

VILLAINS & VIGILANTES RULES UPGRADE

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INTRODUCTION

Welcome to the V&V Rules Upgrade! These are rules expansions for Villains & Vigilantes, a superhero role-playing game originally published by Fantasy Games Unlimited in 1979.

This document only describes the changes and additions to V&V. The V&V 2nd Edition rules are still needed for play. Any aspect of the V&V 2nd Edition rules that is not specifically changed herein remains the same.

CHARACTER GENERATION

This section presents a method for using Construction Points (CPs) to build characters for V&V. It can be used in either of two ways. First, you can use it to add up the CP value of randomly generated characters. That would allow you to compare their relative strengths, and (if you wish) to make adjustments to them to make them more 'balanced'. Secondly, this method may be used to 'build' characters from scratch. You would simply make a choice each time you were presented with a random roll during character generation, and spend your CPs accordingly, until you run out of points.

This method does not guarantee 'balanced' characters. All point-construction rules are vulnerable to abuse, and these are particularly so, since they've been added to a set of rules originally intended to rely on random chance to keep anyone from building unfairly powerful characters 'on purpose'. Remember that the GM is still the GM, and their judgment will be called upon at many times under this method to set costs, to advise players when they make poor choices during character construction, and to deny them choices that are clearly abusive, in order to enforce a degree of balance.

Certain combinations of powers are particularly prone to abuse, because they feed off of one another in such a way as to produce abilities that are wildly unbalancing. That was acceptable for a random generation system, but it is not okay for a system that allows players to choose their character's abilities. The following is a list of combinations of abilities that are to be considered illegal. It is by no means a definitive list, and the GM is hereby empowered to overrule any choices he or she feels are abusive. The most obvious of these abusive combinations are:

Endurance 19+ or Size Change: Larger with Animal/Plant Control

Strength 19+ or Size Change: Larger with Gravity Control
Charisma 19+ with Telepathy
Intelligence 19+ with Weakness Detection
Size Change: Larger with Regeneration

Many combinations of abilities that used to be abusive have been removed due to changes in the way those powers now work. GMs who are using the old 2nd Edition power rules need to stay alert for those combinations.

If any pre-existing characters have these combinations, and you want to calculate their CP value, add 15 CPs to their overall cost for each abusive combination. As an optional rule, the GM may allow a player to have these combinations at the same additional cost of 15 additional CPs each.

Point Construction Rules:

These steps do not need to be taken in any particular order. The only important thing is to make sure that it all adds up properly in the end.

CPs and Weaknesses:

A beginning character gets 125 CPs with which to purchase their Basic Attributes and Powers. Characters can take weaknesses to generate extra CPs.

There are new rules on weaknesses. Please refer to these new rules for instructions on selecting weaknesses.

If you're still using the original V&V weaknesses (not recommended), a character can have 15 more CPs in exchange for taking one weakness.

Weight:

Characters can weigh from 151 to 200 lbs. at no cost, which gives them 4 Basic Hits. Lower weight counts as a Weakness, while higher weight costs CPs. Consult the following table:

Weight (lbs):	Basic Hits:	CPs:
51-100	2	-10
101-150	3	-5
151-200	4	0
201-250	5	5
251-300	6	10

For example, Midgetman who weighs only 90 lbs. gets an extra 5 CPs to spend. On the other hand, Captain Corpulent who weighs 280 lbs. must pay 10 CPs. Minimum legal weight at this stage is 50 lbs., and maximum legal weight at this stage is 300 lbs. Super powers may modify weight further.

Do not apply the Agility Modifier for your character's weight in section 2.6 B. If you want your character's Agility to reflect their weight, simply buy an appropriate Agility score.

Basic Characteristics:

Purchase your Strength, Endurance, Agility, Intelligence, and Charisma scores at a cost of 1 CP per point. For example, it costs 15 CPs to have a Strength of 15, but only 9 CPs to have a Strength of 9.

"Nonsentient" Intelligence costs 10 CPs. Nonsentient animals have

Ferocity rather than Charisma, which influences the way they react to everyone else the same way "neutral" Charisma does. Animals add Ferocity to their Power score, not their Intelligence.

If you are using random character generation rules, you may not have a Basic Characteristic score over 18 unless you've rolled a Heightened Characteristic (see below). If you are choosing your own powers, you may purchase any Basic Characteristic score up to 78.

After initial character generation, you may not increase any of your Basic Characteristics beyond certain thresholds. Consult the Experience rules.

Hit Points:

The Hit Point Modifiers for Strength and Agility should be swapped. Use the Hit Point Modifier column from Agility for Strength, and the Hit Point Modifier column from Strength for Agility.

Super Powers:

Every Power has a CP cost. Unless otherwise specified, a power costs 15 CPs; only the special cases are listed below. Powers that include multiple abilities have been broken down into their component parts. You only need to pay the CP cost of whichever parts of the power your character is capable of using.

Undefined powers, such as Bionics and Body Power and Psionics, must have their CP costs set by the GM on a case-by-case basis. As a general guideline, 5 CPs represents a trivial Power, 10 CPs represents a minor Power, 15 CPs for a Power of average strength, 20 CPs for a Power that's above average strength, etc. It is not strictly necessary to rate all power costs in increments of exactly 5 points.

The descriptions of several powers needed to be modified to work with the new combat system. These changes are included below. Ignore them if you're using the old combat system.

Devices & Magic Items:

Instead of rolling 3d8 to determine the value of a device's own built-in Basic Characteristic, give it a 14 automatically. This may be adjusted up (or down) at a cost (or savings) of 1 CP per 2 Basic Characteristic points.

Instead of rolling 3d10 minus PR to determine a device's number of charges, subtract the power's PR from 17. Any result of 0 or less becomes 1.

Adaptation:

This power provides 5 points of protection vs. powers that duplicate effects found in nature, such as natural chemicals, flames, lightning, gravity, and ice plus any other powers the GM deems appropriate on a case by case basis. This is an exception to the general rule whereby powers protect vs. one or more of the standard Damage Types. It also provides immunity to gasses.

Android Body:

This is essentially a Weakness, giving the character non-human appearance and limited self-repair capabilities, in addition to the chance of suffering system loss. For each 20% reduction in human appearance, you gain 1 CP. For each 5% reduction in self-repair capability, you gain 1 CP. So, for example, an Android who appears only

60% humanoid (2 CPs) and has only 30% self-repair capability (14 CPs) gains 16 CPs. Furthermore, an Android's chance of losing the use of one of their built-in systems whenever they're hit is worth 10 CPs. Androids no longer gain immunity to being knocked out. You must pay for any Endurance bonus or Body Power out of your CPs.

Animal/Plant Powers:

Pay the cost of each power separately, and add the value of any extra Weaknesses you get to total points you have to spend. If you are building your character from scratch instead of rolling randomly you may only choose to take one additional Weakness here. Crustacean characters must buy at least 1 dose of Armor (for 4 CPs), and Fish characters must buy Water Breathing for 5 CPs.

Animated Servant:

Each 3 CPs you invest gives you 15 CPs that may be spent to build the servant, in the same way you spend points to build your own character. No servant (or Pet) may be built from more CPs than your own character has left after paying for them all.

Armor:

Each 4 CPs = 1 point of protection vs. all Biochemical, Energy, Kinetic, and Entropy powers. Armor no longer becomes 'damaged'; it always remains at full effectiveness. 1 point of Armor protection is the equivalent of 20 ADR under the old rules.

You must also pay separately for any weight increase you get from having biological Armor, and for any 'additional abilities' built into technological or magical Armor.

Astral Projection:

Costs 15 CPs. Characters in Astral form are completely immune to all but Psychic attacks. Add 15 CPs to the cost of any attack ability that the character is allowed to use on physical targets while they themselves are astral.

Body Power:

Choose from among the following examples, or make up your own:
Can't be knocked unconscious (but can still be incapacitated): 10

CPs

Can't be knocked unconscious or incapacitated: 15 CPs

Immunity to Poisons: 4 CPs

Prehensile Feet: 4 CPs

Chemical Power:

Choose among the following powers:

Acid Blast: 2d8 damage Biochemical attack, range = Sx2, PR = 3 per use, CP cost = 8.

Acid Body: 1d8 damage Biochemical Damage Field, 1 action to activate, none to deactivate, CP cost = 9.

Disintegration Ray:

This attack does not have a damage type: it ignores all forms of protection. Range = S, CP cost = 15. If you modify the damage roll of this power, each point of average damage is worth 1 1/2 CPs.

Emotion Control:

Choose among the following powers:

Single Target: If a hit is scored, roll 1d12 and subtract the target's protection. If the total is 0 or less, the target is not affected. Range = C, PR = 4 per use, CP cost = 13. If the target has a higher Charisma than their attacker, they may make a Charisma save on 1d100 immediately, instead of waiting for between-turns for their first save.

Radius Effect: Same as Single Target, but costs 15 CPs and has a radius of C inches and no range (it's centered on yourself).

Option: Depending on how the character's Emotion Control power is conceived, it may be more appropriate for the attacker's chances of hitting to be based on their Charisma, rather than Agility, and for the target to use their Intelligence to resist being hit.

Option: If your character can evoke more than 1 emotion, pay 2 extra CPs per extra emotion in your arsenal.

Flame Powers:

Choose among the following powers:

Flight: If your flame powers allow you to fly, purchase that ability according to the Flight power.

Flame Blast: 1d12 damage Energy attack, range = S+E, PR = 2 per use, CP cost = 7.

Flame Body: 1d8 damage Energy Damage Field, 1 action and PR = 5 to activate, none to deactivate, CP cost = 8.

Flight:

Costs 1 CP per 66" per turn. PR = 1 per hour.

Force Field:

Choose among the following powers:

Pummeling Attack: HTH damage, range = Ex2, PR = 1 per attack, CP cost = 2.

Force Field: Costs 3 CPs per 1 point of protection vs. Biochemical, Energy, Kinetic, and Entropy attacks. Exception: Force Fields provide no protection against Gravity attacks. Any amount of Force Field protection provides immunity to Gas attacks. It takes an Action and PR = 1 per point of protection to activate a Force Field. So, for example, a 7 protection Force Field costs 21 CPs and 7 PR to activate. Creates barriers of force in whatever shape the character desires (walls, spheres, etc.). The maximum area of force that the character can create is a square plane 1" per side per point of Power the character currently has. Any character who is attacked through a Force Field receives protection from it. Maximum range = Ex2". Once a Force Field is activated, keep track of the number of damage points deflected off of it. If at any time the damage taken exceeds your current Power score, the Force Field goes down, and any damage left over continues on to strike its target. If your Force Field goes down, you may spend the PR and another Action to turn it back on. If you have a held Action, you may use it to reinforce your Force Field at the same instant that it goes down, taking any damage left over onto the new Force Field. If used as an attack, rolling to hit entails catching the target behind or inside a force barrier. Except when being used as an attack, a Force Field can be re-shaped at a cost of movement only.

Personal Force Field: Works the same way as a regular Force Field, except that it is of a set size and shape (usually conforming to the contours of the character's body), and thus cannot be re-shaped or used as an attack. Costs 2 CPs per point of Protection.

Heightened Attack:

8 CPs. This power may not be purchased by characters after they've progressed beyond experience level 1.

Heightened Characteristics:

As stated above, each Characteristic point costs 1 CP. If you are using random character generation, you may not purchase a Basic Characteristic score over 18 unless you roll a Heightened Characteristic.

