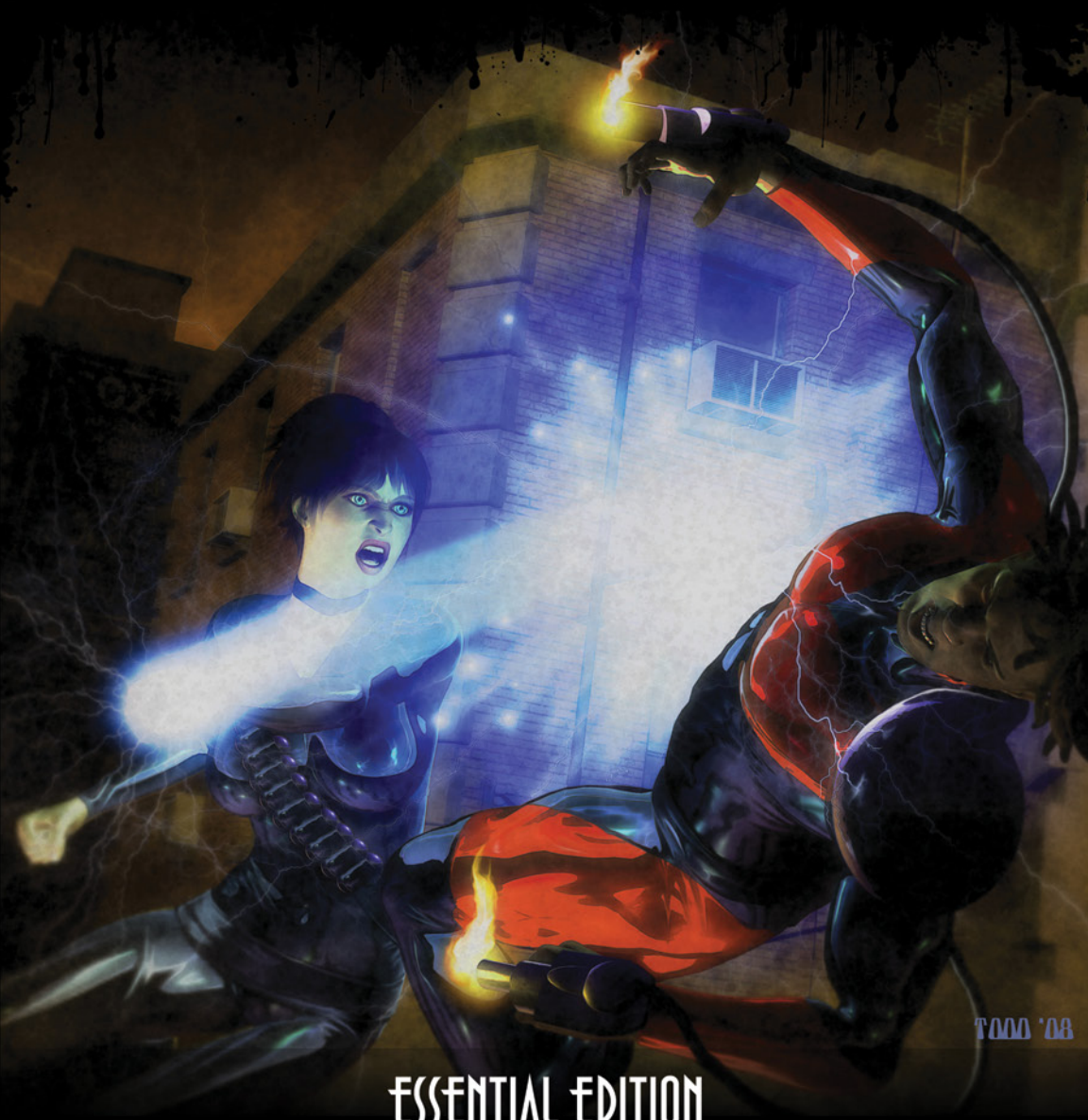
WILD TALENTS

SUPERHERO ROLEPLAYING IN A WORLD GONE MAD



ESSENTIAL EDITION

DENNIS DETWILLER • GREG STOLZE • KENNETH HITE • SHANE IVEY • ARC DREAM PUBLISHING

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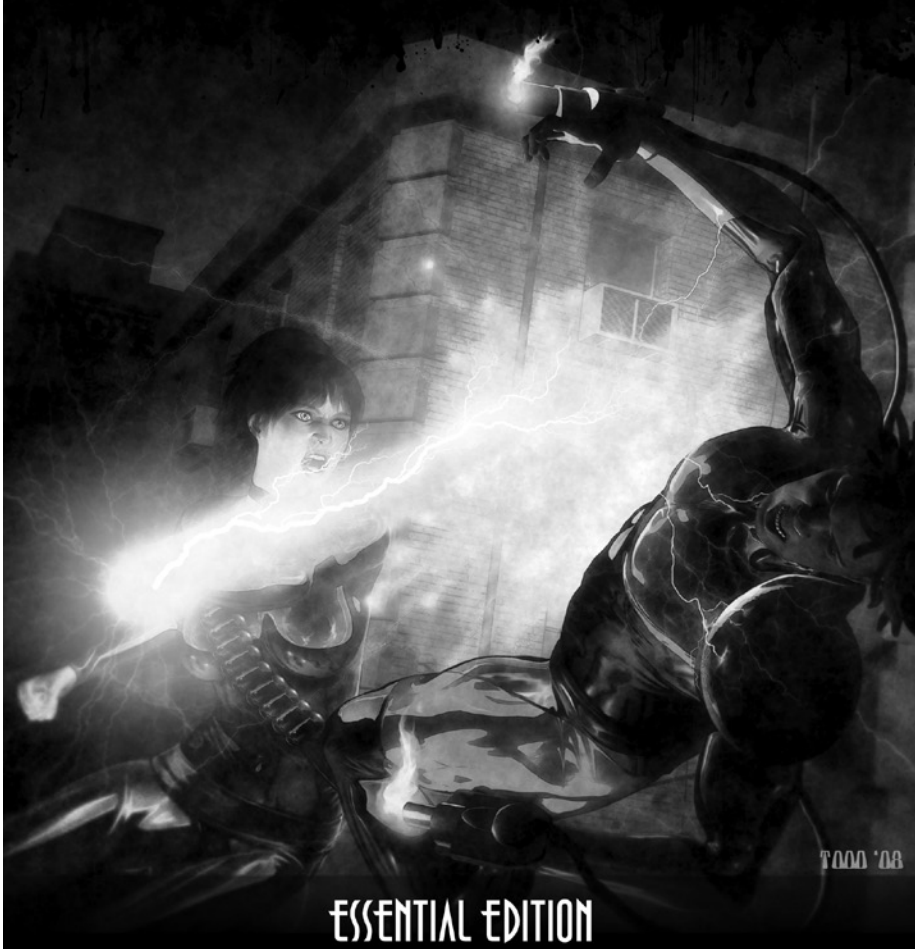

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WILD TALENTS ESSENTIAL EDITION rules created by Greg Stolze, © 2008. Rules written by Dennis Detwiller, Greg Stolze and Shane Ivey, ©2008. GODLIKE and WILD TALENTS created by Dennis Detwiller. Additional rules content by Benjamin Baugh, David Blewer, Colin Chapman, Edwin Dean III, Brad Elliott and Matthew Widener. Illustrated by Todd Shearer, 2008. Layout and design by Shane Ivey and Todd Shearer. Edited by Shane Ivey.

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Wild Talents Essential Edition
Arc Dream Publishing
ISBN 978-0-9818826-1-1
ARC2006
Second printing, 2008

www.arcdream.com

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Introduction

Welcome to the *Wild Talents* Essential Edition. *Wild Talents* is a roleplaying game that emulates the worlds of comic book superheroes. You make up the characters and their adventures. From the gritty realism of *Top 10* and *V for Vendetta* to the four-color action of *Spider-Man, JLA,* and *The Avengers, Wild Talents* is built to handle it all.

Wild Talents aims to capture the dynamic action of superhero comics. Superhero games should be fast and exciting. The rules should propel the action, not slow it down. They should be flexible enough to handle anything, quickly, without a lot of page-flipping.

Wild Talents does this with a simple, intuitive rules set called the "One-Roll Engine," or O.R.E. All character actions are resolved with one roll of the dice. In combat you don't roll to see who goes first, then again to see if you hit, then again to see if your power works, then again to see how much damage you do, then again to see how far you knock your target across the street, and so on. And you don't need to spend a lot of time looking up rules and results for every single action.

In *Wild Talents,* you roll once. That tells you all you need to know.

Creating a character in *Wild Talents* is simple and straightforward, and the modular construction of the rules allows you to tweak them to fit the tone of your game, from the deadly to the over-the-top, instantly.

In its standard, unmodified rules, *Wild Talents* strives for a "realistic" feel, to give a sense of consequences for using superhuman powers with abandon—or failing to use them properly when the time is right. But every chapter is loaded with options to "open up" the game to four-color action and beyond.

The result? A different kind of superhero game. A game that plays fast and lets you easily adjust the rules to your style, making anything possible—from lighthearted brawls to take-no-prisoners realism.

Wild Talents is your game.

About Roleplaying

Wild Talents is a tabletop roleplaying game. What does that mean? First off, it's typically played by a small group of people around a table. You might be spread out on sofas, sitting together at a coffee shop, or all logged on to the same chat room, but "tabletop" is how it started and that's the term that stuck.

In a roleplaying game, you and a few friends come up with interesting characters, see what happens to them, and decide how they react. Typically, each player takes the role of one particular character and describes what that character tries to do in the game. I say "tries" because other characters or events might interfere with what you want to do. What makes a roleplaying game dramatic is that sense of conflict, of uncertainty, where the most interesting character you can create gets embroiled in situations and circumstances you couldn't predict.

So what does a game look like? Each player describes what a character says and does in response to what the other characters say and do. Sometimes you just say what your character is doing, and sometimes you actually speak as your character, like in a play. There's no hard and fast rule on when you do one or when you do the other. The point is to be creative and have fun playing "in character." We've tried to capture the heart of it in the example of play on page 30.

Typically one player of the group serves as game moderator, which is sort of a combination of narrator, director, referee and host. The game moderator (GM) doesn't play just one character—he or she plays every character except the player characters. The GM plays everybody that the player characters meet and comes up with interesting situations for them to resolve. A series of interesting situations is usually called an adventure, and a series of related adventures is often called a campaign. Sometimes people play one-shot, stand-alone adventures, and sometimes they play ongoing campains where characters grow and change over time.

Since the GM isn't responsible for a single character, his or her job is to be unbiased, to use the rules of the game to determine what happens when the player characters act.

The game rules, of course, are what you're reading now. *Wild Talents* is a game because it has rules that help you create a character who fits in the group's shared setting, and that help you resolve conflicts in that setting in an exciting way. Instead of arguing about who wins or loses, you use the *Wild Talents* rules and roll some dice. A character with the advantage usually wins, but in chaotic situations like the big battles that superheroes love so much, strange things can happen.

Wild Talents is a superhero roleplaying game, so the player characters are superheroes. But we use that term in its broadest sense—they're characters with superhuman powers. They might not wear spandex; the hardback edition of *Wild Talents* comes with a detailed game setting in which the superhumans, the "Talents," never wear outlandish outfits. And your characters might not be heroes. They might be supervillains. Or they might be ordinary people trying to get by in extraordinary circumstances.

The most important thing is, as a player in a roleplaying game, you decide what your character is like and what your character wants to do. You're not waiting for some other writer to determine your character's fate. You're not waiting for a new add-on to a computer program to let you choose new powers or new directions for your story. You and your friends work together to tell any kind of story you want. That's the unique thrill of tabletop roleplaying.

What You Need to Play

You don't need much to play *Wild Talents* besides this rulebook.

You need lots of ten-sided dice. You can find them at comic book shops or at online stores.

You need scratch paper for writing notes and drawing maps and pictures.

You need characters.

If you're the game moderator (GM), you need whatever notes or maps you have prepared to run the adventure.

Other than that, all you need is imagination.

Author's Note

I'd like to thank all the people who've made *Wild Talents* a success even before it was released—those gamers out there who spent time (and money) on my ideas. The crazed gamers who frequent the Arc Dream mailing lists and discussion board have my undying loyalty. Thanks so much, guys—you know who you are. Particular thanks go to Rob Mansperger for his terrific design work on our Web site.

I'd also like to thank the ever-patient Greg Stolze, the erudite Kenneth Hite, and the brilliant Todd Shearer for all their hard work on this book. If you like what you find here, support them! Check out Ken's weekly column at Pyramid Online (www.sjgames.com/pyramid). Buy their stuff—I do!

Again, thanks everybody!

Dennis Detwiller

The New Edition

The first edition of *Wild Talents* appeared in 2006 after literally years of patient waiting by eager fans. The fans were the impetus for *Wild Talents,* after all. It came in response to fan support of our World War II superhero game, *GODLIKE: Superhero Roleplaying in a World On Fire, 1936–1946,* published originally by Hobgoblynn Press before *Godlike's* creator co-founded Arc Dream Publishing and took over its publication. Fans loved *Godlike's* fast, intense action, and its emphasis on the psychological toll of warfare and heroism, but they wanted to see it in other settings. They came up with *Godlike* games set in ancient Rome, in Vietnam, in ancient England, in worlds of medieval fantasy—and most of all they wanted to see the unique alternate history of *Godlike* extended to the present day. We built *Wild Talents* to make it easy to adapt the rules to any setting and any style of play.

And then we struggled to bring it to print. Arc Dream is a small company. We publish in a niche (gritty, dangerous superhero roleplaying games) of a niche (superhero roleplaying games) of a niche industry (roleplaying games; didn't Tom Hanks make a movie about those once?). We knew from the start that we wanted *Wild Talents* to be a beautiful book, and artists Christopher Shy, Samuel Araya and Todd Shearer produced gorgeous full-color art. But beautiful, full-color books are not cheap.

Finally, we came up with a solution. We'd turn to the fans who demanded *Wild Talents* from the start. We set up a "pledge" drive, where fans could send us their email addresses and say how many copies of *Wild Talents* they'd be willing to pre-order if we had enough to proceed. The goal was to get a few hundred "pledges" in place, and then when it looked like we had enough, we'd invite them to actually place pre-orders, and with that money we'd print a limited edition of 1,000 copies. This being a niche and all, we figured it would take at least a few weeks to generate the number of pledges we needed to go to press.

It took 36 hours.

We love our players.

A few months later, every one of those 1,000 copies was in the hands of fans. And gamers all over started crying out that they wanted copies, too.

So we started on the new edition. We considered simply reprinting the first edition, but that idea went out the door pretty quickly. First of all, our contracts with the artists limited us to one printing. We'd need to make new deals with them to go to press again. That by itself wasn't a deal breaker; the artists were terrific and we loved to work with them. But we found a lot of things we wanted to do differently in the game. A lot of rules needed to be streamlined and clarified. A lot more information could go into the history of the game world. A lot more sample characters could be added. Before long, it was clear we weren't looking at an expanded version of the same game, we were looking at a new edition altogether. And if we're already doing a new edition, and we'd need to get new art contracts anyway, let's go ahead and get new art to really make it stand apart, and let's see if we can get it all done by one artist so the book has a truly coherent feel.

So you have *Wild Talents* Second Edition. Its rules have been reworked to better fit the tone we want the game to achieve, and it has all-new illustrations by Todd Shearer, an old friend whose work has made us proud time and again.

The volume you now hold is the Essential Edition, which features the Second Edition rules without many of the features of the larger hardback game. In the hardback you'll find a much-expanded history of *Godlike's* "World on Fire," chapters to make it accessible by brand-new roleplayers, and of course Kenneth Hite's brilliant examination of superheroic histories, plus even more amazing art by Todd Shearer—all in full color.

We hope you enjoy this new edition of *Wild Talents.*

Other Genres

Wild Talents was written with superhero action in mind, but astute players everywhere have turned it to every imaginable setting and genre. The first few sourcebooks coming from Arc Dream Publishing put *Wild Talents* in Victorian London and the U.S. Civil War; there have been *Wild Talents* games set in a post-apocalyptic future and in ancient Rome. The rules lend themselves to any game where the emphasis is on fun action with compelling consequences for the characters, no matter where or when it's set.

1: The One-Roll Engine

The *Wild Talents* rules encourage speed and realism without sacrificing consistency or requiring endless series of rolls. We call the rules the "One-Roll Engine," or "O.R.E." Originally developed for *Godlike*, the O.R.E. keeps game play fast and exciting by extracting all the information you need—speed, level of achievement, hit location, damage; everything you need to know—from a single roll of the dice. *Wild Talents* is also highly modular, allowing the rules and "feel" to be easily altered to suit any style of game play.

What Makes a Wild Talents Character?

Before we get into the nuts and bolts of *Wild Talents*, let's explain the basics—the essential components of every character and the kinds of things they do in the game. This is a basic introduction to the game; we'll go into greater detail later.

Character Points

Each *Wild Talents* character gets a number of character points (Points) with which to "buy" abilities. The more Points you have, the more things your character can do.

Stats and Skills

Statistics (or Stats for short) describe the basic qualities of every character. They tell you how strong and smart your character is, how coordinated and commanding, how level-headed and how aware.

The Stats are Body, Coordination, Sense, Mind, Charm and Command. They're measured in dice. In normal humans they range from 1 die to 5 dice (or 1d to 5d in game shorthand). In superhumans, who can have Hyperstats and Hyperskills, they can go up to 10 dice (10d).

You don't roll those dice to determine your Stat; instead, that's the number of dice you roll when you want to use the Stat. So if you have two dice in Mind, whenever you try to out-think someone you roll two dice. However, usually whenever you use a Stat to do something, you're also using a Skill.

Skills are specific learned abilities such as driving a car or speaking Vietnamese. Like Stats, Skills are measured in dice, from 1 to 5 dice in normal humans, up to 10 dice in superhumans.

Every Skill is based on a Stat—driving a car fast around a corner requires balance and hand-eye coordination, so the Driving Skill is based on the Coordination Stat. To use a Stat and a Skill, roll the dice you get for your Stat and the dice you get for your Skill. If you have 2d in Coordination and 3d in Driving, you roll 5d.

Wild Talents Stats

Stats are the foundation of most character actions in *Wild Talents.*

Body: Strength, endurance and physical resilience.

Coordination: Hand-eye coordination and manual dexterity as well as agility.

Sense: Alertness and perceptiveness.

Mind: Memory and reasoning.

Charm: Charisma and influence.

Command: Innate leadership, strength of personality and the ability to keep a cool head in a crisis.

Base Will and Willpower

Most characters, normal and superhuman alike, have a Base Will score that defines their internal resilience, confidence, and drive. It rarely changes.

Most superhumans also have a Willpower score, which drives their incredible powers. Self-confidence is crucial to achievement; tragedy and defeat sap the abilities of the most powerful hero.

Base Will and Willpower aren't measured in dice like Stats and Skills; they're measured in points that you spend do superhuman things. Base Will starts equal to the sum of your Charm and Command Stats, but you can improve it by spending character Points. Willpower starts equal to your Base Will. You can also improve it at character creation and during play by accomplishing great things.

Motivations and Experience

Each character has two essential motivations: one Passion and one Loyalty. A Passion is some personal, internal desire or belief that the character pursues. A Loyalty is an external motivation, some other character, group or cause that the character serves or defends. Each motivation gets a numerical rating; divide your Base Will score between them. The greater the motivation's score, the more Willpower points you can get in the game by pursuing or defending it—and the more you can lose if you fail to do so.

Your character gets better at doing things by spending Experience Points (XP), which you earn at the end of each game session. Having disadvantages—or, more accurately, playing your character's disadvantages faithfully—allows you to earn more XP.

Powers

A power is some impossible ability that ordinary human beings can't do. Flight is a power. Being able to lift a bus with your own hands is a power. Shooting laser beams from your eyes is a power. Being able to teleport across the street is a power.

As you might guess, only superhumans have powers. Of course, some powers are built into objects that anyone can use, even normal humans—but it takes a superhuman to create that kind of object.

In *Wild Talents*, superhumans are sometimes called Talents and their powers are called Talent powers—although occasionally the powers themselves are called Talents, too. We'll try not to confuse you.

Inspirations

While *Wild Talents* is flexible enough to handle any style of superhero gaming with speed and excitement, the standard, unmodified rules tend toward the "cinematically gritty" end of the spectrum.

Our primary inspirations were such comics as *The Dark Knight Returns, Top 10, The Ultimates, The League of Extraordinary Gentlemen* and *Watchmen*, and movies such as *Batman Begins, The Dark Knight, Iron Man, Spider-Man, X-Men* and *The Matrix*.

They're comics and films that combine dizzying action, intense characterization, and enough of a sense of the consequences of it all—the impact of superpowers and the decision to use them on heroes and the people they love—to keep us in suspense. To us, that is the heart of *Wild Talents.*

We also call powers "Miracles." That doesn't imply that they have some divine origin (although in your game they might; it's up to you), but to drive home their sheer impossibility. These aren't works of extraordinary skill or adrenaline-fueled feats. They're beyond anything human.

However, some powers enhance or exaggerate human abilities. A power might simply add dice to your Body Stat to make you superhumanly strong, or it might add dice to your Computer Programming Skill to make you impossibly proficient with computers. Those powers are called Hyperstats and Hyperskills, because they increase Stats and Skills.

If your power doesn't add dice to a Stat or a Skill, it's measured with its own dice, from 1d to 10d. In that case you don't roll them in conjunction with a Stat's dice. You roll the Miracle's dice pool alone.

Dice Pools and Matching Sets

When a *Wild Talents* character tries to do something heroic or just plain difficult, you roll a number of ten-sided dice ("d" for short—so "6d" means six dice) to see if the action succeeds. The dice you roll are called a dice pool. (If you've played *Godlike*, *Vampire: The Masquerade,* or *Legend of the Five Rings* you're familiar with the concept.)

When you roll, look for matching dice.

If you get a set—as in a set of two or more matching dice—your action succeeds. The higher the matching numbers, and the more of them that are the same, the better.

If you roll no matching dice, your action fails.

EXAMPLE: The strange alien hero IAM attempts to hit a supervillain with his katana. The Stat that governs hitting things is Body, and IAM's Body is two ten-sided dice (or 2d). The Skill involved is Melee Weapon [Katana], and IAM's is 4d. Therefore he has six dice, or 6d, in his Melee Weapon [Katana] dice pool. If IAM rolls 1, 2, 2, 5, 6, and 9 with his 6d, he hits the villain; the matching 2s mean a success. But if he rolls 1, 2, 3, 5, 6, and 9, he misses because none of his rolled dice match.

The Cardinal Rules

There are a couple of rules for *Wild Talents* to always keep in mind, no matter how you change the system to suit your particular style. Most rules can be changed or dropped easily; but if you change these cardinal rules, unforeseen problems might crop up. Everything in *Wild Talents* is mutable, but these rules should be dealt with carefully–changing them can seriously affect game play.

Rule #1: Roll only when a task is difficult or the outcome is significant. For all the nifty things you can do with dice rolls in *Wild Talents*, you should roll only when you meet two requirements.

First, roll a dice pool only if the action is difficult enough that a regular person with no training probably couldn't pull it off. If an action is trivially easy, there's no point in rolling it. A game in which every action required a roll—lacing your boots, making coffee, reading the paper—would be tedious. Similarly, if you try something absurd ("I'm going to shoot down the sun!") there's no point in rolling, because no matter how well you roll it's just not going to happen.

Second, roll only if the outcome is important to the game. After all, some actions are challenging but irrelevant. Maybe you want to show up one of your fellow players

by beating him at a game of chess. You can both roll to see who plays better—but unless something significant is at stake, it's unnecessary.

If you're a player, don't roll unless the GM asks you to. And if he doesn't allow a roll when you think you should get one, mention it, but play along and trust his judgment. After all, only the GM knows what's coming next in the game.

Rule #2: Never roll more than 10 dice. The more dice you roll, the better the chance of success. If you roll only one die, there's no chance of success. But if you roll 11 dice or more, there's no chance of failure. In *Wild Talents* you never roll more than ten dice.

It's entirely possible to have more than 10 dice in a pool. If you have 9 dice in Driving and 5 dice in Coordination, you have a 14d Driving dice pool. If you lose dice for some reason, they come off those 14 dice. But you can't actually roll more than 10.

Of course, sometimes it's important to know how well you succeed, especially compared to other superhumans. For these kinds of actions we use special dice that are reserved for superhumans, called Hard Dice ("hd") and Wiggle Dice ("wd"). Want to be more superhumanly agile than a superhuman with 10d in Coordination? Don't get 20 dice in Coordination—get 10 Wiggle Dice instead.

Remember: Under no circumstances do you roll more than 10 dice.

Rule #3: Round Down! Certain rules in *Wild Talents* require you to divide points or dice pools, sometimes leaving you with less than whole numbers. In this case, always round down. We've seen some nasty in-game fights brew over this simple fact—so now you're forewarned. If a player says, "Well, it doesn't say anything about it in the book!" direct him here:

ALWAYS ROUND DOWN.

Resolving Basic Dice Rolls

If you roll a set, the action succeeds. However, there are different levels of success—some are faster, deadlier, or just plain better than others. Sometimes other people or forces are working against you, to stop your success; so even if you succeed, their success cancels yours out.

In *Wild Talents,* every dice roll has two measures of success—height and width.

Height is the quality of the action. Width is the speed of the action.

Height is the number on the matching dice. If you roll two 5s, the height of the roll is 5. Height is a measure of quality of a success. The higher (or "taller") the roll, the better the success. A successful action with a height of 10 is more effective than one with a height of 5.

Width is the number of matching dice. If you roll four 6s, the width of the roll is 4. Width is usually speed: the wider the roll, the faster the success. But in combat, width also determines damage. An action of width of 4 happens quicker (and in combat causes more damage) than one of width 3.

The shorthand for these results is written as "width x height". I know it looks like math, but all it means is that a dice roll of width 3 and height 10 is written as 3x10—representing a fast, perfectly executed action.

Note that height (quality) is essentially random, while width (speed or impact) is rarely greater than 2.

What happens if you roll more than one set of matching dice—which one do you use? Whichever you prefer, but not both. Let's say you roll a 3x1 and a 2x10 in the same dice pool. If you're running a race, the 3x1 is a good idea because it's faster (width 3, height 1). If quality is more important, the 2x10 is best (width 2, height 10).

Dice Pools and Power

While height and width tell you how well and how fast your action succeeded, the overall scale of an action—its power, reach, or impact—is determined not by the roll but by the size of the dice pool itself. A 9d energy blast has longer range than one with 4d. A character with 8d in the Miracle Flight goes faster than one with 5d. A speaker with a Persuasion dice pool of 7d can sway more people than one with 3d.

So if you're just comparing power or scope of effect, don't roll; just look at the number of dice in the pool, and the bigger one is faster, more effective or more powerful. (For guidelines on gauging powers see the various Stats' effects starting on page 41 and **Power Capacities** on page 112.)

Loose Dice

Unmatched dice in your dice pool are called "loose dice." They come in handy in a few circumstances.

Sometimes an action is easy enough that you're certain to succeed, but you still want to know how well you succeeded. Easy enough. Just look at the highest single die in your dice pool, whether or not it has a match. That's the height of your roll. If the height beats the difficulty, your action succeeds. The width is considered as 1, if it matters, unless you do roll a match.

