

What is Champions?

Champions is a Role Playing Game (RPG) for playing out the sorts of adventure stories featured in comic books, from astonishing superheroes with powers and abilities far beyond those of mortal men, to grim urban vigilantes determined to clean up the streets.

Champions simulates the action and adventures in comic books and superhero films, where the goal is to fight crime, do good, protect the weak and innocent, and stop the bad guys. The heroes in this genre are after truth, justice, and goodness, not personal gain. In Champions, you're not trying to get rich, you're trying to make a difference and protect people.

Champions characters gain experience points and advance the character's development. You get some new contacts and allies, as well as a few enemies. Your character will be rewarded over time with things like a base, vehicles, and even some gadgets, at least one-use items. But the main rewards are the esteem of people you save, the reputation you gain in the game world, and the look of gratitude on that little kid's face when you get the cat out of the tree.

Team Players

Keep in mind you are part of a team. It's okay to play a character who's usually a brooding loner, just be one who happens to be working with and for others. Champions is the team comic; this isn't your character's solo title where they do the loner thing.

If you work together as a team, you can accomplish a lot more than solo, and it's more rewarding to find ways to work well together. Protect that guy with the low defenses, have the girl with the telekinesis throw you at the enemy, combine your attacks in interesting ways. Teams work as a team, and it can be amazing as a result.

Learning the Rules

Learning Champions can be a little overwhelming, so the rules have been broken up to make the learning curve less daunting and more fun. The three sections below contain the rules you need to know to play the game and should be introduced in phases over the first two or three sessions. These are not ALL the rules of the game, but the ones you will need to play through every session. Players can learn more beyond these if they wish, but it is not required.

1. The Basics

These rules cover the basics of understanding and playing a Champions character.

Characteristics

Page 1 of the character sheet lists your Characteristics, along with summary information.

Primary Characteristics all have associated rolls listed in this format: '12-' (indicating twelve or less). The higher the characteristic value and skill number, the better!

- **Strength (STR):** physical power, lifting ability, damage in hand-to-hand combat
- **Dexterity (DEX):** agility, reflexes, and reaction time
- **Constitution (CON):** health and fortitude
- **Intelligence (INT):** perception and memory, your base Perception roll equals your INT roll
- **Ego (EGO):** willpower, used for mental combat and resisting manipulation
- **Presence (PRE):** personal charisma, force of personality, ability to draw attention

How Good Is My Stat? You can get a feel for how good your Primary Characteristics are based on how they rank up against ordinary people - a normal person has an 8 in each. A little baby might have a strength of 1 or 2. The maximum competition-level best in the world in any characteristic for a normal human being is 23. Anything above that is truly superhuman.

Success Roll. One of the Hero basics is the 3d6 roll. When making a skill check or attacking roll 3d6 and add them up, aiming for a low total. If that total is equal to or lower than the target (after modifiers) then it is a success, if it is higher than the target

it is a complication or failure. Typically, making this roll by 10 or more indicates a critical success, and rolling a natural 18 is a critical failure.

Secondary Characteristics do not have associated rolls and are used for other game mechanics, particularly during combat:

- **Offensive Combat Value (OCV)** and **Defensive Combat Value (DCV)**: used to see if you hit or avoid being hit
- **Offensive Mental Combat Value (OMCV)** and **Defensive Mental Combat Value (DMCV)**: used to see if you hit or avoid being hit in mental combat
- **Physical Defense (PD)** and **Energy Defense (ED)**: reduce incoming damage of the given type
- **Speed (SPD)**: is how often and how soon you act in combat
- **Recovery (REC)**: how quickly a character shakes off damage and heals
- **Endurance (END)**: hardiness and level of fatigue, the “fuel” that you use to keep doing things
- **BODY**: how much damage you can sustain before you die (at negative BODY)
- **STUN**: how much damage you can take before your character is Knocked Out. STUN can be recovered during combat, but if your STUN reaches 0 then you’re Knocked Out.

Movement

Page 1 of your character sheet shows how your character can move around. Some have unusual movement abilities like **Flight**, but everyone can **Run, Jump, Leap** (listed in Horizontal and Vertical distances), and most beings can **Swim**. The distances listed by each of these movement abilities on your sheet are how far you can move in a single phase of action. If it says 12m, that means you can move up to a maximum of 12 meters in a single movement action. A particularly useful concept to remember is the “half move” which means “move up to half your full move” and is a Half Phase action (see *Taking Actions* below). All the movement abilities work this way, even weird ones like **Teleportation**. Typical map scale is 1 hex = 2 meters.

