ABLAZE

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

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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.

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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.

The character gains **trouble** on all action checks that require line of sight. Additionally, enemies gain an **edge** on all action checks against the character that would reasonably require the target to possess sight to defend against or dodge.

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CONDITION

DEAFENED

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

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DEMORALIZED

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

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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.

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CONDITION

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.

CONDITION

PINNED

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

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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.

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SHATTERED

The character is permanently stunned (see the Stunned condition), 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.

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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.

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CORRODING

If a character is affected by corrosive chemicals—like burning acids—they are corroding. A corroding character loses 5 Health at the end of each of their turns until they die or the condition ends. Being washed with copious amounts of water can remove the corrosive chemical.

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INFECTED

A disease infects the character in some way. For an airborne infection, the target must be within 3 spaces of the source and breathe air affected by that same source. If the infection spreads by contact, a close attack that deals at least 1 point of damage is required.

Either way, once exposed, the target must immediately make a Resilience check (which does not cost an action) against the infection's target number. Unless otherwise stated, the standard is TN 12, but it can vary with the virulence of the infection. A Fantastic success on resisting an infection gives the target immunity to that disease for a full day. Otherwise, the source may affect the target again on the next turn.

If the target does not breathe (or does not have to breathe), it cannot be infected by an airborne infection. To hold their breath to avoid infection, a character must use a standard action or reaction. At the start of each of their turns thereafter, they must make a Resilience vs. TN 10 check to continue effectively holding their breath.

The effects and the timing of the incubation of the infection vary with the disease, as do any cures and duration. A common cold, for instance, doesn't affect the character until the next day, and then it gives them **trouble** on all actions. After a good night's rest, the character makes a Resilience vs. TN 12 action check. If they succeed, they are cured. If they fail, subtract 1 from the TN each day thereafter.

While suffering from the disease, the target can infect others in the same way that it was originally infected.

POISONED

If a character is poisoned, they must make a Resilience vs. TN 18 action check at the start of each of their turns (without costing an action).

If they fail, they lose 1 Health. If they succeed, they are fine that turn. A Fantastic success means the poison has passed from their system and no longer affects them.

Many poisons have an antidote. Others do not, but they may be cured or removed by certain powers. If the poison was ingested, for instance, swallowing activated charcoal can neutralize it. Most emergency medical facilities and super-hero headquarters have supplies of these on hand including antivenom to help with injected venoms or poisons.

Most characters with the Healing Factor power can effectively ignore poisons, as their power can replace the lost Health point.

If a poison has not killed a character within 24 hours, their system eliminates it.

ATTACK: CLOSE

Close attacks are made with fists and handheld weapons.

➲ Target must be within the attacker's reach (1 space for average-sized characters).

➲ The attacker makes a Melee check against their target's Melee defense.

➲ If the attack succeeds, it inflicts the attacker's Melee damage on the target, including the effects of any weapons or powers used.

➲ On a Fantastic success, double the damage.

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ATTACK: RANGED

Ranged attacks are made with guns and bows and many kinds of powers.

- ⮌ Target must be within the attacker's line of sight and double the weapon's listed range.

- ⮌ Most of the time, the attacker makes an Agility check against the target's Agility defense.

- ⮌ If the attack succeeds, it inflicts the attacker's Agility damage on the target, including the effects of any weapons or powers used.

- ⮌ On a Fantastic success, double the damage.

ACTION

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.

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ACTION

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.

This works the same way if a character tries to free someone else who is grabbed or pinned. They make a Melee check against the opponent's Melee defense. If they succeed, the trapped character is freed.

A character can also attempt to free themselves or someone else from being pinned or paralyzed by something physical. The Narrator sets the target number for such attempts. Common target numbers include 20 for webbing or chains and 16 for ropes.

ACTION

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.

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 an grabbed character 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.

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.

The character can even pick themselves as the target character, helping themselves out by preparing for their next action.

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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.

USE A POWER

Many powers require an action to activate. The description of the power tells you what kind of action is necessary:

- ➲ Standard
- ➲ Movement
- ➲ Reaction

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PERFORM A TASK

During combat, a character may need to perform a task such as hot-wire a door, hack a computer mainframe, or tend to a wounded ally.

Performing a task during a combat round may require one or more successful check attempts at the task.

Performing a task requires the character to spend an action.

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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.

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FASTBALL SPECIAL

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

Effect: The thrown 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.

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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.

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REACTION

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.

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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.

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REACTION

RELEASE

Trigger: Something the character is grabbing moves or attacks.

Effect: The character can release what they are grabbing.

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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.

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MOVEMENT

CLIMB

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

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MOVEMENT

FLY/LEVITATE

Characters that have the ability to fly or levitate move through an area vertically. When under their own power, a character with this mode of movement can move up or down 1 space.

Characters that levitate can only move up or down unless they have an ability that allows them to step onto something or can step onto something solid. A character with the ability to fly can move in any direction.

Moving using flight or levitation outside of these limitations doesn't cost any extra movement.

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MOVEMENT

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.

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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.

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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.

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MOVEMENT

RUN

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

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SNEAK/HIDE

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

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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.

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MOVEMENT

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.

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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.

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SWIM

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

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ELEMENTAL CONTROL EFFECTS

Air:	Target is knocked **prone** for one round.
Chemical:	Target is **corroding**.
Earth:	Target moves at half speed for one round.
Electricity:	Target is **stunned** for one round.
Energy:	Target becomes **blinded** for 1 round.
Fire:	Target is set **ablaze**.
Force:	Target gains **trouble** on all actions for one round.
Hellfire:	Target takes damage split equally between Health and Focus.
Ice:	Target is **paralyzed** for one round.
Iron:	Target is **pinned** for one round.
Sound:	Target is **deafened** for one round.
Toxin:	Target is **poisoned**.
Water:	Target is **surprised** until the end of the next round.

MELEE WEAPONS

Melee Weapon powers are grouped into two categories: **Blunt** and **Sharp**.

Each category has an associated special effect (see table below). When assigning a *Melee Weapon* power to a character, you determine which of these two apply to that power (which is normally based on the type of weapon used).

A character usually triggers this with a Fantastic success on checks made with that power. The special effects are as follows:

Blunt:	Target is stunned for one round.
Sharp:	Target is bleeding.