Say you're trying to repair a car engine (in this case, measured in days) with a difficulty of 3 thanks to extensive damage. But you're working in your own garage, with all the tools you need and a little time to tinker, so the GM allows a loose roll: Take three days, roll your pool, and use the highest die for the roll's height.

La Belle Curve

Here's a rough guide to your chances of getting at least one match. As you can see, the benefit of raising a pool from 8d to 10d doesn't even come close to the payoff of raising one from 3d to 5d.

Dice Pool	Odds of One or More Matches
2d	10%
3d	28%
4d	50%
5d	70%
6d	85%
7d	93%
8d	98%
9d	99.6%
10d	99.9%

Botching It

If your roll fails and all your loose dice roll low (5 or under), your performance is particularly substandard: You slip and fall, your gun jams, you drop your power hammer on your foot, whatever.

The GM decides whether a botch might apply to your lousy roll, and what the exact result will be, based on the circumstances.

Beginner's Luck

At the GM's discretion, if your action fails but all your loose dice roll 6 or higher you may get a "beginner's luck" bonus of some kind even though the action failed—maybe your shot missed but took out a window, showering the targets in glass and distracting them for a round.

Come up with a possible result and suggest it to the GM; if he or she likes it, that's what happens.

Time: Combat Rounds and Beyond

The width of a roll tells you how long the action takes. Most actions take place in combat rounds. Each round represents a couple of seconds, enough for every character involved in the action to try to do one thing. We'll talk more about combat rounds later.

Depending on the action, however, the time scale for a task can be measured in combat rounds, minutes, hours, days, or even longer. The GM sets the time scale based on the specifics of the action. Breaking down a door might take rounds, fixing a car, hours, and decoding a complicated communiqué, days. But there are circumstances where they may take longer; it's up to the GM.

Once the time scale is determined, make the roll: Brawling to break down the door, Knowledge (Mechanics) to fix a car, Knowledge (Cryptography) to decode the communiqué.

Subtract the width of the successful roll from 5 to find out how many units of time it takes to complete the task.

If you roll a 2x3 on your Knowledge (Mechanics) pool and the time scale is hours, it takes three hours to fix the car: 5 hours minus the width of 2 equals 3.

Time Increments

Century
Decade
Year
Month
Week
Day
Hour
10 Minutes
Minute
Round

If your Brawling roll is 3x7, it takes two rounds to smash down the door (5 – 3 = 2).

If your Knowledge (Cryptography) roll is 4x2, it only takes one day (5 – 4 = 1) to decode the communiqué.

If an action's time increment is "10 minutes," it takes (5 – width) x 10 minutes: 50 minutes for a failure, 30 minutes at width 2, 20 minutes at width 3, and so on.

No matter how wide you roll, a task always takes at least one unit of time. If you get a width of five or wider, the job still takes one day, hour, minute, or round.

Hard Dice and Wiggle Dice

Wild Talents uses one die type (the d10) for all rolls. But there are also two special ways of rolling dice: Hard Dice and Wiggle Dice.

Hard dice and Wiggle Dice are significantly more powerful than regular dice. Use regular dice to resolve regular actions; Hard Dice and Wiggle Dice resolve special actions—most often, the use of powers.

A Hard Die is a special die that is always a 10. You don't roll it; it's automatically 10. If you have two or more Hard Dice in a dice pool, you always succeed (and succeed dramatically) because you always have at least two matching 10s. Like every other die, Hard Dice count towards the ten-die maximum. They're abbreviated "hd," so seven Hard Dice is "7hd".

The downside of Hard Dice is that while they're extremely powerful and effective, they're inflexible. A heat ray using Hard Dice is always as deadly as possible; a super-piloting Skill using Hard Dice always flies as straight and fast as possible. There's no faking it with Hard Dice, no controlling the result. If you attack with a power or Stat that has a significant number of Hard Dice, you will kill people.

Hard dice represent a reflexive, perhaps even unconscious ability; Hard Dice in a pool with normal dice crank up the reliability of the action but reduce flexibility. If you use Hard Dice, you must use all of them.

A Wiggle Die is like a wild card in poker: You assign it any number you want, after you've rolled all the other dice in your pool. This makes Wiggle Dice even better than Hard Dice—any dice pool roll with even a single Wiggle Die succeeds, and if you have two Wiggle Dice you can choose any level of success you like! You can even choose not to succeed or to succeed up to a certain level, if you want—a luxury that Hard Dice don't have.

Like every other die, Wiggle Dice count towards the ten-die maximum. They're abbreviated "wd," so six Wiggle Dice is "6wd".

Wiggle dice represent a versatile, flexible power.

Difficult Actions

Rolling a set of matching dice is hard enough, but sometimes things are even tougher than that. If your action is more challenging than usual, it incurs a penalty. In Wild Talents, there are several kinds of penalties: a difficult action might incur a difficulty rating, a penalty die, a gobble die, or (rarely) it might require a minimum width.

Difficulty Rating

Particularly challenging actions attempted outside combat often incur difficulty ratings. A difficulty rating is a minimum height necessary for a match to be counted as a success. If your match isn't at least as high as the difficulty rating, you fail.

Dice Options

These optional rules apply only if the GM says so!

Alternate Hard Dice

If you dislike the inflexibility of Hard Dice but still want a step between regular dice and Wiggle Dice, at the GM's discretion, it's easy to change the way Hard Dice work. Here are a couple of variants. When constructing a character (see Building a Character, page 34), these dice options cost the same number of Points as regular Hard Dice.

Expert Dice ("ed"): Instead of using Hard Dice that are always 10, you can choose the die's height before you roll. However, no two expert dice can be the same. To score a match with expert dice you must roll the same number with regular, hard, or Wiggle Dice.

Fixed Dice ("fd"): Choose the die's height at character creation; it always "rolls" that number. This is the same as Hard Dice, but you can choose to fix the die at 1, 5, or whatever, rather than 10. Or the GM may decree that all Hard Dice for all characters are some particular number other than 10.

Squishy Dice

If dice are squishy, you can raise a successful roll's height by lowering its width, or vice versa. For example, if you had a squishy 4x4, you can make it 3x5, 2x6, or even 7x1—as long as the total of the width and height are the same. However, a roll can't be squished above a height of 10 or below a width of 2.

You squish the dice immediately after rolling them, and can only squish them once per round. Note that you can only squish regular dice—you cannot squish Hard Dice or Wiggle Dice!

Once you squish a roll, the other dice in the pool are thrown out. You can't

The GM assigns the minimum height necessary to succeed based on the circumstances. If a door is extremely thick, the GM can decide that a Brawling height of 5 or less is insufficient to break it down. If an aroma is somewhat subtle, he can decide that your Perception roll must have a height of at least 2 or you don't detect it.

Only particularly hard tasks should have difficulty ratings; requiring a roll at all indicates that even a well-trained person has only a 50% chance.

Difficulty	Rating
Easy	No roll required
Challenging	1 (default)
Difficult	3
Very hard	5
Extremely hard	7
Near impossible	9

Penalty Dice

In other situations that are extremely chaotic and stressful, a particularly difficult action doesn't get a difficulty rating, it suffers a penalty die. Each penalty die removes one die from your dice pool before you roll. Penalty dice remove Hard Dice first, then normal dice, then Wiggle Dice.

Penalty dice apply most often in combat or when circumstances spiral beyond your control.

Sample Action	Penalty
Multiple actions	–1d
Called shot	–1d
Special maneuver	–1d
Long range	–1d
Melee attack while running	–1d
Ranged attack, moving target	–1d

Gobble Dice

When circumstances are seriously out of control, you suffer a gobble die instead of a penalty die. A gobble die doesn't just remove a die from your dice pool, it removes a die from your highest rolled set. Not only do you have to roll a match, but you have to roll with enough width to keep at least two matching dice despite the gobble die. The odds of that are very low unless you have multiple Hard Dice or at least one Wiggle Die.

A gobble die applies most often in combat when the GM decides your action is almost certainly going to fail, but success is possible if you happen to roll miraculously well or if you have superhuman prowess.

Take a Gobble Die If You . . .
Suffer an injury
Attack beyond long range
Make a ranged attack while running

Minimum Width

Sometimes a task is difficult because you have to accomplish it very, very quickly. After all, blasting a car before it rounds the corner is harder than if it's parked at the curb. Since width indicates speed, the GM can assign a minimum width necessary for a roll to succeed.

Requiring a width greater than 2 substantially reduces the chance of success. A width of 3 is improbable with a normal dice pool, while a width of 4 is nearly unheard of without powers.

Requiring a minimum width of 3 makes a task very, very hard.

squish dice from one set and then add them to another set for one big mega-set. Choose the set first, and then squish.

Squishy rolls put much more control over the degree and type of success into the hands of the players. For a four-color game, the GM might allow every character to squish rolls at will. For a somewhat realistic game, the GM might only allow squishing by a single step—a 3x3 could become 2x4 or 4x2, but not 5x1—or require a cost of 1 Willpower point per step.

Too Many Tens!

This is a good way to spice up high-powered games that feature loads of Hard Dice and Wiggle Dice. ("Another head shot—another perfect jump—yawn!") In dynamic contests, Hard Dice cancel out Hard Dice and Wiggle Dice cancel out Wiggle Dice. A canceled-out die becomes a regular rolled die. This only applies for dice of the same kind—Wiggle Dice do not cancel out Hard Dice (and vice versa).

For example, say you have a Brawling pool of 6d+4hd and you're fighting a villain with a Brawling dice pool of 7d+2hd+1wd. The pools become 8d+2hd and 9d+1wd, respectively.

Easier Multiple Actions

When attempting multiple actions, roll the higher of the dice pools involved, not the lower pool. If you only score one match, it must be used for the higher dice pool. This makes multiple actions a little more likely.

Want to make them even easier? Try this: Every time you roll multiple matching sets you can take multiple actions, even if you didn't declare them.

Adaptable Dice

If you roll a success, you can spend 1 point of Willpower to change the height of your match to the number of the highest loose die in your roll.

Special Maneuvers

When you declare the action you can declare one of these special maneuvers instead of an ordinary action. Attempting one of these moves causes you to lose a die from your dice pool before rolling.

You may attempt more than one special maneuver in the same action, but—unless the maneuver's description says otherwise—you can't use the same special maneuver more than once with a single action.

These maneuvers can apply to any action.

Expert action: Set one die to any value before rolling the rest.

Determined action: Ignore a botch or near-miss result.

Fast action: +1 width for speed purposes only.

Multiple actions: If you roll two sets, you may use each of them with a separate action. You can attempt more than one extra action by giving up additional dice.

Multiple Actions

Doing two challenging things at the same time is not easy—but it's possible.

To attempt multiple actions, first declare that you are attempting two (or more) things at once, and calculate the dice pools for the tasks. If you're driving and shooting, for example, the two pools are Driving and Ranged Weapon.

If you are using the same Stat, Skill, or Miracle more than once in a combat round, use only that pool. So if you're shooting twice, it's just your Ranged Weapon Skill.

Now roll the smaller of the pools—and take one penalty die from it per

extra task. So if you're performing two actions, take one penalty die from the smaller pool and roll. If you attempt three actions at the same time, take two penalty dice from the smallest pool and roll.

Remember: Drop Hard Dice first, then regular dice, and Wiggle Dice last. If you have more than 10 dice in your pool, subtract the dice before rolling.

If you roll more than one set, assign the sets to each action however you like. If you get only one set, choose which task succeeds. If you fail to get any sets at all, both fail.

Hard Dice and Wiggle Dice

If you possess Hard Dice or Wiggle Dice in the pools, you still roll the smaller of the two, even if the Hard orWiggle Dice are in the smaller pool. However, you can use those dice to make a set only for their particular Stat, Skill or Miracle pool.

If you have 5d+2wd in Driving and 9d in Ranged Weapon, roll the lower pool minus 1d, or 4d+2wd—but the Wiggle Dice can only be assigned to Driving.

If you score an exceptionally wide single set—meaning four or more dice match—you can split that into two (or more) successes.

You can't perform multiple static tasks at the same time if they're on different time scales. If one action takes combat rounds and another takes minutes, don't bother with multiple actions; just do the shorter action first.

> **EXAMPLE:** The strange alien IAM, under attack by a dozen superpowered thugs from the End Gang, is dodging and using one of his alien gadgets to produce a terrifying hallucination at the same time. His Dodge dice pool is 5d and his Projected Hallucination is 4d+1wd. They are the same size, so he opts to roll the 4d+1wd—which drops to 3d+1wd after he loses the dice penalty. He rolls 3, 5, and 7, and sets the Wiggle Die to 7, for a set at 2x7: He has only one set and must use it on the hallucination, since that's the pool with the Wiggle Die. His dodge attempt fails.

Static Rolls, Contests and Opposed Rolls

There are three types of dice pool rolls: static rolls, contests, and opposed rolls.

A static roll is when you're struggling against an inanimate object or situation. The situation is static—it isn't actively changing in response to you and trying to make life more difficult. Just roll the dice. If you get a match, you succeed.

In a contest or an opposed roll, you need to succeed against somebody else's roll.

Contests

A contest is when you're competing against another character. Running a race is a classic contest. In a contest, you're rolling against someone else's roll. The widest set finishes first, but the highest set wins. If width is a tie, the highest set goes first.

Which is more important—height or width? That depends on the contest. If it's a foot race, width (speed) matters most. A racer that rolls a 4x2 outruns someone with a 2x10; he might not run with the grace of the guy that rolled a height 10, but he finished first. The winner with a wide but short result might be out of breath and disoriented compared to the loser with a high but narrow roll, but he still came in first.

If time is no object, the victor may simply be the person with the tallest roll. In a chess match—where what matters is the move, not how quickly you choose it—a 2x10 beats a 4x4. The 4x4 player moves more decisively but not as wisely.

EXAMPLE: The vigilante called the Enforcer is trying to outrun Officer "Rabid Anne" Gareth of the NYPD Talent Squad. Gareth rolls her 6d Athletics dice pool and comes up with 2x10. The Enforcer rolls his 10d Athletics dice pool (!) and comes up with 2x9, 2x7 and 2x6. That's a lot of sets, but none is higher than 10. Thanks to her higher roll, Gareth gains ground on the Enforcer.

Opposed Rolls

In an opposed roll, you're trying to actively interfere with another character's action. Use an opposed roll when it's not enough to act first or best, but when you want the other guy to fail and fail *hard*.

An opposed roll is like a contest, but if your width and height are both equal to or greater than your opponent's width and height, each die in your set becomes a gobble die for your opponent. Even better, if your opponent attempted multiple actions, the gobble dice affect each of his or her sets.

EXAMPLE: With Officer Gareth catching up, the Enforcer decides to make things interesting. He attempts multiple Athletics actions, with one action to oppose her roll by knocking a trash can into her path and another roll to make his escape. Gareth simply wants to catch up. Gareth rolls 2x6 and 2x2 and goes with the 2x6; the Enforcer's 9d pool (he lost 1d for multiple actions) rolls 2x8 and 3x3. The Enforcer uses the 2x8 to oppose Gareth's roll. Its width is the same as hers and its height is greater, so the two dice from the Enforcer's 2x8 become gobble dice. One gobbles a die from her 2x6, ruining it. Gareth still has her 2x2 to fall back on—but the Enforcer's other gobble die removes a die from it, too! Gareth is left with no successes at all. She trips over the trash can as the Enforcer dashes away with his 3x3.

Improving the Odds

There are a couple of ways you can improve your chances of success with an action. The most common are taking extra time and cooperating with others.

Taking Your Time

If you take extra time to accomplish a task you can get one or two bonus dice with it. You gain +1d per time unit spent preparing to complete the task. You can gain a maximum of +2d in this manner. For example, if you aim a pistol for two combat rounds, you get +2d to your attack roll.

If you're not under threat of attack and you have some time to think, you can also take time to reduce the difficulty of a task. Every extra unit of time you spend concentrating on the problem—see **Time,** page 18—reduces the difficulty by 1.

For example, let's say cracking a code is measured in days, and the code you want to break is difficulty 4: If you take three days of concentration on the problem and then roll, roll against difficulty 1. (The time it takes after all that preparation is still 5 – width in days; just add the time spent preparing to the total.)

You can take time to reduce difficulty and also take time to get bonus dice.

Even better, with the GM's permission, you can take an automatic success in an action without rolling, by taking the maximum amount of time the task requires. This results in a minimal result, equivalent to a width of 1 and a height of 1; but if that's good enough, it succeeds. This is the only way to succeed with less than a width 2 in a roll.

For example, if the action normally requires 5 – width hours, and you take five hours to attempt it, with the GM's permission, you automatically succeed with a 1x1.

Damage or anything that incurs a gobble die during this time negates all the benefits of taking your time.

Cooperating on a Task

Two or more characters can cooperate on a task. For a static roll, start with the largest dice pool among the characters involved and add +1d per character assisting, up to a maximum roll of 10 dice.

If it's a contest, it gets a little more complicated. The people working together roll their dice pools separately. If one gets a set, any other character who rolls that number on any die in his or her pool—in a set or on any die at all—can add it to the first guy's set, expanding its width.

If both score sets, use the tallest roll but the lowest width, because the faster guy has to wait for the slower one to catch up.

> **EXAMPLE:** Two goons from the End Gang are trying to hold down the vigilante called the Enforcer. The GM says both sides need to roll Brawling, and the goons' pools are 4d each. The first goon rolls 2, 2, 3, and 5, for 2x2. The second goon rolls 3, 3, 4, and 9, for 2x3. They use the taller roll, 2x3—but since the first goon rolled a "loose" 3 in his pool he can add it to the set for a 3x3.

Extended Contests

Some contests seem like they ought to be more involved than simply a single roll. In that case, play it out as a series of contests and opposed rolls. The goal is to accumulate width from successive rolls, each representing a stage of the action as described by the players and GM.

Race or Chase? The first thing to decide: Are the opponents reaching for a static amount of accumulated width, or does one need to beat the other by by that amount? If they're reaching for a static target, the first one to reach the target wins. That's perfect for a long race to a finish line.

In a chase, one is trying to escape or gain a significant lead and the other is trying to catch up. If the one being pursued accumulates so much more width than the other side, he or she escapes or succeeds and the chase ends. If the pursuer accumulates any more width than the quarry, he or she catches up and the chase ends. The chase might start with the quarry having a lead of a few points of width.

What Width? The thing to decide is the ultimate goal: How much width needs to be accumulated for one side or the other to win and end the extended contest? Since each action is likely to result in a gain of two width for one side or the other, a target of five accumulated width is good for most chases, and 10 accumulated width is good for most races.

Obstacles and Complications: Next, the GM needs to decide if any obstacles are going to stand in the characters' way, and the complications that can ensue if you fail to overcome them.

Each obstacle can apply a difficulty rating to a character's roll. For dramatic impact we recommend starting with a standard roll—no difficulty rating—and escalating the difficulty with each new obstacle, Difficulty 3 for the second obstacle and Difficulty 6 for the third.

If you roll a match but its height is less than the Difficulty, you fail to gain any ground; you accumulate no width. This is also the result if you simply refuse to roll at all this turn, slowing your progress in order to navigate the obstacle carefully. You can try again next turn, when there probably will not be an obstacle.

If you fail the roll outright while facing an an obstacle, you fail to accumulate width and also get a complication. Complications range from bad to worse. Perhaps you sideswipe another vehicle so your car takes damage, or maybe you get sand in your eyes and take a penalty die next turn.

If you fail outright when there's an obstacle and your roll is a botch (page 18), the complication is a catastophe: You collide with an innocent bystander, blow out a tire, smash into a wall, or sprain an ankle so you take a penalty die every turn until the complex contest ends.

As a guideline, add an obstacle no more than every other turn or so, and no more than two or three in any extended contest. Their most important function is not to hold up the characters, but to get the players to come up with more and more creative details to use in the contest.

Contest or Opposition? Once the extended contest begins, the action proceeds in turns. Those can either be the same as combat rounds—an action-packed second or three—or each turn can represent whatever time unit is appropriate.

Each turn, each participant rolls a dice pool for their actions. The dice pool depends entirely on what Skill or power the character is using to get ahead in the extended contest. If it's a foot chase, it's probably Athletics or a power like Unconventional Move. If it's a social contest, it might be Lie, Persuasion, Intimidation, or whatever is most appropriate.

The main thing for each player to decide is whether he or she is rolling to make progress—to gain width—or to interfere with the other side's roll.

Making progress requires a contest; best roll wins for the moment, but in most circumstances both sides accumulate width for successful rolls.

Interfering requires an opposed roll; if it succeeds, it inflicts gobble dice on the other side.

Multiple actions and special maneuvers are perfectly acceptable, and highly recommended, as long as they fit the characters' actions and the circumstances. With multiple actions, for example, you could attempt one action to oppose your opponent's roll and another one to simply gain ground by accumulating more width for yourself—turning into a very crowded street to lose a pursuer, for instance. Expert actions (setting a die to any value before rolling) can help overcome high difficulty ratings. Actions that increase width for a specific purpose (a fast action, for example) don't count because they don't affect the overall width of the roll.

Pursuit and persuasion are two classic examples, so we'll show how those look here, but the same concepts apply for any extended contest.

Example: Pursuit

In a pursuit, one character is trying to escape from another. The GM must decide how much of a lead the pursued character must gain in order to escape—how much his accumulated width must exceed the pursuer's—and how many obstacles he or she wants to throw in the players' way.

Players oppose each other's rolls by taking reckless risks and deliberately seeking out obstacles—driving at speed on the sidewalk and between stopped cars, hurdling

barricades and gaps between buildings, whatever fits the situation.

Here's a sample pursuit, with vehicles in city streets:

Goal: Chase, five width. Likely dice pools: Driving, Perception, any movement power.

Obstacle: Traffic jam. *Difficulty:* none. *Complication:* Damage to vehicle. *Catastrophe:* Severe damage to vehicle.

Obstacle: Pedestrians. *Difficulty:* 3. *Complication:* One penalty die next turn while getting around them. *Catastrophe:* Run into an innocent bystander; damage to bystander and to vehicle.

Obstacle: The bridge is out! Gun it! *Difficulty:* 6. *Complication:* Screech to a halt before plunging into the river; chase ends. *Catastrophe:* Plunge into the river; chase ends.

Example: Persuasion

In an extended social contest, each side attempts to sway the opinion of others by building arguments in debate or gaining influence in conversation and public appearances. The GM must decide how much influence one character must gain to overcome the other. Obstacles are unlikely, unless other parties get involved.

Players oppose each other's rolls with counter-arguments, sly innuendo or tactful libel, depending on whether it's a courtroom debate or a series of competing media appearances.

Here's a sample, with each side attempting to tip public opinion before some election or referendum.

Goal: Race, 10 width. Likely dice pools: Lie, Performance, Persuasion, Leadership, any persuasion or manipulation power.

Obstacle: The spoiler: An hopeless but enthusiastic third party enters the debate. *Difficulty:* none. *Complication:* Poorly-timed response proves unpopular; one penalty die next turn. *Catas-*

trophe: Poorly-timed response loses you substantial support; one penalty die every turn until the contest ends.

Obstacle: Media frenzy. *Difficulty:* 3. *Complication:* Embarassing public appearance; opponent gets one bonus die next turn. *Catastrophe:* Media trumpets humiliating secrets; opponent gets one bonus die every turn until the contest ends.

Obstacle: Some disaster ("Will they pull Holly from the well in time?") diverts public attention. *Difficulty:* 6. *Complication:* Waste time regaining headlines; lose 1 accumulated width. *Catastrophe:* Tasteless joke or frustrated comment about the disaster shows up on the Internet; lose 3 accumulated width.

About Combat

When characters in *Wild Talents* fight, it's resolved in static rolls, contests and opposed rolls, just like other actions. But we go into a lot more detail for the combat rules, because the results can be so drastic. An unlucky social encounter can leave your character embarrassed or a step further from solving the mystery; an unlucky fight can leave your character crippled or dead.

In a fight, width determines how quickly you act and how much damage your attack does; height determines where you hit the enemy. This may seem counter-intuitive—shouldn't height, or the attack's quality, determine damage?—but in *Wild Talents,* where you hit is far more important than how hard. A blow to the leg is far less dangerous than the same blow to the head.

Wild Talents tracks two kinds of damage, Shock and Killing. Shock damage can disable your character; Killing damage can permanently maim or kill your character.
See **Chapter 4: Combat** for the complete rules.

Rules Summary

Any important and challenging action in the game is resolved with a roll of 10-sided dice called a dice pool. If you're using a Stat and a Skill, the Stat dice and Skill dice combine to form a dice pool. If you're using a power, the power's dice usually form their own dice pool. No dice pool ever has more than 10 dice.

Most actions are basic actions. If someone is trying to outperform you or stop you, it's a contest or an opposed roll.

Basic Actions

To attempt a challenging action, roll your dice pool. If any dice come up matching, the action succeeds. The more dice that match (called the "width" of the roll), and the higher their face value (called the "height"), the better. A matching set of ones is good, but a matching set of tens is a lot better.

The height of a roll determines the quality of success. A pair of tens is a spectacular success; a pair of ones is marginal.

The width of a roll determines its speed. If you roll three ones, your action goes faster than if you had rolled two ones, or even two tens. A roll's width determines how long the action takes (and sometimes other things, like how much damage is healed when you perform first aid). The wider the roll, the quicker the action. Usually we say an action takes a number of seconds, minutes or combat rounds minus the width of the roll, so it might be "5 – width minutes" or "7 – width rounds."

See page 16.

Contests

When two characters' actions are competing, roll the dice for each and compare their heights and widths. If speed is crucial—the characters are racing, for instance—width is most important. If width is tied, use height as a tiebreaker. If speed is not important, compare their rolls' heights first and use width as a tiebreaker. If both width and height are the same, use the number of dice in the dice pool as a tiebreaker.

If both rolls fail and you still need to know who did better, you have two options. You could simply compare their dice pools, as if heights and widths both tied (which, in a way, they did). Or you can have the contenstants keep rolling until someone wins.

See page 23.

Opposed Rolls

When one character is not just trying to be better than another, but is actively interfering with another character's action—trying to block an attacker's every strike, make an interview subject stumble over his words, or trick a pursuer into following the wrong trail—it's an opposed roll. In an opposed roll, if your width and height are both at least as good as your opponent's, your dice remove or "gobble" dice from his or her sets.

See page 24.

Combat

Combat is resolved in rounds. Each round lasts a few seconds, just long enough for each character to do one thing. An attack roll's width determines the amount of damage (either Shock or Killing) and which attack goes first. Height determines hit location.

See page 58.

Definitions

2x10: Read as "two by ten," meaning a roll in which two of the dice came up 10s: width 2, height 10.
Adventure: A short, self-contained storyline that usually lasts one to four game sessions. Adventures can be stand-alone or strung together in a series.
Base Will: Points measuring a character's internal fortitude, drive, and resilience.
Bonus Dice: Extra dice you can roll if the circumstances are particularly favorable.
Campaign: An ongoing story usually involving the same group of core characters in the same setting. A campaign is comprised of multiple adventures.
Cinematic: A style of play emphasizing action and danger but allowing for exceptional heroics; think *Raiders of the Lost Ark.*
Combat Phase: A segment of a combat round. Each round has three phases: declare, roll, and resolve.
Combat Round: A brief span of time in which action happens, from one to several seconds long. Each character in a scene gets at least one action in a round.
Contest: A situation where two characters' actions are competing. The highest matching roll usually wins.
Damage: Harm suffered by a character or object. Measured in Shock and Killing damage (abbreviated S and K).
Declare Phase: The first phase in a combat round, in which all characters announce what they're trying to do.
Defense: Any action that attempts to prevent an effective attack from succeeding, such as dodging or blocking. Many Miracles can be used to defend.
Dice Pool: The dice that you roll to see if your character's action succeeds. Dice pools generally are rolled only when an action is especially challenging and the outcome is important to the game. For most other actions, no roll is required—

Example of Play

This section will give you an idea what a game of *Wild Talents* plays like. If you're new to the game, you might want to read the rules first, then come back here to see how it works.