When You Act

Champions uses an initiative system based on characters’ Speed (SPD) and Dexterity (DEX). The GM keeps track of the initiative order on a Speed Chart.

- **Speed (SPD)** gives you a rating of how often you act in a **12-Segment period called a Turn**. The higher the SPD, the more often you move. Each **Segment** is one second long. The **Segments** you get to act on are called **Phases**. The Phases your character acts on are listed on Page 1 of the character sheet at the bottom of the summary information.
- **Dexterity (DEX)** determines when you move on a given **Phase**. This only matters when several characters have their Phase on the same Segment, in which case they go in the order of highest to lowest DEX.

Taking Actions

Characters can do pretty much anything they want on their actions, based upon their abilities and powers. There are five terms that help make sense of time in Champions:

Actions that take no time can be done even when it is not the character’s phase, such as making a roll to resist an effect.

A **Zero Phase Action** can only be done at any time during a character’s phase, but do not take up any of the character’s phase. Examples include talking, giving a soliloquy, certain combat maneuvers or power mechanics.

Most actions that characters take during their phase are **Half Phase** actions, meaning they take half of the phase to perform. Characters can take two Half Phase actions during their phase, such as a half move and a skill check.

Full Phase Actions take up more than a half phase action, such as a full move.

Attack Actions are when a character attacks a target, and most only take a Half Phase. However, once a character makes an attack, that is the last thing they can do on that phase (other than actions that take no time). Some attacks do take more than a half phase, but regardless, attack actions are the last thing you can do on that phase.

Skills

Page 4 of the character sheet lists your Skills, most with a value of ‘X or less’ (for example ‘12-’) just like Primary Characteristics. Modifiers can be applied to the skill value, and a skill check uses the same 3d6 roll against this value.

Combat

It's not a Superhero story without a fight, so here are the basics of combat...

Rolling Dice. As stated above, you roll to hit with a 3d6 Success Roll, the lower the better. An **Effect Roll** calls for rolling some number of dice based on the effect and add up the result, the higher the better.

Making an attack. When it's your chance to attack, you choose the maneuver you want to use and roll 3d6. Your target number is 11 plus your OCV (including modifiers) minus the defender's DCV (including modifiers). If you roll that target number or less, you hit!

$$\text{Attack Roll Target} = 11 + \text{Attacker's OCV} - \text{Defender's DCV}$$

Another way of looking at it: ***(OCV+11)-3d6 roll = the DCV you hit***

Rolling Damage. All damage is determined using d6s, rolling the number of dice specified and adding up the result. This total typically indicates the STUN damage done by the attack.

STUN Damage. STUN damage is non-lethal damage. You have a STUN stat in your Characteristics section, and this is how much damage it takes to knock you out. When your current STUN reaches 0, you're taking a nice nap.

Subtract Defenses. Characters have defenses to protect themselves against physical attacks (PD) and energy attacks (ED). Depending on the type of damage, subtract either PD or ED from the total STUN damage. The remainder will be applied to the character.

Apply Damage. The damage that got past the character's defenses is subtracted from their current STUN. Characters are knocked unconscious when their current STUN reaches 0.

Stunned. In addition to being knocked out, a character can also be "Stunned," meaning they are dazed and unable to act or move until they get over being Stunned, which takes their entire next Phase. After subtracting defenses, if a character takes more STUN damage in a single hit than their CON value, they are Stunned.

For example, Supergal is hit by an energy attack for 35 STUN damage. She takes the amount (35) and subtracts her ED (18), resulting in 17 STUN getting through her defenses. She has 30 STUN, so subtracting 17 leaves 13 remaining. Fortunately, her CON is 18 which means she is not Stunned. (Had she taken 19 or more STUN damage from a single attack the total would have been greater than her CON and resulted in her being Stunned.) That hit hurt, but she's not out of the fight yet!