An "A" Heightened Characteristic adds 15 to your maximum score, allowing you to purchase a score up to 33. A "B" Heightened Characteristic adds 30, allowing you to purchase a score up to 48. If you roll multiple doses of the same Heightened Characteristic, these increases to your maximum score are cumulative.

Heightened Defense:

This power costs 12 CPs.

Heightened Expertise:

Expertise with a single weapon costs 4 CPs. A group of weapons costs 8 CPs. Expertise with all weapons costs 12 CPs.

Heightened Senses:

The costs for the examples given are:

Night Vision: 10 CPs. Provides immunity to Darkness.

6th Sense: 10 CPs. Allows the character to make Perception skill rolls to "Detect Danger" even when there is no evidence to trigger any of the 5 normal senses.

Radar Sense: 15 CPs. Provides immunity to Invisibility and Darkness, and negates all facing penalties.

Tracking Ability: (requires an Intelligence save on 1d20) 10 CPs

Lie Detection: (treated as an Emotion Control Attack for chances of success) 10 CPs

Acute Senses: To give a character acute senses, simply buy more of the Perception skill. This is explained in the skills section.

Telescopic Sense: x2 magnification per CP spent. 1 CP = x2, 2 CPs = x4, 3 CPs = x8, etc.

X-Ray Vision: 15 CPs.

Heightened Speed:

Costs 1 CP per +30 movement and +1 initiative.

Ice Powers:

Choose among the following powers:

Ice Armor: Costs 5 CPs for 2 points of protection vs. Biochemical, Entropy, and Kinetic damage. It takes an Action to activate, and PR = 1 per turn to maintain it. If not maintained, it melts off at a rate of -1 point of protection per turn.

Ice Blast: d12 attack, range = (S+E)/2", PR = 5 per use, CP cost = 6. The attack creates 1 cubic foot of ice per point of damage rolled in the attack, which clings to the target after the hit is scored. The initial attack only creates ice; no damage is caused, nor does protection (apart from Damage Fields) have any effect against it. Between turns, the target takes 1 point of Entropy damage per cubic foot of ice that remains. Protection applies against that damage. After inflicting its damage, one cubic foot of ice melts away. This melting can be avoided if the attacker stays within range and spends 1 PR per turn.

Cold Blast: 1d12 damage Entropy attack, range = S+E, PR = 2 per use, CP cost = 7.

Invisibility:

Remember, if you're building your character instead of rolling you may choose whether or not this power is permanent.

Invulnerability:

This power costs 1 CP per point if it works the way it did in the 2nd Edition rules. However, I recommend using the following rules instead:

CP cost = 15 for complete immunity to one Damage Type of your choice: Energy, Kinetic, Entropy, Psychic, or Biochemical.

Life Support:

This is a space suit of advanced design which grants 2 points of protection vs. natural chemicals, flames, lightning, ice, and HTH as well as providing immunity to gasses. It also provides air, nutrition, and other essentials for effectively unlimited periods of time, and allows the character to survive in any pressure from vacuum to the depths of space. CP cost = 10.

Light Control:

Choose among the following powers:

Laser: 1d12 damage Energy attack, range = Ax2", PR = 1 per use, CP cost = 10. Can make a special 'flash' attack to blind, no damage, ignores protection, victim gets one Endurance save on 1d100 between-turns to recover. Blinded victims behave as if encircled in Darkness, and as if all of their opponents were Invisible. If both rolls to hit are 1's, the target is blinded permanently.

Area Flash: Maximum radius Ax2" special attack to blind, no damage, ignores protection. Victim gets one Endurance save on 1d100 between-turns to recover. PR = 1 per use. CP cost = 7. Blinded victims behave as if encircled in Darkness, and as if all of their opponents were Invisible. If both rolls to hit are 1's, the target is blinded permanently.

Glare Defense: CP cost = 1 per point of maximum glare. PR cost = 1 per turn per point of glare used. Each point of glare gives the character a -1 modifier on his chances of being hit. Using this power creates a sphere of light with a radius = to the points of glare being used. Everything within 1/2 of that radius is also protected by the glare. Takes movement only to use.

Light Creation: Takes movement only, no PR. Character can project beams of light, illuminate areas, etc. up to a range or radius of Ax2". CP cost = 3.

Lightning Control:

Choose among the following powers:

Electrical Bolt: 1d12 Energy damage attack, range = Ex2", PR = 4 per use, CP cost = 5.

Electrical Field: 1d6 Energy Damage Field, 1 Action to activate/none to deactivate, CP cost = 7.

Control Electrical Devices: CP cost = 5.

Magnetic Powers:

Choose among the following powers:

Magnetic Capacity = 300 lbs. per CP. Range = S.

For Magnetic Defense, buy Force Field or Personal Force Field.

Mind Control:

Range = $(IxC)/5$ ", and you must be able to communicate with your victim. If a hit is scored, roll 1d12 and subtract the target's defense. If the total is 0 or less, the target is not affected. PR = 10 per use, CP cost = 30. If the target has a higher Intelligence than their attacker, they may make an Intelligence save on 1d100 immediately.

Option: Depending on how the character's Mind Control power is conceived, it may be more appropriate for the attacker's chances of hitting to be based on their Intelligence, rather than Agility, and for the target to use their Charisma to resist being hit.

Option: 'Silent' Mind Control, that doesn't require you to be able to communicate with your target, costs an additional 5 CPs.

Natural Weaponry:

+1/+2 costs 3 CPs, +2/+4 costs 6 CPs, and +3/+6 costs 9 CPs. Pay for any bonus abilities separately.

Non-Corporealness:

Non-Corporeal characters are immune to all but Psychic attacks, but must pay an extra 15 CPs for each attack they possess that's usable against physical targets while they're Non-Corporeal. This ability is either permanent, or else it takes movement to shift between physical and Non-Corporeal form, and a PR of 5 per hour to use.

Remember, if you're building your character instead of rolling you may choose whether or not this power is permanent.

Paralysis Ray:

If a hit is scored, roll 1d12 and subtract the target's defense. If the total is 0 or less, the target is not paralyzed. Range = Ex2, CP cost = 15.

Pet:

Each 2 CPs you invest gives you 15 CPs that may be spent to build the pet, in the same way you spend points to build your own character. No pet (or Animated Servant) may be built from more CPs than your own character has left after paying for them all.

Poison/Venom:

Choose among the following powers:

Poison Spray: Biochemical attack, range = E, Pr = 2 per use, CP cost = 10. If a hit is scored, roll 1d10 and subtract the target's protection. If the total is 0 or less, the target is not affected. Otherwise, the target suffers damage equal to the remainder. If affected, the target must make an Endurance save on 1d100 between-turns or take the same number of damage points again. This continues until the victim either makes a successful save, or receives medical treatment.

Poisoned Attack: This adds a carrier attack to one of your character's other attacks. It does the same damage, and requires the same Endurance saves, as a Poison Spray. It has a PR of 0, and whatever range the attack it's attached to has. CP cost = 10.

Power Blast:

1d20 damage attack, range = $(S+E)/2$, PR = 1 per use, CP cost = 11. Choose a Damage Type, usually Energy or Kinetic.

Regeneration:

15 CPs if the character can't regenerate damage from one specific kind of attack (electricity, sonics, etc.). 10 CPs if the character can't regenerate from any damage within an entire damage Type (Kinetic, Psychic, etc.).

Robotic Body:

This is now essentially a Weakness. You gain 1 CP for each 20% reduction in human appearance, plus 20 CPs for your lack of self-repair capability, plus 10 CPs for your chance of losing the use of one of your built-in systems whenever you take Hit Point damage. Robots are no longer automatically immune to being knocked unconscious. You must pay the CP cost of any weight increase, Strength bonus, or extra Devices.

Size Change:

You may choose whether you're able to both shrink and grow; if so, buy each of those abilities separately.

Size Change (A); Larger:

Cost = 15 CPs if you can only change to a single larger size. Cost = 10 CPs if you're permanently stuck at one larger size. If you can grow to any of several sizes, find the CP cost on the table below. Also, multiply your character's final Agility score as indicated for whatever size they're at currently:

Maximum Height Factor:	CP Cost:	Agility Modifier:
-	10	x.8
1	15	x.9
2	17	x.7
3	19	x.6
4	21	x.5
5	23	x.4
6	25	x.3
7	27	x.2

Size Change (B); Smaller:

Cost = 10 CPs if you can only shrink to a single smaller size. Cost = 5 CPs if you're permanently stuck at one smaller size. Smaller characters don't automatically get an Agility bonus, but you may buy extra Agility that only applies when they're smaller at a cost of 1 CP per 2 points of Agility. If you can shrink to several different sizes, costs are as follows:

Minimum Scale:	CP Cost:
1'	12
3"	14
1"	16
1/4"	18
Microscopic	20
Atomic	22
Subatomic	24

Sonic Abilities:

Choose among the following powers:

Sonic Blast: 1d12 damage Energy attack, range = Sx2, PR = 1 per use, CP cost = 8. Can make a special attack to deafen, no damage, ignores

protection, victim gets an Endurance save between-turns on 1d100 to recover.

Sound Creation: Takes movement only, no PR. Character can produce sounds; others make a Perception skill roll to resist attempts to mimic specific sounds, voices, etc. Range or radius of effect is Sx2. CP cost = 7.

Area Deafen: Radius Sx2 special attack to deafen, no damage, ignores protection, victim gets an Endurance save on 1d100 between-turns to recover. PR = 1 per use, CP cost = 7.

Special Weapon:

Choose your weapon. The CP costs for the 'standard' weapon types given in the rules are listed below. The CP cost of an 'expendable' weapon (such as a grenade, bomb, or thrown dagger) allows your character to carry around six of that item. The GM may apply additional costs for any special abilities given to the weapon.

Weapon:	CP Cost:	
Knife/Dagger	4	
Club/Bludgeon	5	
Sword	6	
Big Club	7	
Hand Axe/Hatchet	6	
Battleaxe	6	
Spear	7	
Pistol*	2/4	6 ammo
Rifle*	13/15	12 ammo
Energy Pistol*	13/15	20 ammo
Energy Rifle*	18/20	20 ammo
Shotgun	10	2 ammo
Boomerang	5	
Bolas		
Bow	8	
Crossbow	11	
Hand Grenade	9	
Small Bomb	8	
Medium Bomb	15	
Large Bomb	17	
Small Nuclear Bomb	175	

* The second Cost given is for automatic weapons

Speed Bonus:

This power costs 1 CP per +33".

Stretching Powers:

Distance: Cost = 1 CP per 10" of maximum length (includes bonus to movement and ability to flatten or expand).

Ability to squeeze through small openings: 5 CPs

Defense: 3 protection vs. Kinetic damage, PR = 1 per use. CP cost = 2.

Telekinesis:

Same as Magnetic, but 60 lbs. per CP, and it works on any physical object, not just ferrous metal. Range = A x Level.

Transformation (A); Power Activation:

This is essentially a Weakness, which allows you to take an extra 15 CPs. If you are building your character from scratch you may not choose another additional Weakness.

Transformation (B); Weaker Form:

The default cost for this power is 10 CPs, though depending on what form you choose the GM may choose to modify the cost.

Transformation (C); Shapeshifter:

Pay for each option separately. Disguise costs 10 CPs. Inanimate Objects costs 10 CPs. Creatures costs 10 CPs for a single creature, 15 CPs for a group of creatures, or 25 CPs for any creature. These are only 'default' costs; there is a lot of room for variation within this power, and the GM is empowered, as always, to modify the actual cost of a power to fit the specific choices made by the player.