The player characters in this scene are Henry "Wraith" Francis and "Rabid Anne" Gareth, police officers with the so-called "Talent Squad" in a city with a large population of superhumans. "Rabid Anne" is a normal human with a cool head and powered armor. "Wraith" can turn incorporeal, and while incorporeal he can fly and turn invisible. They've been sent on a drunk-and-disorderly call.

Game terms are defined under "Definitions."

GM: Your skimmer pulls to a stop and hovers high over the address dispatch gave you. It's a professional section of town. Mainly skyscrapers and street-level bodegas and sports bars, plus a few older, smaller buildings. There are blue-and-red flashes down on the street. Cop cars.

Wraith: I bring the skimmer down to street level.

Rabid Anne: I radio in that we're here. Any sign of the disturbance?

GM: Yep. As your skimmer touches down, one of the regular cops waves and points to a bar. A sign with a big neon football is marked "First Round and Ten". The glass front has been shattered. There's smoke coming out. It's dark in there, but you see something big moving around.

Rabid: I activate my armor's sensors. Can I see inside better?

Wraith: I leave my window open and wraith out through the door, then wave to the cop. "What's up?"

GM: The cop doesn't react to your trick. He looks worried. He says, "It's Doctor Jurassic!"

Wraith: I thought he was a good guy!

GM: You said that in-character? Okay. The cop gives you a look. "No kiddin'. Tell him."

Wraith: I nod at the cop. Rabid, what's the score?

Rabid: "Please. Call me Anne. Or Officer Gareth." Can I see inside?

GM: Ambient light is bright outside, late afternoon and all, so night vision doesn't do you any good. But zooming in you can see pretty well. The windows are about ten feet tall. Inside, it looks like the lower half of a tyrannosaurus rex staggering drunkenly across the room.

Rabid: Crap. All right. I get out of the car. And flip the safety off my gun. Let's head inside.

Wraith: Right. I fly over to the door and yell out, "Doctor—" What's this guy's real name?

GM: Daniel Tunbridge.

Wraith: "Doctor Tunbridge! This is the police. You need to turn human and calm down!"

GM: Inside, the bar is three stories tall, with balconies surrounding a central open area. Lots of big-screen TVs. All smashed. There are a few people inside—a couple of bartenders cowering behind the main bar, and some people stuck on the balconies. Doctor Jurassic is a full-size, real-life T-rex. He turns, suddenly looks not at all wobbly, and roars. LOUD.

First combat round. Declare your actions. Wraith, you have the lowest Sense Stat, so you declare first. Then Anne. Then Jurassic.

Wraith: Ah, nuts. I'm defending with my power's "insubstantial" Power Quality.

Rabid: If there's enough of a wall under the broken window, I'll hunker behind it. Otherwise I'm dodging if he comes at us.

the GM just decides what happens. Dice pools are determined by adding together a Stat and a Skill, or by looking at a power's dice rating. You can never roll more than 10 dice.

Difficulty: The minimum height that a matching roll must be for success.

Extended Contest: A series of contests and opposed rolls that resolve a long conflict; often used for long pursuits or tense social encounters.

Four-Color: A style of play that emphasizes over-the-top heroics and dramatic action, as in the JLA and Avengers comics.

GM: The Game Moderator (or Game Master), the referee who creates the adventure, the campaign setting, and all non-player characters and runs the game for the players.

Gobble Dice: Opposed actions such as dodging and blocking are contests rolled against the attack roll. If the opposed roll's height beats the opponent's roll, each die in the set removes or "gobbles" one die from the opponent's sets, turning success to failure.

Gritty: A style of play that emphasizes tension, danger, and the consequences of carelessness. Top Ten and The Ultimates are good examples.

Hard Dice: Dice that are never rolled, but are always set to 10. They represent a predictable, inflexible, powerful effect; in combat, powers with Hard Dice kill people fast. Found only in superhuman powers.

Heavy Armor: Thick armor, equivalent to solid steel, built to deflect heavy weapons.

Height: The number showing in a set of matching dice. Height indicates the effectiveness of a successful action.

Hit Location: Where a successful attack hits: leg, arm, torso or head. The attack roll's height determines hit location.

Hyperbrain: A nickname for a character with superhuman intelligence.

Hyperstat/Hyperskill: Superhuman ability in a trait that normal humans

share, such as unnatural strength or skill.
In Character (IC): Something a player says that his or her character is saying.
Initiative: A number that determines what order in which characters act in a combat round. Determined by width.
Killing Damage: Damage that is dangerous and likely to be lethal if not treated, such as a gunshot wound, a puncture wound or a broken bone. Five Killing from a single attack is usually enough to maim or kill an ordinary person.
Light Armor: Personal armor that reduces damage from attacks such as hand-to-hand weapons and gunshots.
Loose Dice: Rolled dice that have no matches.
Miracle: A superhuman power.
Multiple Actions: An attempt to do two challenging things at the same time. If you're doing one thing that's challenging and another that's mundane, don't treat it as multiple actions because you don't have to roll the mundane action at all.
NPC: Non-player character. A character created and portrayed by the GM.
Opposed Roll: An action that uses gobble dice to interfere with another action.
Out of Character (OOC): Something the player says that the character in the game is not saying. ("My dice suck!")
Power Quality: One of the three elements that comprise each power: Attacks, Defends, or Useful. Many powers have multiple Power Qualities.
PC: Player character. A protagonist or featured character in the game, portrayed by one of the players.
Penalty Dice: Dice that you must remove from your dice pool before rolling. Remove Hard Dice first, then normal dice, then Wiggle Dice.
Player: Any player who's not the GM.
Regular Dice: Ten-sided dice rolled to resolve difficult actions.
Resolve Phase: The last phase in a combat round, in which all the action happens based on what the characters

GM: There's no wall, just broken glass. He's not charging at you, but his roar is bad enough—roll 'em!

Wraith: Looks like 10, 8, 5 and 3, and I'll set my Wiggle Die at 10. So I'm defending at 2x10. Width 2, height 10.

Rabid: . . . No matches. Damn.

GM: Doc Jurassic's roar is 2x10, and it affects both of you. Wraith, your defense is in a contest with his roar, and your 2x10 matches his roll for both width and height. That means you gobble up his attack dice and make it miss—you go all-the-way insubstantial for a moment and the sound waves go right through.

Anne, your dodge wouldn't have worked anyway. Take 2 Shock damage to the head, no armor. You see the bystanders in the bar and the cops outside scream and cover their ears in the sudden, horrifying noise.

Rabid: My armor gives me immunity to flashes and loud noises and things with two Hard Dice.

GM: Oh. Well, that'll work. No damage for you, either. It's the next round. Time to declare.

Rabid: Good! All right. Let's see if we can find out what his problem is. I shoot him with my stun beam.

Wraith: Look at you. Always with the shooting! I'm flying in to rescue some people.

GM: Okay. Jurassic lumbers forward to stomp on Anne. Roll.

Rabid: Holy. . . . Dice gods, be good to me.

Wraith: Um . . . I'm not doing anything fancy with the insubstantial Power Quality since I haven't yet gotten to the dino-bait—I mean bystanders. Do I need to take a multiple actions penalty to use it and the flight Power Quality at the same time?

GM: No. Just roll for flight.

Wraith: Okay. I rolled 9, 9, 6, 4, and 2, and set the Wiggle Die to 9,

for 3x9. Width 3, height 9. Fast and elegant. That's me all over.

Rabid: My stun beam comes up—3x10! But my armor keeps me to width 2 for initiative, so I go at 2x10. That sounded like a lot of dice you were rolling there, GM. . . .

GM: Yep. Jurassic's stomp comes up 2x10. Okay. That's a tie for initiative, so I'll say your shot goes off just as Jurassic is looming over you. What kind of damage does it do?

Rabid: Six Shock to the head.

GM: No Penetration? It doesn't look like he even feels it. Then the very large, very heavy foot comes down. Hard. And squashes you flat into the cement. Take 6 Shock and 6 Killing to every single hit location, with Penetration 4. That knocks four points off your Heavy Armor Rating AND your Light Armor Rating.

Rabid: Good Lord! Uh . . . OK. Glad I have both. The Penetration means it punches right through my Heavy Armor, but my Light Armor Rating is hardened. So my Light Armor reduces all the Shock to 1 and turns 4 Killing to Shock. That leaves 5 Shock and 2 Killing. Yikes. How about I spend 5 Willpower to buy the Shock from my head with the Shaking It Off rules?

GM: Sounds good. You take two Killing to your head. With all that Killing damage you've got broken bones and internal injuries everywhere, but you're alive and just barely conscious. I think it's time for a Trauma Check on your next action. If you blow it, you're going to freak out. That would be even more bad news.

Wraith, you hear the stomp—THOOM!—and turn in time to see Jurassic lift his foot off Rabid's crushed body.

Declarations?

Wraith: Uh. . . .

declared and rolled in earlier phases.

Roll: A throw of the dice, usually required because a character is attempting something difficult. If two or more dice match, the action succeeds.

Roll Phase: The second phase in a combat round, in which all characters roll one dice pool based on the actions announced in the declare phase.

Set: A group of matching dice.

"Shaking It Off": A rule where a character spends Willpower to reduce damage from an injury.

Shock Damage: Surface trauma, such as shallow cuts, bruises, or light bleeding. Shock damage is usually not fatal.

Skill: An area of specialized training. To use a Skill, roll Stat dice and Skill dice.

Trauma Check: A roll of the Command Stat plus the Stability Skill, required when facing mental trauma such as mortal fear or committing terrible violence. (A character without Stability can roll only the Command Stat.)

Stat: A character's native Body (strength), Coordination (speed and agility), Sense (perceptiveness), Mind (intelligence and memory), Charm (influence and charisma), or Command (strength of personality and coolness under fire). Every Skill is based on one of the Stats.

Width: The number of matching dice in a successful roll. Width usually indicates the speed of an action or the amount of damage an attack inflicts.

Willpower: A character's internal fortitude, drive, and resilience. Willpower starts equal to Base Will but changes often. In most games, Willpower fuels superhuman powers; characters who lose faith in themselves lose what drives them to superheroics.

Wiggle Dice: Dice that can be set to any number after the other dice are rolled, thus guaranteeing a success.

2: Building a Character

Building a character is a cooperative process between GM and player.

First the GM sets a Point Total, which determines how many Points you have to spend on your character's Stats, Skills, and powers.

Stats, or statistics, are broad descriptions such as Body (physical strength and endurance) and Mind (intelligence and memory).

Skills are more specific areas of training that add to your Stat abilities: The Brawling Skill adds to Body when fighting; the Tactics Skill adds to Mind when deciding the best way to spring an ambush.

The next step is deciding the basic concept for your character's superhuman powers (if any)—the Archetype. An Archetype defines what kinds of powers your character can have (and in some cases it tells you powers you are required to have). Do you want an alien bruiser? A psychic? A gadgeteer? Something else? Discuss the concept with the GM as you brainstorm—the game world may have built-in limitations on the type of character you can play. It might have no magic, for instance, only powers fueled by alien science; or it may have magic but only modern, real-world technology.

Powers are just what they sound like—superhuman abilities such as super-strength and the ability to fly.

Base Will and Willpower: Finish by calculating your Base Will and current Willpower score, and your character is ready to play!

The Check List

Before we get into the details, let's take a look at character creation, step by step.

Step 1: The Point Total

The GM decides on a general power level of the game before the players sit down to create characters. The first step is setting a Point Total.

The Point Total indicates how many Points you have to construct your character and gives an idea of the game's power level. For example, a 500-Point character is

just generally better than a 300-Point character. But more Points don't always mean one character is better than another at everything: The 300-Point character might be a warrior king while the 500-Point character could be a pacifist monk.

During character creation, Points are just Points—an abstract shorthand used to calculate the cost and relative value of a character. Only when they are spent on Stats, Skills, Hyperstats, Hyperskills, powers, Base Will or Willpower do Points become something.

Once the Point Total is set, and a briefing on the basics of the game world is given, it's time to sit down and build your character.

See **The Point Total** on page 37 for details.

Cost Per Die

The Point cost per die doubles as you move from regular dice to Hard Dice to Wiggle Dice. A regular die is always half the cost of a Hard Die in the same power, which in turn is half the cost of a Wiggle Die. This makes things simple when building characters: If you know the cost for any die type in a Stat, Skill or power, you can easily calculate any other.

For example, if a Wiggle Die in a power costs 32 Points, you know a Hard Die in the same power costs 16 Points and a regular die costs 8.

Step 2: Stats

Characters have six Stats: three governing physical actions (Body, Coordination, Sense) and three governing mental and social actions (Mind, Charm and Command). The vast majority of characters have all six Stats. Normal human Stats range from 1d to 5d, and are always regular dice. Characters with some Archetypes can have Stats with more than five dice, or with Hard Dice or Wiggle Dice.

Stats are explained in detail on page 40.

Stat Dice	Cost per Die
Regular die	5 Points
Hard die	10 Points
Wiggle die	20 Points

Skill Dice	Cost per Die
Regular die	2 Points
Hard die	4 Points
Wiggle die	8 Points

Step 3: Skills

Skills are Stat-based abilities learned through practice or instruction, such as the ability to program a computer (based on the Mind Stat), give an inspiring speech (based on Command), or perform a powerful spin-kick (based on Body). Pick and choose from the Skills list on page 46. If you can't find a Skill that fits, create your own.

Normal humans Skills range from 1d to 5d. As with Stats, some Archetypes allow you to have more than five Skill dice, or Hard Dice or Wiggle Dice with Skills.

Skills are explained beginning on page 45.

Step 4: The Archetype

Archetypes are game shorthand for characters' origins and intrinsic abilities. Is your character an alien? An android? A mutant? In game terms, that's an Archetype: a set of Meta-Qualities that allow your character to do certain things and possess certain powers or other odd abilities. For a flat Point cost of its own, the Archetype gives you the capacity to buy those powers.

We've included the basic Archetypes that make up the vast majority of superheroes. The Super-Normal, the Alien, the Mystic—sometimes a comic book character is a combination of two or even three Archetypes combined. Want to be an alien? Spend Points for the Alien Archetype and go to town—your character's an alien and you gain the abilities listed for the Alien Archetype. But if none of the Archetypes catch your eye, it's easy to build one from scratch.

For pre-made Archetypes and instructions on creating your own, see **Chapter 5: Archetypes.**

Step 5: Powers

There are three types of powers: Hyperstats, Hyperskills, and Miracles. For ease of use, from here on out we'll refer to them all as powers. But it's important you understand the distinction first. Under the hood, they're mostly the same but in fundamental concept they're worlds apart.

The difference between Hyperstats, Hyperskills and Miracles is simple: Hyperstats and Hyperskills are normal Stats and Skills, such as the Mind Stat or the Firearms Skill, exaggerated to superhuman levels. Hyperstats and Hyperskills add extra dice to ordinary Stats or Skills.

Then there are Miracles. The distinction between ordinary Stats or Skills and Hyperstats or Hyperskills is a difference of degree; anyone can lift some weight; someone with a Hyperstat in Body can just lift a lot of it. No ordinary person can turn invisible, change metal into ice, or teleport. Those are Miracles. Miracles are different kinds of abilities entirely.

Most Miracles are measured in dice pools. When you activate it, roll the dice pool to see how well it works.

Sometimes powers aren't even part of your character, but are embedded in an item like a ray gun, magic sword, or flying carpet. These are external powers, or foci (singular: focus). External powers are often cheaper to build than internal ones, because they can usually be stolen or destroyed.

Also, sometimes a Hyperstat, Hyperskill or Miracle is more or less effective than usual. Maybe your Harm Miracle does more damage than usual, or your Flight goes faster; or maybe your Hyberbody (that's Body with Hyperstat dice) can't lift things made of tin, or your Archery Hyperskill only allows you to shoot at night. You can make any power more effective by buying Extras that increase its cost, or less effective with Flaws that reduce its cost.

Hyperstats and Hyperskills always have the same base cost. But because Miracles are so varied, they can have very different costs.

Rules for creating custom or "gourmet" Miracles are on page 104. A list of ready-to-play "cafeteria-style" Miracles begins on page 141.

Extras, Flaws, and foci are discussed beginning on page 122.

Hyperstats, Hyperskills

Hyperstats and Hyperskills are the product of some superhuman power. They're slightly less expensive than normal, natural Skills and Stats. If you have 2d in Body as your native, natural Stat, plus 8d in Body as a Hyperstat, you have a completely average physique (the natural 2d) but you can lift a dozen tons! If you ever lose access to your powers, however, you have average strength and have only your natural 2d in Body.

Hyperstats	Cost Per Die
Regular die	4 Points
Hard die	8 Points
Wiggle die	16 Points

Hyperskills	Cost per Die
Regular die	1 Point
Hard die	2 Points
Wiggle die	4 Points

Step 6: Base Will and Willpower

Almost all characters have a Base Will score equal to their Charm and Command Stats added together. This number reflects a character's normal, baseline confidence level. It rarely changes.

Willpower is a derivative of Base Will found only in superhuman characters. It changes frequently. If your Willpower is low, your powers may fail you when you need them most. For more on Willpower and Base Will, see page 49.

During character creation, extra Base Will points cost 3 Points each. Whatever Points are left over after building your character are added directly to your current Willpower score.

Will Type	Cost per Point
Base Will	3
Willpower	1

The Point Total

The Point Total tells how many Points your character should be built with; it represents a general measure of the character's raw power. Even in the most brutal and deadly game, a character built on 1,000 Points is going to be a powerhouse compared to one built on 100 Points. Usually all players in a game get the same Point Total.

Several factors must be considered to determine the proper Point Total for a game.

The "Flavor" of a Game

Every roleplaying session has a basic feel or tone to the game play—a flavor. Choosing a flavor is the first step to determining a Point Total.

Is it hyper-realistic and deadly? Is it cinematic and swashbuckling? Is it four-color and over-the-top? A game's flavor communicates many things to the players and GM, and defining the flavor early on is a good way to help players construct the right kind of characters for the game.

The following three flavors represent good markers along the spectrum, ranging from the danger of the real world all the way to the unbounded action of four-color comics and superhero cartoons.

Gritty: Gritty is the flavor of the real world—just add powers. There are no larger-than-life heroes, just people trying to make a difference. It's more concerned with morality and the implications of power than straight-up super powered slugfests. This is the

flavor of *GODLIKE, Watchmen* and *The Dark Knight Returns*.

Characters in a gritty game have powers but still face real-world dangers and responsibilities. A bullet to the head is just as deadly to heroes as to a normal Joe, and the rent is no easier to cover because you were out stopping a nuclear attack instead of showing up for your shift at Pizza Shack. If players are interested in exploring what life might really be like with powers, this flavor is perfect.

In most gritty campaigns, characters are built on relatively few Points.

Cinematic: Cinematic is the flavor of the movies and many comics. It emphasizes heroic action, dramatic conflict resolution, and doing the right thing. In this kind of game the characters are somewhat immune to the misfortunes of the regular world and things generally go their way unless it's important to the story that they do not. This is the flavor of *Raiders of the Lost Ark* and *Star Wars*.

Characters in a cinematic game have powers, but that doesn't completely divorce them from danger. They're more than a match for a normal Joe, but against other supers things quickly even out. As in the movies, characters in a cinematic game can die if they really screw up, or (more likely) if it's dramatic and important to the story.

This flavor is good for players who are not sure which extreme they want—gritty or four-color.

Four-Color: Four-Color is the flavor of the standard comic book, where characters are larger than life. When they fail, they fail dramatically, but in the end the bad guys are punished, the good guys win and everything works out. This is the world of the Justice League, Superman and the Avengers. It's concerned with vivid characters and spectacular action.

Characters in a four-color game have powers (and how!) and are able to effect nearly any change in the short term. They may be in danger of being knocked out, captured, or beaten up, but they are not usually in direct danger of death. Of course, from time to time even the most central four-color character dies—but such deaths rarely last!

This flavor is good for players who enjoy over-the-top action and world-spanning (sometimes universe-spanning) adventures. Anything (and often everything) can happen in a four-color game, and characters are usually built on a high Point Total.

Character Power Levels

After the GM picks a flavor, setting a Point Total becomes a little easier. In general, gritty games have lower Point Totals than four-color games. The following Point Totals are examples only, and the GM may change them as needed. For beginning GMs, we recommend starting your players at 250 Points.

Power Level	Point Total
Normal human	40 to 100
Exceptional human	100 to 200
Powerful superhuman	200 to 500
Earth-shaking entity	500 to 750
Galactic entity	750 to 1,000
Universal entity	1,000 to 2,000

Setting the Ground Rules

It's usually a smart idea to not just give each player one big pool of Points to spend, but to specify how many Points can be spent on Stats, how many can be spent on Skills, and how many can be spent on powers.

If your game is meant to be a low-powered campaign that emphasizes the contrast between normals and superhumans, you'll want character Stats to be pretty close to human standards. That means you need to allow a limited number of Points to be spent on Stats and Skills, with more Points spent on powers.

If it's an over-the-top game where the player characters are often the pinnacle of human achievement even *before* they get powers, allow the players to go nuts with their Stats and Skills.

Briefing the Players

After establishing a clear picture of the flavor and Point Total of the game, the GM should prepare a short briefing for the players. Generally the more comprehensive the description, the clearer the indication of what's expected of the players. This is a good thing. It helps the players construct characters that seem to "fit" in the game world much more effectively.

Here's a simple example: "A 250-Point game in a gritty world where mutants are hunted by the government." Short and concise, it leaves room for creativity but also gives a clear indication of mood.

Or if you prefer more detail: "A 500-Point game in a four-color world where the characters are members of the solar system-wide Earth Defense League."

The briefing might include a list of powers and rules that the GM doesn't want in the game, as well as what dice options are permitted. The campaign worksheet at the back of the book can help keep track of what is permitted in a particular game.

3: Stats and Skills

The essential building blocks of every *Wild Talents* character, human or superhuman, are Stats and Skills. They define your character's natural abilities and the things you've learned to do, and are the basis of most dice rolls—the Stat + Skill dice pool.

Stats

Six statistics (Stats for short) measure your inborn physical and mental capabilities. Three Stats govern physical capabilities (Body, Coordination and Sense), and three govern mental capabilities (Mind, Charm and Command).

Normal humans have Stats between 1d and 5d. A Stat of 1d is dismal, human average is 2d, 3d and 4d are exceptional, and 5d is the human maximum. Ordinary humans have only regular dice with Stats, not Hard Dice or Wiggle Dice.

Some character Archetypes allow you to have more than 5d in a Stat, or to have Hard Dice and Wiggle Dice in Stats.

Hyperstat dice are Stat dice that stem from some power, rather than your own native human (or alien, or robot, or whatever) ability. Some Archetypes allow you to have Hyperstat dice that bring your Stat to greater than the normal maximum of 5d, or to have Hard Dice or Wiggle Dice with your Hyperstat dice.

Sometimes we use Hyper(Stat name) as shorthand for Hyperstats—Hyperbody for a Body Hyperstat, Hypermind for a Mind Hyperstat, and so on.

Physical Stat: Body

Hand-to-hand combat is governed by the Body Stat, which measures sheer physical power and ability to use it. With high Body you can lift more, hit harder and run faster than someone with low Body.

See Body Effects for your character's lifting capacity, throwing capacity, base damage, sprinting speed, and jumping distance.

Lift is the maximum weight you can lift and carry. At maximum lift you can walk only 2 yards per round. At 1/2 maximum lift you can run at 1/4 your maximum sprint speed; at 1/4 maximum lift you can run at 1/2 your maximum sprint speed.

Throw is the maximum weight you can throw 10 yards. For lighter objects, move down the chart—for every extra Body die, you can throw it an extra 10 yards. So if you have Body at 9d, you can throw a 200-pound superhero 40 yards. Ouch.

Base Damage indicates the base damage of your hand-to-hand attacks. See Damage, page 59, for details. When wielding a weapon in hand-to-hand combat add +1 Killing damage for Body 6d to 7d, or +1 Shock and +1 Killing for Body 8d to 10d—but don't be surprised if the GM rules that the weapon breaks after the first couple of swings.

Sprint is the maximum distance you can sprint in one combat round. You can keep this speed up for your Body Stat in combat rounds without rolling. After that, with a successful Athletics or Endurance roll you can keep it up for width in rounds. You can jog at half this speed without a roll; how long you can keep it up is up to the GM.

Jump is your maximum running jump with an Athletics roll. Without a roll (or with a failed roll) you can leap half this distance. Halve all distances if you jump without running first.

Body Effects

Effects are not cumulative.

Dice	Lift	Throw 10 Yds.	Base Damage	Sprint	Jump (Length/ Height)
1d	50 lbs	6.2 lbs	Shock	8 yards (8 mph)	2 yards / 0.5 yards
2d	100 lbs	12.5 lbs	Shock	10 yards	3 yards / 1 yard
3d	200 lbs	25 lbs	Shock	12 yards	4 yards / 1 yard
4d	400 lbs	50 lbs	Shock	15 yards	5 yards / 1 yard
5d	800 lbs	100 lbs	Shock	20 yards	6 yards / 1.5 yards
6d	1,600 lbs	200 lbs	Killing	25 yards	8 yards / 2 yards
7d	1.6 tons	400 lbs	Killing	30 yards	10 yards / 2.5 yards
8d	3.2 tons	800 lbs	Shock and Killing	40 yards	12 yards / 3 yards
9d	6.4 tons	1,600 lbs	Shock and Killing	50 yards	15 yards / 4 yards
10d	12.8 tons	1.6 tons	Shock and Killing	60 yards	20 yards / 5 yards

Adding Extras to Body

With power modifiers called Extras, such as Booster and No Upward Limit, superhumans can lift much more than the base maximum; see page 122. Each instance of Booster or No Upward Limit increases all the Body Stat effects listed below. You can also add levels of the Attacks Power Quality (page 106) to Body to increase your base unarmed damage and melee weapon damage.

Body Extra	Lift	Throw	Damage	Sprint Speed	Jump
Booster	x10	x10 weight or +25 yards	No effect	x2	x2
No Upward Limit*	x2	x2 weight or +10 yards	No effect	x1.25	x1.25

** For doublings beyond Body 10d. Use the Body Effects table for increases up to the equivalent of Body 10d.*

Movement

You can figure out your maximum speed by looking at your Body Stat or the appropriate movement Miracle (see **Body Effects** above and **Power Capacities** on page 112). One yard per round is equivalent to one mile per hour.

You can move that distance in one combat round without having to roll; roll only if you're trying to beat someone else or to keep up that speed across difficult terrain. If you don't have to roll, you can move at that speed and attack at the same time without declaring multiple actions (see **Multiple Actions** on page 22).