Combat Maneuvers

Page 2 of the character sheet lists Combat Maneuvers available to your character. Many of these maneuvers have modifiers to your **OCV** and **DCV**, both are applied when you use the maneuver and last until your next action. The absolute basic Combat Maneuvers we are interested in for now are:

- **Strike:** a basic punch, typically does the character's STR damage (found in the *Summary* section on Page 1)
- **Martial Strike:** a more effective martial arts attack that does additional damage
- **Offensive Strike:** an all-out martial arts attack that is less likely to hit, but inflicts more damage if it does

Attack & Defensive Powers

Page 2 of the character sheet also lists attack and defensive powers. Attack powers can do either energy or physical damage depending on the special effect. Though there are many different types, for now we are only interested in the following types (listed in the 'Effect' column):

- **Blast:** a ranged attack of some sort with
- **Hand-to-Hand Attack:** a melee attack that adds to the characters STR damage
- **Resistant Protection:** additional PD/ED that protects the character, not anything held or carried. This power is also displayed on Page 1 of the character sheet under both the *Characteristics* and *Summary* sections (as 'base/rProt).

Other Powers and Abilities

Page 2 of the character sheet lists Sensory Powers which provides additional ways to perceive the world around them. Page 3 of the character sheet lists all of the character's powers, including details, advantages, and limitations.

2. Intermediate

This section introduces additional rules, mostly related to combat.

Range Mechanics

Range Modifier. When a character attacks a target that is not adjacent to them, there will be a penalty to OCV based on the distance. Range modifiers are listed on Page 2 of the character sheet. Mental combat does not have a Range Modifier by default.

Brace. A combat maneuver that makes the character more accurate at range, reducing Range Modifier penalties by 2 at the cost of making the character $\frac{1}{2}$ DCV. To Brace, a character takes a Zero Phase Action, then makes a Ranged attack in the same Phase. A character may Brace and Set (see below) in the same Phase and get both bonuses.

Set. A combat maneuver that improves accuracy by taking extra time to aim at a specific target. While aiming the character may not move, change clips of Charges, attack the target, or perform any Actions other than Zero Phase or No Time Actions. The bonus OCV only works against the specific target aimed at. If the attacker is forced to stop aiming at the target for any reason the bonus OCV ends, but otherwise can continue between Phases. A character may Set and Brace in the same Phase.

Range Skill Levels. A specific type of Penalty Skill Levels that reduce Range Modifier penalties one for one.

Powers. Some powers can be bought with Advantages or Limitations that affect the Range Modifier.

Combat

Holding an Action. A character may choose not to act when his DEX indicates that his Phase begins. He may wait until a lower DEX or until some event occurs (“I wait until he strikes” or “I wait until he comes around the corner”). A character may Hold his Action until a later Segment, however he can never use a Held Action to take two Actions in one Segment – he loses any Held Action when the next Segment in which he has a Phase begins.

Aborting an Action. A character can defer their next action to protect himself, regardless of relative DEX or the fact that he doesn’t have a Phase. A character can only Abort to a defensive Action, not a movement Action or an attack. He may perform more than one defense Action while Aborting (such as Aborting to Dodge and activating a Defense Power) provided they’re not mutually exclusive (like Dodge and Block).

A character declares an Abort before any rolls are attempted. Aborting an Action requires the character’s next full Phase to perform – in essence, the character uses his next Phase “early” to protect himself. If he’s Holding an Action, he may Abort to use the Held Action to perform a defensive Action; in that case, he doesn’t lose any more Phases.

Because characters cannot have more than one Action in a Segment, once a character has performed an Attack Action or otherwise used his full Phase in a particular Segment, he cannot Abort to any Action until the next Segment. Once a character Aborts, he cannot Abort again or take any other Actions until after the Phase he Aborted has passed. Surprised characters cannot Abort an Action.

Area Of Effect. Some attacks can hit an Area instead of just a single target. This means that the attack targets a location, and covers an area as described in the power affecting everything in that area. The DCV of a target point is 3, or 0 if the target point is within 2m of the attacker. Attacks aimed at a target point suffer the normal Range Modifier. If an attacker using an Area Of Effect attack fails his Attack Roll, the center of the Area misses the target by 2m for every 1 point the Attack Roll failed by (to a maximum of half the distance to the target). Roll 1d6 and consult the facing diagram to determine the direction of the miss. Even if the center of the Area misses the target point, the attacker may still catch characters within the Area Of Effect, depending on how far he misses by and in what direction.