Transmutation:

Choose a Damage Type. If a hit is scored, roll 1d12 and subtract the target's defense. If the total is 0 or less, the target is not affected. The CP cost of the power depends on how powerful the Transmutation is. Pick from the following list. You must specify what the exact effect of the Transmutation is going to be when you take this power.

Type: Effect:

A: Minor Cosmetic: Target's statistics are not affected in any way. The target is only affected cosmetically, and not even enough to affect their Charisma. For example, a target could be turned blue.

B: Cosmetic: The target can be completely changed, cosmetically. Only their Charisma can be affected, and they can be given appearance related Weaknesses (like Prejudice, Physical Handicap, etc.).

C: Partially Disabling: The target can lose (or gain) minor statistical advantages and powers. For example, the target could be made to sprout gills, or lose half of their Strength, or etc.

D: Totally Disabling: The target can be changed enough to become effectively useless in combat. For example, they could be turned to immobile stone.

E: Disabling Plus: The target not only ceases to be effective in combat against their attacker, but they change in some way that is advantageous to their attacker beyond that. For example, a man could be changed into a zombie who is controlled by their attacker.

Calculate the CP cost using the following tables. PR cost per use = 1/2 of the final CP cost. Range = I x2. If you want to be able to change the target in more than one way, pay the CP cost of the single most powerful Transmutation you can perform + 5 CPs per additional one (the PR cost for each kind of Transmutation you can do should be figured individually, and isn't affected by the extra CP cost for being able to do more than one kind).

Effect:	Base CP Cost:
Minor Cosmetic	4
Cosmetic	8
Partially Disabling	12
Totally Disabling	16
Disabling Plus	20

Recovery:	CP Cost Modifier:
d20 save between-turns	x1/2
d100 save between-turns	x1
time limit: 8 turns (1 minute)	x1
time limit: 1 hour	x1 1/2
time limit: 1 day	x2
time limit: 1 month	x2 1/2

Vehicle:

Choose your vehicle. The CP costs for the 'standard' vehicle types given in the rules are listed below. The GM may apply additional costs for any special abilities given to the vehicle.

Vehicle:	CP Cost:
Motorcycle	5
Compact Car	10
Sports Car	15
Mid-Sized Car	15
Full-Sized car	20
Van	25
Motorboat	5
Lt. Hydrofoil	20
Lt. Single-Prop Plane	20
Lt. Twin-Prop Plane	25
Lt. Twin-Jet Plane	30
Lt. Helicopter	25

Vibratory Powers:

Choose among the following powers:

Vibratory Defense: Same as Non-Corporeality.

Vibratory Attack: 2d8 damage Kinetic attack, range = Ax2, PR = 3 per use, CP cost = 8.

Water Breathing:

This Power costs 5 CPs.

Willpower (A); Self-Control:

This power give a character 6 points of protection against Psychic attacks, 3 vs. Entropy attacks, and 1 vs. Biochemical attacks. Willpower stunts have a PR of 1 per turn of use, but use of this power as a defense has no PR. Cost = 15 CPs.

Wings:

75" per turn per CP, only works in atmosphere. Purchase any Agility bonus separately.

Modifying Powers:

If you want to take a variant of an existing power, ask your GM to give you a new cost for it. The following section contains some guidelines for the GM to use when adjusting CP costs. The final CP cost of a power may not be reduced below 1.

Bonus Abilities:

If you want to add a new special ability to one of the standard powers, apply an additional CP cost based on the usefulness of that new ability. As a general guideline, 5 CPs represents a trivial ability, 10 CPs represents a minor ability, 15 CPs for an ability that's equal in

usefulness to a regular Power, 20 CPs for an ability that's more useful than a typical Power, etc. You can also reduce the CP cost of a Power by removing special abilities it normally has.

Power Requirement:

Add 1 CP to the cost of a Power per -1 to its PR per use. PR per use may not be reduced to zero. Subtract 1 CP from the cost of a Power per +1 to its PR per use. If a Power has a PR cost 'per hour' or 'to activate', add 1 CP to its cost per -5 PR, and subtract 1 CP from its cost per +5 PR. If a Power has a PR cost 'per turn', add 1 to its CP cost per -1 PR, and subtract 1 from its CP cost per -1 PR.

Range:

Ranges for Powers are calculated from Basic Characteristic scores. For each additional Characteristic score worth of range, add 1 CP to the cost of the Power. For each Characteristic score *less*, subtract 1 CP from the Power's cost. For example, the range of a Power Blast equals $(S+E)/2$, or an average of 1 characteristic in range. Making a Power Blast's range equal $S+E$ costs an extra 1 CP, while reducing a Power Blast's range to 0" reduces the CP cost of the Power Blast by 1.

Damage:

The CP value of any damage roll equals its average damage, rounded up. So, for example, a Power Blast's 1d20 damage roll has a CP value of 11, while a Flame Power attack's 1d12 damage roll has a CP value of 7. Consequently, reducing a Power Blast's damage roll to 1d12 subtracts 4 from the CP cost of the Power Blast, while increasing a Flame Power attack's damage to 1d20 would add 4 CPs to the cost of the Flame Power. As a general rule, the GM should not allow any damage roll to be increased by more than 6 CPs.

The CP value of a Damage Field roll equals twice its average damage.

Cumulative Powers:

Powers which simply endow a character with basic ability bonuses (Natural Weaponry, Heightened Defense, Heightened Characteristics, Speed Bonus, etc.) are cumulative if purchased multiple times. The maximum legal Characteristic score is 78.

SKILL SYSTEM

SAVING THROWS

All saving throws are made on 1d20. You must roll equal to or less than the save number found on the table for the Basic Characteristic you're using. The GM may apply difficulty or opposition modifiers to your saving throw, as explained below. Any roll of a 1 on a saving throw always succeeds, and any roll of a 20 always fails and may (at the GM's option) result in a fumble.

Each Basic Characteristic has a save number except for Strength. Tests of a character's physical strength are made by rolling their basic HTH damage.

BASIC CHARACTERISTIC SAVE NUMBERS

Characteristic	Rating:	Save:
	0-	2
	1-2	4
	3-5	6
	6-8	8
	9-11	10
	12-14	11
	15-17	12
	18-20	13
	21-23	14
	24-26	14
	27-29	15
	30-32	15
	33-35	16
	36-38	16
	39-41	16
	42-44	17
	45-47	17
	48-50	18
	51-53	18
	54-56	18
	57-59	19
	60-62	19
	63-65	20
	66-68	20
	69-71	20
	72-74	21
	75-77	21
	78-80	22
	81-83	22
	84-86	22
	87-89	23
	90+	23

SKILLS

Every skill is based on either Intelligence, Agility, or Charisma. A character's beginning score in any skill equals their save number for the Basic Characteristic the skill is based on.

Example: Joe has a 23 Agility and has the Locksmith skill. Locksmith is based on Agility, so Joe's beginning Locksmith skill score is 14.

There are Common skills and Unique skills. Every character has a skill score equal to their Basic Characteristic save in every Common skill and a skill score equal to their Basic Characteristic save -10 in every Unique skill at no cost.

It costs 1 CP to buy a Unique skill, which negates the initial -10 penalty in that skill. Each 1 CP spent on any skill thereafter (Common OR Unique) adds +1 to the character's score in that skill.

Example: Locksmith is a Unique skill, so it already cost Joe 1 CP to raise it from 4 to 14. If Joe spends 1 more CP on his Locksmith skill, his score in Locksmith would become 15.

If a Basic Characteristic is increased sufficiently to raise it's save number, all skills based on that Characteristic are raised accordingly.

Note that this implies a rather different interpretation of the Charisma characteristic. In V&V, Charisma is a rating of the character's force of personality. The popularity aspect of Charisma is obsolete.

SKILL ROLLS

A skill roll is a saving throw vs. the character's score in the skill.

The GM may apply modifiers to a character's chance of success to reflect the difficulty of the task they're attempting. The following table presents some suggested modifiers.

Task Difficulty:	Modifier:
Simple	+10
Easy	+5
Difficult	-5
Impossible	-10

Characters can only attempt skill rolls when they are conscious and able to act.

HURRYING & TAKING EXTRA TIME

A character can try to accomplish a task more quickly by accepting a penalty to their chance of success. A character can also gain a bonus to their chances of success by taking longer to prepare, or by simply proceeding slowly and cautiously. The GM applies a modifier to reflect the impact of hurry or caution. The following table presents some suggested modifiers:

Time Taken:	Modifier:
Instant (no time at all)	-10
Hurried (half normal time)	-5
Relaxed (double normal time)	+5
Cautious (5x normal time)	+10

OPPOSED SKILL & SKILL ROLLS

When a skill is used *against* another character, the GM may impose a penalty based on the target's save in some applicable characteristic. For example, the Charm skill is used to make other characters like you. The target's Charisma is used to oppose attempts at Charm. The modifier is found by subtracting 10 from the target's characteristic save, and subtracting the remainder from the chances of success. Many such cases are spelled out in the skill descriptions (see below).

For example: Darla (with a 13 Charm skill score) is trying to charm Albert (who has a 15 Charisma, and thus a 12 Charisma save). Darla's chance of success is reduced by 2.

In some cases a particular skill may be necessary in order to oppose someone else's skill attempt. If the target has the appropriate skill, the modifier is found by subtracting 10 from their skill score, and subtracting the remainder from the chances of success. If the character doesn't have the required skill, the modifier is calculated from their base characteristic save (-10 more if the skill is Unique). Again, many examples of this are spelled out in the skill descriptions (see below).

Example: Forgery skill is necessary to oppose someone detecting a fake with Appraisal. Elaine (with a 15 Appraisal skill score) is evaluating a fake Rembrandt painted by Doug (who has a score of 12 in Forgery). Elaine's chance of success is reduced by 2. If Doug didn't have the Forgery skill his ability would default to his base Intelligence save (11), -10 because Forgery is a Unique skill. Elaine's roll would be *increased* by 9 (because $11 - 10 = 1$, and $1 - 10 = -9$).

Opposed saves are always made by the character that is currently active, or on the offensive (unless otherwise specified in the skill description). In our Forgery vs. Appraisal example, the painting is already done when the situation comes up, so the character doing the appraising is the active character.

Characters can only oppose skill rolls when they are conscious and able to react.

DETECTION

"% To Detect Hidden Objects" is obsolete. This function is now taken over by the "Search" skill. "% To Detect Danger" is obsolete too. Its function is now taken over by the "Perception" skill.

SKILLS & COMBAT

The "Accuracy Modifier" from Agility is now obsolete. Instead, attacks are made using skill rolls. A character's base chance to hit equals their skill score with the type of attack they're making, and all modifiers on the character's chances of hitting apply to that.

Since Fighting is a skill that's opposed by Agility, the target's Agility save -10 is now subtracted from rolls to hit that target, as long as the target is conscious and mobile. There is no "Dodge skill". To enhance a character's ability to dodge attacks beyond their Agility save, the character must take a power such as Heightened Defense.

Because of the shift in emphasis in Intelligence and Agility toward skills, the "Damage Modifier" that used to be derived from those two characteristics is now obsolete and should be ignored.

SKILL SELECTION

Skills can be selected by choice or at random.

To select skills at random, roll twice for general "knowledge areas", and then roll 5 times among the knowledge areas received to select specific

skills. Spend one CP on each skill. If a particular skill is rolled more than once, spend one CP on it each time.