But we recommend you keep movement abstract. There's usually no need to crunch numbers. If in doubt, just roll Athletics or a movement power and compare widths.

Physical Stat: Coordination

Coordination measures hand-eye coordination, reflexes and how well you control and maneuver your body.

Coordination Effects

Effects are cumulative.

Dice	Notes
1d	You can cross a room safely if there's nothing in the way.
2d	You play a decent game of darts.
3d	You're a great juggler.
4d	You're nimble as an aikido master.
5d	You're agile as an Olympic gymnast.
6d	You can attempt to dodge or block any attack, even gunshots.
7d	You can move so fast, you're a blur.
8d	You can catch fast objects such as arrows in flight without rolling—if they're not aimed at you.
9d	You can literally move faster than people can see.
10d	Every external muscle in your body is under your conscious control.

Physical Stat: Sense

The Sense Stat indicates how observant you are. With a high Sense Stat you have keen hearing, clear vision, and a better-than-average shot at noticing that funny burnt-almond odor before eating the poisoned date. With a low Sense you are nearsighted, hard of hearing, or generally oblivious to your surroundings.

Sense Effects

Effects are cumulative.

Dice	Notes
1d	You notice when someone's talking to you—sometimes.
2d	Loud noises wake you up.
3d	You're unusually sharp-eyed.
4d	You're an uncanny tracker.
5d	You are one with your environment.
6d	You can use your senses to compensate for each other; you can use minute sounds, the touch of air pressure, smells and taste to search a pitch-black room.
7d	With a successful roll, you can sense movement up to a quarter mile away.
8d	You can differentiate between dozens of sounds amidst a cacophony.
9d	You can see in the dark, read by touch, and identify targets by smell.
10d	It takes a Miracle (literally) to sneak up on you.

Mental Stat: Mind

The Mind Stat measures your natural intellect. With a high Mind Stat you have a better memory, quicker math skills, and a better grasp of abstract concepts than someone with a low Mind Stat.

Mind Effects

Effects are cumulative.

Dice	Notes
1d	When people call you an intellectual, you can't always tell they're joking.
2d	You can get high grades with a lot of work.
3d	You're notably bright and learning comes easily.
4d	You can have your pick of Ivy-league scholarships.
5d	You have a photographic memory (sight only) with a successful roll.
6d	You have a photographic memory (all senses) with a successful roll. If you need a clue based on something you experienced at any time in the past, it's yours.
7d	Einstein and Hawking seem somewhat childish to you.
8d	All modern theory is the equivalent of a monkey banging two stones together.
9d	You can recall with perfect clarity anything you previously sensed without rolling.
10d	You can consider intellectual problems even while asleep.

Mental Stat: Charm

The Charm Stat measures charisma, influence and diplomacy. Beauty is often a part of high Charm, but not always; there are plenty of people who are physically unimpressive but terrifically charming. With high Charm you easily draw attention, dominate conversations, sway opinions, and persuade others to see things your way.

Charm Effects

Effects are cumulative.

Dice	Notes
1d	You're a wallflower.
2d	You get along with most people.
3d	You often defuse tense situations.
4d	Any time there's a social function, you're invited.
5d	Your élan is legendary, and others struggle to win your favor.
6d	With a successful roll you can make someone want to do something otherwise completely unpalatable.
7d	You can convince anyone of anything after 5–width days of persuasion.
8d	You can convince anyone of anything in 5–width hours of persuasion.
9d	You can convince anyone of anything in 5–width minutes of persuasion.
10d	You can convince anyone of anything in 5–width rounds of persuasion.

Mental Stat: Command

The Command Stat measures your force of personality, your capacity for leadership, and your composure in the face of crisis. With high Command you remain uncracked under great pressure and people instinctively listen to you in a crisis.

Command Effects

Effects are cumulative.

Dice	Notes
1d	You are easily startled.
2d	You're a regular Joe or Jane.
3d	You're charismatic and graceful under pressure.
4d	You're a born leader and seemingly immune to stress.
5d	Your presence commands attention and respect.
6d	You don't suffer the usual penalty die from injury or distraction.
7d	You can use the Command Stat instead of Body with the Endurance Skill.
8d	You are completely immune to pain and discomfort.
9d	All your feelings and autonomic physical responses (breathing, heartbeat) are under your conscious control without a roll. You never need to make Trauma Checks.
10d	On a successful roll, you can bark an order in a voice that causes a person to obey before considering the consequences, as long as it takes no more than a single round.

Resisting Charm and Command

If you have Charm or Command of 6d or more, it's pretty easy to get unimportant NPCs to do your bidding—with enough time to work on them, a successful roll will convince them to do or believe nearly anything. Against an important character, however, you must beat the target's Stability Skill in a contest. Even if they fail, PCs and certain NPCs can expend Willpower and Base Will to resist Hypercommand (see **Secondary Score: Base Will,** page 49).

Skills

While Stats measure innate ability, Skills represent training and practice at specific tasks or subjects. You may have a great deal of innate Coordination, but you won't drive very well without knowing the basics of how cars work. In some endeavors, pure talent only takes you so far.

Skills range from no dice (no training at all) to 5d (world-class mastery)—the average Skill, 2d, represents typical training and experience for someone who uses that Skill often. Any Skill with more than 5d, or with hard or Wiggle Dice, is a Hyperskill. Only superhumans have Hyperskills.

Every Skill is governed by a Stat. Brawl is a Body Skill, while Firearms [Pistol] is a Coordination Skill. Add the Stat and Skill together to get your total dice pool.

If your Stat + Skill exceeds 10d, you only roll 10d, but those excess dice remove dice pool penalties—such as range or multiple action penalties. For example, if you have a Coordination + Ranged Weapon [Pistol] dice pool of 12d, those two excess dice above the 10d maximum remove the 2d penalty for attempting three actions at once. This is a significant advantage for large Skill dice pools.

Some Skills are more specialized than others, applying only to a particular type of action. If you have dice in the Ranged Weapon [Type] Skill, choose what type of weapon you are skilled in: pistols, rifles, shotguns, or whatever.

A basic list of useful Skills is available below, but don't feel limited to those. Nearly anything that takes time and effort to learn—a language, a trade, any useful body of information—can be a Skill. Different settings may have very different Skills!

New Skills should be fairly specialized and restricted in application; use the basic Skills as examples.

Same Skill, Different Stat

At the GM's discretion, some uses of a Skill might involve another Stat. Throwing something uses the Athletics Skill, which typically uses the Body Stat, reflecting the strength needed to throw something far. But if you need to throw it with unusual precision, the GM might call for a Coordination + Athletics roll instead. If you need to figure out how a strange new gun works, the GM might call for a Mind + Ranged Weapon [Pistol] roll.

Rolling Without Skill Dice

You can almost always attempt a Stat + Skill roll with only your Stat dice, even if you have no Skill dice at all. But with Skills that require specialized training you won't be able to do more than rudimentary tasks. How this works is up to the GM.

Say you need to make a Language [Swahili] roll and you don't have a single Swahili die. The GM might let you roll just your Mind dice to get the gist across with miming and body language—but you won't be able to communicate or understand anything in detail.

Or if you need to make a Drive [Jet Aircraft] roll to land a supersonic jet, the GM may let you roll just Coordination dice if you have someone talking you through it on the radio or if you've had a few minutes to watch how it's done. But anything fancy will be beyond you.

For Skills that the GM deems more intuitive—like Stability, Endurance or Perception—you can roll Stat dice without Skill dice with no penalty.

Body Skills

Athletics: You excel at athletic feats like climbing, jumping, swimming, running and throwing.
Block: You know how to defend yourself against hand-to-hand attacks.
Brawling: You are a bruiser and know how to attack with your hands, feet, and head.
Endurance: You can pace yourself, hold your breath, run, or resist the ill effects of environment and exertion longer than most people.
Melee Weapon [Type]: You are skilled with a particular type of hand-to-hand weapon. If you don't have dice in a particular weapon, with the GM's permission you can substitute a related weapon Skill but at a –1d penalty. *Example Types:* Club, Knife, Bayonet, Sword, Axe.

Coordination Skills

Dodge: You are adept at dodging attacks, ducking out of the way of projectiles (or catching them if they're slow), and keeping your footing when unbalanced.
Driving (Type): You can drive or pilot some particular type of vehicle. If you don't have dice in a particular vehicle, with the GM's permission you can substitute another Driving Skill but at a –1d penalty. *Example Types:* Sailboat, Car, Motorcycle, Tank, Jet Aircraft, Helicopter, etc.
Stealth: You are light on your feet and with your fingers, and know how pick pockets and remain unheard and out of sight. This typically means a dynamic contest between your Stealth and the target's Perception.
Ranged Weapon (Type): You are skilled with a particular type of ranged weapon. If you don't have dice in a particular weapon, with the GM's permission you can substitute a related weapon Skill but at a –1d penalty. *Example Types:* Crossbow, Hand Grenade, Machine Gun, Pistol, Rifle, Rocket Launcher, Submachine Gun, Tank Gun.

Sense Skills

Empathy: You have a keen sense of the emotional states of others.
Perception: You observe things that escape the notice of others.
Scrutiny: You are expert at searching for hidden or obscure things, from tracks to small clues at a crime scene.

Mind Skills

First Aid: With the proper equipment, you can treat minor wounds and help a badly injured patient survive long enough for more intensive treatment. See **Healing**, page 61.
Knowledge (Type): You have some particular area of expertise. This is a catch-all Skill that can cover just about anything not already listed. *Examples Types:* Computer Systems, Criminology, Cryptology, Demolitions, Electronics, Engineering, Forgery, Mechanics, Surgery, Archeology, Bavarian Court Etiquette.
Language (Type): You can speak, read, and write a particular language. When using a Skill that requires you to speak or understand a foreign language, you must use the lower of your Language dice pool and the regular Skill dice pool. You can always speak and read your native language without having to roll. *Example Types:* Alien Language [specified], Arabic, Dutch, English, French, German, Spanish.
Medicine: You can treat illness and wounds through surgery and long-term care if you have access to the proper equipment. This Skill can't be higher than your First Aid Skill.

Navigation: You can navigate using a map, compass, timing, instrumentation, astrogation, or dead reckoning.
Research: Finding rare or hidden information.
Security Systems: You know how to avoid, bypass, and rewire the latest in electronic security systems.
Streetwise: You know how to get by on the streets both inside and outside the law.
Survival: You are aware of the dangers and pitfalls of inhospitable environments.
Tactics: You know how to use terrain, manpower, and equipment to coordinate attacks, prepare and avoid ambushes, outguess and outmaneuver an enemy, and gain the upper hand in battles. See **Using Tactics,** page 59.

Charm Skills

Lie: You can bluff your way past obstacles and contrive convincing falsehoods.
Performance [Type]: You have an entertaining Skill and the confidence to perform it in front of large groups. If you don't have dice in a particular performance, with the GM's permission you can substitute another Performance Skill but at a –1d penalty. *Example Types:* Acting, Flute, Guitar, Public Speaking, Singing.
Persuasion: You can convince people to do what you want and to see your side of an argument.

Command Skills

Interrogation: You know the best ways to trick or coerce the truth out of a subject.
Intimidation: You can cause a person to fear you through physical or psychological threats. This usually means a contest between Intimidation and Stability.
Leadership: You can inspire, guide, calm and direct others in stressful situations.
Stability: You are not easily shocked, can function even in the most stressful or grotesque situations, and can resist psychological and physical coercion such as torture, telepathic attack, and brainwashing. See **Mental Trauma,** page 62.

Dice	Skill Level	Proficiency Example
1d	Basic training	(Athletics) Can barely dog paddle.
2d	Moderate training and some experience	(Athletics) Can throw a football 20 yards accurately.
3d	Extensive training and experience	(Perception) Can detect a tap on the phone line.
4d	Expert training	(Knowledge [Chess]) Nationally-ranked chess champion.
5d	Master (human perfection)	(Lie) Can talk your way into a military facility.
6d	Superhuman	(Intimidate) Can bully the heavyweight boxing champion.
7d	Extraordinary	(Athletics) Can leap from limb to limb 40 feet up in a tree.
8d	Astonishing	(Dodge) Can catch arrows in mid-air.
9d	Unparalleled	(Perception) Can see in near-complete darkness.
10d	Supreme	(Knowledge [Education]) Can teach any subject from memory.

Skill Options

Here are a few other approaches to handling Skills that might fit your game. These are optional rules, but they've worked well for some of our players.

Broader Skill Types: The "official" Skill list attempts to allow players plenty of room to customize their characters without requiring too much time of those who'd rather focus on powers. If you want to spend even less time on Skills, start with the "Type" Skills like Knowledge, Language and the weapon Skills. Use much broader types: Knowledge [Physical Sciences], say, instead of Astronomy, Chemistry and Physics.

Skill Specialties: A Skill specialty is a very narrow application of an ordinary Skill. It's like adding a [Type] to any Skill. If you take 2d in Performance (Guitar) and add a 3d specialty in Performance (Guitar, Rock), you get 2d ordinarily but 5d when rocking.

Skill specialties cost 1 Point per die, 2 per Hard Die, and 4 per Wiggle Die.

Occupations: This is an alternate way of handling Skills altogether. Instead of treating Skills as specialized uses of Stats, they are broad categories of learning and experience that can apply to any Stats. So you might have "FBI Agent 3d," which would give a 3d Skill bonus to any Stat roll that involves your FBI Agent training and experience—things like shooting, driving, questioning suspects, and searching for evidence. With "Billionaire Playboy 4d" you'd be expert with any Stat roll involving sports cars, yachts, making a big impression at parties, borrowing money, and womanizing.

Occupations cost 5 Points per die, 10 per Hard Die, and 20 per Wiggle Die.

Contacts: Contacts reflect relationships that your character has with useful non-player characters in the game. They use a rating called Contact (Character), which works just like a Charm Skill: You can roll your Contact dice with your Charm Stat to get some restricted piece of information or some clearance or other resource that you wouldn't ordinarily have. Each Contact is a different, specific NPC.

If the Contact roll succeeds, you don't have to make some other Skill roll later. You don't have to bluff your way past the guards, because your contact gave you a false ID; you don't have to roll Research because your contact pointed you to the right data.

You can use each Contact once per game session. If you're desperate you can push a Contact to help again in the same session, but then you can't use that Contact again until you do some significant favor for the NPC in return.

Most contacts use regular dice, but with the GM's permission even an ordinary human can have Hard Dice or Wiggle Dice in a Contact. Hard dice mean the contact is in your debt and will always attempt to comply with your request. Wiggle Dice mean the contact cares for you personally and will do anything within his or her power to help you.

Contact costs 2 Points per die, 4 per Hard Dice and 8 per Wiggle Die.

Wealth: Money makes all things easier. A Wealth rating allows you to gain bonus dice to Skill rolls by dint of superior equipment, strategic donations, hired help—anything money can do to help. You can add Wealth dice to any roll, as long as the GM approves. Since it takes time to transfer funds and make purchases, using Wealth increases the time required for the action; the exact amount is up to the GM.

You can use each Wealth die once per game session, but you don't have to use them all at once. With the GM's permission you can use a spent die again in the same session, borrowing money or other resources—but then you can't use that Wealth die again in this session or in the NEXT game session because you're paying off the debt.

With the GM's permission, even an ordinary human can have Hard Dice or Wiggle Dice in Wealth. You don't have to be a superhero to be fabulously rich.

Wealth costs 2 Points per die, 4 per Hard Die and 8 per Wiggle Die.

Secondary Score: Base Will

Base Will and Willpower are secondary scores based on your Stats. They are measured in points rather than dice: If your Base Will score is 7, it's just 7, not 7d.

Base Will defines your innate strength of character. It rarely changes. Most thinking entities have a Base Will score, but certain characters—such as robots and certain aliens—do not. Base Will is difficult to increase (see **Character Advancement,** page 55) and few characters have Base Will much higher than its starting value.

Base Will	Description
1–3	Weak-willed
4–10	Typical to above-average inner strength
11–20	Strong-willed
21+	Tremendous fotitude and drive

Related to Base Will, Willpower points are the province of extraordinary or superhuman characters. If you have a lot of Willpower, your powers are more reliable. If your Willpower is low, your abilities may fail you when you need them most. Most superhumans have both a Base Will score and a Willpower score.

Superhumans—and even ordinary humans in some circumstances—can also use Willpower and Base Will to influence events in their favor. With Willpower you have greater control over yourself and can extricate yourself from dangerous situations; and when necessary you can give up Base Will for even more dramatic impact.

Base Will equals the sum of your Charm and Command Stats. The types of dice in those Stats doesn't matter, just the number. With 3d (or 3hd, or 3wd) in Charm and 2d (or 2hd, or 2wd) in Command, your Base Will is 5. If either of those Stats goes up, so does your Base Will. You can increase it at a cost of 3 Points per point of Base Will.

Gaining Base Will Points

The only way to gain or recover Base Will points is by improving your character through game-play. (See **Character Advancement,** page 55.)

Spending Base Will

Base Will can be spent to help you resist coercion, mental trauma, and psychic attacks. Spending Base Will should always be a last resort, however, because it does not return or increase on its own; you can only get it back through character advancement. Once it's gone, it doesn't come back easily. (See **Character Advancement,** page 55.)

You can spend a point of Base Will to:

- Immediately gain 10 Willpower points.
- Increase the width of any roll by 1.
- Increase the height of any roll by 1.
- Add 1wd to any pool.
- Keep yourself alive (but comatose) for one hour, even if you've taken otherwise lethal damage to your head or torso.
- Negate the effects of a failed Trauma Check (see page 62).
- Negate the effects of mental control or coercion, such as by a very high Charm Stat (page 43) or Command Stat (see page 44) or a mind control power (see page 151).
- In some circumstances, improve a Stat, Skill, or Miracle. (See **Character Advancement,** page 55.)

Losing Base Will

You can lose Base Will if you run out of Willpower. If you hit zero Willpower points and something causes you to lose still more Willpower points, you lose a point of Base Will instead. (The amount of Willpower you would ordinarily lose doesn't matter; whether you would lose half your Willpower or a single Willpower point, at zero Willpower each such incident reduces your Base Will by one.)

Zero Base Will Points

If you normally have a Base Will score and your Base Will hits zero, it's a bad thing—it means you've reached emotional rock bottom. Nothing is right until your Base Will score is positive again.

Until you recover at least 1 point of Base Will, you suffer all the effects of having zero Willpower (page 53). In addition, you can't use your Charm or Command Stats at all. You may still use Charm or Command Skills, but roll only the Skill dice, not Stat dice.

Secondary Score: Willpower

Willpower points start equal to your Base Will, but they rise and fall as you gain or lose confidence in yourself and your abilities. You can increase your starting Willpower at a cost of 1 Point per point of Willpower.

When you accomplish goals in the game (like defeating a villain, solving a puzzle, or saving an innocent from harm), you gain Willpower. When you fail, you lose it.

You can also spend Willpower points to push yourself in a crisis, boosting your performance or shaking off harm.

Think of Base Will as the oil well, and Willpower as the oil that comes from it.

Gaining Willpower

There are several ways to increase your Willpower.

Motivation: If you do something difficult on behalf of a subject of your Loyalty (see page 53) or your Passion (page 54), you gain Willpower points.

Heroism: If you voluntarily place yourself in harm's way to protect another (and succeed!), gain a Willpower point.

Spectacular performance: If you do something particularly spectacular or gratifying, or something that boosts your character's self-esteem significantly, gain a Willpower point. (If all the players cheer, you've probably made this one.)

Natural "10": If you roll a set of matching 10s (Hard Dice and Wiggle Dice don't count!), you gain a point of Willpower. You don't even have to use the match—just knowing you could is enough.

Victory: If you subdue a superhuman in combat, you gain his or her Base Will score in Willpower points. If the one you subdue doesn't have a Base Will score—a robot, for instance—you gain the sum of its Mind and Command Stats in Willpower points. If you had help, divide the total among all who assisted.

Rest: If you get a good night's sleep and your Willpower is lower than your Base Will, you gain a Willpower point.

(Having characters regain Willpower slowly by resting serves two purposes: It makes Willpower loss a serious issue, and it encourages characters to take action in the game to regain it in other ways. If you want Willpower to be less crucial in your game, you can allow characters to regain it more quickly.)

Spending Willpower

Willpower drives achievement. Here are some ways to push yourself beyond your ordinary limits during the game.

Gift: If the circumstances are right, at any time you can "give" any number of Willpower points to another character, giving an ally the strength to do what needs to be done. Even better, you get to say how the recipient is allowed to spend the Willpower points that you donate. What makes for the "right" circumstances are up to the GM, but they often involve shouts of encouragement or working in close concert. This might require an Empathy, Leadership, or Tactics roll.

Improvement: In some circumstances you can spend Willpower to improve a Stat, Skill or Miracle. (See page 55.)

Inspiration: In the roll phase, you can spend a point of Willpower to gain one bonus die, just as if you took extra time for the action. (The two-die cap for taking extra time applies.)

Intuition: In the declaration phase, you can spend a point of Willpower to "move back" one place in the order of declarations. If your Sense Stat is 2, Intuition lets you spend a point of Willpower to declare as if you had Sense 3.

Resist influence: In the resolution phase, you can spend a point of Willpower to buy off a point of width in a power that changes your body (such as a physical transformation) or mind (such as mind control). If you reduce its width to 1, the power fails. This applies to powers that cause some major change, not ordinary attacks.

Shake it off: In the resolution phase, you can reduce the damage of an attack against you. You can spend one point of Willpower to remove one point of Shock; or you can spend one Willpower to to change a point of Killing to Shock; or you can spend

two Willpower to remove one point of Killing damage. Generally this applies to an attack that you took in that particular round, but if the GM agrees you can make an Endurance roll to shake off damage that you took earlier.

Stay alive: At any time, if you've taken enough damage to your head or torso to kill you, you can spend a point of Willpower to keep yourself alive (but unconscious) for one round.

Wake up: In the declaration phase, if you're unconscious you can risk half your Willpower to make an Endurance roll. If you succeed, you regain consciousness for width in rounds and lose only one point of Willpower. If you fail, you remain unconscious and lose half your Willpower.

Losing Willpower

Failure, defeat, and tragedy sap the morale and will of the best of us. They wreak havoc with the abilities of superhumans. There are many ways to lose Willpower:

Motivation: If you fail to support a subject of your loyalty (see page 53) or passion (page 54), you lose Willpower points.

Trauma: If you fail a Stability roll for mental trauma, you lose half your current Willpower points.

Tragedy: If a personal tragedy occurs in your life (a friend dies violently, your wife leaves you, etc.), you lose half your current Willpower points.

Defeat: If you are subdued in combat (real combat, not friendly sparring), you lose half your current Willpower points.

"Save me!": If you attempt to save someone but fail, you lose the victim's Base Will score in Willpower points.

Last point: If you have only 1 Willpower point left and some event causes you to lose half your Willpower, your Willpower drops to zero.

Zero Willpower Points

Superhuman feats are fueled by self-confidence and inner drive. When your Willpower reaches 0, your self-confidence is shot. All Hyperstats, Hyperskills and Miracles are weakened except those that are built into an external device such as a gun or a magic sword. All Wiggle Dice and Hard Dice become regular dice and all dice pools are cut in half. (Superhuman Stats and Powers that are native to your character are not affected; see **Inhuman Stats,** page 95, and **Native Power,** page 127).

Any further Willpower loss—due to failed Trauma Checks or anything else—reduces Base Will instead (see page 50).

Motivations

So, your character can do the impossible. He flies out into the world, righting wrongs. Or maybe she goes on clandestine missions, using her powers to serve the greater good. Or maybe he figures the greatest good of all is the guy looking back at him in the mirror. Now that you can do the impossible, what exactly are you going to do? And more importantly, why?

In *Wild Talents,* motivations are the things that drive your character. When you do things to support or further your motivations, you get Willpower points. When you fail to support or further your motivations, you lose Willpower points.

There are two kinds of motivations in *Wild Talents*: Loyalties and Passions. Each character must choose at least one of each.

The way it works is pretty simple. You "invest" your Base Will in your motivations. Divide your Base Will among your motivations however you like. If you want one point of Base Will in one motivation and all the rest in another, that's fine. But each point of Base Will must be invested.

The more you have invested in a motivation, the more Willpower you can potentially get from doing things on behalf of that motivation—and the more you can lose if you fail.

Classic superheroes tend to be loyal to their families and communities, and passionate about things like truth, justice, and (depending on nationality) the American way. What motivates your character?

Loyalty

Loyalty is commitment to a person, group or cause. It could be the formal duty of an oath of allegiance to your country, or it could be very personal devotion to a single person.

Using Motivations

Game moderators, pay attention here. Conflicting motivations within a character make for great roleplaying—and so do conflicting motivations between characters! If you can find a way to make one character's motivations conflict with another character's motivations, you're on your way to roleplaying gold. Take a look at their loyalties and passions, and use them as ingredients in the game's story—by making sure they are in conflict. Find ways to have each character's loyalty or passion conflict with some other character's loyalty or passion; and if that doesn't work, make a character's own loyalty and passion clash. Willpower, the fuel of superhuman powers, gives the players an immediate, palpable stake in the roles they play.

Of course, swearing an oath doesn't guarantee loyalty—but when you have loyalty as a motivation, it is a powerful force in your life whether you've sworn to it formally or not.

Gaining Willpower: You gain Willpower by supporting, serving, or protecting to subject of your loyalty, and by receiving accolades, acknowledgement of your service, or some other affirmation from it. If you're loyal to The City, you get Willpower by saving a citizen's life or having a glowing op-ed page written about you in the paper.

Be proactive! If the current action does not seem to involve the subject of your loyalty, FIND a way to involve it. Go out of your way to seek out whatever has your character's loyalty. Don't just wait for the GM to work it into the game; he has enough on his plate already.

The amount of Willpower you gain is up to the GM, and depends on the circumstances. A minor triumph is worth one or two points of Willpower. A truly spectacular achievement might gain you a number of Willpower equal to the Base Will that you have invested in the loyalty. In any single game session, you can't gain more Willpower from supporting a motivation than you have Base Will invested in it.

Losing Willpower: You lose Willpower by attempting to serve your loyalty and failing. The amount of Willpower you lose is up to the GM and depends on the circumstances. A minor failure loses you one or two Willpower. A catastrophic failure might lose you Willpower equal to the amount of Base Will that you have invested in the loyalty.

You also lose Willpower by by letting opportunities to show your loyalty pass by. If you have a chance to do something on behalf of the subject of your loyalty, and you don't bother, you lose a point of Willpower.

Passion

A passion is something that drives you personally. It could be art, romance, wealth, or fame; whatever it is, people who are dedicated to their passions tend to achieve great things—and also tend to leave their obligations to others behind in the process. Passions and loyalties tend to conflict.

Gaining Willpower: You gain Willpower by fulfilling your passion in some measure. If your passion is fame, you gain Willpower when you see yourself in the news or sign a book deal. If your passion is art, you gain Willpower by having your work published or exhibited. If your passion is romantic conquests—well, you get the idea.

The amount of Willpower you gain is up to the GM, and depends on the circumstances. A minor success is worth one or two Willpower. A truly spectacular achievement can gain you a number of Willpower equal to the Base Will that you have invested in the passion. In any single game session, you can't gain more Willpower from pursuing a passion than you have Base Will invested in it.