Combat Skill Levels (CSL). Can be used with a defined attack or group of attacks, and can be applied to OCV, DCV and/or damage. CSLs are assigned once per turn as a Zero Phase Action when using an attack/power the CSL applies to.

1 CSL = +1 OCV or +1 DCV 2 CSL adds 1 Damage Class (+1d6 normal damage) to the attack

Endurance. Using powers costs END every phase, the END cost for powers can be found on Pages 2 and 3 of the character sheet. Movement also costs END to use, 1 per 10m of Running, Leaping, and Swimming. In addition, any time you use your STR, it costs you some END as well (1 per 10 STR exerted). If you use up all your END you can continue to act, taking 1d6 STUN Only damage (with no defense) for every 2 END (or fraction thereof) expended. Yes, characters can Knock themselves out this way. END can be regained by taking a Recovery.

Charges. Some powers are built with limited uses during a defined time period, once they are used up the power can no longer be used until the charges reset. Charges cost no END to use and are usually for things like a pod of rockets or a gun with a set number of bullets.

Recovery. When a character Recovers, add their REC to their current STUN and END totals (to a maximum of their full values). Recovering is a Full Phase Action and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted). A character who Recovers during a Phase it at ½ DCV and may do nothing else. He cannot even maintain a Constant Power or perform Actions that cost no END or take no time. However, he may take Zero Phase Actions at the beginning of his Phase to turn off Powers, and Persistent Powers that don't cost END remain in effect.

A character cannot Hold his Action and then Recover, Abort to a Recovery, or "abandon" a declared Recovery to perform a different Action. If a character is hit by an attack while Recovering and takes any STUN or BODY damage after applying his defenses, then he gains back no STUN or END and can take no other Action instead of the Recovery – he's just wasted a Phase.

Post-Segment 12 Recovery. After Segment 12 each Turn, all characters (except those deeply unconscious or holding their breath) get a free Post-Segment 12 Recovery. This includes Stunned characters, although the Post-Segment 12 Recovery does not eliminate the Stunned condition.

Knockout. If a character's STUN total is reduced to zero or below, he is Knocked Out. A character can be Stunned or Knocked Out; not both (the Knockout condition "overrides" the Stunned condition). When a character is Knocked Out, all CVs are instantly reduced to zero, and any attack that hits him does 2x STUN (just as if he were Surprised out of combat). At the end of the Segment, any non-Persistent Powers, and any Skill Levels of any type, turn off, and he drops any held objects.

If a character is only barely Knocked Out (down to -10 STUN), he can make a PER Roll to perceive something really important, but otherwise cannot interact with the world. He can't take any Actions except Recoveries. A character can take his first Recovery on his next full Phase (he cannot Recover on the same Segment in which he was Knocked Out), and when he wakes up, his END equals his current STUN total.

If the character's been Knocked Out further (below -10 STUN), he's completely unconscious – out cold and completely vulnerable. A deeply unconscious character may not get a Recovery each Phase and uses the Recovery Time Table (CC 159).

Normal BODY Damage. When rolling damage, each '6' you roll on each die deals 2 BODY damage. Every '1' you roll deals no BODY damage, and any other result deals 1 BODY (each pip is one STUN damage as described above). Characters apply their PD or ED to BODY damage done by Normal attacks.

Knockback. Supers deliver such mighty blows that the combatants get knocked all over the battlefield. After an attack hits a target, the attacker rolls 2d6 and subtracts the total from the amount of BODY rolled on the attack (additional modifiers may apply). If the result is positive, the target is Knocked Back 2m times the result. If the result is 0 the target is Knocked Down (becomes prone in his original location). If the result is negative, or the attack doesn't include BODY damage (like Mental Blast or NND), there is no Knockback effect.

A character who's Knocked Back into a surface or object perpendicular to the path of his Knockback (such as a wall) takes 1d6 Normal Damage for every 2m of Knockback rolled, to a maximum of the PD + BODY of the structure he hit. If a Knocked Back character doesn't impact some upright surface, he simply hits the ground. He takes 1d6 Normal Damage for every 4m he was Knocked Back. The target winds up prone at the location where his Knockback travel stops.