To select skills by choice, spend as many CPs as you like on any skills you want. You can still refer to the list of knowledge areas and their related skills for guidance on selecting the appropriate skills to fit your idea of the character's background.

Don't feel bound by the choices presented in these tables. These are only the skills that seemed most obviously linked to the basic knowledge area. It is certainly not meant to imply that anyone with Locksmith skill must have a criminal background, even though Crime is the only knowledge area where the Locksmith skill happens to appear.

Note: Characters now get 125 CPs to start, not 120.

% Die Roll: Knowledge Area:

01-04	MEDICAL		67-68	Disguise	
	01-20	Medicine	69-74	Driving	
	21-35	Biology	75-76	Pilot	
	36-45	Veterinarian	77-78	Boating	
	46-55	Forensics	79-80	Programming	
	56-65	Dentistry	81-82	Politics	
	66-75	Pediatrics	83-84	Research	
	76-90	Surgery	85-90	Stealth	
	91-95	Research	91-92	Swim	
	96-00	Teach	93-94	Intimidation	
			95-00	Perception	
05-08	LEGAL				
	01-30	Law	17	FINE ART	
	31-40	Business		01-25	Art
	41-50	Oratory		26-40	Photography
	51-60	Criminology		41-55	Poetry
	61-70	Interrogation		56-70	Forgery
	71-80	Politics		71-85	Compose Music
	81-90	Research		86-95	Appraisal
	91-00	Intimidation		96-00	Mechanic
09-12	RESEARCH/TECHNOLOGY		18	COMMERCIAL ART	
	01-10	Research		01-05	Craft
	11-25	Electronics		06-25	Art
	25-40	Programming		26-40	Architecture
	41-60	Engineering		41-45	Chef
	61-70	Mathematics		46-55	Disguise
	71-85	Mechanic		56-65	Forgery
	86-90	Trivia		66-80	Photography
	91-00	Business		81-95	Compose Music
13-16	LAW ENFORCEMENT			96-00	Business
	01-12	Law			
	13-34	Fighting	19	PERFORMING ART	
	35-46	Forensics		01-12	Play Instrument
	47-58	Criminology		13-24	Sing
	59-60	Interrogation		25-36	Acting
	61-62	Search		37-42	Oratory
	63-64	Tracking		43-48	Acrobatics
	65-66	Riding		49-54	Dancing

	55-60	Escape Artist		89-90	Trapping
	61-66	Impressionist		91-92	Perception
	67-72	Sleight-Of-Hand		93-94	Veterinarian
	73-78	Fighting		95-96	Navigation
	79-84	Ventriloquism		97-98	Mechanic
	85-86	Perception		99-00	Tracking
	87-88	Compose Music			
	89-90	Disguise	32-35		EDUCATION
	91-92	Language		01-70	Teach
	93-94	Photography		71-80	Oratory
	95-96	Poetry		81-90	Trivia
	97-98	Stealth		91-00	Programming
	99-00	Swim			
			36-39		CRIME
20-23		SOCIAL WORK/CHARITY		01-08	Locksmith
	01-05	Chef		09-12	Appraisal
	06-15	Ecology		13-20	Forgery
	16-25	Language		21-28	Pick Pocket
	26-35	Politics		29-32	Criminology
	36-55	Sociology		33-34	Demolitions
	56-65	Teach		35-38	Driving
	66-75	Medicine		39-40	Escape Artist
	76-80	Business		41-48	Gambling
	81-85	Criminology		49-56	Intimidation
	86-90	Programming		57-60	Search
	91-00	Research		61-64	Convince
				65-66	Sleight-Of-Hand
24-27		JOURNALISM/BROADCASTING		67-70	Stealth
	01-20	Writing		71-78	Fighting
	21-36	Oratory		79-82	Business
	37-44	Interrogation		83-84	Disguise
	45-52	Photography		85-88	Perception
	53-56	Politics		89-90	Cryptography
	57-64	Research		91-94	Electronics
	65-68	Convince		95-96	Programming
	69-72	Criminology		97-98	Interrogation
	73-76	Programming		99-00	Climbing
	77-80	Language			
	81-84	Search	40-43		MILITARY
	85-88	Stealth		01-15	Fighting 15
	89-92	Survival		16-22	Survival 7
	93-96	Perception		23-27	Tactics 5
	97-00	Business		28-30	Cryptography 3
				31-34	Demolitions 4
28-31		SPORTS		35-39	Driving 5
	01-16	Sport		40-43	Electronics 4
	17-24	Acrobatics		44-47	Programming 4
	25-30	Boating		48-50	Engineering 3
	31-38	Driving		51-54	Navigation 4
	39-44	Riding		55-58	Gunnery 4
	45-50	Swim		59-61	Interrogation 3
	51-60	Fighting		62-65	Mechanic 4
	61-66	Climbing		66-68	Photography 3
	67-72	Jump		69-72	Search 4
	73-78	Throw		73-75	Climbing 3
	79-86	Intimidation		76-79	Stealth 4
	87-88	Survival		80-82	Swim 3

	83-86	Intimidation	4		51-54	Forensics	
	87-90	Perception	4		55-58	Cryptography	
	91-93	Disguise	3		59-62	Ecology	
	94-96	Language	3		63-66	Geology	
	97	Riding	1		67-76	Mathematics	
	98-00	Pilot	3		77-86	Research	
44-47		GOVERNMENT/BUREAUCRACY			87-90	Search	
	01-15	Law			91-94	Zoology	
	16-30	Business			95-98	Electronics	
	31-60	Politics			99-00	Teach	
	61-75	Sociology		60-63		COMMUNICATIONS	
	76-80	Forgery			01-10	Cryptography	
	81-85	Programming			11-15	Law	
	86-90	Language			16-40	Electronics	
	91-95	Research			41-60	Business	
	96-00	Intimidation			61-70	Programming	
48-51		AGRICULTURE			71-80	Language	
	01-25	Botany			81-00	Photography	
	26-45	Ecology		64-67		RELIGION/MYSTICISM	
	46-60	Zoology			01-16	Theology	
	61-75	Business			17-28	Philosophy	
	76-80	Veterinarian			29-44	Occult	
	81-85	Navigation			45-56	Parapsychology	
	86-90	Animal Handling			57-60	History	
	91-95	Riding			61-64	Language	
	96-00	Survival			65-68	Poetry	
52-55		SCHOLAR			69-72	Sing	
	01-08	History			73-76	Sleight-Of-Hand	
	09-16	Philosophy			77-80	Research	
	17-24	Trivia			81-84	Teach	
	25-32	Cryptography			85-88	Fighting	
	33-40	Language			89-92	Ventriloquism	
	41-48	Linguistics			93-96	Business	
	49-56	Occult			97-00	Intimidation	
	57-64	Research		68-71		PSYCHOLOGY	
	65-72	Sociology			01-15	Psychology	
	73-80	Theology			16-30	Parapsychology	
	81-84	Appraisal			31-45	Medicine	
	85-88	Forgery			46-60	Criminology	
	89-92	Programming			61-75	Interrogation	
	93-96	Politics			75-90	Sociology	
	97-00	Teach			91-95	Intimidation	
56-59		SCIENTIST			96-00	Convince	
	01-04	Bionics		72-75		MANUFACTURING	
	05-14	Programming			01-30	Business	
	15-18	Biology			31-45	Electronics	
	19-22	Chemistry			46-55	Programming	
	23-30	Physics			56-75	Engineering	
	31-34	Astronomy			76-95	Mechanic	
	35-38	Paleontology			96-00	Craft	
	39-42	Anthropology				BUSINESS/SALES	
	43-46	Archaeology		76-79		01-40	Business
	47-50	Botany					

	41-60	Convince	88-91	TRANSPORTATION
	61-90	Appraisal		01-20 Pilot
	91-00	Language		21-45 Driving
80-83		ACCOUNTING/FINANCE		46-65 Boating
	01-25	Mathematics		66-75 Navigation
	26-50	Business		76-80 Business
	51-65	Appraisal		81-85 Language
	66-80	Gambling		86-90 Mechanic
	81-90	Programming		91-95 Swim
	91-00	Research		96-00 Perception
			92-96	ROLL TWICE AGAIN
84-87		INHERITOR		
	01-00	Wealth	97-00	NONE

SKILL LIST

This list is by no means comprehensive. As long as you get your GM's permission, you can make up any new skill you want.

Some skills may require you to select a specialization. The specialization must be specified immediately when you take the skill. If the skill is "Unique", then picking up one specialization allows you to use all other specializations as if they were Common. For example, if you learn Animal Handling: Exotic Birds, it is assumed that you know enough about animal handling in general now to be able to use Animal Handling: Dogs as a Common skill.

Acrobatics: Unique / Agility

You may perform flips, cartwheels, tightrope walks, and so on. The difficulty of any maneuver is set by the GM. Normally takes movement.

Acting: Common / Charisma

You can change speech patterns and mannerisms to act like someone else. This doesn't include ability to mimic specific voices. Targets make an Intelligence save to find fault with your acting, and your skill is used to oppose that save. Takes no time.

Anthropology: Unique / Intelligence

The study of man as an animal and an object of natural history. The GM will set the difficulty for any task. Time requirement varies.

Animal Handling: Unique / Intelligence

You can herd, diagnose, care for, and train animals. Training difficulty depends on the trick complexity and the intelligence of the animal. Each attempt takes 1 week. Specify the type of animal you are skilled at handling. Examples: dogs, horses, hawks, cattle, exotic birds.

Appraisal: Unique / Intelligence

This skill allows you to evaluate the market value of artwork and collectibles. The GM will set the difficulty for any task. Takes a full Move & Action. For each point the roll is missed by your assessment will be off by +/- 10%.

Appraisal can also be used to detect forgeries. If so, the skill of the forger is used to oppose the appraisal skill check.

Archaeology: Unique / Intelligence

The study of antiquities such as the remains of buildings or monuments of an early epoch, inscriptions, implements, and other relics, written manuscripts, and so on for the purpose of constructing an accurate view of what those times were like.

The GM will set the difficulty for any task. Time requirement varies.

Architecture: Unique / Intelligence

The art or science of building. This skill is used to design structures that are functionally efficient, aesthetically pleasing, and structurally sound, and to evaluate the degree to which existing structures meet those criteria.

The GM will set the difficulty for any task. Time requirement varies.

Art: Unique / Agility

Specify the medium you are most familiar with: drawing, painting, clay, woodcarving, metalworking, stoneworking, photography, etc. Viewers make an Intelligence save to find fault with your artwork, and your skill is used to oppose that save. Time requirement varies.

Astronomy: Unique / Intelligence

The science dealing with celestial bodies, of their magnitudes, motions, distances, periods of revolution, eclipses, constitution, physical condition, and of the causes of their various phenomena. This skill is used to make predictions about the movements of or conditions on celestial bodies, and to navigate through space.

The GM will set the difficulty for any task. Time requirement varies.

Biology: Unique / Intelligence

The science of life. This branch of knowledge deals with living matter as distinct from non-living matter. It has to do with the origin, structure, development, function, and distribution of living systems.

The GM will set the difficulty for any task. Time requirement varies.

Bionics: Unique / Intelligence

The application of biological principals to the study and design of artificial systems, and the integration of artificial systems with biological ones.

The GM will set the difficulty for any task. Time requirement varies.

Boating: Unique / Agility

Pick a type of water vehicle to specialize in: sailboats, motorboats, submersibles, and so on. Skill rolls are made when attempting trick maneuvers (jumps, moving through turbulent waters, etc.). The GM will set the difficulty for any maneuver. Takes no extra time.