As with loyalties, it's up to you to find ways to involve the subject of your passion in the game. Take charge of what your character does, and always consider the reasons, and whether they serve his or her motivations.

Losing Willpower: You lose Willpower by attempting to fulfill a passion and failing. As with loyalties, the amount that you lose is up to the GM and depends on the circumstances. A minor failure costs you one or two Willpower; a catastrophe might cost you Willpower equal to the amount of Base Will that you have invested.

And as with loyalties, you lose Willpower by letting an opportunity to pursue your passion pass you by. If you have a chance to pursue it and you don't bother, you lose a point of Willpower.

Character Advancement

Developing your character over time is half the fun of roleplaying. Characters gradually get better at Skills, Stats and even powers. A character that begins as a neophyte crime fighter can develop over several game sessions into the scourge of the underworld. Three things let you advance your character: Experience Points, Willpower points, and (sometimes) Base Will.

The GM gives Experience Points at the end of a game session as a reward, representing how well your character did in the trials and tribulations of the game.

Willpower points are the fuel of superhuman abilities—in a crisis they can be "cashed in" to improve existing Stats, Skills, and powers.

Base Will is your essential drive and determination, and it can sometimes be a catalyst for dramatic change.

Gaining Experience Points

Experience Points (or XP) reward the players and help them build their characters. It's the GM's responsibility to distribute Experience Points fairly.

Every time a player shows up and plays in the game, his or her character earns one Experience Point.

At the end of each session, the GM gives out bonus Experience Points as he or she sees fit, up to one per player. Usually a bonus point is given to the player who best stayed in character, or who had the best ideas, or otherwise best supported everyone else's good time. This is also a good way to reward characters with significant disadvantages—the blind superhero whose player remembers not to get a clue from a bulletin board, or the traumatized veteran who plays a flashback for all it's worth. It's also a good way to help a character who just needs to catch up with the others.

Finally, at the end of each session the players all vote to give out one more Experience Point democratically. Hand out slips of paper if you want to make it anonymous. If there's a tie, the Experience Point is not awarded.

(Players, play fair! "Politicking" for votes—"you vote for me this session, I'll vote for you next time"—is a good way to miss out on GM-given bonus Experience Points!)

Disadvantages

There's no end of problems that can plague your character but which aren't reflected in the rules for Archetypes and powers. What if your character is blind? What if he can't walk? What if he has a bad reputation? What if he's got tuberculosis?

Wild Talents doesn't give you extra character Points for those things. Sorry. Really, the list is just too long, and if we start giving Points for one or two of them we'll have to devote a whole chapter to all the rest, and nobody wants that. Nobody on our staff, anyway.

If your character has some drastic limitation—blindness, deafness, asthma, a lousy PR staff—here's what you do. Write it down on your character sheet in the "Disadvantages" space. Tell the GM and the other players. Then play to your weakness.

If your accurate playing of your disadvantage actually causes you or your companions some trouble in a game session, the GM can give you a bonus Experience Point at the end of that session.

If your character's legally blind, don't roll Perception to spot the clue in the corner. If that means your group misses the clue—or if it causes an irritating delay to send

backup because the others forgot that they left the blind guy in charge of searching the room—you get a bonus Experience Point.

And if you have more than one disadvantage, and you manage to have major problems with each one, you can get even more Experience Points.

If this all sounds a lot like license to screw over your fellow players and friendly NPCs just to get a few extra XP, well, in a way, that's exactly what it is. Cultivate your sense of mischief and have some fun.

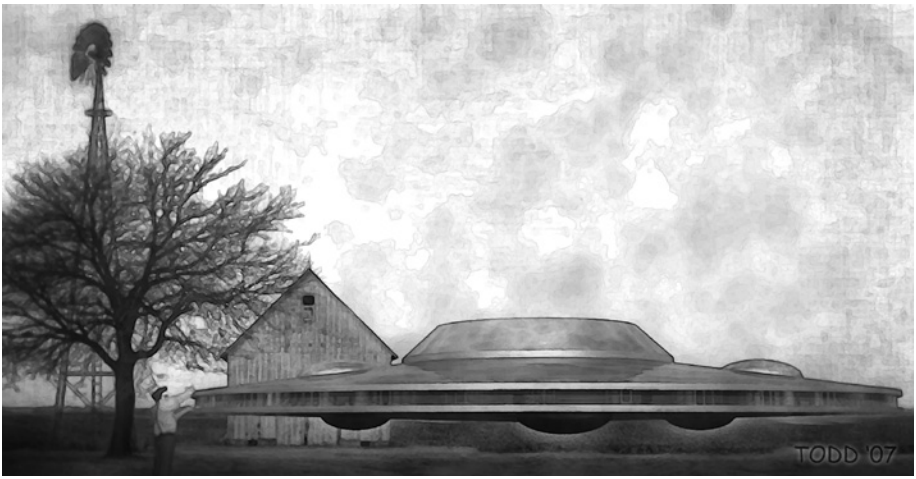
Between-Game Development: Spending XP

Most character advancement takes place after a game session has ended, when the GM says your character has some down time to practice and reflect. This requires Experience Points, which you can use only between games. With Experience Points, any amount of advancement is possible.

Advancing with experience requires some catalyst such as practice, training, or exceptionally powerful motivation. That means you can spend Experience Points to improve a Stat, Skill, Base Will, or a power that you've been attempting to use regularly in play (successful use is not required—just consistent attempts). You can also gain a new Skill or improve a Stat or Skill if you get serious training in it.

Or, lacking practice or training, with the GM's permission you can improve any Stat, Skill, or power (but not Base Will) by spending 1 Base Will on top of the Experience Points, representing an overwhelming drive to reach beyond your limitations.

The cost of advancing with Experience Points is the same as buying the Stat, Skill, or power in character creation.



In-Game Development: Spending Willpower

You can improve your character while actually playing the game by spending Willpower points. This change is instantaneous. There are restrictions, however.

First, you can only increase a single ability (whether a Stat, Skill or Miracle) by 1 die (of any type) per game session.

Second, you can only do it during a crisis. A particularly hard workout or sparring match with your teammate isn't good enough; only a genuine, everything-on-the-line, impending-catastrophe kind of crisis will do.

Third—and this is the big one—it costs 1 Base Will to make the change, in addition to the Willpower cost of the improvement.

The cost is the same as during character creation; if your Miracle normally costs 3 Points per die, it costs 6 Willpower to improve it by 1hd during play.

To "upgrade" dice costs the difference between the current die cost and the new die cost: To change that same 3-Point Miracle from 4d to 3d+1wd—upgrading 1d to 1wd—costs 9 Willpower, the difference in cost between 1wd and 1d.

New Powers and New Meta-Qualities

With Mutable Meta-Quality (see page 99) and the GM's permission, you can gain an entirely new power. How you explain the new power is up to you and the GM—perhaps through spontaneous mutation, an experiment gone wrong, or as a natural development from whatever gave you superhuman powers in the first place. ("As you suspected, the radioactive serum seems to be interacting with your existing mutations in strange ways. . . .")

Buying a new power costs 1 Base Will per die or level purchased plus the usual Willpower or Experience Point cost of gaining the dice.

With the GM's permission and the Mutable Meta-Quality, you can purchase new Meta-Qualities for your Archetype. Making such a fundamental change to your character is very expensive—you must pay the Meta-Quality cost in Base Will points. You can invest in a new Meta-Quality, however, spending Base Will over time until you have paid the entire cost.

Characters Without Will

If you have the No Base Will Meta-Quality (see page 99), you have no Base Will and no Willpower. This means you can use Experience Points to improve, but not Willpower or Base Will. You lack the drive to improve or change your abilities during play or to develop entirely new powers—unless someone who has Base Will helps you along.

A character who has Base Will and Willpower can gift enough of it to you (see page 51) to allow you to improve, but there's a big limit to such a gift: The character making the gift chooses how you can use the Willpower.

Here's where we get into some of the most important rules in the game—the things that can injure or kill your character. Because combat and other threats change the game so drastically, the rules for them are quite specific.

Sure, it may be important for you to reroute the heliship's power with your Control [Electricity] Miracle, but usually you don't need to know the details—just whether it worked or not. But if some goon is trying to plug you with a sniper rifle, you need to know exactly when and where he does it.

The Three Phases of a Combat Round

Each round of combat is broken into three phases: declare, roll, and resolve. When all three are done and every character in combat has acted, the next round begins and the cycle starts all over again.

1) Declare

Describe your character's action. The character with the lowest Sense Stat declares first, because a character with a higher Sense is more aware of what's going on in the fight and is better able to respond. Non-player characters declare in order of Sense just like players. If two characters have the same Sense Stat, use the Perception Skill and the Mind Stat (in that order) as tiebreakers.

When you declare, make it short and specific. That doesn't mean you can't make it dramatic. "I smash the guy in the face" is the same action as "I'm glad you emptied your gun at me, 'cause now it'll be warm when you eat it!" but one is a little more engaging than the other. If you're doing something special—dodging, attempting two things at once, aiming at a specific body part, helping a teammate with some action, or using a martial arts maneuver—say so now.

2) Roll

Each character rolls the dice pool appropriate to the declared action—usually a Miracle, a Stat, or a Stat + Skill dice pool. Since all characters have already declared their actions, all roll at the same time and figure out their actions' width and height.

3) Resolve

The character with the widest roll always acts first. If two sets are equally wide, the taller roll goes first. All actions are resolved in order of width. If five characters roll 5x5, 3x6, 4x6, 2x3 and a 3x10, their actions are resolved in the following order: 5x5 first, then 4x6, then 3x10, then 3x6, and then 2x3. This means any action wider than your roll happens before your action—even if you're trying to dodge or defend against that attack. If it's wider, it happens before you can act or react.

When an attack hits, it immediately inflicts damage. If you suffer any damage before your roll is resolved, you lose a die out of your tallest match—since being punched, stabbed, or shot is very, very distracting. If your set is ruined (reduced to no matching dice), the action fails, even if you rolled a success. You lose a die every time you take damage.

That's all there is to a combat round. Everyone says what they're doing, they roll, actions happen in width order, and then it starts over again.

Damage

Damage in *Wild Talents* is specific. When you're hit, a single roll of the dice tells you exactly where you're hit and for how much damage.

Types of Damage

There is a world of difference between getting punched in the gut and getting stabbed there. A punch aches and bruises, but unless you're pummeled for a long while you're unlikely to suffer any lasting harm. Being stabbed or shot is entirely different—your internal organs are re-arranged and exposed to all kinds of germs, viruses, and pollutants. Damage that penetrates the skin is serious.

In *Wild Talents* there are two types of damage: Shock and Killing.

Shock damage shakes you up and can be dangerous in the short term, but is usually shaken off quickly. It represents blunt trauma, concussion, shallow surface cuts, or light bleeding.

Killing damage is just what it sounds like—damage that can quickly end your life. It represents puncture wounds, deep cuts, organ trauma, ballistic damage, heavy bleeding, or burning. Sometimes Killing damage is reduced to Shock damage due to armor or other effects; when this is important, 1 point of Killing damage is equivalent to 2 points of Shock.

Hit Location

The location of an injury is usually much more important than the amount of damage; given the choice between having someone stomp on my foot or my face, I'll pick the foot every time.

If you take a wound for both Shock and Killing damage, always apply the Killing damage first, then the Shock.

Once all the wound boxes in the head are filled with Shock damage or a mix of Shock and Killing, you're unconscious. If your head boxes fill with Killing, you're dead.

Using Tactics

The Tactics Skill is a great way to simulate a team leader's ability to turn the tide of battle. Two common uses are ambushes and combat leadership.

Ambush

With proper time to scout the surroundings and find places to hide his team, the leader can make a Tactics roll to spring a surprise attack. This is a dynamic roll against the Tactics roll of the other side's leader.

If the ambushing leader wins, all characters on the ambushed side can't act in the first combat round. In the second round, each ambushed character must seek cover immediately or else make a Trauma Check. If it fails, it has the usual disastrous results (page 62). If it succeeds, the character can take whatever action he or she wants.

Combat Leadership

A smart, savvy leader can make any team more effective. The key is teamwork—the combat leadership bonus is available only for teams that train and fight together regularly. If in doubt, it's up to the GM.

Add the width of the leader's Tactics roll to teammates' Sense Stats for the declaration phase only, so they can declare later than usual. This bonus lasts width in rounds.

This is a regular combat action; doing anything else in the same round requires multiple actions.

When your torso fills with Shock or a mix of Shock and Killing, your Body and Coordination are reduced by 4d each until you recover at least 1 point of Shock. If your torso is filled with Killing, you're dead.

When a limb is filled with Shock damage or a mix of Shock and Killing, you can't use it to perform any Skill or action. If it's a leg, your running speed is cut in half; if it happens to both legs, your movement is reduced to 0.

If a limb is filled with Killing, it's seriously damaged and may never be as good again. The GM decides the exact effect based on the nature of the attack and injury and the quality of medical care you receive. Maybe it reduces Stat + Skill rolls using that limb by –1d because it never quite heals properly, or you lose a wound box from that location permanently; or the attack might cut it clean off.

Once all wound boxes in a limb fill with Killing, any further damage to that limb goes straight to the torso.

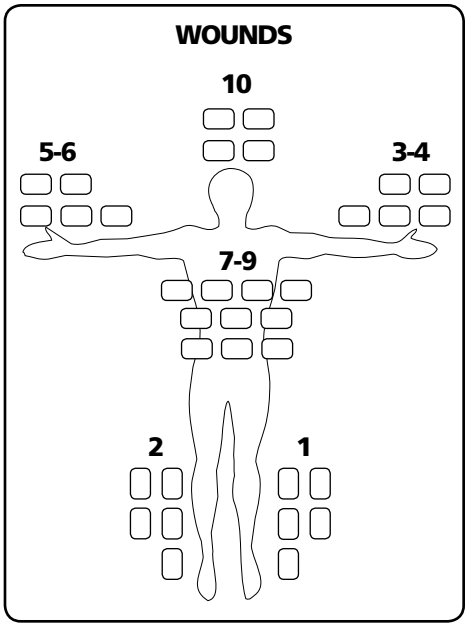
At the GM's discretion, any serious injury may call for a Trauma Check (page 62).

EXAMPLE: A fanatic from the End Gang kicks The Red Scare with a 3x5. That does width in Shock damage, so The Red Scare takes 3 Shock to hit location 5, his right arm. The next round, another End Gang thug stabs The Red Scare with a big knife that inflicts inflicts width in Killing, rolling 3x6. The Red Scare suffers 3 Killing damage, again to the right arm. He started with 5 wound boxes on his right arm, so 2 of the 3 Killing points fill the 2 empty wound boxes. The third point of Killing damage is divided between two of the three boxes that already have Shock. The Red Scare's mauled right arm now has 4 Killing and 1 Shock inflicted on it—it's so badly hurt it can't be used. One more point and it might be unusable forever!

The Damage Silhouette

Every character sheet has a damage silhouette with a bunch of wound boxes representing how much Shock and Killing damage a character can sustain. On a normal human, the damage silhouette is shaped like a human body, with hit locations split into legs, arms, torso, and head. The height of an attack roll determines which hit location takes the damage.

If you're hit, mark off a wound box for each point of damage sustained. If it's Shock, put a single diagonal line through each box. If it's Killing damage, put an "X" through each box.



When new damage strikes a hit location, fill unmarked boxes first, if there are any. Shock damage becomes Killing if all a hit location's wound boxes are filled. Once all the wound boxes are marked with Shock, any further damage to that location is automatically counted as Killing damage.

Healing

Damage is nasty stuff, so you're naturally wondering how to get rid of it.

Healing Shock Damage

Shock can be healed with the First Aid Skill, if you have the right tools—a complete first aid kit with bandages, splints, and painkillers usually does the trick. The character performing first aid makes a First Aid roll with the total amount of damage in the hit location as a difficulty number, up to a maximum of 10 (so if a limb has 2 Killing and 4 Shock damage, the difficulty is 6). Each successful use of the First Aid Skill heals a number of Shock points equal to the width of the roll; a failed roll, however, inflicts 1 point of Shock.

First aid can be used once per wound. To keep track, simply put a check mark next to the hit location each time you take a wound and erase it when you get first aid.

First aid can never heal Killing damage—only real medical treatment can do that.

Shock can also be healed with rest. Every game day, if you get a good night's rest, you recover half the Shock damage on each hit location (if you have only 1 point of Shock on a location, it heals completely).

Healing Killing Damage

Killing damage takes a lot longer to heal. Short of some kind of superhealing Miracle, it can only be cured by serious medical attention—meaning surgery and a hospital stay, or prolonged bed rest.

When you get real medical treatment, the doctor must roll Medicine; the First Aid Skill does not apply. The procedure converts a number of Killing points to Shock equal to the height of the successful roll.

With modern equipment it takes 5 – width hours; with more advanced technology it might take less time, and with primitive techniques it might take longer and entail a grave risks of infection. Each hit location is treated with a separate operation.

You can also recover Killing damage with extensive bed rest. For each week of complete rest, 1 point of Killing is converted to Shock on each hit location. If it's in

Hard Dice and Location

Hard dice are powerful but inflexible—they're always set at 10. That usually means an attack with two or more Hard Dice automatically hits a target in the head. If the head is behind a wall or otherwise inaccessible, you can only hit if you roll a match to hit an uncovered location with other dice in the dice pool. Your Hard Dice attack is simply too instinctively lethal for you to change it consciously; that's what Wiggle Dice are for.

If this quirk of Hard Dice irks you, see the options for fixed dice and expert dice on page 20; these options allow you to pick any hit location to "marry" to the Hard Dice, or to even switch which hit location they target before you roll.

Optional Rules: Damage

Tired of getting your head knocked off at inopportune moments? At the GM's discretion, you can try some of these damage options to make life more livable.

Wound Shift: You can spend Willpower to change the hit location of a wound before taking the hit. It costs the width of the attack in Willpower to change the roll's height by 1, up or down. This does not affect the height of the attack roll in any other way (you can't use wound shift to make it miss altogether), and it can only be done immediately, during the resolve phase of the same combat round.

Die Hard: Increase the ratio of Shock to Killing damage. Instead of 2 Shock to 1 Killing point of damage it's 3 to 1, or even 4 to 1. This makes characters far more resistant to non-lethal damage.

Nothing But Shock: Change all Killing damage directly to Shock. An attack that inflicts 4 Shock and 4 Killing instead does 8 points of Shock. Additionally, Shock damage "bleeds" from limbs to torso before being converted to Killing; only if both the limb and the torso are filled with Shock does further damage turn the limb's Shock boxes to Killing. This is perfect for four-color games of the "superhero cartoon" variety, where a hero can take a serious beating before there's any risk of serious injury.

Four-Color Recovery: This option allows important characters to recover from Killing damage more quickly than usual even without medical treatment. If all Shock damage on the character has healed, once a day pick a hit location and roll Body + Health, with the total Killing damage on the location as a difficulty number (to a maximum difficulty of 10). If the roll succeeds, 1 point of Killing becomes 1 point of Shock.

a hospital, roll the doctor's Medicine or equivalent dice pool and convert width in Killing to Shock instead.

Mental Trauma

Combat isn't just hard on the body—it can be devastating to the psyche. And, unfortunately, so can many other things. Witnessing an atrocity such as innocents being gunned down; watching a disaster unfold without being able to help; undergoing torture (or committing it); murdering a helpless victim (even an evil one!); taking massive damage; staring instant death in the face; any of these can cause mental trauma. Any time your character suffers some terrible fright, threat, or injury, you must make a Trauma Check.

A Trauma Check is a Stability Skill roll. If it succeeds, you suffer no ill effects. If it fails, you have a choice to make.

You can remove yourself from the action immediately—whether it's by simply refusing to do whatever triggered the check, or by turning tail and running, collapsing in a heap, or going all glassy-eyed; the exact response is up to you—and lose half your current Willpower.

Or you can tough your way through it, doing whatever you were trying to do, and lose all your current Willpower.

If you have a Base Will score but no Willpower—most humans who don't have powers are in this camp; so are Talents who run out of Willpower—you lose 1 Base Will if you tough it out, none if you collapse or flee. If you run out of Base Will, things get very bad, very quickly; see **Zero Base Will Points**, page 50.

Moral Choices

A Trauma Check is required for torturing or murdering a helpless victim

because, well, those actions cause terrific psychic trauma to the one who does them. Committing murder is harder on the human mind than nearly anything else. It takes extensive training or indoctrination to make most people inured to cold-blooded murder, no matter how just their cause.

Unless the GM says otherwise, that means lots of Command or Stability dice—that's most likely in professional soldiers and snipers—or a Base Will of 0, representing a cowardly butcher who murders out of fear, with no scruples left to violate.

Of course, there are certain people, called sociopaths (or psychopaths), who don't have this built-in inhibition against murder—even mass murder. Literally inhuman monsters, too, may have no compunctions about it. The GM may decide that such characters can murder without risking mental trauma, but such characters should suffer suffer grave penalties to Empathy rolls. An automatic gobble die seems appropriate, making it impossible to make an Empathy check unless the character rolls a width of three or an extra set.

We don't recommend including player characters in that category. Not that they aren't free to commit atrocities, but there ought to be a choice involved, a risk, a sense that they may have to give something up if they keep doing it. Murder should matter.

If the GM allows it, when you face a Trauma Check for committing some violent act, you can make the roll before you actually commit the act. That gives you a chance to back away, a moment to choose your course. If you don't commit the act, you don't suffer the penalty for a failed Trauma Check. If you commit the act anyway, you suffer the psychic consequences.

Primitive Medicine: If your game takes place in an era before the wonders of antibiotics and soap, healing can be a tricky business. Each time you take Killing damage, put a check mark next to the hit location. If the damage was from a puncture wound, circle the check mark as a reminder. If the Killing damage isn't healed within 24 hours, make an Endurance roll at Difficulty 2 (or 4 if it's a puncture wound). If you fail, the wound becomes infected and all natural healing ceases. An infected wound takes 1 Shock immediately. Damage from infection does not heal with rest and cannot be relieved with First Aid or reduced with Willpower. After infection sets in, you can attempt the same Endurance roll once per day to fight it off and begin to heal normally. If it fails, you take 1 Shock each day. If all else fails, somebody can amputate the infected limb; a First Aid or Knowledge (Medicine) roll keep you from bleeding to death.

Attacking Willpower

Attention, villains! Characters with superhuman powers are vulnerable in one way that they can rarely defend: Their Willpower. If a superhuman runs out of Willpower, all his or her powers suffer (see page 53).

So how do you reduce an enemy's Willpower? You hit them in the motivations—their loyalties and passions. (See page 53.)

A superhuman who fails to support, uphold or protect the subject of a loyalty or passion loses Willpower. The more important it is to the character, the more Willpower can be lost. Hit them where they live, and it might leave them too weak to fight back when you hit them for real.

Armor

Armor is any substance that protects against physical attack. Anything that absorbs any amount of incoming damage is, by definition, armor.

In *Wild Talents* armor comes in two flavors, light armor and heavy armor. Light armor provides a Light Armor Rating (LAR) and heavy armor provides a Heavy Armor Rating (HAR).

Light Armor (LAR)

Light armor represents most personal body armor, from bulletproof kevlar to medieval chainmail. It does two things. First, it reduces all Shock damage from the attack to one point. Second, it transforms a number of Killing damage points equal to its LAR to Shock.

So let's say you have LAR 3 and you get hit by an attack that does 6 Shock and 6 Killing damage. The LAR reduces the Shock damage to 1. Then it changes the 6 Killing to 3 Shock and 3 Killing. You take a total of 4 Shock and 3 Killing.

If you have LAR 3 and you get hit for 6 Killing, with no Shock damage, the LAR changes it to 3 Shock and 3 Killing.

If you have LAR 3 and get hit for 6 Shock, with no Killing, the LAR changes it to 1 Shock.

Heavy Armor (HAR)

Heavy armor works a little differently. Heavy armor represents a rigid barrier that simply stops an attack cold without transferring any of its force to you. HAR 1 is equivalent to 1/2" solid steel or a reinforced concrete wall.

Heavy armor is very rare in personal armor because it's so bulky, but the heaviest forms of modern combat armor include half-inch steel plates in the torso that have HAR 1.

Heavy armor reduces the width of an attack roll—not the damage, the actual width of the roll—by its HAR. If the attack's width drops to 1 or less, it fails to inflict any damage at all.

Damage from a threat that doesn't depend on the width of an attack roll—the Area damage from an explosive, for example—is stopped entirely by Heavy Armor, unless it's the kind of threat that wouldn't be stopped by something like a sheet of solid steel. Heavy Armor is great at protecting you from shrapnel; it's not as good against suffocation.

Reducing width rather than damage makes HAR very much an all-or-nothing sort of protection. If a weapon is capable of punching through that much armor, it'll do nearly full damage to whatever is on the other side.

Of course, the fact that it affects width means that it's possible—not likely, but possible—for an ordinary attack to roll so well that it bypasses your HAR altogether. Maybe the attack just happened to hit a tiny gap in the barrier, armor, or bulletproof skin, with results as if it had a heavy weapon's ability to pierce armor. Exactly how you describe it is up to you, but you have to respect an attack with that much luck, or that much superhuman skill behind it.

(And if you don't like the idea of lucky shots piercing HAR, there's an easy fix: Just say that rather than reducing width, HAR blocks all attacks that don't have a Penetration rating capable of piercing it.)

Penetration

Some weapons and powers have a Penetration rating. Each point of Penetration reduces HAR and LAR by one. If you have both HAR and LAR, a single point of Penetration reduces both of them. This makes heavy armor very much an "all or nothing" sort of protection; if the attack has such penetration that it pierces the armor, it inflicts full damage. If not, it inflicts no damage.

However, some forms of armor are hardened against Penetration. This is rare outside of powers, but hardened armor is not reduced by weapon Penetration. The only way to defeat hardened heavy armor is to make an incredibly lucky attack—roll a massive width—and the only way to defeat hardened light armor is to hit with a weapon that does a large amount of damage.

Armor, Cover, and Hit Locations

Modern body armor typically offers protection from hand-to-hand attacks on all hit locations, and limited protection from firearm attacks to particular hit locations, such as the head and torso—but it's only useful if an attack hits a protected location. If you're wearing a helmet and you're shot in the leg, the attack is obviously not blocked.

Similarly, sometimes you're shooting at someone that's hiding behind something with an armor rating. Shots that otherwise might hit concealed hit locations strike the cover first.

See page 86 for a summary of armor values for various objects and barriers.

If you're shooting a target with only his head and arms showing, your shots hit the cover unless you manage to hit his head (location 10) or one of his

arms (locations 3 or 4). Even if you miss an exposed hit location, any damage that makes it through the armor is inflicted on the target normally.

By the way, a human body is equivalent to HAR 1. The victim being used as cover takes full damage from the attack.

Stacking Armor

You can stack different types of body armor—heavy armor with light armor underneath, for example, or light armor with heavier pieces built into it. Damage is absorbed in the order they're stacked—so if you wear heavy armor on top of light armor, the HAR protects you first and whatever damage is left over is blocked by the LAR.

Modern body armor is too bulky to allow much stacking: You can't wear more HAR points on your whole body than you have Body dice and still move around and fight effectively. Each point of HAR in excess of your Body subtracts one penalty die from your Coordination while wearing the armor.

