

ACTIONS & REACTIONS

ACTIONS

ATTACK

There are two different kinds of attacks: close combat and ranged combat. Close attacks are made with fists and handheld weapons. Ranged attacks are made with guns and bows and many kinds of powers.

DODGE

The character actively dodges to avoid incoming attacks. Any attacks against the character have trouble until the character's next turn—or the end of the next round at the latest.

ESCAPE

If the character is grabbed or pinned by another character, they can attempt to break free. They make a Melee check against the grabber's Melee defense. If they succeed, they free themselves and can then use the rest of their turn normally.

GRAB

If the character wants to get a hold of an unwilling target—like a foe—they need to grab them. To do this, they make a Melee check against the target's Melee defense. If they succeed, they grab the target. On a Fantastic success, the target is pinned as well.

HELP

The character does something—which their player should describe—to help out a target character. That target character gets an edge on their next action, as long as it happens before the aiding character's next turn—or the end of the next round at the latest.

MOVE

If the character likes, they can use their standard action to move, just like they would with a movement action. This way they can move twice in a single turn, which represents them putting their energy into an all-out sprint.

REACTIONS

ESCAPE

Trigger: The character has been grabbed, pinned or paralyzed by something physical.

Effect: The character can attempt to escape, just like they could with a regular action.

FASTBALL SPECIAL

Trigger: An ally throws or fires the character at an enemy, and the ally succeeds at their Agility check.

Effect: The character makes a close attack at the enemy they were thrown or fired at. If the attack is a success, the enemy takes double damage. If the attack is a Fantastic success, the enemy takes triple damage.

HELP TEAMMATE

Trigger: A teammate (someone on the same team as the character, as listed on their character sheets) fails an action check.

Effect: The teammate gains an edge on that action check.

INTERPOSE

Trigger: Someone within the character's reach is the target of an attack that does not also target the character.

Effect: The character moves (for free) to stand between the target and the attacker, becoming the new target of the attack. The attacker's TN for the attack is the lower of the character's defense or the original target's defense.

RAM

Trigger: The character moves their full speed in a straight line toward a target and then uses their standard action for additional movement to move right up to the target.

Effect: The character can now use their reaction to make a close attack against the enemy they moved up to. If the attack is a success, the character takes regular damage from the impact, and the enemy takes double damage. If the attack is a Fantastic success, the character takes regular damage still, but the enemy takes triple damage instead and is knocked prone.

RELEASE

Trigger: Something the character is grabbing moves or attacks.

Effect: The character can release what they are grabbing.

SKULK

Trigger: The character is a target of a ranged attack, and someone within their reach is not a target of that attack.

Effect: The character moves (for free) behind the nearby person, and that person becomes the new target of the attack. The attacker's TN for the attack is the lower of the character's defense or the new target's defense.

MOVEMENT

CLIMB

A character's Climb Speed is half their Run Speed.

GLIDE

The character can glide at their listed Glide Speed. At the end of a turn in which they glide, they lose altitude equal to half of their Glide Speed.

JUMP

A character's Jump Speed is half their Run Speed. The Jump Speed only applies to horizontal jumps—unless the character has the Jump power, which can be used for vertical jumps as well.

LIFT/CARRY

A character can pick up anything their own size or smaller, and they can carry, swing or throw it. With a successful Challenging Melee check, they can lift something one step larger than they normally can, but they cannot carry, swing or throw it. Carrying something smaller than the character's size does not affect their movement. Carrying something their own size cuts their movement in half. Characters cannot normally carry something larger than their own size.

RUN

A character's Run Speed is 5 spaces, plus 1 space for each 5 points they have in Agility.

SNEAK/HIDE

A character who wishes to avoid detection while moving can sneak or hide. Doing so cuts their speed in half.

SWINGLINE

Swinglining consists of swinging from place to place on a series of lines, like Spider-Man does on his webs. A character can swingline at their listed Swingline Speed.

TOW

Sometimes a character grabs or pins a target at the end of a length of line like a rope, a chain or a webline. When this happens, the character can move toward the target, or the target can move toward the character with their movement action.

TELEPORT

The character can teleport between any two open points, as described in the power they use to teleport. If they end their teleportation in thin air, they fall at the end of their turn.

SWIM

A character's Swim Speed is half their Run Speed.

CONDITIONS

ABLAZE

Characters can be set on fire by all sorts of things. On top of that, characters using Elemental Control powers (Fire element) powers can set their targets ablaze.

An ablaze character loses 5 Health at the end of each of their turns until they die or the condition ends. Characters can also use water, fire extinguishers or other methods to put out the blaze. Anyone—including the victim—can smother the fire by rolling (or letting themselves be rolled) on the ground. This requires an action to make a successful Agility check against a target number of 10.

It's up to the Narrator whether or not a character or item is actually flammable in any particular situation.

BLEEDING

Characters using certain Melee Weapons (Sharp) powers and Ranged Weapons powers can cause their targets to lose a tremendous amount of blood. A victim of such an attack left unconscious and alone can eventually bleed to death.

A bleeding character loses 5 Health at the end of each of their turns until they die or the condition ends. Anyone—including the victim—can stop the bleeding by using an action to make a successful Logic check against a target number of 10. The condition also ends any time the victim recovers 1 or more Health.

BLINDED

Any powers the character is concentrating on that require line of sight end immediately. The character's speed is reduced by half for all modes of travel. They have trouble on all action checks that require line of sight. Enemies have an edge on all action checks against the character that would reasonably require sight to defend against or dodge.

DEAFENED

Any powers the character is concentrating on that require earshot end immediately. They have trouble on all action checks that require hearing.

DEMORALIZED

Any powers the character is concentrating on end immediately. They have trouble on all action checks.

GRABBED

Neither the grabbed character nor the grabber can move unless they can carry the other person with them. The grabber can let go at any time, but the grabbed character must escape to be free.

Anyone making an attack against the entangled characters has trouble. If the attack against the intended target fails, compare the same attack check against the other target's Agility defense to see if it hits them instead.

If the attacker doesn't care who gets hit, the attacker has an edge on their check. If the result is high enough to hit one of the targets but not the other, that's who it hits. If it's high enough to hit either of them, determine the actual target randomly.

PARALYZED

The character cannot move or take any actions that require Melee or Agility checks. Their Agility defense is reduced to 10 against ranged attacks, and close attacks automatically hit them.

PINNED

This works just like grabbing, except that the pinned character has trouble on Melee and Agility checks and cannot use movement actions.

PRONE

A prone character is on the ground. They have trouble on all Melee attacks. People making close attacks against the character have an edge.

Ranged attacks against a prone character have trouble. It costs a prone character one space of movement to stand up.

SHATTERED

The character is permanently stunned (see below), and cannot take any actions. They can only speak simple, short sentences.

STUNNED

Any powers the character is concentrating on end immediately. They cannot take any actions, and all attacks against them have an edge. Unless otherwise specified, this lasts for 1 round.

SURPRISED

A surprised character cannot act in the bonus round. If a character is surprised later in the combat, the characters who surprised them have an edge on attacks against them for one round.

UNCONSCIOUS

Any powers the character is concentrating on end immediately. They cannot take any actions. Their defenses are all reduced to 10, and close attacks automatically hit them.