Botany: Unique / Intelligence

The science dealing with the structure of plants, the functions of their parts, their places of growth, their classification, and the terms which are employed in their description and denomination.

The GM will set the difficulty for any task. Time requirement varies.

Business: Common / Intelligence

You are skilled at haggling, debate, and making sound business decisions. In a negotiation, your roll is opposed by the Business skill of your opponent. For each point by which you make or fail your roll, the deal shifts 10% toward or against your favor. This can affect the price of an item for sale, bartered trades, or even political or social deals. Takes no time.

The GM will set the difficulty of any task you attempt. Time requirement varies.

Charm: Common / Charisma

You're skilled at making others like you. Your roll is opposed by the other character's Intelligence. Takes no time. This has no effect on whether the other character believes you, it only makes them like you.

Chef: Unique / Intelligence

Specify the cuisine you are most familiar with: pastries, an ethnic cuisine, etc. Targets make an Intelligence save to find fault with your cooking, and your skill is used to oppose that save.

This skill can also be checked when you need to prepare food for a large number of guests quickly and efficiently.

Chemistry: Unique / Intelligence

The branch of science which dealing with chemical composition and chemical reactions.

The GM will set the difficulty for any task. Time requirement varies.

Climbing: Common / Agility

This is the ability to find hand-holds and toe-holds, experience with climbing equipment, and the ability to select good routes. The GM will set the difficulty and time between skill checks based on the nature of the surface being climbed.

Compose Music: Unique / Intelligence

Your character can write and compose music and lyrics. Time requirement varies. This doesn't include any performing arts skills. Your skill is used in addition to the singing and instrumental skills of those who perform your work to oppose the audience's Intelligence save to find fault with the song.

Convince: Common / Charisma

You are skilled at gaining the trust of others. Targets make an Intelligence save to disbelieve your claims, and your skill is used to oppose that save. Takes no time. This has no effect on whether the other character likes you, it only makes them believe you.

Craft: Unique / Agility

Specify the craft you are most familiar with: carpentry, pottery, blacksmithing, spinning & dying, weaving, knitting, tailoring, tanning & skinning, knots, etc. Time requirement varies.

Criminology: Unique / Intelligence

The study of crime and the criminal population, and the behavior of criminals. Roll vs. this skill to try to predict the behavior of criminals in order to catch them making a mistake. Your roll is opposed by the Intelligence or criminology skill of the criminal.

Time requirement varies.

Cryptography: Unique / Intelligence

The art of writing in secret characters or cipher, and of deciphering such codes. The difficulty of breaking a code equals the entire skill score of the cryptographer who encoded it.

Time requirement varies.

Dancing: Unique / Agility

Individuals make an Intelligence save or roll their own Dancing skill to resist being entertained. This skill opposes that roll. Each performance takes from a minute to several hours.

Demolitions: Unique / Intelligence

This skill is used to concoct explosives, set and defuse timers and other trigger mechanisms, and to plan controlled blasts.

The GM will set the difficulty for any task. Time requirement varies.

Dentistry: Unique / Intelligence

This skill is used to clean, extract, and repair natural teeth, to make and insert artificial ones, and to perform dental surgery.

The GM will set the difficulty for any task. Time requirement varies.

Disguise: Unique / Intelligence

You're skilled at using costuming and cosmetics to look like someone else. It takes several minutes to prepare each new disguise. Others make Intelligence saves to see through your disguise, and this skill opposes those saves.

Driving: Common or Unique / Agility

Pick a type of ground vehicle to specialize in: cars, bicycles (Unique), motorcycles, construction equipment, tanks (Specific), and so on. Skill rolls are made when attempting trick maneuvers (jumps, moving over difficult terrain, etc.). The GM will set the difficulty for any maneuver. Takes no extra time.

Ecology: Unique / Intelligence

This is the study of environmental balance. The skill is used to detect ecological imbalances, and to develop plans for restoring ecological balance.

The GM will set the difficulty for any task. Time requirement varies.

Electronics: Unique / Intelligence

This science deals with the emission and effects of electrons and with the use of electronic devices. Skill rolls are made to understand electronic effects and processes, and to design or repair electronic devices.

The GM will set the difficulty for any task. Time requirement varies.

Engineering: Unique / Intelligence

The art and science by which the mechanical properties of matter are made useful in structures and machines. Skill rolls are made to design effective and efficient structures and mechanical devices, or to analyze existing feats of engineering.

The GM will set the difficulty for any task. Time requirement varies.

Escape Artist: Unique / Agility

You can squirm out of ropes, through tight places, etc. Your skill roll is opposed by the skill or Agility of whoever bound you, or by a difficulty set by the GM. Takes a full Move & Action.

Fighting: Common or Unique / Agility or Other

Specify a type of combat when this skill is purchased. Options are listed below. Throwing a weapon uses a separate Thrown version of its skill.

When a Power requires a roll to hit, there is an associated skill which is treated as a Common skill for characters with that Power. Example: Vaporman has a Power Blast that uses the Gaseous damage type. He may develop a Common skill with that form of attack.

A character's skill with a particular attack is used as their base chance to hit with that attack in combat. In the case of melee weapons, their skill can also be used defensively to "parry" melee attacks against them, by acting to oppose their opponent's roll to hit.

Fighting skills are usually based on Agility, but Psychic attack skills may alternately be based on Intelligence or Charisma. If so, the target of such an attack should also use a Basic Characteristic other than Agility to resist being hit.

Note: learning one Fighting skill does not make other Unique Fighting skills into Common ones.

Weapon Type:	Skill Type:	Includes:
1-handed Swords	C	Bastard Sword, Foil, Longsword, Rapier, Shortsword
2-handed Swords	C	Bastard Sword, 2-Hand Sword
Daggers	C	Dagger*, Knife*
Unarmed Punch	C	Punch, Brass Knuckles
Unarmed Kick	C	Kick
Grapple	C	Unarmed Grapple**
Axes	C	Battleaxe, Hatchet*, Wood Axe
Pistols	C	any 1-handed firearm
Polearms	C	Pike, Polearm, Pole Axe
Rifles	C	any 2-handed firearm
Bludgeons	C	Club, Mace, Morningstar, 2-Hand Club, 2-Hand Mace, Warhammer
Flails	C	Flail, 2-Hand Flail
Spears	C	Javelin*, Lance, Short Spear*, Long Spear
Main Gauche	C	Main Gauche
Forks	C	Pitchfork, Trident
Quarterstaff	C	Quarterstaff
Whip	U	Whip
Pistol Crossbow	C	Pistol Crossbow
Crossbow	C	Light Crossbow, Medium Crossbow, Heavy Crossbow
Bow	U	All regular bows
Sling	U	Sling
Bolas	U	Bolas
Blowgun	C	Blowgun
Shield	C	Shields (defensive only)

*commonly thrown as well as used in melee

**can't be used defensively except against a Grapple attempt

Forgery: Unique / Intelligence

You can forge signatures, seals, documents, and currency. Record your roll (time requirement varies). Others use Appraisal skill to detect the forgery, and this skill opposes that Appraisal roll.

Forensics: Unique / Intelligence

This skill involves the application of medical knowledge to questions of law. Specifically, rolls can be made to conduct autopsies or other medical examinations for the purpose of uncovering clues for use in a criminal investigation.

The GM will set the difficulty for any task. Time requirement varies.

Gambling: Common / Intelligence

This skill is used to win at games of chance through an understanding of the odds. It is also applicable to the stock market and other forms of financial or odds speculation. Takes no time.

In a direct head-to-head competition, such as a poker game, each participant makes a skill roll and the winner is the player who made their roll by the biggest margin. Roll again to decide between players who tie.

In a situation where a character picks a specific outcome, such as the stock market or a horse race, the GM will set a difficulty modifier to reflect the uncertainty of the situation. If the roll is successful, the character is able to predict the outcome - whatever it is actually going to be. This has no effect on the likelihood of unlikely outcomes, it only allows the character to know what the outcome will be.

Geology: Unique / Intelligence

The science dealing with the structure and mineral constitution of the world, its history as regards rocks, minerals, rivers, valleys, mountains, climates, life, etc., and the causes and methods by which its structure, features, changes, and conditions have been produced.

The GM will set the difficulty for any task. Time requirement varies.

Gunnery: Unique / Intelligence

This is skill in the operation of heavy artillery. Specify a type of artillery when this skill is purchased. Options are listed below. A character's skill with a particular attack is used as their base chance to hit with that attack in combat.

Note: learning one Gunnery skill does not make other Unique Gunnery skills into Common ones.

Weapon Type:	Skill Type:	Includes:
Ballista	U	any ancient direct-fire artillery
Cannon	U	any modern arc-fire artillery
Catapult	U	any ancient arc-fire artillery
Rocketry	U	any modern rocket-launching system

History: Unique / Intelligence

Knowledge of events, particularly of those affecting a nation, institution, or art, and usually connected with a philosophical explanation of their causes. Select a specialty when this skill is taken: World history, American history, Renaissance history, Ancient Roman history, etc. A broader specialization, such as World history, should be limited in terms of depth of knowledge.

The GM will set the difficulty for any task. Time requirement varies.

Impressionist: Unique / Charisma

You can change your voice to sound like someone else. This doesn't include the ability to look or act like a specific person. Others save on Intelligence to detect that you're faking your voice, and this skill opposes that save. Takes no time.

Interrogation: Unique / Intelligence

This is the skill of extracting information from others through intense questioning. It may or may not involve physical pain. The subject saves vs. Charisma to resist, and this skill opposes that save. Pain can be used to augment the interrogation of prisoners. If pain is used, choose a number and add it to your skill roll. They take that number as damage. If your roll is unsuccessful, the prisoner must make an Endurance save at +10 with a penalty of 1 per point of damage; if the roll fails, they die. Takes 1 minute per use.

Intimidation: Common / Charisma

This skill is used to exact cooperation from others through the threat of physical violence. The subject saves vs. Charisma to resist, and this skill opposes that save. The GM should apply an additional modifier to reflect situational factors such as relative power.

Jump: Common / Agility

You are skilled at leaping accurately. Use this skill to land at your intended destination when leaping. A penalty for range applies: use the range table from the combat rules. Takes no extra time.

Language: special

You're fluent in your native language for free. Basic ability in another language (halting dialogue with a strong accent) costs 1 CP. For 2 CPs, you speak the language well but still have an accent. For 3 CPs, you speak the language like a native. Literacy in your native language is free; literacy in each other language costs 1 CP. Speaking takes no time; reading time varies.

Law: Unique / Intelligence

This skill represents knowledge of laws and the legal system. Roll to remember obscure details of the law, to evaluate the legality of any action, and to try cases in court.

The GM will set the difficulty for any task. In a court case, the law skill of the opposing lawyer opposes your roll (in addition to any modifier the GM applies to represent the weight of evidence). Time requirement varies.

Linguistics: Unique / Intelligence

This is the study of language. Skill rolls may be made to learn the structure and vocabulary of other languages more quickly, allowing you to spend CPs to learn them. You can also make a skill check to try to grasp concepts that others try to express to you in other languages.

The GM will set the difficulty for any task. Time requirement varies.

Locksmith: Unique / Agility

This skill includes both lock design and lockpicking.

To pick a lock, roll your skill modified by the complexity of the lock as set by the GM. Each attempt takes a full Move and Action. A failure sets off any alarms or traps, but allows you to try again (at -1 cumulative difficulty after each successive failure).

