

# >>>> ACTIONS, REACTIONS & MOVEMENT <<<<

## 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 is 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:** The character is grabbing something.

**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  $\frac{1}{2}$  their Run Speed.

### GLIDE

When moving at Glide Speed, a character loses altitude equal to  $\frac{1}{2}$  of their Glide Speed at the end of a turn.

### JUMP

Equal to  $\frac{1}{2}$  Run Speed. Jump Speed only applies to horizontal jumps, but characters with the Jump power can jump that same distance vertically.

### LIFT/CARRY

Characters can pick up anything their own size or smaller, and can carry, swing or throw it. Lifting something one step larger than they are capable requires a Challenging Melee check, however, they cannot carry, swing or throw it. Carrying something smaller than the character's size does not affect their movement, yet something their own size cuts their movement in  $\frac{1}{2}$ . Characters cannot 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 avoiding being seen while moving does so at  $\frac{1}{2}$  their current speed.

### SWINGLINE

A character moves from place to place on a series of lines, webs, etc. does so at their Swingline Speed.

### TOW

A character who is grabbed or pinned at the end of a length of rope, chain or webline can be moved or moved towards at the controlling character's speed.

### TELEPORT

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

### SWIM

A character's Swim Speed is  $\frac{1}{2}$  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.

## 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.

## 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.

## INFECTED

The character has been infected with a disease of some sort. To be infected, the target of an airborne infection must be within 3 spaces of the source of the infection and breathe air that the source can affect. If the infection is passed by contact, a close attack that does 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.

## 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.

## POISONED

If a character is poisoned, they must make a Resilience vs. TN 18 action check at the start of each of their turns. (This does not cost 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 have supplies of this on hand. Such places often also have antivenom to help with injected venoms or poisons. Many super-hero teams have stocks of both at their headquarters.

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.

## 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.