Common modifiers: Flying targets roll -1d6; Martial and Killing attacks roll +1d6; Clinging targets roll +1d6

Killing Attacks (HKA / RKA). Killing Attacks are any particularly lethal kind of attack that tends to do more BODY than normal damage and tends to bypass soft defenses. This means things like knives, guns, claws, pitchforks, and so on. This kind of attack ignores normal PD entirely unless the character has some Resistant Defenses. In other words, without Resistant Defenses (rPD or rED) you take all the damage — STUN and BODY — that the attack deals.

Each pip on the dice equals 1 BODY damage, and an additional Stun Multiplier d3 is rolled. Multiply the total body by the result to determine how much STUN the attack does.

Combat Maneuvers

These can be found on Page 2 of the character sheet. Martial versions of these maneuvers work similarly unless noted.

- **Block:** Allows a character to block an opponent's attack and set himself up to deliver the next blow; may be aborted to. The character must declare the Block before his attacker attempts an Attack Roll.; To attempt a Block, the Blocker attempts an Attack Roll against his opponent's current OCV (instead of DCV). If successful, he Blocks the attack and takes no damage or Knockback. If the Blocker and attacker both have their next Phases in the same Segment, the Blocker gets to act first (regardless of relative DEX). If the Block misses, the attacker still has to resolve his attack normally; he must still succeed with an Attack Roll against the Blocker's DCV.
- **Disarm:** Allows a character to knock a weapon or hand-held object out of another character's grasp. With a successful Attack Roll, the two characters engage in a STR Versus STR Contest. If the defender's BODY total is higher, the Disarm attempt fails. If the Disarmer's BODY total is higher or the rolls tie, the target's weapon or object goes flying 1d6+1 meters in the direction of the strike. A character with a Martial Maneuver involving Disarming opponents can add that maneuver's STR bonus to resist Disarm attempts against him
- **Dive for Cover:** Allows a character to get out of the way of attacks, may be aborted to. Unlike Dodge, Dive For Cover gives a character a chance to evade both attacks that target an Area and attacks that target individuals. To use Dive For Cover, the character chooses a target point to move to, then makes a DEX Roll with a penalty of -1 for every 2m moved. The maximum distance a character can Dive For Cover equals half his maximum movement. Characters can use any type of movement except Extra-Dimensional Movement, FTL Travel, or any form of MegaScaled movement. If the DEX Roll succeeds, the character ends up prone, and at the designated target point, when the attack goes off. Against an Area attack, his new location might be in an unaffected (or less-affected) Area; against a non-Area attack, the attack automatically misses. If the DEX Roll fails, the character is considered to be in the air at his starting location until his next Phase (at which point he becomes prone). Against an Area attack, the attack resolves normally; against a non-Area attack, the attacker gets +2 OCV.
- **Dodge:** Prevents a character from attacking but makes him harder to target; may be aborted to.
- **Haymaker:** This is an all-out attack that sacrifices defense and takes a little extra time but deals significantly more damage. The character begins the attack on one of his Phases; however, he doesn't actually launch the attack until the very end of the next Segment, after all characters who can act in that Segment have acted. If either the character or the target moves before the Haymaker launches (due to movement, Knockback, or any other reason), or if the attacker is Stunned or Knocked Out, the Haymaker fails. The character pays END for the Haymaker on the Segment when it launches (not when it's declared); if the Haymaker can't be performed for any reason, he must still pay the END.
- **Move By:** Essentially a passing strike: you can make a full move and still hit something on the way past. The character plots their whole move, the target at any point along that path. Then, hit or miss, they end up at the end of that move. This deals damage of half strength damage, plus velocity in meters/10 in d6. Velocity is the relative velocity between the attacker and target. The attacker takes one third of this damage, applying the appropriate defenses.
- **Move Through:** Allows a character to attack at the end of a move by running right into his target. If the attacker misses his target and has meters of movement remaining in his Full Move, he keeps traveling in a straight line; he may decelerate if he wishes. If he doesn't have meters of movement remaining in his Full Move, he ends his Full Move at the target's location. If the character hits his target, he does his regular STR damage plus (velocity/6)d6. The attacker himself takes one-half of this damage (both STUN and BODY; appropriate defenses apply). If the attack did no Knockback, then the attacker takes the full damage instead (it's like running into a wall). (More info on CC 151)

Powers

- **Flash:** This attack allows a character to temporarily disable or "blind" one or more of a target's Sense Groups (examples include blinding bursts of light or deafening shrieks of sound). After a successful Attack Roll, count the Normal Damage BODY on the Effect Roll. That total, minus the target's applicable Flash Defense (if any) is the number of Segments the target's Sense(s) is (are) disabled. Count the Phase in which the Flash occurs as the first Flashed Segment (even if the target had already acted in that Segment).