If you design a lock, your skill is used to oppose any attempts to pick your lock.

Mathematics: Unique / Intelligence

This skill represents knowledge of advanced mathematics, as opposed to simple arithmetic.

The GM will set the difficulty for any task. Time requirement varies.

Mechanic: Unique / Intelligence

This skill is used to repair mechanical devices. Choose a specialization (hydraulics, internal combustion, nuclear reactors, etc.).

When attempting repairs, you suffer a difficulty penalty based on the extent of the damage:

Damage:	Difficulty:
Less than 1/4 Hits gone	0
Less than 1/2 Hits gone	-3
Less than all hits gone	-6
0 Hits Remaining	-9

Each successful roll repairs one Hit point of damage. Alternately, a mechanic may restore a system that had ceased to function instead of repairing a hit point. Each attempt takes about an hour. Having access to excellent tools may add a bonus to chances of success.

Medicine: Unique / Intelligence

You can provide medical attention to the sick and injured. To diagnose or treat an illness, roll with a difficulty penalty set by the GM. Takes 1 minute.

When attempting to heal physical injuries, you suffer a difficulty penalty based on the extent of the damage:

Damage:	Difficulty:
Less than 1/4 Hits gone	0
Less than 1/2 Hits gone	-3
Less than all hits gone	-6
0 Hits Remaining	-9

Each successful roll allows the patient to regain their Healing Rate in hit points. Each attempt takes about an hour of treatment, but each patient can only receive successful medical treatment once per day. Having access to excellent medical equipment may add a bonus to chances of success.

Alternately, a medic may roll to wake up an unconscious character instead of trying to heal them. This takes an action per attempt.

Navigation: Unique / Intelligence

You can roll to plot a course, try to guess compass directions, or retrace your path. The GM sets a difficulty based on the availability of clues, how disoriented you are, and so on. Takes an Action.

Occult: Unique / Intelligence

This skill represents knowledge of the mystic arts. It does not grant your character the ability to perform magic, but it can be used to identify types of magic, recognize the names of mystical beings, and to identify limitations to enchantments and non-magical means of overcoming them.

The GM will set the difficulty for any task. Time requirement varies.

Oratory: Unique / Charisma

You are skilled at swaying and leading crowds or troops. Target characters save vs. Charisma to resist being led, and this skill opposes that saving throw. Takes no time. This has no effect on whether they like you, it only makes them follow you.

Paleontology: Unique / Intelligence

This is the science dealing with the ancient life, or of fossils which are the remains of such life.

The GM will set the difficulty for any task. Time requirement varies.

Parapsychology: Unique / Intelligence

This skill represents knowledge of psychic phenomenon. It does not grant your character any psychic abilities, but it can be used to identify types of psionics and to identify limitations to psychic powers and mundane means of counteracting them.

The GM will set the difficulty for any task. Time requirement varies.

Pediatrics: Unique / Intelligence

This is the branch of medicine dealing with the care and treatment of infants and children. It can be used the same way as Medicine skill on infants and children, and can also be used when dealing with problems concerning childhood diseases and childbirth.

The GM will set the difficulty for any task. Time requirement varies.

Perception: Common / Intelligence

You must specify a sense when you purchase this skill. You may buy Perception more than once to increase perception with multiple senses.

This skill replaces the "Detect Danger" ability from V&V, and is also usable in a general way as a roll to "notice" things and sense small or distant details.

The GM will set the difficulty for any task. Perception can be opposed by other skills, such as Stealth. This skill works automatically and instantly once for free whenever there is something to notice. A character may also make a conscious effort to perceive something, which takes an Action.

Philosophy: Unique / Intelligence

This is the study of the principles underlying conduct, thought, and the nature of the universe. It is generally used as a basis for conclusions about issues that are outside of the bounds of science - questions about "meaning", and morality, and so on.

The GM will set the difficulty for any task. Time requirement varies.

Photography: Unique / Intelligence

This is the ability to take quality photographs, though it also includes knowledge of motion picture film, video, lighting, and other related issues.

Viewers make an Intelligence save to find fault with your work, and your skill is used to oppose that save. Time requirement varies.

Physics: Unique / Intelligence

The science of nature, or of natural objects; that branch of science dealing with the laws and properties of matter, and the forces acting upon it; especially, that department of natural science concerned with

the causes (as gravitation, heat, light, magnetism, electricity, etc.) that modify the general properties of physical objects.

The GM will set the difficulty for any task. Time requirement varies.

Pick Pocket: Unique / Agility

Skill at pickpocketing. This doesn't include Sleight-of-hand. Victims save vs.

Intelligence to notice when you try to take their wallet (or purse, or gun, or watch, etc.), and this skill opposes that save. Takes an Action. Bystanders facing your direction also roll. If someone is paying attention, they receive a bonus of +10 on their save.

Pilot: Unique / Agility

Pick a type of air or space vehicle to specialize in: gliders, planes, helicopters, rockets, and so on. Skill rolls are made when attempting trick maneuvers (flips, moving through turbulence, etc.). The GM will set the difficulty for any maneuver. Takes no extra time.

Play Instrument: Unique / Agility

Choose a musical instrument to specialize in: violin, piano, trumpet, drums, and so on.

Listeners make an Intelligence save to find fault with your music, and your skill is used to oppose that save. Time requirement varies.

Poetry: Unique / Intelligence

You are skilled at writing poems. Readers make an Intelligence save to find fault with your poetry, and this skill is used to oppose that save. Time requirement varies.

Politics: Unique / Intelligence

You are skilled at playing the political game. Skill rolls are made to win elections, opposed by the Politics skill of your opponent and any modifiers applied by the GM. Time requirement varies.

Programming: Unique / Intelligence

You are skilled at writing and debugging computer programs, and at computer hacking.

The GM will set the difficulty for any task. If someone else tries to hack one of your programs, their roll is opposed by your Programming skill. Time requirement varies.

Psychology: Unique / Intelligence

The science of the phenomena of the mind; specifically, the systematic or scientific knowledge of the powers and functions of the human mind.

The GM will set the difficulty for any task. Time requirement varies.

Research: Common / Intelligence

This skill is used to search for specific information in any large library, database, or etc. Difficulty is derived from both the obscurity of the information being sought, and the 'user-friendliness' of the source. For example, finding someone's listed phone number in their home-town phone book would be simple. On the other hand, finding information on building a time machine in the unorganized notes of a mad scientist would be difficult. Each attempt takes an hour.

Riding: Unique / Agility

You are experienced in riding (specify horse, camel, elephant, etc.). This does not include Animal Handling. Make skill rolls when attempting trick maneuvers (jumps, moving over difficult terrain, etc.) vs. a difficulty set by the GM. Takes no time for the rider, but takes the mount's movement.

Search: Common / Intelligence

This skill replaces the "Detect Hidden" ability from V&V, and is also usable in a general way as skill at hiding things yourself.

The GM will set the difficulty for any task. Search can be opposed by other skills, such as the Search skill of whoever hid what you're looking for. This skill works automatically and instantly once for free whenever there is something to find. A character may also make a conscious effort to find something, which takes an Action; the time requirement to hide something varies.

Seduction: Common / Charisma

You are skilled at arousing amorous feelings in others. The subject makes a Charisma save to resist, and this skill opposes that save. Takes no time. This won't make the other character like, trust, or believe you; it only makes them desire you. Seduction will not work on characters that are not attracted to your race and gender.

Sing: Unique / Charisma

Listeners make an Intelligence save to find fault with your music, and your skill is used to oppose that save. Time requirement varies.

Sleight-Of-Hand: Unique / Agility

Skill at misdirecting onlookers, enabling you to make items in your hands seem to appear, disappear, or change. This does not include Pick Pocketing. Observers make an Intelligence save to resist, and this skill opposes that save. Takes Movement.

Sociology: Unique / Intelligence

That branch of science concerned with the constitution, phenomena, and development of human society.

The GM will set the difficulty for any task. Time requirement varies.

Sport: Unique / Intelligence

Pick a sport to specialize in: football, baseball, basketball, tennis, and so on. This skill represents strategic ability rather than playing skill.

The GM will set the difficulty for any task. Time requirement varies.

Stealth: Common / Agility

This is the ability to move without attracting attention. Takes 3/4 of your Move. Your skill opposes Perception rolls by others to notice you. The GM may impose further modifiers to the Perception roll depending on the availability of cover, background noise, etc.

Surgery: Unique / Intelligence

This is the skill of performing successful operations on living patients.

The GM will set the difficulty for any task. Time requirement varies.

Survival: Unique / Intelligence

This skill represents the ability to locate food and shelter in a particular environment. Specify an environment when this skill is purchased: plains, forest, mountain, desert, arctic, urban, etc. Survival in the type of environment you grew up in is treated as a Common skill.

The GM will set the difficulty for any task. Time requirement varies.

Swim: Unique / Agility

This skill costs 2 CPs. There is no skill roll: you can either swim or you can't. Characters that can swim do so at a base rate of 1/4 of their normal ground movement rate. Unskilled characters must make an Agility save simply to stay above water, and may swim 1" if they make their save by 5 or more.

Tactics: Unique / Intelligence

Make a tactics roll when leading troops in combat. Takes no time. The GM evaluates your roll and offers appropriately insightful suggestions as to the strategic significance of terrain features, probable enemy strategies, etc. Specify a terrain type: plains, forest, mountain, desert, arctic, urban, etc. Tactics in the environment you grew up in is treated as a Common skill.

Teach: Unique / Intelligence

Your Teaching skill score is the highest Level of skill you may impart to another character when they are learning from you. The other character still spends their own CPs, but they may not purchase enough skill to exceed your Level in Teaching. Time requirement varies.

Theology: Unique / Intelligence

The study of religion; the existence, character, and attributes of divinity, religious laws and government, the doctrines of religion, and religious practices.

The GM will set the difficulty for any task. Time requirement varies.

Throw: Common / Agility

Use this to attempt to hit any target with a thrown object. Takes an Action. Weapons that are balanced and meant to be thrown (spears, daggers, etc.) are treated as Brawling Weapons (section X.XX) if thrown using this skill, and lose their innate weapon modifiers.

Tracking: Unique / Intelligence

This is the ability to follow the tracks left by others, or to identify a person or creature by their tracks. The base difficulty is derived from the condition of the ground where you're looking for tracks:

Terrain:	Modifier:
fresh snow	0
mud or sand	-1
dirt or grass	-3
rocky or baked earth	-6
clean floor	-10
water	-15

The GM may apply further modifiers as appropriate based on time passage, weather, traffic, and so on. Takes a full Move & Action. You can use your Tracking skill to hide your own tracks: your skill opposes Tracking rolls by others who others are tracking you.

Trapping: Unique / Intelligence

This is the ability to set up traps. The base difficulty equals the average damage roll you intend for the trap to inflict, rounded up. A trap that does 1d6 damage has a difficulty of 4, for example. You must specify the trap's damage type (kinetic, gaseous, etc.) and effects (damage, stun, grapple, etc.). For example, you could set up a trap which rolls 1d6 "damage" as kinetic stun.

A fumbled trap-setting roll causes you to suffer the trap's intended effects.

The GM may veto any trap design (it's silly for someone whose make shifting a trap from household items to set traps that inflict radiation damage, for example).

The time required to set a trap varies.

Trapping can also be used to defuse a trap. The skill roll is opposed by the Trapping skill of whoever set the trap. Each attempt to disarm takes a full Move & Action.