Add the HAR together for each hit location separately. Note that it's the armor rating of the location that matters, not the size of the hit location—a reinforced Kevlar vest with HAR 1 counts as 1 point, even though it protects three hit location numbers on the torso.

This does not apply to armor created by superhumans using magical or super-strong materials.

Hand-to-Hand Combat

Fighting hand-to-hand—whether it's superhuman kung fu, a laser-sword duel, or just rolling around in the mud—is a battle between opponents with the vague goal of "getting the upper hand." It's a messy business. Strength, speed, and aggressiveness are everything.

Hand-to-hand attacks use the Body Stat and whatever Skill is appropriate: Brawling to strike or grapple unarmed, or Melee Weapon to hit with a weapon. As usual, the height of your roll determines the hit location—roll 3x1 and you hit the guy in the leg—while width determines initiative (who goes first) as well as damage.

A hand-to-hand attack is a static roll. Trying to block one is a defense roll, which is an opposed roll against the attack roll. See page 24 for details.

Damage for hand-to-hand attacks is based on your Body Stat (see **Body Effects,** page 41, for details). Hand-to-hand weapons increase this damage, depending on how effective and deadly they are; they're described on page 84.

Special Maneuvers: Hand to Hand

As with noncombat special maneuvers (page 22), you can declare one of these special maneuvers instead of an ordinary attack. Attempting one of these moves causes you to lose a die from your dice pool before rolling.

You may attempt more than one special maneuver in the same action, but—unless the maneuver's description says otherwise—you can't use the same special maneuver more than once with a single action.

Called shot: Set one die to any value before rolling the rest. See page 67.

Careful attack: If your attack ordinarily does Killing damage, inflict Shock instead.

Choke: Called shot to head, or pin first; 1 Shock per round. See page 68.

Daze: Target suffers width in penalty dice for width in rounds.

Determined attack: Ignore a botch result. See page 18.

Disarm: Make a called shot with difficulty equal to the target's Body. See page 67.

Escape: Beat opponent's roll to escape a pin; see page 68.

Fast attack: +1 width for speed or initiative purposes only.

Feint: Make a Lie roll vs. target's weapon Skill. Target loses a die from highest set; you gain +1d to your next action against that target.

Knockdown: Target falls down, takes 1 Shock, and must spend one round (or one action with an Athletics roll) to get back up.

Multiple actions: If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.

Powerful attack: +1 width for damage or "impact" purposes only.

Shove: Target loses a die from highest set and moves back a few steps.

Vicious attack: If your attack ordinarily does Shock damage, inflict Killing instead.

Wrestle: One Shock; knocks you and target down; target pinned. See page 68.

Aiming

By taking your time and waiting for the right opening, you can improve your chances of hitting: For every combat round spent setting up your attack, add +1d to your dice pool. You can't take any other action while aiming, or add more than +2d in this fashion. And if you're distracted (i.e., you have to roll another dice pool) or injured (i.e., you suffer any damage) while aiming, the bonus is lost.

Called Shots

Just getting the edge on an opponent in hand-to-hand combat is hard enough—trying to hit a specific body part is truly tricky.

Here's how it works: Drop one die from your dice pool because it's so much harder to target a specific hit location. (Remember, you lose Hard Dice first, then regular dice, and only then Wiggle Dice.)

Next, fix a die in your remaining pool to the hit location you're hoping to hit.

Now roll the remaining dice. If you come up with a set, you hit. If you score a set with the fixed hit location die, you hit that particular location.

The most popular hand-to-hand called shot is the knockout—a jab or blow to the head of a target (hit location 10) in an attempt to knock him unconscious. Be careful, though—if the target's head fills with Killing damage, that's it, he's dead.

Another popular attack is choking, which also involves a called shot to the head. See **Choking and Strangling** on page 68.

Disarming

If someone's coming at you with a weapon, you're probably going to want to knock it away. Good luck.

Roll your attack at a –1d penalty and with the target's Body Stat as a difficulty number. If you succeed, you do no damage but force the target to drop the weapon.

If you succeed and your roll's width exceeds the target's, you can choose to either knock the weapon away or snatch it for yourself. If you snatch it, you can use it normally the next combat round.

If you're trying this unarmed and you fail to beat the target's width and the weapon has an edge, it does 1 point of Killing to whichever limb you're using to disarm.

If that seems harsh, just remember that when someone's trying to use a sword on you there's not much to grab but the pointy bits.

Wrestling and Pinning

Many fights end up with both fighters rolling around on the asphalt, each looking to hold the other guy down. To pin someone, first announce that's what your doing in the declare phase. Then make a Brawling roll. It inflicts 1 point of Shock to the indicated hit location and knocks the target down. The target is now pinned until he escapes.

When pinned you can't dodge or take cover, and you can't attack anyone—including using firearms or attack powers—except the character that pinned you. Even worse, while you're pinned any hand-to-hand attack against you gains +1d.

You remain pinned until one of three things happens:

• Your attacker declares he's doing something else and lets you go.

• Your attacker is knocked out or killed.

• You beat your attacker's roll in a dynamic contest with your own unarmed combat dice pool. You can attempt this once per round.

Choking and Strangling

Smothering, choking, and drowning are all the same thing: First you can't breathe, and then you pass out from lack of oxygen and die. To choke someone, make a Brawling roll and declare a called shot to the head. It inflicts 1 point of Shock immediately and another point of Shock to the head each round, until one of the following happens:

• You declare that you're doing something else.

• You take damage from any source.

• The victim beats your unarmed attack roll in a dynamic contest with his own unarmed combat dice pool. The victim may attempt this roll once a combat round.

If you pin your opponent first, you can begin choking him with any successful unarmed attack roll—you don't need a called shot to location 10. But if you attempt a choke and fail, the target automatically escapes your pin.

Strangling works just like choking, but it cuts off the flow of blood to the brain instead of just air. Strangling inflicts 2 points of Shock to the head per round and requires the "vicious attack" special maneuver or some form of garrote.

Sneak Attack

Any time you attack someone who doesn't know he's going to be stabbed or clubbed, things are a lot easier. Add +1d to your dice pool in addition to any other bonuses, including bonuses for aiming. That's one of the benefits of shooting at someone that isn't screaming, dodging, or firing back. You can combine this with special maneuvers; called shots and the "powerful attack" maneuver to gain bonus damage are popular with sneak attacks.

If you're sneaking up on a minor NPC, the victim is probably a minion (page 75); that makes the sneak attack even more effective.

There are three downsides. First, a sneak attack with a weapon that inflicts Killing damage is usually cold-blooded murder, and as such it triggers a Trauma Check.

Second, the only way to make a sneak attack is to actually sneak up on the victim, and that requires a Stealth check, in a contest with the victim's Perception roll, the round before you launch your attack.

Third, actually attacking someone is usually pretty noisy, since they tend to scream and thump around. To keep being sneaky while you do the deed, you need multiple actions: one for the attack, and another for Stealth.

Knockback!

Knockback is the fine art of knocking an enemy across the parking lot with a powerful attack. A hand-to-hand attack does knockback if the attacker has six or more Body dice. A power does knockback if it has at least six dice and a mass Power Capacity (see page 110). If the power has multiple capacities, such as both range and mass, only the portion of the dice pool dedicated to mass count toward knockback.

Mundane, non-powered attacks can inflict knockback as well, but only if it's an impact from an object (such as a vehicle) with at least twice as much mass as the target.

If an attack inflicts knockback, it sends the victim flying a number of yards equal to its total Shock and Killing damage.

If knockback slams you into a wall or another character, you and the impediment each take impact damage (page 87). Determine the damage using the total knockback distance (as yards per round) minus the distance you traveled before the impact. If you take 10 yards of knockback and slam into a wall three yards away, you and the wall each take impact damage from a speed of seven yards per round.

If the target is more massive than a typical character, reduce the knockback. For game purposes, a typical character weighs 125 to 225 lbs, or 50 to 100 kg. For each doubling in mass beyond 100 kg., subtract two yards of knockback. For a lighter target, add two yards to knockback for each halving in mass below 50 kg.

If you don't want to get knocked back by an attack, announce that you're resisting knockback in the declare phase. It doesn't take a roll—just subtract your Body Stat in yards from the knockback distance when figuring knockback. However, standing there and soaking up punishment is not fun. Each die of Body you use to resist knockback adds 1 point of Killing damage to the attack.

Circumstance	Knockback Modifier
Dice beyond 6d	+2 yards per die
Booster Extra	+6 yards per instance of Booster
No Upward Limit Extra	+2 yards per x2 mass capacity
Heavy target	–2 yards per x2 mass beyond 200 lbs (100 kg)
Light target	+2 yards per 1/2 mass below 100 lbs (50 kg)

Ranged Combat

The nasty thing about getting shot at is that once the bullet is in flight, there's not much you can do about it. Bullets are fast; people are slow. The first clue many people get that they're being shot at is the sensation of hot lead plowing through their flesh.

Gunfire is a static roll, and usually the target can't even attempt to avoid it with an opposed action. If you shoot, you either hit or you don't. Don't want to get shot? Get behind cover before the shooting starts. See page 73 for details.

To keep every fight from stagnating into endless repetitions of "I shoot him. I shoot him. I shoot him," there are various tactical options that skew your chances a bit. As always, these options must be chosen during the declare phase of combat, before you roll. Most of these rules can be used for any distance attack—be it a Stinger missile, a Harm [Fire Blast] Miracle, or a bow.

Special Maneuvers: Ranged Combat

You can declare one of these special actions instead of an ordinary attack. Attempting one of these moves causes you to lose a die from your dice pool before rolling.

You may attempt more than one special maneuver in the same action, but—unless the maneuver's description says otherwise—you can't use the same special maneuver more than once with a single action.

Called shot: Set one die to any value before rolling the rest. See below.

Determined shot: Ignore a botch result (page 18).

Fast shot: +1 width for speed or initiative purposes only.

Powerful shot: +1 width for damage purposes only (thrown weapon only).

Multiple actions: If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.

Suppressing fire: Force possible targets to keep their heads down. See page 71.

Aiming

By taking your time and sighting your target carefully, you can improve your chances of hitting. For every combat round spent squinting down the barrel at the target, add +1d to your dice pool. You can't take any other action while aiming, or add more than +2d in this fashion. And if you're distracted or injured while aiming (i.e., you have to roll some other dice pool, or you suffer any gobble dice), the bonus is lost.

In addition to normal aiming, shooting or attacking a large or stationary object at close range automatically grants a +2d bonus to the attack. After all, it's simple to shoot a house at 20 feet—much easier than a shooting gibbering alien that's spitting acid.

Called Shots

Sometimes you want to shoot a target in a specific body part. This is known as a called shot. It works pretty much the same as with hand-to-hand attacks, but at a distance.

There are three steps to making a called shot. First, drop 1d out of your dice pool. Second, take one of the dice in your pool and set it to the number of the hit location you're targeting. Third, roll the remaining dice and look for a match with the die that you set—if you match it, you hit that location.

If you manage a match without matching the chosen hit location, you still hit the target, just not in the right place.

Let's say you have a 6d Ranged Weapon [Pistol] dice pool and you're trying to

shoot a criminal in the right leg. Drop a die, leaving 5d in your pool, and place one of the dice at hit location 2—the right leg. The remaining 4d come up 4, 3, 3, and 1. You miss the right leg, but the 2x3 manages to hit the left arm.

Sometimes you want to call a shot at an object worn or held by a target, not the target itself—like the fuel tank on a flamethrower, a mystic amulet, gadget, or doomsday device. In that case, make a called shot for hit location 9.

Multiple Shots and Spray Attacks

Sometimes you fire more than one shot at someone (or at more than one person). With weapons designed to fire once per combat round (like many pistols or rifles) this is handled by the multiple actions rules (see **Multiple Actions** on page 22)—in other words, it's very hard to pull off.

Any firearm that doesn't have the Slow quaity can be fired rapidly to gain a slightly better chance of hitting. This gives you a +1d bonus to your roll, but uses up a number of shots equal to your dice pool. You can get only a single hit this way—use only one set—but you can combine this with multiple actions and other special maneuvers.

Automatic weapons such as machine guns are built to make multiple attacks, and they have a large advantage—they have a Spray rating measured in dice that you add the your dice pool (see **Spray,** page 82). With a Spray weapon you don't lose the usual penalty die for attempting multiple actions. Any and all matches that come up are hits.

You can't combine a Spray attack with any special maneuvers, including aiming or other actions—if you spend a turn aiming and decide to use a weapon's Spray dice, the extra die from aiming is lost.

Spray attacks use a number of bullets (or energy charges, or whatever) equal to the number of dice in your pool (including the Spray rating); if your Ranged Weapon + Spray pool is 9d, you shoot nine shots in a single combat round.

Automatic weapons are inaccurate at long range. A Spray weapon suffers a gobble die for its range penalty at long range, and TWO gobble dice at extreme range.

Usually you can attempt a Spray attack only against a single target or targets that are right next to each other. If they're spread out, you can attack one at a time or you can attempt suppressing fire.

Suppressing Fire

Suppressing fire means you're putting as much lead as possible (or laser power or whatever) in the general direction of a target. The intent of suppressing fire is to make the enemies keep their heads down (and more importantly, their guns), but a lucky hit is always possible. Most nonplayer characters use suppressing fire whenever possible, since it can prevent several enemies at a time from attacking.

Instead of the Ranged Weapon dice pool, roll a flat 2d plus your weapon's Spray rating. You can attempt a suppressing fire roll with any ranged weapon that doesn't have a Slow rating.

Each character in the targeted area who's not behind cover must roll a single die. If that die comes up the same as the height of one of your sets, that character is hit in the indicated hit location for normal damage.

In addition, every potential target must either seek cover the following round or make a Trauma Check (page 62). Once under cover they can act normally again, but until they find cover they must do their best to go to ground or else face the Stability roll.

Unless the GM says otherwise, suppressing fire empties a weapon's ammunition.

EXAMPLE: The vigilante Gunmetal unloads her machine gun (Spray 4d) in the direction of a dope-peddling street gang, using suppressing fire. She rolls 2d for suppressing fire + 4d Spray, for a total of 6d. Her dice come up 3x6. Each of the gangsters rolls 1d. One of them comes up 6, matching the height of Gunmetal's roll. So he takes a hit at width 3 to the left arm. The next round, all the gangsters must dive for cover or make Trauma Checks.

Sniping

Any time you shoot at someone who doesn't know he's going to be shot at, add +1d to your dice pool in addition to any other bonuses, including bonuses for aiming. That's one of the benefits of shooting at someone that isn't screaming, dodging, or firing back. The downside is that sniping is usually cold-blooded murder, and as such it triggers a Trauma Check.

Range

The default attack roll assumes short range. Because *Wild Talents* is abstract, "short range" covers a lot, and differs from weapon to weapon.

Weapon ranges are listed in yards. Short range is anything up to and including the listed range. Long range is more than the listed range. Extreme range is anything more than double the listed range.

Maximum range is usually unimportant—a miss is a miss—but for the record, most guns have an effective range of less than a mile.

For details on weapons and their effective ranges, see page 85.

The range to the target modifies the attacking dice pool:

Short range: Your dice pool is unaffected.

Long range: Reduce your pool by one die.

Extreme range: Reduce your roll by one gobble die.

Movement

Moving while making a ranged attack is an excellent way to not hit your target. If you move less than half your maximum speed, your dice pool takes one penalty die. If you move more than half your maximum speed, your roll takes one gobble die.

Throwing Large Objects

Throwing something heavy at an enemy is pretty simple. Roll Athletics to attack. You inflict damage based on your Body Stat just like a hand-to-hand attack, regardless of the size of the object. A character with 9d Body does width in Shock and Killing with a thrown rock or a thrown Dumpster; the Dumpster may be bigger than the rock, but it's going a lot slower.

Throwing a large object has advantages. If it's big enough to cover more than one hit location of the target, you can hit with multiple sets in your roll even if you didn't declare multiple actions.

Also, each point of HAR on the object gives it a point of Penetration when used as a projectile.

So if you nail a thug with a Dumpster (HAR 1) and roll 2x7 and 3x10, he takes damage to the torso and the head and each hit is at Penetration 1!

Defense Rolls

Most people don't like being hit, stabbed, or strangled, and the attack rules assume the target is trying his or her best to avoid it while still trying to get an attack in. But there are some times when you don't care about attacking back—you just want to survive. Here's how "getting the hell out of the way" works in *Wild Talents*.

There are three ways to actively defend against an incoming attack: dodging, blocking or defending with a power.

Dodging uses the Dodge Skill. It applies against melee attacks and most ranged attacks.

Blocking uses the Block Skill. It applies primarily against melee attacks; you can use it to block ranged attacks only with GM approval.

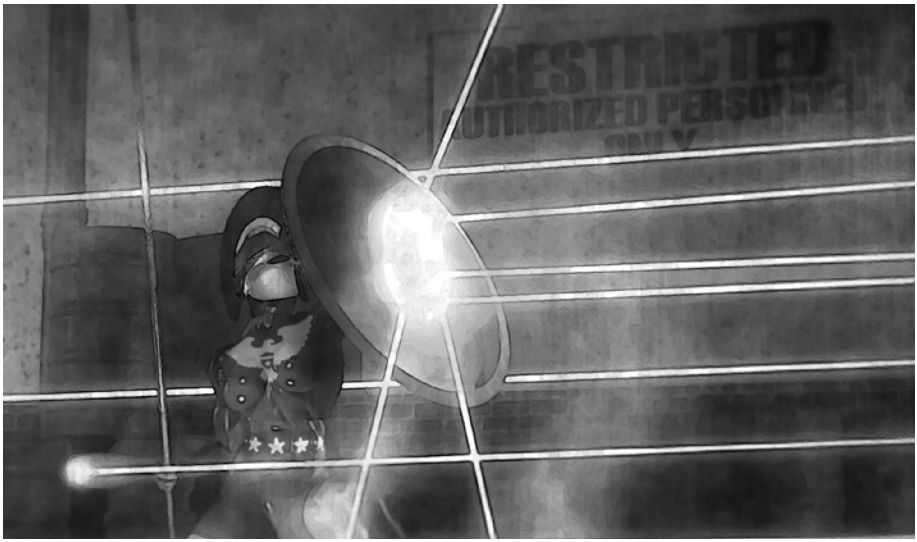
Defending with a power requires the "Defends" Power Quality and uses the power's dice pool. For example, if your Create [Ice] power has the Defends quality you could block an incoming attack with a sheet of ice.

A defense roll is a combat action. To defend and attack in the same round requires multiple actions.

Defending is always an opposed roll (see page 24): Your dodge, block or power roll attempts to remove dice from the attacker's set or sets. Unlike a standard opposed roll, however, you can use gobble dice from a defense roll against more than one attacker, as long as your defense roll's width and height match or exceed the width and height of each attack.

For example, let's say two enemies attack you with sets of 2x4 and 2x7, and you defend with a 2x8. Your width matches that of the each set, and your height exceeds their heights, so you can gobble dice from both sets: Your two gobble dice remove one from each set, turning them both to misses.

If the attacks were 2x4 and 3x7, on the other hand, your 2x8 defense could disrupt the 2x4 but could not gobble any dice from the 3x7, because its width is greater than yours—that attack happens too quickly for you to defend against it.



What Can I Block and Dodge?

If you're out in the open, you can defend against any attack that you can see coming. Roughly speaking, this means hand-to-hand attacks, relatively slow projectiles, and most superpower attacks. If an attack is faster than an ordinary thrown object but slower than a bullet—a manhole cover thrown by a character with Hyperstat (Body), for instance—it's up to the GM.

You can use a defense roll to protect another target, if you're close enough that the attack could have hit you instead. If you block, it deflects the attack as usual; if you dodge, you can dodge into the attack so it hits you instead (ouch). With a power, the result depends on the nature of the power.

Dodging Bullets

If someone shoots at you with a gun or some other weapon too fast for the eye to follow, your options are a little narrower. If there's some kind of cover nearby, and you know the attack is about to come, you can try to dive behind the cover for protection before your enemy takes the shot. This requires a Dodge roll, and the cover must be close enough for you to sprint to it in one round. Any further than that and you're out of luck; the shooter might take a penalty die because of your movement, but that's it.

If you dive for cover before the enemy fires—your width is greater, or else your width is the same but your height is greater—then you get behind cover before the attack happens. If the cover is thick enough, you might be safe.

If you have a power that might block bullets, you can roll it and hope for the same thing—that it activates before the gun fires.

There's no way to use Brawling or Melee Weapon to block an attack as fast as gunfire unless you have a shield or something that you can use for partial cover. If you're carrying a shield or something equivalent, you can roll Melee Weapon to bring it up and provide cover for some of your hit locations. See Shields, below.

The exception, of course, is a character with superhuman reflexes and agility. If you have six or more Coordination dice, you can attempt to dodge or block even gunfire or laser beams: You're so agile that with a successful roll you can twitch out of the line of fire too quickly for the attacker to aim; you get to make a defense roll against any attack.

Blocking: Good News and Bad News

There's one disadvantage particular to blocking, and one advantage.

First, you can safely block an attack that does only Shock damage. If you block an attack that does Killing damage, however, you automatically take one point of Killing to your hand-held weapon, if you have one, or to one of your arms, your choice. If you block an attack that does both Shock and Killing damage, you automatically take one point of Shock and one point of Killing. Unless you have armor on your arms, you're better off dodging deadly weapons, or stopping them with a defensive power, than blocking them with your bare hands.

The advantage to blocking is that you can combine it with melee attacks easily. If you attempt multiple actions using block and a melee attack, you don't suffer penalty dice; but at least one of your rolled sets must be used to block.

So if you have an 8d Body + Brawling pool and a 7d Body + Block pool and you want to both punch and block, you'd roll 7d: that's the smaller of the two dice pools, but you don't lose a die. If you roll only one set, you must use it to block. If you roll two sets, use one to block and the other to attack.

Shields

Shields help you block attacks, whether you're using a riot shield or a good old Viking round shield. If your Block roll succeeds, you get the usual benefits of blocking plus a little more: You can designate two or more hit locations to be covered by the shield for the rest of the round.

The number of hit locations covered depends on the size of the shield. A modern riot shield protects any four adjacent hit locations—arms, torso, and head, maybe; or torso, one arm and both legs. A medieval shield protects two or three adjacent hit locations. Any attack that hits a location covered by the shield must break through the shield's armor before it can damage you; most shields have LAR 2 or 3.

Minions and Mass Combat

Whether it's a gang of thugs or a platoon of trained soldiers, at some point you're going to have a lot of minor NPCs to handle, and not enough time to give them each a separate dice pool. We call those minor characters "minions." Each of them is a separate character with his or her own goals and sense of self-preservation, but they're not the major decision-makers of the game.

In the game, each group of minions gets its own single dice pool that represents the actions of all of them. Roll that one pool, and each set that comes up is a successful action by one of the minions.

What constitutes a group of minions is not too precise. It's about a dozen; probably no more than two dozen or fewer than half a dozen. If there are many more than that, split them up into two or more groups, each with its own dice pool.

Declarations and Dice Pools

A group of minions must declare one action each round. Minions always declare first in a combat round, regardless of their Sense Stats.

In the Roll phase, they roll 1d per minion, up to the usual limit of 10d.

In the Resolve phase, minions can use any and all sets that come up in their roll. The highest set must be used on the declared action. Extra sets can be used however the player running them—usually the GM—sees fit.

Why don't minions get more dice? Because people are not perfectly efficient. In any given round many of the minions are waiting for orders, taking stock of the situation, making a great show of aggression and action while keeping their heads down, yelling for help while hiding in cover, reloading, being dazed or stunned, and so on. So they get 1d per minion, and that's it.

Minion Ratings

Before you use a group of minions in combat, you need to decide three important things about them: Their quality, their arms, and their armor. These are averages; you don't need to decide the quality and equipment of every single minion, just one overall rating that defines them as a group.

Quality: There are four quality ratings for minions: Rabble, Trained, Professional and Expert. Rabble are untrained civilians. Trained minions have a little training or experience; many soldiers, with a several months' training but only a few years in service, fall into this category.

Professional minions have a great deal of training and experience; they are reliable veterans. Expert minions have exceptional training and experience—they are SWAT

team members and special forces.

Minion quality determines how easy it is to demoralize them (see Attacking Minions, below), and how hard it is to lead them (see Leading Minions, below). It also determines how well they do at skilled actions outside combat. Since minions are pretty abstract in play, one overall "quality" ratings serves for all those qualities—minions who are well trained tend to have better morale and are usually more prompt to follow orders. If you want more detail in your minions you can separate Quality into distinct ratings.

Minion Quality	Command	Skill	Demoralization
Rabble	Difficulty 8	Difficulty 10	Difficulty 2
Trained	Difficulty 6	Difficulty 8	Difficulty 4
Professional	Difficulty 4	Difficulty 6	Difficulty 6
Expert	Difficulty 2	Difficulty 3	Difficulty 8

Damage: You don't need many details about your minions' equipment. For weapons, they have three possibilities: Either they inflict width in Shock damage (using unarmed attacks, clubs, thrown rocks, whatever's at hand); or width in Killing damage (using knives, swords and other dangerous hand weapons, or bows or javelins in some settings); or width in Shock and Killing (using guns).

Armor: Most minions have no armor. If they have flak jackets or bulletproof vests, they're rated with LAR 1. If they have helmets and plate-reinforced jackets, they have LAR 2. Generally, minions have heavy armor only if they're in armored cars or tanks.

Damage Types	Armor Types
Width in Shock (fists, sticks, bricks)	None
Width in Killing (knives, swords, bayonets)	LAR 1 (light body armor)
Width in Shock and Killing (guns)	LAR 2 (reinforced body armor)

Minions Outside Combat

The usual minions rule—roll one die per minion—works fine for situations where numbers are an advantage, like combat, crowd control, guard duty, ditch-digging and shouting matches. They're great at blunt force. They do much worse when called upon to perform some tricky, skilled action, and worst of all when numbers are an impediment rather than an advantage.

When you call upon minions to perform with particular skill and numbers are an advantage—constructing a high-tech piece of machinery; canvassing a neighborhood to persuade and charm rather than intimidate; pursuing quarry through tough terrain; researching some obscure text—apply the Skill Difficulty rating from their average quality. If the minions are rabble, they must roll height 10 to succeed; if they're expert they must roll height 4.

When minions have a task where numbers are an impediment or where numbers simply don't help—sneaking around; deciding on the right tactical course of action; interviewing or interrogating a single subject; jumping over a gap—minions automatically fail. They don't even get to roll.

If minions have powers—they have powered armor, maybe, or are all low-powered Talents—their powers work the same as Skills, with the difficulty set by their quality.

Master Minions

There's one big exception to the rule that minions can't succeed where numbers are an impediment: expert minions with a particular area of special skill. If the minions are so good at a particular Skill that their numbers shouldn't count against them—ninjas and Stealth, for example—they have a "Mastery" with that Skill. Minions must be of expert quality in order to have a Mastery, but not all expert minions have one. It's up to the GM.

Instead of automatic failure, minions get an automatic success at the action where their Mastery applies. The width of the success is 2. The height of the success is 6 minus one for every five minions in the group (round down). If numbers bring the height to zero, they lose the automatic success and it becomes an automatic failure.

For example, if a gang of 15 ninjas (expert minions; Mastery: Stealth) is sneaking into an office building, their Stealth check is an automatic success with a height of 3 and a width of 2. If there are only seven of them, their Stealth height is 5 and its width is 2. With 30 ninjas, their Stealth height goes to zero and is no longer a success.

