to Awaken. If the victim is only rolling 1 die he can't get a critical and will be effected until he Rests or is let go.



CLIMB

Action: Hard

Range: 20 ft

Any character can climb, a tree or other rough structure. This always requires a die roll. Normally a failed roll will only mean that the character can't move but a roll of 1 or 2 will mean he falls.



DRAW WEAPON

Action: SPECIAL

Range: 0

Drawing a small weapon like a knife, hand gun, or even a sword is usually an easy action. A new holster often turns it into a hard action, until it gets broken in, but that never happens in an action adventure unless the GM wants comic relief.

This normally doesn't need a die roll, but if the character wants to draw the weapon without being noticed, it will.

Drawing a bulky weapon like a crossbow, a 2 handed sword or a rocket launcher is a hard action, and can't be done without drawing attention, unless you're well hidden.



DRIVE/RIDE

Action: Special

Range: Special

Getting into a vehicle, or on an animal, is a Hard Action, and getting it started is another Hard Action. On the 3rd round the character can start driving or riding with an Easy Action. That means the character can drive a car or ride a horse and shoot at the same time.

Driving doesn't normally require a die roll, but when a character attempts difficult movements, like speeding through narrow gaps, sudden stops, sharp turns or jumping, he will need to roll dice.



GUARDING

Action: NONE

Range: 10 ft

Any character can roll to stop an opponent from running past him. This doesn't take an action.

The opponent can roll to maneuver around the guard but if the guard got a critical success the maneuver will need one as well.

	GRAB
	Action: Hard
	Range: 0

This attack causes no damage but both the victim **And** the attacker can't Move or Dodge , until the victim Breaks Free or the attacker lets him go. This also Restrains one of the victim's arms. "One arm", you say, "Big deal, he'll just punch me with the other arm, or kick or bite".

Well, it's a big deal because, you're going to Restrain the hand that's holding the knife or gun! See, you're smarter than you thought you were.

Long weapons, like swords, axes, rifles etc...can't be used (even in the other hand) while a character is Restrained.

This attack won't immobilize super strong,or gigantic opponents, unless the attacker has **Super Strength** but it will force him to carry the attacker around until he breaks free or the attacker lets go.

	HIDE/SNEAK
	Action: Hard
	Range: 20 ft

When a character rolls to Hide/Sneak successfully, no one will notice him. If someone is searching for him then the opponent will need to make a Search roll, and if this character gets a critical hide then the opponent will need a critical Search to find him. A character can only move 20 ft while sneaking.

NOTE: A guard keeping watch is usually not actively searching, he's passively waiting, so he doesn't roll to spot a character who is sneaking successfully.

	JUMP
	Action: Easy
	Range: 10 ft

A normal character can jump 10 ft. Normally this doesn't use dice but, if the character wants to jump onto a small or moving landing space, or wants to jump while on slippery ground, he will need to roll. Failure will mean he falls.

	LIFT
	Action: Special
	Range: 0 ft

A normal character can lift up to 20 lbs with an easy action and up to 200 lbs with a hard action. Super Strength allows characters to lift 10 times this much and an be taken more than once.

See Super Strength

	PERSUASION
	Action: Special
	Range: 0

A character can attempt to convince NPCs to help or at least not hinder them. This only works when the NPC isn't **too** hostile. The NPC might also need to be really stupid. It just depends on what you want to convince him to do.

HINT: The GM will almost never allow you to convince a villain to give up his evil plan, but he might let you convince someone to do something **less** evil.

EG: You don't have to kill him, just take the money and go.

	RUN
	Action: Easy
	Range: 40 ft

A character can run 30 ft with a single action. Running doesn't normally require a die roll, but when a character attempts difficult movements, like speeding through narrow gaps, sudden stops, or sharp turns, he will need to roll dice.

	SHORT MOVEMENT
	Action: None
	Range: 10 ft

A character can move up to 10 ft once each round without even using an action. Since this doesn't use an action, it can be done during someone else's turn and is usually done to try to block someone else's movement, (**See Guarding**) to intercept an attack, or to catch something.