Trivia: Common / Intelligence

This is a catch-all term for knowledge of random tidbits of obscure knowledge. When the GM allows it, you may make a skill roll to see if you know whatever odd bit of trivia you need at the moment.

The GM will set the difficulty for any task. Time requirement varies.

Ventriloquism: Unique / Intelligence

You can make others think your voice is coming from elsewhere. This does not include any ability to mimic voices or act. Listeners make an Intelligence save to avoid being fooled, and this skill opposes that saving roll. Takes no time.

Veterinarian: Unique / Intelligence

This is the branch of medicine dealing with the care and treatment of animals. It can be used the same way as Medicine skill on animals.

The GM will set the difficulty for any task. Time requirement varies.

Wealth: special

Characters have wealth level 4 for free. For 2 CPs, the character's wealth is increased by one level, and their approximate yearly income is doubled.

Instead of tracking a character's actual cash, characters now make wealth rolls. The GM sets a target number for any major purchase, and a character must roll that number or higher on their Wealth roll in order to be able to afford that purchase. Consult the Wealth Rolls rules for guidelines on setting difficulties.

Use the following table to find the character's approximate yearly income.

Wealth Level:	Wealth Roll:	Approximate Yearly Income:	Wealth Level:	Wealth Roll	Approximate Yearly Income:
0	d0	\$0	7	d10	\$160,000
1	d1	\$2,500	8	d12	\$320,000
2	d2	\$5,000	9	2d8	\$640,000
3	d3	\$10,000	10	2d10	\$1,280,000
4	d4	\$20,000	11	2d12	\$2,560,000
5	d6	\$40,000	12	3d10	\$5,120,000
6	d8	\$80,000	etc.	etc.	etc.

Writing: Unique / Intelligence

You are skilled at writing enjoyable prose. Readers make an Intelligence save to find fault with your writing, and this skill opposes that save.

Zoology: Unique / Intelligence

The study of the animal kingdom, including the structure, embryology, evolution, classification, habits, and distribution of all animals, both living and extinct.

The GM will set the difficulty for any task. Time requirement varies.

WEAKNESSES

Weakness Points

Characters may take any number of Weaknesses so long as they add up to no more than 15 CPs.

Super Powers

The descriptions of several powers need to be modified to work with the new weakness rules. These changes are included below.

Animal/Plant Powers:

Any Weaknesses associated with this power come out of the 15 CPs worth of weaknesses that characters are normally allowed to take.

Transformation (A); Power Activation:

This "power" is actually a Weakness. The CP value depends on how difficult it is for the character to activate all of his powers. This weakness counts toward the normal 15 CP limit on weaknesses.

Easy: the character has to say a magic word, or touch a button, or perform some other quick simple action that can be blocked. 5 CPs.

Difficult: the character has to pronounce a long complicated incantation, or perform some other obvious and somewhat difficult action that takes an entire action to accomplish. 10 CPs.

Very Difficult: the character must make a d100 saving roll, or spend two full minutes of preparation, or complete some other sort of preparations that cannot conveniently be accomplished during combat. 15 CPs.

When a character is not transformed, all of their Basic Characteristics must be 18 or less.

Optionally, the character may only have to activate SOME of their powers. This is worth 1 CP per power for Easy, 2 CPs per power for Difficult, and 3 CPs per power for Very Difficult. This option can only be applied to a Basic Characteristic if it is over 18, and causes the Characteristic to drop to 18 or less when the character is not transformed.

Weaknesses:

Not all Weaknesses are worth exactly 15 CPs. This section lists CP values for a wide selection of Weaknesses. Players can suggest new ones, and GMs may allow them if they wish and assign a CP value.

Diminished Senses:

Blindness: 15 CPs. The character cannot see in the normal visible light spectrum.

Color-Blindness: 5 CPs. The character sees in black and white. For 3 CPs, the character only has trouble with one pair of colors - for example, they may not be able to tell the difference between red and green.

Light Sensitivity: 15 CPs. The character suffers a penalty of -4 on all rolls when exposed to full direct sunlight, searchlights, flashlight beams in the face, bright interior lighting, and so on.

Deafness: 10 CPs. The character cannot hear sounds in the normal audible sound range. The character is assumed to know sign language or have some other way to understand others that works as long as the other person has the right skill or sense to interpret it. As an option, the character may be able to read lips: this is only worth 5 CPs.

No Pain Sense: 15 CPs. The character cannot sense pain, and may not roll with damage from attacks.

Missing Eye (No Depth Perception): 5 CPs. The character suffers a penalty of -4 on all rolls to hit and detect by sight at a distance.

Near Sighted: 5 CPs. The character suffers a penalty of -4 on all rolls to hit and detect by sight at a distance.

Far Sighted: 10 CPs. The character suffers a penalty of -4 on all rolls to hit and detect by sight at point blank range.

Low Self-Control:

Unable To Activate Power(s) At Will: The character must rely on some outside stimulus to activate their power(s), and cannot turn them on or off at will. This presumes that it's just as likely for the powers to activate when it's inconvenient as when it is for them to activate when it's convenient. Optionally, only some of the character's powers may be affected, but they must always be powers that the character wouldn't want to have activating at random. 15 CPs.

Can't Hold Back Power(s): 2 CPs per power. The character cannot voluntarily hold back damage when using the selected attack power(s), risking a greater chance of causing accidental death.

Power(s) Misfire: 15 CPs per power. The selected attack power always misfires if it doesn't hit.

Uncontrolled Emotions: The character tends to overreact concerning a certain emotional response. For example the character might be a coward, or a hopeless romantic, or have a short temper. If this is only a character hook, and the character can overcome the trait with an effort, it's worth 10 CPs. If the character has no control over the trait, it's worth 15 CPs.

Addiction: The character is addicted to a substance, and has to have regular access to it or they suffer a -4 penalty on all rolls until they get their fix. If the substance is legal and easy to obtain, this is worth 10 CPs. If the substance is illegal or very difficult to obtain, this is worth 15 CPs.

Lowered or Reduced Characteristics:

This Weakness is meaningless under the point-construction rules. If you have a low final Basic Characteristic score, you already paid less.

Mute:

5 CPs. The character cannot communicate by verbal speech. The character is assumed to know sign language or have some other way to communicate that works as long as the other person has the right skill or sense to interpret it.

Personal Problem:

Unusual Age: 5 CPs. The character is treated as inferior by others because they're perceived as "too old" or "too young".

Oathbound: 15 CPs. Pick a cause, and stand by it to the death.

Poverty: 5 CPs for 1/10 cash and income, 10 CPs for no cash or income.

Dark Past: 10 CPs. The character has a deep dark secret which they live in terror of exposing. If it gets exposed anyway, then this weakness turns into Prejudice (or 15 CPs worth of other weaknesses if Prejudice doesn't fit).

Dependent: The character has to take care of a defenseless maiden aunt, or kid brother, etc. If the dependent is frequently in trouble, this weakness is worth 15 CPs. If the dependent is only in trouble occasionally, or is frequently in trouble but a little competent, it's only worth 10 CPs.

Poor Education: 5 CPs to get 1 less background skill.

Public Identity: The character does not have a secret identity, which means that their home, relatives, and personal history are all a matter of public record. This does not apply to characters like space aliens who have crash-landed on Earth unless they have a private home, relatives or close friends on the planet, and some sort of personal life. 10 CPs.

Agent or Pupil: The character has a master or works for some organization that can boss them around and which doesn't always share their goals. This does NOT imply that the character can get any special assistance from their master or organization. 10 CPs.

Phobia/Psychosis:

Phobia: The character is deathly afraid of something. When exposed to the thing they fear, the character must make a Charisma roll just to keep from running away. Even if they don't run away, they will be incapable of confronting it. If the object of their fear is relatively rare this is worth 5 CPs. If it's reasonably common, this is worth 10 CPs. If it's very common, this is worth 15 CPs. Suggestions: fear of heights (relatively common), fear of closed spaces (very common), fear of vacuum (rare).

Psychosis: 15 CPs. This is like the Oathbound personal problem, except that the character didn't necessarily choose to act the way they do. Pick some extreme behavior pattern, and stick to it. Examples include becoming enraged at the sight of the color red, unreasoning hatred of certain groups, going berserk if someone makes jokes about the size of your nose, etc.

Physical Handicap:

Can't Walk: 15 CPs, or only 5 CPs if the character has some power that allows them to get around. Characters that cannot walk can crawl at 1/10 of their normal movement rate, or operate a wheelchair at 1/4 of their normal movement rate.

Epilepsy: 15 CPs. The character must make a d100 save vs. Intelligence whenever exposed to bright flashing lights, or else they go into an epileptic seizure.

Missing Hand: This is worth 10 CPs if the character has lost their "good" hand, resulting in a penalty of -4 on all rolls involving manual dexterity. If they've lost their off hand, it's worth 5 CPs. In either case, the character cannot operate equipment that requires two hands.

Ugly: 10 CPs. The character is visually repulsive. This results in a reaction roll penalty of -4 when coming up on someone by surprise, or from small children, etc.

Distinctive: 10 CPs. The character is visually distinctive in some way that makes it nearly impossible to disguise them.

PREJUDICE

This works the same way as in the original rules. 15 CPs.

Special Requirement:

Can't Use Power If Gagged: 2 CPs per power.

Can't use power if restrained: 2 CPs per power.

Must Take Secret Formula To Maintain Power(s): worth 10 CPs if the formula is relatively easy to obtain, or 15 CPs if the formula is difficult to obtain on a regular basis.

Power(s) only operate at night: 10 CPs

Power(s) only operate during the day: 10 CPs

Vulnerability:

Attract Damage Type(s): 1 CP per +1 to be hit by one damage type. The damage type that's attracted must be specified when this weakness is taken.

Vulnerable To Damage Type(s): 1 CP per +1 damage taken when hit by one damage type. The damage type that's attracted must be specified when this weakness is taken.

Susceptibility: The character takes damage every between-turns phase when exposed to some normally harmless substance or situation. The conditions that qualify as "exposure" must also be taken into account. Does it require direct physical contact, or is there a range? Is the quantity or intensity of the substance or situation a factor? The CP value of this Weakness depends on the rarity of exposure to the thing that harms the character: 1 CP per damage point if it's very rare, 2 CPs per damage point if it's uncommon, and 4 CPs per damage point if it's very common.

COMBAT SYSTEM

This is an upgrade from the V&V 2nd Edition combat system. All aspects of the V&V rules not specifically changed herein remain the same.

New Power Descriptions:

The descriptions of several V&V powers need to be modified to work with this combat system. These changes are included in the V&V point-construction rules for character generation.

3.2 Basic Combat

The Combat Table is ignored. A character's base chance of hitting equals their skill score with the attack type being used. See the skill rules for more detail.

A. Experience Modification

Ignore the Level vs. Level table. The attacker's experience level is added to his chances of hitting, while the defender's is subtracted. Inanimate participants are treated as level 0, while nonsentient participants are treated as level 4.

B. Range Modification

Substitute this table for the one in V&V.

Total Effective	
Range In Inches:	Modifier to Hit:
up to 7"	-
8-15"	-1
16-31"	-2
32-63"	-3
64-127"	-4
128-255"	-5
256-511"	-6
512-1023"	-7
1024-2047"	-8
2048-4095"	-9
4096-8191"	-10
8192-16383"	-11
x2	-1 more

Cover

When a target is partially hidden behind an obstruction, determine the % of the target that is covered. If a hit is scored, roll percent dice: if the roll is less than or equal to the % of the target that is covered, the attack hits the cover instead of the target. Roll damage against the cover, and any damage that gets past the cover still hits the target.