3. Advanced

This section introduces the remaining general rules for playing the game. However, it does not detail information about all of the rules, creating characters, or constructing or modifying powers – check with the GM or read more about those rules in the rulebook!

Combat

Casual Use of Powers. Characters can use abilities without conscious effort as a Zero Phase Action (such as walking through a wall or blasting a security camera). If the ability has Limitations or other restrictions that make it take more time or effort than normal to use, then a character cannot use it Casually. An ability can only be used Casually against an unresisting target (such as a door or a wall) or to escape from a Grab, Entangle, or the like. A character can only use an ability Casually once per Segment and can only make Casual Use of a single ability in a Segment.

When a character uses an ability Casually, he uses it at half effect (or less, if he prefers). For example, a character with Blast 12d6 has a “Casual Blast” of 6d6; a character with STR 50 has a Casual STR of 25; and so on. Using an ability Casually costs END as normal, but only for the amount of the ability he’s using

Pushing. In dire situations heroes can exceed the normal limits of their STR or a Power to perform a noble, heroic, or life-saving action. Pushing must be declared before any Attack Roll (or other appropriate roll) is made. If the Attack Roll misses, the character still expends the full END cost for Pushing. When a character Pushes, he spends 1 END for every CP he wants to increase his STR or Power (to a maximum of +10 CP, or 2x the Active Points in the un-Pushed ability, whichever is less), in addition to the normal END cost for the un-Pushed ability. Characters can only Push abilities that cost END.

Presence Attack. Powerful individuals are impressive, and some can be so overwhelming that they make others stop and listen, or even obey commands. A Presence Attack is a No-Time Action that is an attempt to influence the target(s). It affects everyone who can clearly perceive the character performing it, provided it’s intended for them.

A Presence Attack is an Effect Roll, with 1d6 for each 5 points of the attacker’s PRE, plus or minus any dice for circumstances (as shown on the Presence Attack Modifiers Table). Compare the result to the target’s PRE and check the Presence Attack Table. (see CC 16 for details)

Surprise Move. A Surprise Move startles an opponent, tricks an enemy, or involves an unexpected action that provides a new angle of attack. This grants the character OCV bonuses at the GM’s discretion, depending on the move and the situation (typically +1 to +3 OCV).

Combat Maneuvers

These can be found on Page 2 of the character sheet. Martial versions of these maneuvers work similarly unless noted.

- **Shove:** Allows one character to push another, moving him back 1m for every 5 points of STR used to Shove. Shoving does no damage to a target unless he’s Shoved into a surface such as a wall (in which case, he takes the attacker’s STR damage, to a maximum of the PD + BODY of the object he collides with). Resisting and reducing Shove generally uses the same rules as resisting and reducing Knockback (CC 158).
- **Grab:** Allows a character (the “Grabber”) to get a hold on another character or object (the “victim”). When attempting a Grab, the Grabber suffers the CV penalties shown (these will change if the Grab succeeds; see below). After a successful Attack Roll, the Grabber gets hold of the victim. The victim immediately makes an escape attempt with his Casual STR (as a No Time Action); the Grabber uses his entire Grabbing STR to resist this. Assuming the Grabber holds on, the Grabber and victim are now ½ DCV. The Grabber is full OCV against the victim and the victim is -3 OCV against the Grabber; both are ½ OCV against other targets. The OCV and DCV penalties for Grabbing and being Grabbed end immediately when the victim breaks free or is released. Once the Grab has been established, the Grabber has four basic options: Control, Squeeze, Slam, Throw. When the victim tries to escape from the Grabber, the two characters engage in a STR Versus STR Contest. If the victim rolls twice as much BODY as the Grabber, he escapes and has a Full Phase in which to act. If the victim rolls more BODY than the Grabber (but less than 2x), he escapes but may take no further actions that Phase. If the Grabber’s total is higher, or the rolls tie, the victim remains Grabbed. Trying to break out of a Grab does no damage to

either character. If a Grab-based Maneuver (such as Martial Grab) provides a STR bonus, that bonus applies solely for purposes of holding on to the victim.