	SEARCH
	Action: Hard
	Range: 50 ft

Any character can look around and try to spot hidden things. The GM will always make these rolls in secret, whether or not there is anything to find.

Invisible targets will require special senses to detect. Also this can only be used when the character is searching. It does not allow the character to detect someone sneaking up on him.

	STRIKE
	Action: Hard
	Range: 0 ft

Any character can punch or kick an opponent. Some can even hit an opponent with their claws or tails. Roll 1 die to see how much damage this causes to the target.

Strikes normally cause Force Damage, but a character with claws will cause cut damage. (See Customizing Powers)

	SURPRISE
	Action: None
	Range: 0

At the beginning of a fight the attacking character can roll to surprise his target. If he succeeds he can do 1 Hard Action, before anyone else! (this is usually an attack but doesn't have to be) and he will still be able to act on his own turn.

Block/Dodge can't evade surprise attacks.

	SWIM
	Action: Hard
	Range: 10 ft

Everyone is assumed to know how to swim. Normally no die roll is needed, but if the character is trying to swim while carrying something or someone, or if he tries to swim against a current, then he will need to roll.

	THINK
	Action: Special
	Range: 0

Normally players should figure things out on their own, without resorting to dice, but let's face it, sometimes the character is supposed to be smarter than the player is. Hey, some superheroes are super smart, but no player really can be.

So if the player gives up, or the GM feels like too much time is being wasted, a die roll can be used, to figure things out. The GM can allow a character to roll extra dice, if he gathers clues before rolling.

	THROW
	Action: Hard
	Range: 60 ft

Any character can pick up small hard objects and throw them. Roll 1 die to see how much damage this causes to the target. Unfortunately this only works if you have something to throw. Rocks bricks throwing stars, knives, & flower pots, all make good throwing weapons. Most objects cause force damage but sharp objects will cause cut damage.

Sometimes the GM will need to roll secretly for some actions like **Search** or **Think**. This is to avoid revealing things to the players that their characters don't know. If a player rolled a success and no information was given he would know right away that there wasn't any information to get.

COMMUNICATION

Talking usually won't require an action. Players can communicate freely with each other at any time, even while doing other actions. This includes shouting warnings and giving advice.

If the Characters in the story are separated, or if one of them is gagged or there is some other obstruction the GM might ask the players not to talk to each other. The Super Power Telepathy is really popular with player groups as a way to keep communication open at all times. If no one in your group has it, you might want some sort of radios. Radios count as Inventory not Powers even if they're tiny radios built into your costume (But stay out of the water).

If you have something important to say in the middle of a fight and you want to make sure your opponents listen. You can get their attention by using your easy action to say it. When you use an action to speak, Everyone listens.

NO! DON'T DO THAT!

Once a character declares what he's going to do, if someone (usually an NPC) shouts to him not to do it, the character can ignore the warning and do what he said he would, or he can hold his action till the **End Of The Round** and do something else.

EXAMPLE PART 3

O-K, now that we know how to do some standard actions, we can actually let someone do something. The punk with the gun doesn't have the guts to shoot just yet so he points the gun at Paladin and says "Oh, look, we got us a superhero here. You better get outta here if you know what's good for you." but he doesn't shoot.

Paladin runs to the gun punk and **Strikes** him. He rolls 3 Dice and gets a 9. Now he rolls for damage. A normal Strike rolls 1 die for damage but Paladin has **Super Strength** so he rolls 2 dice. He rolls 9 points of damage which knocks the punk out.

Now the 5 normal punks move in on him. Unfortunately only 4 of them can get to him. The 5th can't reach him because the civilians are in the way so he grabs one of them and pushes her out of the way. Now the GM rolls for the 4 that are attacking: 1,3,& 3. All of them miss (I used real dice for these examples).

Pyro acts next, but since Paladin is surrounded, he can't do anything, so he shouts at his minions, "Back off! I'll take care of this jerk!"

Now that their path isn't blocked, the civilians are free to run and they take off.

That's the end of the first round so the second round begins. The civilians get to run away at the beginning of the round this time, then the characters that remain, roll for initiative again.