Minions and Extended Contests

Use the "Minions Outside Combat" rules for minions in extended contests. Obstacles, however, tend to slow minions down even more than they impede individual characters. Any time a group of minions attempts to overcome an obstacle and fails to match or beat its difficulty, they lose that difficulty rating in minions from the group. If a group of 10 minions tries to overcome a Difficulty 3 obstacle and fails, they lose three minions and have seven left.

If the minions choose not to try to overcome the obstacle—they sit out that turn to avoid it—they lose none of their number.

Minion Attacks

Minions can attempt the same actions as other characters. They can attack, they can wrestle and restrain, they can even dive for cover. Minions facing superheroes or supervillains love to take cover.

Minions with firearms always use suppressing fire. Individual NPCs with guns may use either direct fire or suppressing fire, of course, but minions use suppressing fire—it's likely to make the enemy take cover and stop shooting back, after all.

If a group of minions use a defense roll, it applies to any attack on a minion in that group; the minions don't have to declare that one particular minion is getting the benefit of the defense.

All the usual dice penalties and effects apply to a minion dice pool: For example, any attack on a gang of minions that inflicts damage removes a die from the gang's highest set as they pause, stumble, or back away in fear.

Attacking Minions

Don't keep track of damage on minions. They have exactly two states: Either a minion is in the fight, or he's out of commission.

An attack on a minion that does three or more points of Shock damage past armor, or any Killing damage past armor, or any damage to hit location 10 past armor, takes the minion out of commission.

"Out of commission" can mean whatever the GM thinks it should mean: Maybe the minion is knocked out, or huddled in a ball cradling his hurt leg, or running for cover after a near miss, or maybe—if the attack did Killing damage—badly hurt or even killed.

Sample Minions

You can add these to nearly any game.

Typical Thugs/Untrained Militia

Quality: Rabble
Difficulties: Command 8, Skill 10, Demoralization 2.
Damage: Shock (fists), Killing (knives), or Shock and Killing (guns)
Armor: None

Trained Soldiers

Quality: Trained
Difficulties: Command 6, Skill 8, Demoralization 4.
Damage: Shock and Killing (guns)
Armor: LAR 2

Police or Veteran Soldiers

Quality: Professional
Difficulties: Command 4, Skill 6, Demoralization 6.
Damage: Shock (fists, nightsticks, tasers) or Shock and Killing (guns)
Armor: LAR 1 or 2

Special Forces, Behind the Lines

Quality: Expert
Difficulties: Command 2, Skill 4, Demoralization 8.
Damage: Shock and Killing (guns)
Armor: None
Mastery: Stealth

Honest-to-God Ninjas!

Quality: Expert
Difficulties: Command 2, Skill 4, Demoralization 8.
Damage: Killing (poison darts, spears, bows, knives, swords, and deadly ninjitsu)
Armor: None
Mastery: Stealth

In addition, any time you take one minion down there's a chance other minions decide they've had enough. An attack on minions has a demoralization difficulty rating based on their average quality. If you do enough damage to take the target out of commission, and your attack roll beats the demoralization difficulty, instead of affecting just that one minion it takes width in minions out of commission: The one you attacked and others who flee or go to cover and stop attacking.

If the attack roll is a success but does not beat the demoralization difficulty, it affects just the one minion.

Finally, when more than half of the minions in a group are out of commission, the rest automatically flee.

EXAMPLE: More than a dozen thugs armed with knives and lead pipes attack the superhero Old Glory. Old Glory lays into them with his antique saber, attempting multiple actions, and between that and his Lucky Strike power he gets three sets of 2x5. The thugs are rated as "Trained," so the difficulty against them is 4, which Old Glory's attacks beat at height 5. That means each of his attacks takes width in thugs out of commission, half hurt or killed and half running for it. Old Glory's sword slashes and flashes, and in a single round three thugs fall and three more turn and run.

Minions and Stability

If minions are faced with a Trauma Check, they roll it as a skilled action: Roll 1d per minion with their Skill Difficulty rating as the difficulty. If they get no matches, they fall apart and run for the hills in a panic, one and all; every last one of them is considered

out of commission. The only way around this is if they have a leader who immediately succeeds with a Prevent Rout action (see Leading Minions, below).

If the minions get even one success, however, they all keep performing normally. Minions, like men fighting together in any group, can hold each other up in the face of terrific danger.

Leading Minions

The leader of a group of minions can act on his or her own, or attempt to improve the minions' performance (or both, with multiple actions). One leader can be in charge of multiple groups of minions, but each group requires a separate action by the leader to command them. To give more than one order, or orders to more than one group of minions, requires multiple actions.

The difficulty of a command action depends on the minions' quality.

Here are some common commands, with the Skill rolls they require.

Combat Leadership: Leadership Skill. Add width in dice to the minions' dice pool for one round.

Prevent Rout: Leadership or Tactics Skill. Prevents the minions from fleeing after half of them are out of commission or after they suffer a failed Trauma Check.

Rally: Leadership Skill. Return width in minions who are out of commission back to the fight.

Seize Initiative: Tactics Skill. Next round, the minions declare their actions at the same time as their leader.

Surprise Attack: Tactics Skill, in a contest with the best Tactics Skill among the enemies (if in doubt, the GM decides). At the beginning of combat, the minions get one round to act in which the enemy can take no actions. Any successful attack on the enemy counts as suppressing fire, forcing each enemy to either seek cover or make a Trauma Check. A surprise attack is not an option after combat has begun.

Sergeants and Officers

One overall leader can issue instructions to multiple subordinate leaders, each of whom can command one group of minions, if you have that many minions and good enough organization and communications. The overall leader tells the subordinate what to do, and the subordinate makes the roll to lead the group of minions.

Issuing an instruction to a subordinate leader takes one combat round, but it doesn't require a roll unless the GM feels the subordinate leader has some reason to balk at the orders, such as being poorly trained or facing impossible or suicidal orders.

In the modern military, leaders of individual groups of minions are typically non-commissioned officers such as sergeants and corporals, while the overall leaders who command the NCOs are officers such as lieutenants and captains. Higher-ranking officers then tell the lieutenants and captains what to do.

Danger! Danger!

With a little creativity, you can use the rules for minions for a wide range of threats. If the player characters are in a danger room loaded with deadly robots and traps, or a raging volcano with lava and spitting rocks, or a deadly swamp with snakes and alligators, give the whole place a 10d roll just like a gang of minions to represent its threats

and challenges. Maybe it attacks, or maybe it tries to block a character's action, or tries to immobilize one, or what have you.

You can do the same thing with a robot factory gone berserk, a burning building, or a treacherous swamp, any treacherous environment that seems to actively oppose whatever the heroes are trying to do. Set the damage rating and decide whether the hostile environment is tough enough to have an armor rating, and you're set.

Weapons and Objects

Wild Talents abstracts the properties of equipment, armor, and weapons into a number of qualities—general concepts that define the game effects of the object or device—such as Heavy Armor, Light Armor, Penetration, Area, Burn, Slow, and Spray. We discussed armor on page 64; here's how *Wild Talents* handle weapons and objects.

Weapon Qualities

Most weapons do damage in the ordinary way—you attack with a Skill roll and the weapon does width in Shock damage, or width in Killing damage, or both.

But some weapons do more damage than others, and some have special properties, like being able to penetrate armor or exploding over a certain radius. Weapon qualities define what a special weapon can do: Area, Burn, Daze, Penetration, Slow and Spray.

Area

A weapon with the Area quality explodes when it hits, inflicting extra damage to the target and everything within a 10-yard radius. (At the GM's discretion, the radius for a particular explosive may be larger than 10 yards.)

The Area quality is measured in dice. The specific target of the attack takes the normal weapon damage. In addition, the target and every character within the radius takes 2 Shock to every hit location.

Finally, the target and every character in the radius rolls a number of dice equal to the weapon's Area rating during the resolve phase of combat. Each die indicates the hit location that suffers 1 point of Killing. Don't look for sets here—just take the damage from each die on the appropriate hit location.

Sample Weapon	Area Dice
Stick of dynamite	2d
Hand grenade	3d
Light antitank rocket	4d
Rocket-propelled grenade	5d
Tank cannon	7d
Heavy antitank rocket	9d
Artillery shell	10d
Low-yield neutron bomb	10hd
10-megaton nuclear blast	20hd

EXAMPLE: The Red Scare is caught in an Area 3 explosion. He suffers 2 Shock to each hit location, and rolls a 1, 3, and 10 on the three Area dice. He takes 1 point of Killing damage each to his right leg (location 1), right arm (location 3), and head (location 10).

If the initial attack misses, the Area dice don't get rolled at all—the attack goes wide and explodes harmlessly.

What if you're in the Area attack's

radius and you don't want to get blown up? Well, your options are limited.

If you declared a movement action of some kind, and it happens before the explosion, and you move far enough, you might wind up outside the radius.

Otherwise, you can attempt a "Diving for Cover" roll using Dodge. You still must declare it and it still must succeed before the explosion. If you succeed, reduce the explosion's Killing damage by the width of your roll.

If the attacker declares the Area attack after you already declared your action, and you didn't happen to declare "Diving for Cover," I'm afraid you're out of luck.

If you're the GM and a bunch of NPCs get caught in an Area blast, you may want to roll the dice just once and apply the same results to every character. This means that they all take the same damage to the same hit locations, which is unrealistic—but it's a lot easier than rolling 3d over and over for each NPC.

Burn

The Burn quality has no points or dice pool associated with it—it simply takes effect. Targets damaged by a Burn weapon are on fire.

When a Burn weapon strikes, it does normal damage. In addition, every hit location of the target except the head is now on fire and takes 1 point of Shock damage.

Burning hit locations suffer an additional point of Shock damage each round until the fire is extinguished. Typically, only full immersion or lack of oxygen will do it—most fire-based military weapons use a sticky fuel that is particularly difficult to extinguish.

Any target set on fire must make a Trauma Check once per round to

avoid panicking. A target that panics may do nothing except run around swatting at the flames.

The Burn quality can also be used to simulate other threats that stick with you, such as acid or even a swarm of insects. Just describe it differently.

Daze

There are many "less than lethal" weapons out there designed to incapacitate without killing. Sensory or nerve impulse attacks—such as a flashbang grenade or an electrical stunner—overwhelm the target's nervous system, inflicting width in penalty dice on all the target's dice pools. The effect lasts width in rounds. Chemical attacks such as tear gas or pepper spray have the same effect, but it lasts width in minutes.

At the GM's discretion, a daze effect can be resisted with an Endurance roll, or may only take effect if the attack damages the target.

Penetration

Penetrating weapons are designed to pierce armor. Their effectiveness is measured in points. They reduce both the HAR and LAR of a target by their Penetration rating before applying damage, for that attack only. (However, if a penetrating weapon is explosive—it has an Area rating—and reduces the armor rating of an object or armor to zero, it eliminates that object's or hit location's armor rating permanently.)

Slow

A weapon with the Slow quality can't be fired every combat round. Instead you must spend a number of rounds equal to its Slow rating to prepare it before you can fire again. Most modern weapons require a single combat round to reload all ammunition, then you must spend the Slow rating in rounds preparing to fire.

Spray

Spray weapons are designed to fire very rapidly and "spray" an area with bullets or blasts—they are fully automatic or possess some other factor making it easy to fire at many targets at once. A shotgun firing dozens of pellets and a machine gun spraying hundreds of bullets per minute are both Spray weapons. The key difference is their performance in suppressing fire. A fully automatic weapon like a machine gun adds its Spray rating to the suppressing fire dice pool; a manual or semi-automatic Spray weapon like a shotgun does not. (A fully automatic weapon should get about one Spray die per 300 rounds per minute firing speed.)

Spray weapons can make multiple attacks (see page 22) with no dice-pool penalty. Instead, add the weapon's Spray dice to the dice pool for the attack roll. Each set is a successful hit by the weapon, inflicting normal damage.

If you are performing multiple actions (firing while diving for cover, for instance), you still roll the lower of the two dice pools, but don't suffer the normal multiple actions penalty.

Most Spray weapons fire a number of bullets each round equal to the number of dice rolled, including Spray dice. (The exception is a weapon like a shotgun that gains a Spray rating for individual shots.)

Most Spray weapons can either be fired as single-shot weapons or as Spray weapons; unless the weapon description says otherwise, you can choose (in the declaration phase of each round) how much of the Spray rating to use in each attack.

Basic Weapons

Weapons do different amounts as well as different types of damage. Some weapons cause only Shock, some only Killing, and some a combination of both. All are based off the width of the attack roll. Damage is listed in shorthand: Width+1 in Shock and Killing is W+1 in SK. Width in Shock + 1 Killing is W in S+1K. Got it?

Advanced Firearms

The basic weapons chart is abstract—a rifle is pretty much a rifle, a pistol a pistol. Not all guns are the same, however, and even two weapons of the same type (such as two different types of machine guns) may be more or less effective in combat. If you're interested in more realism and detail, use the advanced weapons charts.

First find the weapon type's base damage on the basic weapons chart, then find the ammunition type (see **Firearms and Rockets,** page 85) for modifiers.

Damaging Objects

What happens when you inflict damage on an inanimate object such as a pistol, house, helicopter, or aircraft carrier? How much damage can an object suffer before it's inoperable or destroyed? Good question.

Objects in Wild Talents have wound boxes, just like people have wound boxes, representing how much punishment they can stand before they're destroyed.

Just like characters, damage beyond the object's armor rating fills up its wound boxes with Shock or Killing damage. When an object's boxes are filled with Shock damage, it's inoperable (or that location of the object is inoperable). If it's a computer, for example, it's broken; if it's a room of a house, it's uninhabitable.

Once an object is filled with Killing damage, it's demolished beyond repair.

Particularly tough objects have HAR. Less-durable objects have LAR, but light armor works slightly differently for objects than it does for characters. On an object, remove all the Shock damage entirely—don't leave one leftover point—before converting the LAR in Killing damage to Shock.

Very large objects like vehicles and structures have multiple hit locations, each with its own wound boxes ("tires," "engine," "passenger cab," and so on). It's up to the GM to assign hit locations, and to decide whether each location has the full armor rating of an object, as well as what happens to it when a location is damaged or destroyed. Damage to an engine or motor probably disables the vehicle; damage to a crew, passenger or cargo compartment may cause damage to occupants instead of damaging vehicle wound boxes.

Generally you should give an object an HAR rating based on its material, and five wound boxes per hit location, unless a hit location is particularly small or fragile.

In the case of a very thick barrier like a bunker wall, each location represents a section of the wall's thickness. For any thickness up to one yard (one meter), just use the barrier's heavy armor rating; for anything beyond that HAR breaks through the barrier and damages whatever is on the other side. If the barrier is thicker than that, give it the same HAR plus ten wound boxes per yard or meter of thickness.

Blowing Things Up

Area weapons are particularly good at destroying structures and vehicles. When an Area weapon scores a hit on a vehicle or structure and does damage past its armor, all Area dice are focused on that specific hit location, not rolled normally.

Basic Weapons

Weapon	Damage (and Qualities)
Fists and feet	W in S
Taser	W in S + daze
Club, brass knuckles	W+1 in S
Baseball bat	W+2 in S
Knife, shovel	W in S + 1 K
Piano wire	As strangling (page 68) but damage is Killing
Large knife	W in K
Axe, spear, sword	W+1 in K
Compound bow	W+1 in K
Pistol	W in SK
Submachine gun	W in SK (Spray 3)
Shotgun	W+1 in SK (Spray 3)
Carbine	W+1 in SK
Rifle	W+2 in SK
Assault rifle	W+2 in SK (Spray 4)
Machine gun	W+2 in SK (Spray 5)
Laser pistol	W+2 in K (Penetration 2)
Plasma pistol	W+1 in SK (Burn, Penetration 1)
Hand grenade	W+1 in SK (Area 3, Penetration 2)
Rocket-propelled grenade	W+1 in SK (Area 5, Penetration 3)
Tank cannon	W+6 in SK (Burn, Area 7, Penetration 5)
Field artillery	W+7 in SK (Burn, Area 10, Penetration 6)
Bunker-buster bomb	W+10 in SK (Burn, Area 10, Penetration 7)

Advanced Ammo Qualities

Cartridge	Damage
Rifles, Machine Guns and Shotguns	
.30 inch (7.62 mm)	+1K
7.62 Soviet	+0
5.56 mm NATO	+0
.50 AP (12.7 mm)	+1K (Pen. 1)
.50 BMG	+2K
10 gauge slug	+2K
10 gauge shot	+1K (Spray 1)
12 gauge slug	+1K
12 gauge shot	+0 (Spray 2)

Advanced Ammo Qualities

Cartridge	Damage
Pistols and Submachine Guns	
.22 or .25 inch	-1K
.32 ACP or 9mm	+0
.38 special	+1K
9mm parabellum	+1K
.40 inch or 10mm	+2K
.45 ACP	+1SK
.357 magnum	+2K
.44 magnum	+2K
.50 AE	+2SK

Firearms and Rockets

Weapon	Ammo	Cap.	Weight	Range	Spray
Pistols (Base Damage: W in SK)					
Glock-17 9mm pistol	9mm parabellum	17	2.75 lbs	25 yards	
.45 M1911A pistol	.45 ACP	7	2.5 lbs	20 yards	
Smith and Wesson revolver	.38 special	6	2.5 lbs	20 yards	
"Bulldog" .44 police revolver	.44 magnum	6	2.5 lbs	25 yards	
.357 magnum revolver	.357 magnum	5	2.25 lbs	25 yards	
Desert Eagle .50 pistol	.50 AE	7	3.75 lbs	25 yards	
Smith & Wesson .22 pistol	.22	10	1.5 lbs	20 yards	
Rifles (Base Damage: W+2 in SK)					
H&K PSG-1 sniper rifle	7.62mm NATO	20	16.25 lbs	500 yards	
Barrett M82A1.50 BMG rifle	.50 BMG	10	28.75 lbs	900 yards	
Winchester .30-06 rifle	.30	5	10 lbs	200 yards	
Shotguns (Base Damage: W+1 in SK)					
10-gauge shotgun	10 gauge	5	10.5 lbs	15 yards	
12-gauge shotgun	12 gauge	8	9.95 lbs	15 yards	
Fully automatic shotgun	12 gauge	20	16 lbs	15 yards	1d
Submachine Guns (Base Damage: W in SK)					
Heckler & Koch MP5	9mm parabellum	30	6.47 lbs	50 yards	4d
Uzi	9mm	30	7.7 lbs	50 yards	3d
Ingram MAC 10	9mm	30	6.28 lbs	25 yards	4d
Ingram MAC 11	.32 ACP	32	3.5 lbs	15 yards	5d
Skorpion machine pistol	.32 ACP	20	2.86 lbs	15 yards	3d
Assault Rifles (Base Damage: W+2 in SK + Spray)					
M-4 carbine	5.56mm NATO	30	6.9 lbs	100 yards	4d
AK-47	7.62mm Soviet	30	10 lbs	200 yards	3d
M-14	7.62mm NATO	20	11 lbs	250 yards	0d
Machine Guns (Base Damage: W+2 in SK + Spray)					
M-249 SAW	5.56mm NATO	200	16.3 lbs	400 yards	4d
M-240B	7.62mm NATO	100	27.6 lbs	500 yards	4d
Minigun	7.62mm NATO	1,500	82 lbs	300 yards	8d+1wd
Explosive Weapons (Base Damage: W+1 in SK + Area)					
Dragon weapon system *Penetration 5, Area 9, Slow 3*		1	33.9 lbs	500 yards	
Light antitank weapon *Penetration 4, Area 4*		1	5.5 lbs	100 yards	

Sample Objects	Hit Locations	Wound Boxes per Location	Armor	Weight
Nightstick	1	2	LAR 1	2 lbs
Baseball bat	1	4	LAR 2	3 lbs
Knife	1	3	HAR 1	1 lb
Staff	1	4	LAR 2	3 lbs
Sword	1	4	LAR 3	3 lbs
Pistol	1	5	LAR 3	6 lbs
Rifle	1	6	LAR 3	10 lbs
Bicycle	1	3	LAR 2	22 lbs
Small car	4	4	LAR 3	2 tons
Small truck or minivan	4	5	LAR 3	4 tons
Helicopter	5	5	LAR 3	4.2 tons
City bus	6	6	LAR 3	8 tons
Tanker truck	7	6	LAR 3	12 tons
Subway car	6	6	LAR 3	13 tons
Fighter jet	6	5	LAR 4	18 tons
Medium-size house	10	4	LAR 2	30 tons
M1 Tank	6	10	HAR 5	50 tons
Jumbo jet	10	5	LAR 4	400 tons

Armor or Barrier	Protection
Full body padding	LAR 1
1″ wood door	LAR 2
Kevlar vest, Class I	LAR 2
Kevlar vest, Class II	LAR 3
Car door	LAR 3
Riot helmet	LAR 3
6″ wood wall	LAR 4
Medieval plate mail	LAR 4
Kevlar vest with 1/4″ steel plate, Class III	LAR 4
Kevlar vest with 1/2″ steel plate, Class IV	HAR 1
2″ concrete wall	HAR 1
12″ wood wall	HAR 1
.25″ aluminum	HAR 1
Car wheel well	HAR 1

Armor or Barrier	Protection
Bulletproof glass	HAR 1
1′ sandbags	HAR 2
8″ concrete wall	HAR 3
.25″ titanium	HAR 2
1″ steel plate	HAR 2
2″ steel plate	HAR 3
Light tank armor	HAR 3
4″ steel plate	HAR 4
Heavy tank armor	HAR 5
10′ earth	HAR 5
10′ concrete bunker	HAR 7
16″ steel vault door	HAR 6
3′ steel vault door	HAR 7
The Hoover Dam	HAR 8
Neutron star	HAR 10 (hardened)

Environmental Threats

Combat is not the only threat to your well being. Want to know what happens when your character freezes, drowns, is electrocuted, falls or gets poisoned? You came to the right place.

Impact

There are all kinds of ways to slam into things, and none of them are fun. Since they are all pretty similar, the same rules cover falling, smashing into something.

First, you automatically take 2 Shock to every hit location.

In addition, impact does damage based on your speed (or, say, the speed of the jet smashing into your face). For each increment of speed (see the chart), you suffer one point of damage to each and every hit location. If you run into something hard, like the ground, it's Killing. The damage is Shock if you run into something soft like water or padding, or are strapped into a vehicle (or are in the back seat) when it crashes. If you're strapped in securely and you run into something soft, it's all Shock and you take half damage.

Damage	Impact Speed	Falling Distance
1	2 mph	1 yard
2	5 mph	2 yards
3	10 mph	4 yards
4	20 mph	8 yards
5	40 mph	15 yards
6	80 mph	50 yards
7	160 mph	80 yards
8	320 mph	100+ yards
9	640 mph	
10	1,280 mph	

And so on.

By the way, terminal velocity in Earth's atmosphere is about 120 miles per hour with a partially-opened parachute, up to about 200 miles per hour without aid. The speed of sound at sea level is about 760 miles per hour. A speeding bullet goes from 800 miles per hour (a medium-sized pistol round) up to 2,000 miles per hour.

Reducing Impact Damage

Some Skills and powers help reduce impact damage. If you see it coming you get a single dice pool roll with a relevant Skill or power (at the GM's discretion) as a defense against the damage. Some relevant Skills include Dodge, Athletics and Endurance. This is an instinctive reaction, so in combat it doesn't require a declaration.

A successful roll has three benefits.

First, reduce the Killing damage on each hit location by the width of your roll. (Reduce the Shock if it's a "soft" impact.)

Second, you can "move" width in the remaining Killing (or Shock) damage from one location to another. This is a good way to protect your head.

Third, if you're falling (at least one leg must take Killing damage from the fall), you can land on your feet and subtract your jumping distance (as determined by your Body Stat) from your impact speed to determine how much damage you take. (One yard per round is equal to one mile per hour.) If you land on your feet and your jumping distance is greater than your speed in yards per round, you suffer no damage at all—not even the 2 Shock per location.

Vehicular Crashes

If you're in a crashing vehicle, your options are more limited. The only Skill you can use to reduce the damage is Endurance. You just don't have enough mobility to use Dodge or Athletics to position your body properly for the impact. (If it's such a large vehicle that you can get up and walk around, of course, this does not apply.)

If there's a vehicle hit location between you and the impact (an engine block in a head-on collision, for instance) and that location is filled with Killing damage by the impact, you take full impact damage as well. If that location is not filled with Killing damage, you take half damage from the impact.

Armor and Impacts

If you're wearing personal armor (or you have an armor power) it protects against impact damage, including falling and crashes.

On each location protected by light armor, reduce all Shock damage to one point of Shock and then convert the LAR in Killing damage to Shock.

On each location protected by heavy armor, reduce all Shock damage to one point of Shock and then reduce the Killing damage by the HAR.

> **EXAMPLE:** The vigilante Gunmetal blows the tires off the speeding getaway car of three bank robbers, causing it to swerve off the road and smash into a wall at 40 miles per hour. The robbers are wearing no seat belts, and they disabled the air bags so they could get out faster in a pinch, so the ones in front take take 2 Shock and 5 Killing to each hit location from the impact. The one in the back seat takes 2 Shock and 5 more Shock from the speed, or 7 Shock to each hit location.
>
> They each get Endurance rolls to try to reduce the damage, and they roll 9, 8 and 1; 8, 1 and 1; and (in the back seat) 9, 3 and 1. The first robber, who failed the roll, is dead; 2 Shock and 5 Killing to the head alone is lethal.
>
> The other robber in the front, who made the roll with 2x1, reduces the damage by 2 Killing on each hit location and can move 2 Killing to a different location. He moves 2 Killing from his head to his torso. He takes 2 Shock and 1 Killing to his head, 2 Shock and 5 Killing to his torso, and 2 Shock and 3 Killing everywhere else. He's conscious but has broken bones everywhere.
>
> The robber in back takes 7 Shock to each hit location, which leaves him unconscious and barely alive—his head has three boxes filled with Killing and the fourth filled with Shock. Wear your seat belts, kids!

Cold

Extended exposure to cold can be lethal. The rate at which you take damage from cold weather depends on how prepared you are and how cold it is; but if you're trapped in extreme cold without cold-weather gear, you probably won't last long.

There are two ratings for cold—freezing (32° to 0° F), and sub-zero (below 0° F).

For each time interval in either type of cold, suffer 1 Shock to each arm and leg. That's not so bad—but you can't recover this damage until you find some source of warmth. If you find warmth before the next time interval passes, spending 10 minutes at a source of heat will shake off any Shock damage caused by cold. If not, it's real damage and remains there until healed normally.

When your limbs fill with Shock, you begin taking Shock to your torso and head and keep taking damage to your limbs, turning the Shock there to Killing.

In freezing cold, you can act normally without a successful Endurance roll for the time interval. After that, you must rest at a heat source or begin suffering damage.

Sub-zero cold is much less forgiving: You must make a successful Endurance roll to do anything longer than one minute (ordinary clothes), one hour (cold-weather gear), or one day (unheated shelter) before returning to a heat source. If you fail the roll, you can do nothing but rest for an entire time interval, suffering appropriate damage all the time. Then you get to roll again.

That's not all: Every night you spend in a sub-zero environment without access to warmth—even in an unheated shelter—you lose half your Willpower.