- **Multiple Attacks:** A Multiple Attack is a maneuver in which you make several attacks in one Attack Action. A Multiple Attack suffers a cumulative -2 OCV penalty for each attack in the sequence after the first, and attempts a separate Attack Roll (at this penalty) for each attack in the sequence.
- **Pulling a Punch:** Allows a character to cause full STUN with an attack, but only half BODY. Calculate Knockback from the reduced BODY total. If the Attack Roll succeeds exactly, the attack does its normal damage.
- **Throw:** Allows a character to throw things; a rock, a car, another character, you name it. A character must already have something in order to Throw it (see Grab, page CC 149). See CC 152 and the STR table (CC 14) to determine how far the character can throw an object. Successfully hitting a target with a Thrown object does the character's dice of STR damage to the target, up to a maximum of the PD + BODY of the object. Alternately, a Throw may place an object (such as a grenade) near a target for some reason, rather than hitting him.
- **Trip:** Allows a character to propel another character to the ground without causing serious harm. After a successful Attack Roll, the target falls to the ground at any point within 2m of the attacker (chosen by the attacker). If the target is moving when Tripped, he takes his velocity divided by 20m in dice of physical Normal Damage. (Alternately, or in addition, he may skid or slide in the direction he was moving, and possibly collide with something to take greater damage. If the target succeeds with an Acrobatics roll at -1 per point the Attack Roll succeeded by, it negates all effects of the Trip. Successful use of Breakfall affects Trip exactly as it affects Throw.

Powers

- **Autofire:** Powers bought with the Autofire Advantage (including automatic weapons) can fire more than one attack with a single Attack Roll. Thus, they can hit one target several times, or several targets one time each, with just one Attack Roll. Each Autofire shot counts as a separate attack for purposes of determining if a target's Stunned. Against a single target, a successful attack roll hits the target one time plus one additional time for every full 2 points the Attack Roll succeeds by. Against multiple targets, count the line of meters "connecting" them. The attack suffers a -1 OCV penalty for each 2m in the line, a separate Attack Roll is made for each target fired at, and each target can only get hit one time. A minimum of one shot must be fired into each 2m "area" of the line, even if no target occupies it.
- **Entangle:** This power allows a character to restrain, immobilize, or paralyze another character. Examples include ice bonds, glue bombs or webbing. After a successful Attack Roll, make the Effect Roll and count the Normal Damage BODY; the BODY of the Entangle is the BODY rolled. When a character is Entangled, his arms and legs are restrained, giving him a DCV of 0. An Entangle immobilizes a character, making it impossible for him to move around, to attack with any powers that require him to move in any way, to use Accessible Foci, to use any Power with the Gestures or Restrained Limitations, and so on. Special Effects determine whether an Entangled character can attack with powers which don't require him to move; if he can, he's at ½ OCV.
- **Foci:** Focus is a term for a device which can be used for its effects like a flashlight, a suit of armor, a gun, etc. It is not an innate ability, so a focus can be taken away from a character (not permanently but subject the focus' *Expendability* trait). The main traits of a focus are listed below, and use these abbreviations: IIF, IAF, OIF, OAF.
 - **Obviousness:** With an Obvious Focus (such as a shield or a ring that glows when its powers are used), it's clear to any observer that the power comes from the Focus. An Inobvious Focus (such as a concealed or disguised weapon, or a ring that grants powers but looks completely normal) requires examination, specific knowledge, special senses, or other means to identify it and/or associate it with the power. If it can't be identified as a Focus at all, it cannot take the Focus Limitation.
 - **Accessibility:** An Accessible Focus can be easily taken away from the character (examples include a sword or a magic wand). It can be Grabbed, Disarmed, or otherwise targeted in combat; the character lets go of it if he's Knocked Out, and so on. An Inaccessible Focus cannot be easily taken away from the character (examples include a ring or a suit of armor). It can be targeted in combat to damage it as above, but it cannot be Grabbed, Disarmed, or removed while the character is in combat or resisting. An Inaccessible Focus can be taken away from an unresisting target out of combat (or the target can otherwise be deprived of its use) in 1 Turn. If the character can't be deprived of its use at all, it cannot take the Focus Limitation.