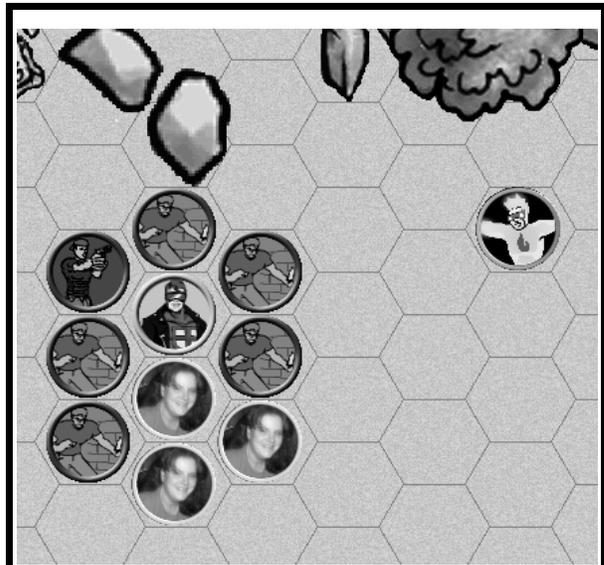
And that's how it goes.

USING MAPS & FIGURES

While playing, it's very helpful to represent your characters, using figures or markers, of some sort, on a map of hex paper. A map hex should normally represent 10 ft. Moving the markers, around on the map, will allow you to keep track of where the characters are, in relation to each other, and to see how far they can move or reach. The map should also show obstacles, that have to be moved around, and that can block ranged attacks. The maps below are screen-shots from [Gametable](#), a FREE program that I use. It shows the fight, described in our examples.



At the beginning of the round



After Paladin and the punks have moved

CREATING CHARACTERS

BACKGROUND

So you're ready to become a hero? First of all, you need a story. Every character should be somebody, who comes from somewhere, and does something. If the character is just a collection of powers, you'll probably lose interest very soon, and start another character that has a different set of powers. Players like that run endless parades of faceless characters that don't leave much of an impression. However, if you create a character that you can really get into, then a role playing game can become a creative outlet as valuable as any art form, and the adventures you play will be memories you create. To make this happen, you'll first need to give the character some real depth.

BE YOURSELF

The easiest, and often the most fun, way to give your character a background is to pretend that **you** somehow got super powers and that this character is you, or at least an alternate version of you, who lives in a world where people have super powers. Now his secret identity is you. He goes to the same school or has the same job as you and he knows everything that you know. He also knows everyone you know.

As time goes on, the character's adventures will cause him to grow more and more different from you, but that's okay because it's part of the game.

BE WHAT YOU WANT TO BE

Now, suppose the GM is running a game in a setting far removed from the world you know, or maybe you just want to be someone different. Have you ever wanted to be a scientist, a lawyer, a soldier, a knight, or a 100 year-old wizard? Well, you can be anyone you want to be in a role playing game. Just make up a story. Whatever you put into your background needs to be approved by the GM, but working within the limits he sets, you can give your character knowledge, based on his interests and education; skills, based on his occupation; and motives, based on his beliefs and experiences. Not to mention friends, family, rivals, and even enemies.

TALENT/OCCUPATION

A character's background story should always give him a few talents and an occupation. This can include anything from drawing to sky diving, and from astrophysics to knowing shortcuts through the woods. If using a talent/occupation requires a die roll, The character can roll 3 dice. Only the 2 highest are used.

NOTE: If a player wants a character to be the best in the world, at something, or if he tries to soak too much out of his character's story, the GM can make some of these abilities count as powers.

MOTIVATION

In a superhero world people who have near death experiences often walk away filled with special powers or at least a sense of purpose that sets them apart from normal people and begins a new life; often with a new name, and new look.

A near death experience is a literary device that represents the character being chosen by destiny, "reborn" if you will. This calling not only moves him to do great things, but also justifies his actions. This is the source of his authority. It's the reason he can take the law into his own hands, without fear, and without being nuts.