An attacker can avoid the interference of cover by making a special attack against any part of the target that is sticking out.

E. Combat Effects

Defenses subtract from the damage inflicted by an attack. For example, a character who has a total of 3 points of protection against Kinetic damage subtracts 3 from the amount of damage he takes whenever he's hit by Kinetic attacks. If the target has no applicable defenses, they take full damage. Powers that have some effect other than damage still make a 'damage roll', with the defender's defenses subtracted; if the final result is 1 or more the power affects the target, but if it's reduced to 0 or less it doesn't.

For the sake of simplicity, all attacks fit into one of these basic Damage Types. Consult the following table:

Damage Type:	Attack Powers which use that Damage Type:
Biochemical	Chemical Power, Poison/Venom
Energy	Flame Power, Light Control, Lightning Control, Sonic Abilities
Psychic	Emotion Control, Mind Control, Telepathic Probe
Kinetic	Gravity Control, HTH, Magnetic Powers, Vibratory Powers
Entropy	Ice Power, Paralysis Ray, Death Touch, Devitalization Ray
Gas	Special: any power against which the only defense is to not breathe it. Protection against Gas doesn't merely subtract from the damage of Gas; it negates it completely. Characters may even resist Gas attacks by holding their breath.

For any attack power not listed, choose one of these Damage Types when you take the power. Protection is cumulative, so add up your total protection vs. each Damage Type from each power that grants you

protection. For example, a character that has one power that gives him 3 protection vs. Energy and another power that gives him 5 points of protection vs. Energy has a total of 8 protection vs. Energy.

All attacks automatically go astray if the roll to hit was a 20.

All other combat effects are unchanged.

Carrier Attacks

Only one roll to hit is made, but the carrier attack automatically fails if the target's protection reduces the effect of the primary attack to 0. If the primary attack succeeds, the target's protection still applies against the carrier attack.

Damage Fields

A damage field is layer of energy around the character's body, which acts as both a Carrier Attack on the character's regular HTH attack and a form of protection. If hit by a ranged attack that involves a physical projectile, roll the damage for your Damage Field and subtract it from the damage inflicted by the attack. If the ranged attack's damage is reduced to zero or less, its projectile is destroyed before it ever touches you. If hit by a melee weapon attack, your Damage Field's damage roll is applied against the weapon. If the melee weapon is destroyed, you take no damage. If hit by an unarmed attack, roll your Damage Field's damage roll and apply it to it to your attacker before you take any damage. Your attacker may apply their defenses against that damage. If your attacker gets knocked out by your Damage Field, their melee attack is aborted and you take no damage.

3.5 Multiple Attacks

Every roll to hit in a multiple attack suffers a -4 penalty to its chances of hitting for each attack after the first; thus, each attack in a double attack is made at a penalty of -4, each attack in a quadruple attack suffers a penalty of -12, etc. However, missing one attack out of a multiple no longer causes the entire set to miss. There is still a power cost of 2 per extra attack, whether it hits or not.

COMBAT MANEUVERS

Grab

This maneuver requires a normal roll to hit, but inflicts no damage. Instead, the attacker grabs hold of their target and may hang on until their grip is broken (see below).

A normal grab allows a character to hold on to their target's "middle". To grab a specific body part (throat, hand, etc.) requires a special roll to hit.

Grab & Squeeze

This maneuver requires a special roll to hit. The attacker grabs hold of their target (as above), inflicts their normal HTH damage, and may hang on until their grip is broken (see below).

Squeeze

This maneuver can only be performed by characters that are already holding on to a target. At the cost of an Action, the character can

squeeze their victim for full normal HTH damage, without requiring a roll to hit.

Break Grip

These maneuvers may be used by the victim of a grab, to break their opponent's grip. There are three options.

A. Attack whoever has grabbed you until they agree to let go, or are knocked back, or lose consciousness. Unless you have been grabbed from behind, or had your weapon arm grabbed, you can hit your attacker automatically without rolling to hit, at the cost of an Action.

B. Fling them off. See the "Shrug" maneuver, below.

C. Wrestle them off. This takes an Action, and allows you to roll your HTH damage (plus applicable modifiers) vs. your opponent's HTH damage plus modifiers. If you roll higher than they do, their grip is broken. No damage is inflicted by this maneuver.

Leave Melee

A participant in melee combat (i.e., a fight between two characters where at least one of them attempted a melee attack against the other as his last Action) may only move away if:

A. He is able to move in a direction which his opponent cannot follow (for example, Flight allows a character to escape a melee opponent who cannot fly in most cases), or is able to move without being detected by their opponent (for example, Invisible characters can move away from melee opponents who cannot see invisible things). If the opponent has you in their grip, however, they can just hang on and be carried along with you.

B. If the two combatants agree to part company, then they may both leave.

C. If one of them is knocked back more than 1", then the melee is temporarily broken.

D. If one of the combatants changes facing, so that the other is not in their front facing, then that opponent is free to leave melee.

Shrug

This maneuver can be used to throw off one or more melee opponents, even if they have you grabbed. It takes an Action, and no roll to hit is required. You must have:

A. Enough Carrying Capacity to lift all of your melee opponents at once and

B. Higher Carrying Capacity than any one of your melee opponents.

No damage is inflicted. Divide your Carrying Capacity by the number of melee opponents, and calculate how far you can throw each of them with your divided Carrying Capacity. Each of them is Knocked Back as far as you can throw them.

Throw

If you have another character in your grip, you may throw them at a cost of movement only. If the opponent has grabbed you back, you must break their grip in order to throw them.

EXPERIENCE

Experience Points

Characters now receive CPs rather than EPs.

GMs should award each character about 1 CP per episode. The GM may award 0 CPs if the episode was very short, or if a player role-plays badly, or if a character was not particularly challenged. The GM may award more CPs if the episode was very long, or if a player role-played extraordinarily well, or if a character was faced with incredible odds, or if a character makes a hefty cash donation to a charitable organization. No character should earn over 3 CPs for any one episode.

Experience Levels are now purchased with CPs. It costs 4 CPs to purchase an Experience Level. All characters still begin at Experience Level 1 for free, but beginning characters may not purchase any extra Experience levels. Each player MUST invest at least 1 CP toward the purchase of their next Experience level after each episode involving combat. Experience Levels are a slightly cheaper way to gain overall combat bonuses than buying Heightened Defense and Heightened Expertise.

Any remaining CP award may be spent to purchase more Basic Characteristic points, Powers, or Skills. All purchases are subject to GM veto: if your GM doesn't think it makes sense for you to buy what you want to buy, then you may not buy it. This applies to spending points on Experience Levels too: unless a character is spending a lot of time on combat training, they shouldn't be allowed to spend any CPs on Experience levels other than the 1 CP required per episode with combat.

In particular, to increase any of your Basic Characteristic score past certain thresholds requires a darn good excuse. For example, it is not possible for a normal human to increase their Strength above 18 unless they mutate, or get cybernetically enhanced, or take a super formula, or undergo any other origin-like event. These thresholds are: 18, 33, 48, 63, and 78.

Charisma Points

There are no longer any Charisma awards. If a player wants their character to gain Charisma, they may ask their GM for permission to buy Charisma points with their CP awards.

Experience Level Bonuses

These are obsolete. Players now buy more abilities with their CP awards. Buying an Experience Level ONLY gives you the combat bonuses associated with having a high Experience level.

Inventing

Inventing Points and Inventing % are obsolete. Characters now spend CPs to purchase any inventions. Resources, skills, intelligence, and so on are all factors the GM must take into consideration when deciding whether to allow an inventing attempt to succeed. Failed inventing attempts don't use up any CPs, they just prohibit the player from spending their CPs on the desired invention.

Inventions from Outside Sources

A character must always pay their own CPs for new any abilities, even if the new ability was "invented" by somebody else.

One-Shot Inventions

These are obsolete. Anything a character invents is a permanent investment of CPs into a permanent new ability.

Converting V&V Characters

A V&V character should have, on average, extra CPs to spend on their abilities equal to half of the CP cost of their Experience Level. This includes training or inventions.

MONETARY RULES

WEALTH ROLLS

Wealth rolls are a simplified method of determining whether a character can afford any major purchase. The 'cost' of the purchase is reflected by the Difficulty assigned to the roll. If the character rolls the Difficulty or higher on his Wealth Roll then he can afford the purchase. If not, he can't.

Normally only 1 major purchase is allowed per week. A failed attempt does not use up this weekly roll, but it DOES mean that the character cannot afford the thing he rolled for at this time. The GM may allow the player additional attempts if they "shop around".

It isn't necessary to roll for any purchase where the Difficulty is 3 or more points below the character's Wealth Level. Such purchases are automatic, though only a limited number of them may be made. Use the following table:

Points below Wealth Level:	Number of purchases allowed without a roll:
3	2
4	4
5	8
etc.	etc.

If over half of the allowed free purchases are made, the character's weekly purchase roll is used up.

Characters may save up for purchases that would normally be beyond their means. Each week that a character's Wealth roll is NOT used, it adds to overall savings:

Unused Wealth Rolls:	Savings Effect:
2	Wealth +1 Level
4	Wealth +2 Levels
8	Wealth +3 Levels
etc.	etc.

Once the character makes a purchase using his Savings roll, the savings are expended and the character must begin saving again from scratch.

Characters may also buy things on credit. Credit lowers the Difficulty of the purchase, but repeated payments must be made monthly to pay off the purchase. If the character fails to make a payment for any reason, the purchase is repossessed. Making a credit payment counts as a purchase in the week when it is made.

Difficulty Reduction:	Number of Monthly Payments Needed:
-1	2
-2	4
-3	8
etc.	etc.

Wealth may NEVER be used to purchase equipment that will be used more than once by the character's superhero identity (vehicles, bases, etc.) - it may only be used to pay for incidental expendable purchases, or for items to be possessed solely by one's pedestrian identity.

Incidental Expenses Price List

Transportation:	Difficulty:	Dining:	
Difficulty:			
bus/subway fare	0*	fast food	1*
cab fare	1	restaurant	2*
train fare	1*	delivery	2*
car/truck rental	2	fancy restaurant	3*
limo/bus rental	3		
local airfare	2*	Entertainment:	
Difficulty:		video rental	1
interstate airfare	3*	movie	1*
international airfare	4*	live theater/concert	2*
		nightclub	1*
Lodging:	Difficulty:	host a party (2 people)	0*
fleabag	1*		
motel	2*	Clothing (full sets):	
hotel	3*	casual	1
Difficulty:		fancy	3
resort	4*	elegant	5
		survival	2+
Communications:	Difficulty:	disguise	1+
pay phone (local)	0	Medical Care:	
pay phone (long)	1+	routine checkup	2
classified ad	1	emergency care	4+
full-page ad	3		
Difficulty:		Donations:	
telegram	1	dime for a cup o' java	0
postage stamp	0	charity dinner	3*
overnight letter	1		
package (small)	1		
Difficulty:			
package (medium)	2		
package (large)	3		
overnight package	+1		
newspaper	0		
magazine	1		
book	1+		
fax transmission	1		
radio commercial	4		
television commercial	5		

*Difficulty given is for 1 person; x2 people per +1 Difficulty.

Any other costs may be estimated from these examples. In general, doubling the cost of a purchase adds +1 to its Difficulty.

It is not necessary to check for basic upkeep costs. Income and Rewards are presumed to pay for basic upkeep and maintain current Wealth. CPs spent on Wealth represent saving, investing, and so on.