In a world where the legal system is inadequate or corrupt many heroes will be motivated by a desire for justice. Some heroes have a mission given by whoever gave them their powers. If they got their powers from the government or a corporate sponsor, then they might even get paid to fight crime.

Some heroes see Power as a great responsibility and use their powers to do good because it's the right thing to do. Sometimes that's just how they were brought up but sometimes they feel a need to pay for some evil they're responsible for because of something they did or failed to do.

Some young heroes might be motivated by excitement. (This is almost certainly the reason the player is playing this game.) But a motive like this wouldn't last, for a character who has to do legwork, or sit on long stakeouts, waiting for something to happen. This character is going to need a backup motive or powers that take most of the real work out of fighting crime.



Paladin's Classic Costume

ORIGINS

Every character should have an Origin. This tells where his special abilities come from and what attacks or conditions will prevent the Powers from working. Most of the time when you see another character you can tell his origin by looking at him. There are 6 origins to choose from:

HI-TECH, HOLY, MAGIC, MUTANT, NON-HUMAN, SKILLS

HI-TECH

This character uses weapons, armor, and tools that are more advanced than anything the police or most criminals will have. He might be a robot, a cyborg, an inventor, an alien, a time traveler, or an agent of some government or company that does top secret research.

Hi Tech characters can recognize and use any kind of high tech devices he finds, including some alien devices.

High tech powers often don't work in places where magic is strong, and never work in the lairs of magical arch villains.

Any devices that are lost or destroyed will be replaced between adventures.

Hi-Tech characters will have to take the Devices Weakness (See Weaknesses) unless their powers are built into their bodies as bionic parts.

HOLY

This character received his powers from Heaven. He might be a priest, a visionary or even an angel. Holy powers work in any environment and can never be absorbed, mimicked or deactivated by force. Many characters with a Holy origin won't have any attack powers or will have attacks that only hurt evil creatures, but only characters with a Holy origin are allowed to have the Power, **Revive**.

MAGIC

This character's powers come from a spiritual source, other than heaven or Hell **EG:** Fairies, Elementals or Ghosts. These powers might not work in places where there is a lot of high tech stuff nearby, like the lair of a high tech Arch-Villain. They will, however, work better in enchanted places close to spirits.

Magic characters can recognize and use many magical Objects. Magic powers can be the most powerful and versatile, but they often have the most severe limitations. **EG:**, Evil powers might only work at night; fairies are vulnerable to iron; demons are vulnerable to silver; ghosts can only travel to places that have strong connections to their life; wizards often have to stay close to a Power source of some sort; etc.

MUTANT

This character's powers are a natural part of him. He may have been born with his powers or may have gained them as result of some accident or experiment. This is by far the most common origin, because these powers will work in any environment. However, powers that Deactivate or absorb powers will usually work on mutants.

NON-HUMAN

This character isn't human. His powers are an innate part of what he is. They will work in any environment and can't be deactivated by opponents, but they are limited to whatever the creature would normally have. This origin can be for animals, or aliens. The real problem with most Non-Human characters is that there will be lots of other characters with the same abilities, unless this one is very rare, or unique, possibly the last of his kind. (Magic races, like elves will have to take a Magic Origin)

SKILLS

This character's special abilities are the product of intense training or surviving in hostile environments. These abilities are not as diverse as those available to characters with other origins, but they will work in any environment and can never be absorbed, mimicked or deactivated by force. Any character should have some skills no matter what their origin actually is, and that's important to remember when he can't use his powers.

Skills characters can never cause more than 3 dice of damage with unarmed attacks.

MIXED ORIGINS

Many characters will have more than one origin. Often Mutants, aliens, or skills characters will use high tech or mystic equipment. That's fine. Just write both origins on the character sheet and keep the Powers separated, so the GM can tell which Powers come from which origin.

HOUSE RULES

In some game settings, not all of the Origins will be available. It's up to the GM. He might want to use a "realistic world" where everyone uses skills only; a Swords and Sorcery world with no hi-tech or mutant Origins; A science fiction world with no mystic origins; or he might want a theme where all of their players are mutants.

CHOOSE YOUR CLASS

Every player character must have 1 of 4 Classes. All Dice Actions are divided into the same 4 Classes. Whenever a character is doing an action that's in his Class, he gets to roll an extra die for the action.



ARM



EYE



LEG



MIND

ARM

Characters with this Class will be good at hands on activities including Strike or Grab attacks, driving, picking pockets, and breaking free from physical restraints.

EYE

Characters who choose this Class will have keen senses and be good at spotting hidden things and at aiming ranged attacks.

LEG

Characters who choose this Class will be agile. They'll be able to maneuver easily with any type of movement action or power (except riding or driving) and will be good at Dodging.

MIND

Characters who choose this Class will be strong willed and good at thinking. They will also be good at using mental attacks or Awakening from them.



AND NOW, YOU GET YOUR POWERS !

Since superheroes start out with 36 Hearts and get to roll 2 or 3 dice for their actions, even without powers, a superhero is more than a match for 3 or 4 regular bad guys. But you're probably not going to ever find yourself fighting just 3 or 4 regular bad guys. Your going after Super Villains and Monsters! And for that you'll need Powers.

POWER THEMES

Before you start picking Powers think about the kind of Powers your character should have. Super heroes don't usually have a random bunch of Powers. They generally have a theme to their powers. Is the character a knight, a mutant, a wizard, a detective? Whatever the character is, there are certain abilities he should have, certain abilities he could have and other abilities that either don't really fit, or would require some explanation.

SAMPLES OF POWER THEMES USED IN GAMES AND COMICS

Air	Ghosts	Peace / Harmony	Solid Energy
Animals	Ice	Plants	Speed
Cloning	Illusions	Robot	Stretching
Cosmic Being	Leader	Scientist/Inventor	Water
Darkness	Light	Sea Creatures	Weapons
Earth	Luck	Shape Change	Weather
Electricity	Martial Arts	Size Change	Wizard
Fire			

Once the concept for the character is completely formed, It's easy to pick powers that make sense for him.

IMPORTANT HINT: A lot of players focus on the big 3 powers, Attack, Defense and Movement; but a well rounded character will need some sort of information power as well. Without that, how will he find the bad guys? Trust me, I've learned this the hard way. My character, Paladin doesn't have any special senses, so he relies on contacts for information. Of course a hero who's part of a team doesn't need to do everything himself.

HOUSE RULES

Sometimes the GM has his own rules for how things work, in the world he's created. Maybe, in his world, Wizards can't wear armor, robots can't use magic, or only the followers of a certain religion can heal people. These 3 rules are quite common and I use all 3 of them. These rules aren't officially part of the game, because the game is meant to be usable in any setting. Other GMs might have different rules for the worlds they want to use. Some GMs might even have different "house rules" in different environments or different universes within their multiverse.

HOW MANY POWERS DO I GET ?

The number is really up to the GM. I recommend giving 9 powers to most heroes, and 12 to heroes with a Skills Origin or with few real "powers" but lots of "skills". The GM can give more or less if he wants. and he doesn't have to give every player the same amount.

I NEED MORE POWERS

If the GM doesn't give you enough powers don't worry, you can get more powers by taking Weaknesses. If that's still not enough, more Powers can be added later, as the character develops.

If you're in love with a certain character who can't be built with less than 15 Powers, talk to the GM about it. You can start with more Powers, if the GM and other players don't mind. In fact, the GM might want to run a high Power game where everyone starts with 20 Powers. He might want to play a game where everyone adapts their favorite characters from the comics and they can have as many Powers as they need, to make the characters as they should be. In the Book ***Knights of Saint George***, which is made for this game, there are sample characters Heroes and Villains with many powers and with few. Players should feel free to use any of these characters or to make any characters of similar power level.

REMEMBER: A wider variety of powers doesn't always mean a more powerful character. Some character concepts just require more powers than others. The GM should be able to see the difference between a player who's trying to make the most powerful character he can, and a player who's just trying to make a concept work. He should make allowances for the second but not for the first.

FINALLY: If the GM is only planning 1 or 2 adventures, then making characters wait for Powers just won't work.

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