Shelter	Interval (Freezing)	Interval (Sub-Zero)
Ordinary clothes	Body in minutes	Width in minutes
Cold-weather gear	Body in hours	Width in hours
Unheated shelter	Body in days	Width in days
Wet	Drop a time interval	Drop a time interval

Suffocation and Drowning

You can hold your breath for a number of minutes equal to your Body Stat. You can extend that with an Endurance roll by the width of the roll in minutes.

After this grace period, you must roll Endurance each round to avoid taking damage, and you lose a die from your Endurance dice pool for each round after the first. When you fail the roll, you begin to suffocate.

Each round of suffocation damage inflicts one point of Killing damage to your torso and one point of Shock to your head.

When your head fills with Shock damage you pass out. When your head or torso fills with Killing damage you're dead.

Ordinarily you stop taking damage as soon as you start breathing again.

Drowning is a special case, however, because once you inhale water it doesn't do you any good to come up for air—the water's still in there. You keep taking damage until someone succeeds with a First Aid roll to get the water out of your system and resuscitate you.

Electrocution

Electrical hazards have a dice pool representing their danger, rated from 1d to 10d. When you're zapped, roll the electric dice pool. If a match comes up, you suffer width in Shock damage. However, the hit location is determined not by the height of the roll but by the circumstance of the electrical attack. If you're poking at wires with a stick, the Shock starts in your arm. If you're hit by lightning, it starts in the highest point of your body (usually your head).

Electrical damage doesn't stay in one place, though. It starts wherever it made contact and goes to the ground by the shortest route. Grab both ends of a live wire with one hand and you only take damage in that one arm. Grab an end in each hand, and the jolt travels from one hand, through the torso, and out the other arm, doing the same damage to all three locations. If you're hit by lightning, it goes straight down your head, through your torso and out one or both legs. (This is why lightning victims sometimes have their shoes blown off.)

That's what happens with a one-time shock, such as getting hit by a bolt of lightning or sticking your finger in a light socket and blowing the circuit breaker. It does damage, you go "Ouch!" and that's it.

If it's a steady current, that's a bit nastier—it can lock your muscles so you stick around and keep taking damage. You have to make an Endurance roll in a contest with the electricity dice pool to let go. If you fail, your muscles lock up and you get juiced again the next round. This happens each round until you make your Endurance roll, someone knocks you free, or you die.

Poison

Poisons are substances that cause illness, injury, or death if ingested, injected, inhaled or if the victim suffers prolonged exposure to them. Every poison is different, but their effects are similar. They all make your body shut down, which means lots of damage.

Each deadly substance has an onset time and either a dice pool value or a flat damage value.

Biological or chemical poisons have a damage rating for a lethal dose of the toxin—the amount consistently lethal to humans—and the specific hit location that it affects.

Radiation poisoning works much like chemical and biological toxins, but a radiation source has a dice pool that inflicts width in Shock damage to the head (For game purposes the damage affects only the head.) Symptoms of radiation poisoning include weakness, loss of appetite, vomiting and diarrhea.

When poisoned, make an Endurance roll. Reduce the poison's Shock and Killing damage by the width of your roll. If the poison is radiation, your roll must beat the height and

width of the radiation dice pool's roll.

If you're continuously exposed—trapped in a room filled with poison gas, for instance—you suffer the poison's effects once every 10 rounds.

Chronic exposure to a toxin—exposure to nonlethal levels over a long period of time—usually has long-term effects that aren't measured immediately in the game; their effects are up to the GM.

Chronic radiation poisoning generally causes no direct damage, but produces long-term consequences such as increased risk of cancer and birth defects. The exact effects, again, are up to the GM.

Optional Rule: Four-Color Radiation

In comic books, radiation almost never has lasting effects. At best it causes the spontaneous development of superpowers; at worst it temporarily cripples. Either way, it's rare for a hero to be stopped by exposure that in the real world would end with a funeral.

If you want radiation poisoning more compatible with the world of the four-color comic book, it may cause immediate damage but has no lasting health effects on heroes unless the GM says it's important to the story—and it can cause the spontaneous development of superpowers in characters with the Mutant Archetype (see page 103) and others whose abilities are derived from such sources. (See **New Powers and New Meta-Qualities** on page 57 for details.)

Biological and Chemical Toxins

Toxin (Lethal Dose)	Delivery	Damage	Affected Location	Onset
Potassium cyanide (200 mg)	Inj./Ing.	5 SK	Head	5 minutes
Fugu venom (2 mg)	Ing.	5 SK	Head	5 rounds
Sarin gas (35 mg)	Inh.	7 SK	Torso	7 hours
Arsenic (40 mg)	Ing.	7 SK	Torso	7 hours
Cobra venom (18-45 mg)	Inj.	7 SK	Torso	7 rounds
Mustard gas (3-6 g)	Inh.	8 SK	Torso	8 rounds
Botulism (0.005 mg)	Inj./Ing.	8 SK	Torso	8 hours
Hemlock (100 mg)	Ing.	8 SK	Torso	8 minutes
Phosphene gas (3 g)	Inh.	8 SK	Torso	8 minutes
Ricin powder (0.005 mg)	Inh./Inj.	9 SK	Torso	1 day
Phosgene gas (3 g)	Inh.	9 SK	Torso	9 hours
Hydrogen cyanide gas (50 mg)	Inh.	10 SK	Torso	10 minutes

Radiation Poisoning

Radiation (Dice Pool)	Delivery	Penetration	Damage Type	Onset
Gamma (1hd to 10hd)	Exposure	10	Shock	Instant
X-ray (1hd to 5hd)	Exposure	10	Shock	Instant
Neutrons (5hd to 10hd)	Exposure	5	Shock	Instant

Other Threats

You can use these guidelines to create any other kind of environmental threat in *Wild Talents*. Assign values to several categories to define the severity of the threat, the damage it inflicts, and the way a victim can reduce that damage.

Threat Severity

Threat Severity indicates how likely the victim is to take damage, and how often the victim might take damage. At each time increment—from once per round to once per day—roll the threat's dice pool. If the roll succeeds, the victim takes damage. Most threat dice pools use normal dice, but a particularly insidious threat, such as radiation, might use Hard Dice.

Damage

The Damage ratings determine how much damage the victim takes, what kind of damage it is, and which hit locations take that damage. Particularly dangerous threats might have a Penetration rating as well or other special "weapon" qualities.

Time Increments	Dice Pools	Damage	Damage Types	Hit Locations
Per day	2d	1	Shock	One location
Per hour	4d	2	Killing	Two adjacent locations
Per minute	6d	Width	Shock and Killing	All locations
Per round	8d	Width + 1		
Immediate	10d	Width + 2		
	Automatic*	(or more)		

* *Automatic:* The threat does not require a roll, but any successful defense roll reduces the damage by the width of the roll. For purposes of determining damage only, an automatic threat has a width of 2. The defense roll may be attempted once each time increment of the threat.

Defense

The threat's Defense indicates which Skill a character can use to avoid or reduce the threat's damage by rolling to oppose the threat's dice pool. A character with a power that seems like it ought to serve the same purpose as the listed defense can roll that power's dice pool instead. The most common defenses are Athletics, Dodge, Endurance, Perception and Stability.

Example: House Fire

Here's a sample threat, a raging house fire full of debris and smoke.

Threat Severity: 4d, each round
Damage: Width in Shock to one hit location
Defense: Dodge

5: Archetypes

An Archetype is the foundation of a character. It's a conglomeration of special abilities called Meta-Qualities that define your character on a fundamental level, totaled to a Point cost. Meta-qualities do many things—they might grant bonuses in-game, define the source of your powers, or establish some unique aspect of your character. Most importantly, Meta-Qualities define the types of powers your character can possess. Archetypes and Meta-Qualities allow the game moderator to define exactly what kinds of superhuman characters are appropriate to the game.

For instance, the Anachronist Archetype allows you to construct gadgets—super-advanced high-tech items. The Anachronist Archetype enables you to create gadgets because it contains the Inventor Meta-Quality, which costs 5 Points and allows a character to build superpowered foci. You could add the Inventor Meta-Quality to any Archetype, allowing that Archetype to build gadgets, too. But while the Anachronist Archetype allows you to build miraculous devices using the Gadgeteering Miracle, it doesn't let you buy internal, non-gadget powers—you could build a flying belt, but you couldn't fly on your own power. That would take a different Meta-Quality.

Archetypes help you keep your character internally consistent by giving you ground rules for character construction and development. And by defining what kinds of superhuman abilities characters can have, archetypes help the GM define the nature of the game world. A campaign with a very specific focus might allow only one Archetype—like the Talents in *Godlike*—period! Or your GM might take the lid all the way off and not use Archetypes at all.

Meta-Qualities

Meta-qualities are the building blocks of Archetypes. They explain a character's origin and source of power, and sometimes they include abilities intrinsically linked to an Archetype, common to all characters who have it. If members of an alien race all have gills, all characters with that race's Archetype have gills. If all Amazons from a particular lost island are telepathic, all characters with the Amazonian Archetype have telepathy.

An Archetype can have any number of Meta-Qualities. Tally them together to arrive at a total Archetype cost in Points.

There are three types of Archetype Meta-Qualities: Source Meta-Qualities (the origin of your powers), Permission Meta-Qualities (the type of powers you're permitted to purchase at character creation), and Intrinsic Meta-Qualities (special abilities or drawbacks that are fundamental to your superhuman nature).

Source Meta-Qualities

Source Meta-Qualities define why your character has superhuman abilities; if you have the Genetic Source, you have powers because you're genetically modified. Characters usually have only one Source Meta-Quality, but some have more.

All internal powers are considered to be "contained" within the Source Meta-Quality—it's what grants you powers. If you have the Alien Archetype and Teleportation, it's assumed you can teleport because you're an alien. If your Archetype or Meta-Quality is somehow disrupted (for example, you're a Mutant and someone changes your genetic structure), all powers contained within it are lost.

The advantage of multiple Sources is redundancy: If you have multiple Sources you choose which one applies to each power at character creation. If you have both the Divine and Paranormal Sources and something disrupts the powers that stem from your Divine Source, the powers in your Paranormal Source remain unaffected. Given the frequency of power-blocking technology and magic in comics, this is a significant advantage.

The first Source is free. Each Source after that is bought at normal cost. To be superhuman, a character must have at least one Source Meta-Quality.

The First Source is Free

Don't forget that when you add up Archetype costs.

Source: Conduit (5 Points)

You're a gateway to an extradimensional source of energy, and your powers are a careful application of that force.

Source: Construct (5 Points)

You're an artificial entity created by magic or super-science, and your powers derive from your artificial nature.

Source: Cyborg (5 Points)

You're part human, part machine. Your machine components are housed in any hit locations on your body, and can be built as foci—see page 134 for details. Choose those locations at character creation. You still require a Permission Meta-Quality to determine what powers your cyborg components can possess.

Source: Divine (5 Points)

Your powers are derived from a deity or deities, or through your divine nature.

Source: Driven (5 Points)

Your inhuman drive has pushed you past the bounds of human potential.

Source: Extraterrestrial/Extradimensional (5 Points)
You're from another planet or dimension and your powers are derived from your alien nature.

Source: Genetic (5 Points)
Your powers are a result of genetic enhancement.

Source: Life Force (5 Points)
Your abilities are based upon the manipulation of your life force—the secret power all living beings possess.

Source: Paranormal (5 Points)
Your powers are magical in nature.

Source: Power Focus (–8 Points)
All your powers are embedded in a single unique focus (see page 134) or must be channeled through one to work properly. If that focus is destroyed, your powers are unuseable and return only at the GM's discretion—if ever. You still need a Permission Meta-Quality to determine what powers your focus can possess.

Source: Psi (5 Points)
Your powers are psionic: You manipulate the world through the power of your mind.

Source: Technological (5 Points)
Your powers come from advanced technology. Either you wield high-tech gadgets or you're the product of super-science.

Source: Unknown (–5 Points)
Your Source is a mystery. Your powers are just as baffling to you as they are to others.

Permission Meta-Qualities
Permission Meta-Qualities grant permission to purchase certain superhuman powers for your character. If you have the Hypertrained Meta-Quality, you can buy any type of Hyperskill, but not Miracles such as Flight.

With the Super Permission, you can buy any power you wish. Permission Meta-Qualities are not powers, only the license to purchase powers.

You can't buy a Permission without a Source; you must have at least one of each. The Source defines the *why* of your powers, the Permission defines the *what*.

Permission: Hypertrained (5 Points)
You can purchase any number of Hyperskills and any kind of dice with them.

Permission: Inhuman Stats (1+ Points)
Characters with this Permission have limits on Stats that are different from the ordinary limits. Where humans are limited to five dice in a Stat (not counting Hyperstat dice; see page 112), your Archetype might have more, perhaps even in more than one Stat. In addition, the maximum allowed Stat sets the maximum allowed Skill for all Skills based on that Stat.

This Permission costs 3 Points for each inhuman Stat. That Stat, and all Skills based on it, can have up to 10d rather than the normal 5d limit, and can have Hard Dice, Wiggle Dice, additional Power Qualities, Power Quality Levels, Extras and Flaws. The inhuman Stat is not affected if your Willpower reaches zero, like a typical Hyperstat would be.

For each Stat that has a maximum *lower* than five, subtract 1 Point from the cost of this Permission per die lower than five. This also restricts your maximum dice with Skills associated with the restricted Stat. The Permission has a minimum cost of 1 Point.

For example, if your Archetype allows you to have up to 10 dice in Body (and Body Skills), the Inhuman Stats Permission costs 3 Points. If it also allows a maximum of only three dice in Coordination (and Coordination Skills; two fewer than usual), the Permission costs only 1 Point.

Permission: Inventor (5 Points)
You can build external powers of any type embedded in foci, also known as gadgets (when based on high technology) or artifacts (when based on magic). You may buy any number of dice in the Gadgeteering power (see page 146), but all other powers must be built into foci. You cannot take any other permanent, internal power without buying another Permission.

Permission: One Power (1 Point)
You can have any one Hyperstat, Hyperskill, or Miracle—but only one. (This can still be pretty broad with a "Variable Effect" Miracle such as Cosmic Power, page 143.)

Permission: Peak Performer (5 Points)
You may purchase any kind of dice with your Stats and Skills, up to the normal limit of five dice in a Stat or Skill unless you have Inhuman Stats. You can have 5wd in Body, for example, or 5hd in Coordination and 5wd in Body, but not 6d in either one.

Permission: Power Theme (5 Points)
You can buy Hyperstats, Hyperskills, and Miracles, but all powers must fit a certain theme, such as "cold-based powers," "solar powers," "monkey powers," or whatever you and the GM agree on.

Permission: Prime Specimen (5 Points)
You can buy Hyperstats without restriction.

Permission: Super (15 Points)
You can purchase any number and types of dice with Hyperstats, Hyperskills, and powers.

Permission: Super-Equipment (2 Points)
During character creation only, you can buy any number of powers embedded in foci. This Permission does not give you the ability to buy internal powers or the Gadgeteering Miracle; it only allows you to buy gadgets or artifacts during character creation. To get a new one after character creation you must have the GM's permission.

Intrinsic Meta-Qualities

Intrinsic Meta-Qualities are fundamental to the character's superhuman nature. Usually they apply to all characters with the Archetype. With the GM's permission you can have an Intrinsic that is unique to your character—most Mutants don't have Custom Hit Locations, for instance, but perhaps you do—but this is rare.

Intrinsics essentially change the rules of the game for your character. Intrinsics are always active; they don't need to be activated like ordinary powers, Hyperskills, or Hyperstats. Consequently, they always have the same effect. They can't be improved without the GM's permission.

This has a unique advantage: Most Intrinsics can always be used in the resolve phase of a combat round (if it makes sense), without a declaration and without treating it as an extra action. It just works.

Some Intrinsic Meta-Qualities are detrimental in effect, reducing the overall cost of the Archetype by a certain number of Points. However, the minimum cost of an Archetype is always 0 Points: You can never *gain* extra Points by taking an Archetype.

You must have at least one Source Meta-Quality in order to purchase any Intrinsic.

Intrinsics Without Archetypes

Like Intrinsics but hate Archetypes? Fair enough. Let players buy Intrinsics just like other powers and don't worry about Archetypes, Permissions and Sources.

Intrinsic: Allergy (variable cost)

You're allergic to a substance. Exposure to it is enough to drain Willpower, incapacitate or even kill you. To determine the cost reduction, consider the following:

Substance Is . . .	Incapacitates/Kills/Drains Willpower
Common (grass, water, air, people)	–4/8/16 Points
Frequent (sunlight, cold, asphalt, gasoline)	–3/6/12 Points
Uncommon (diamonds, chlorine, lead)	–2/4/8 Points
Rare (an alien ore, uranium 238)	–1/2/4 Points

Incapacitating allergies inflict 1 point of Shock damage to your torso per combat round when you're 3 yards or less from the source. This damage continues for as long as you remain exposed. If your torso is filled with Shock, you take no more damage but your physical Stats are reduced by 4d for purposes of rolling only.

Killing allergies inflict 1 point of Killing to your torso per round of exposure at 3 yards or less, and all your physical Stats are reduced by 4d for purposes of rolling only.

Willpower-draining allergies reduce your Willpower total by 1 (or Base Will, if you have no Willpower left) when you're 3 yards or less from the source. When your Willpower hits 0, the effect changes to the equivalent of a Killing allergy (see above).

A character with the No Base Will Intrinsic can take an incapacitating or killing allergy but not a Willpower-draining allergy.

If the allergy affects you only when you touch the substance, the cost reduction is cut in half.

Intrinsic: Brute/Frail (–8 Points)

All your physical actions (including powers) are limited to a maximum width of 2 for initiative purposes only (this does not affect damage or other functions of width). This represents either overwhelming physical power (which makes it difficult to focus on small or swift targets), or a natural frailty that makes it difficult to move too fast. Pick one.

Intrinsic: Custom Stats (5 Points)

During character creation only, as part of your Archetype you may discard any Stat—except Mind—altogether. You may not take or learn Skills that are governed by a Stat you've dropped, and some other rules also apply.

Without a Body Stat: You are immaterial and can't interact with the physical world in any way. This includes any powers you possess—even non-physical ones. To interact with the world, you must purchase a Miracle such as Alternate Forms or Sidekick (see page 141 and 156) that has a Body Stat. All Body rolls made against you must be made against your Alternate Forms or Sidekick dice pool.

Without a Coordination Stat: You are completely motionless; you can't move unless you purchase a power to transport you or have a buddy to carry you around.

Without a Sense Stat: You are completely oblivious to the world and can't react to any stimulus. Unless you purchase a power that senses the world you are deaf, dumb, and blind.

Without a Mind Stat: You must have a Mind Stat, even if you're inhuman. You can't drop it.

Without a Command Stat: You are immune to emotional stimulus, and you have trouble understanding the very concepts of human authority and leadership. The notions of "leader"

and "follower"—not to mention "government" and "law"—are completely lost on you. You can't comprehend imperatives, only declarations; the statement "You should go left now to avoid getting stepped on by Doc Saturn" makes sense; the instruction "Go left!" leaves you baffled. On the upside, you are completely immune to the effects of failed Trauma Checks.

Without a Charm Stat: You cannot fathom the concept of emotions. Because nothing has emotional content or context, you cannot interact with any other characters on anything more than a purely fact-based level. You are completely immune to emotional stimulus and are incapable of following even the simplest emotional cues. You might open fire on a six-year-old child because "it bared its teeth in a threatening manner."

Intrinsic: Globular (8 Points)

You are an amorphous, constantly changing life form.

All 34 of your wound boxes are contained in a single hit location (1-10), but you must mark four wound boxes on your character sheet as brain boxes. If these boxes are filled with Shock damage, you are knocked unconscious. If they fill with Killing, you die.

Any of your brain boxes can "split off" from your body, abandoning it in case of gross physical damage (only one can do so; the rest die along with the body). If this is done, you lose all Willpower points except 1. You then can heal your hit boxes back normally, up to your normal level, as per the healing rules on page 61.

This Intrinsic does not give you the ability to do more than one thing at a time, or to heal yourself instantly by rearranging your body. If you want to be able to use multiple pseudopods at once, buy the Multiple Actions Miracle (see page 153); if you want to regenerate, buy Regeneration (page 155).

Intrinsic: Inhuman (–8 Points)

You're terrifyingly inhuman, or at least you look it, and have no way of disguising yourself to pass for normal. Whether you have wings, claws, or tentacles, the effect is the same—humans who don't know you react to your presence with mindless fear. If surprised, or in combat, NPCs must make a Stability roll to not flee immediately or attack you.

Intrinsic: Mandatory Power (0 Points)

Some particular power is an essential part of this Archetype. This Intrinsic does not give you extra Points like other restrictive Intrinsics, but each power that's mandatory is automatically covered by your Archetype's Sources, at no extra cost.

Intrinsic: Mutable (15 Points)

At the GM's discretion, you may purchase entirely new powers during game play. (See Character Advancement on page 55.)

Intrinsic: No Base Will (–10 Points)

You have no Base Will and no Willpower score. You are immune to damaging psychological stimuli and powers that directly interfere with perception and thought but character advancement is difficult (see page 57).

You can use powers that require you to bid 1 Willpower point without restriction; if you fail to activate the power, it costs you nothing. However, powers that cost Willpower (see page 116) must have an external Willpower source, such as the Willpower Battery Miracle with the Willpower donated by other characters (see page 159).

Intrinsic: No Willpower (–5 Points)

Like an ordinary human, your character has a Base Will score but no Willpower, and thus none of the advantages that go along with it (see page 50).

Intrinsic: No Willpower No Way (–5 Points)

If your Willpower reaches zero, your powers all fail completely until you gain 1 or more.

Intrinsic: Unhealing (-8 Points)

You do not heal naturally. You recover no Shock damage after combat, and get no benefit from first aid or medical care. The only way to repair damage is to spend 1 Willpower point outside of combat to restore 1 point of Killing or 2 points of Shock. How long this takes is up to the GM, but it should be a significant amount of time. To heal faster, buy the Regeneration power.

It's possible to have this Intrinsic even if you have no Base Will or Willpower score—you rely solely on the kindness of other creatures with Base Will or Willpower to heal your damage. How this happens is up to the GM.

Intrinsic: Vulnerable (–2 Points per Extra Brain Box)

For each level of this Intrinsic you must designate one additional wound box somewhere on your body as a brain box (see **Intrinsic: Globular,** page 99), in addition to the basic four. If any four of your various brain boxes are filled with Shock damage, you're rendered unconscious. If any four are filled with Killing, you're dead. Be cautious with this Intrinsic—it makes you much more vulnerable to attack.

Intrinsic: Willpower Contest (–10 Points)

Any time you use your powers on a character with Willpower and the target is aware of the attack, you must beat him in a Willpower contest. Both of you "bid" Willpower points during the resolution phase of combat, after you've declared and rolled. This is a "blind" bid—each side jots down the bid on scratch paper, then compare the bids. If you bid more than your target, your power works normally. If your target bids more, your power fails. Either way, you each lose the Willpower points that you've bid.

Sample Archetypes

These pre-made Archetypes cover a broad spectrum of characters from games of varying "flavors," from gritty to four-color. Each Archetype is meant to be customized by adding or removing Meta-Qualities as appropriate to your game. Ask your GM which of these (if any) are available in your campaign.

Adept (5 Points)

Source: Life Force
Permission: Hypertrained
Description: Your tireless study of some esoteric practice has allowed you to transcend the limitations of the human condition. By channeling your life force you have attained superhuman mastery of otherwise ordinary human abilities, allowing you to buy any number of Hyperskills and maintain a Willpower score.
Additions: Common modifications to the Archetype include the Conduit, Divine, One Power, Paranormal, Prime Specimen, Resilient, Inventor, One Power, Super, Super-Equipment, Unknown, and Power Focus Meta-Qualities.

Alien (5 Points)

Source: Extraterrestrial/Extradimensional

Permission: Power Theme

Description: You are not of the Earth. Whether you are from an alternate dimension, another planet, or a paranormal continuum, you're just not human. In this most basic form, you are assumed to be humanoid and your hit locations and wound boxes are assigned just like a normal human. If you wish to be completely alien, purchase the Custom Hit Locations, Custom Stats, or Globular Meta-Qualities.

Additions: Common modifications include the Allergy, Brute, Conduit, Custom Hit Locations, Custom Stats, Cyborg, Genetic, Globular, Inhuman, Inhuman Stats, Inventor, Life Force, Mutable, No Base Will, One Power, Paranormal, Prime Specimen, Power Focus, Psi, Super-Equipment, Technological, and Unknown Meta-Qualities.

Anachronist (20 Points)

Source: Genetic, Life Force, Paranormal, Technological, or Extradimensional/Extraterrestrial (pick one)

Permission: Inventor

Intrinsic: Mutable

Description: You are an inventor: one part Einstein's brilliance, one part Tesla's innovation, with a dash of Edison's persistence for flavor. In your laboratory you construct devices that beggar the imagination of the world's most accomplished scientific minds. Whether your creations are mystical or scientific in nature, they transcend what is considered the extent of human ability.

Additions: Common modifications include the Cyborg, Hypertrained, One Power, Prime Specimen, Psi, Super, Super-Equipment, Unknown, and Power Focus Meta-Qualities.

Artificial (12 Points)

Source: Construct
Permission: Super
Intrinsics: No Base Will, Mutable, Unhealing
Description: You are not natural. Someone or something made you. Artificials are usually made in imitation of their creator's race; you are assumed to be humanoid and your hit locations and wound boxes are those of a normal human, but when damaged you must be repaired rather than healing naturally. If you wish to have a non-humanoid body, purchase the Custom Hit Locations or Custom Stats Meta-Qualities.
Additions: Common modifications include the Allergy, Brute, Conduit, Custom Hit Locations, Custom Stats, Cyborg, Divine, Extradimensional/Extraterrestrial, Genetic, Hypertrained, Inhuman, Inhuman Stats, Inventor, Life Force, One Power, Prime Specimen, Psi, Super-Equipment, Technological, Power Focus and Unknown Meta-Qualities.

Godlike Talent (0 Points)

Source: Psi
Permission: Super
Intrinsics: Mandatory Power, Willpower Contest, No Willpower No Way
Mandatory Power: Perceive *Godlike* Talents 2hd (U; Flaw: See It First –1; 4 Points).
Description: Talents from *Godlike* are humans with the peculiar ability to change reality with the power of their minds alone. They possess several unique abilities and limitations—such as the ability to detect and resist the powers of others of their kind. There is no physiological aspect to the phenomena; they are wholly psychic in nature.

In *Godlike*, Talents are usually built on 25 Points with normal Stats and Skills provided free. Using Wild Talents rules such characters are built on 125 Points.
Additions: For postwar Wild Talents in the *Godlike* world, build them normally without this Archetype. You can pick or create any other Archetype you like; they have transcended the limitations of their predecessors and are now truly superhuman.

Godling (20 Points)

Sources: Divine, Paranormal
Permissions: Super
Description: You're not *the* God, but *a* god, surely; or perhaps you are related to a divine entity of some sort and have been exiled to spend your unnaturally long life in the mortal realm.
Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom Stats, Extraterrestrial/Extradimensional, Inhuman, Inhuman Stats, Inventor, Life Force, Mandatory Power, Mutable, One Power, Power Focus, Prime Specimen, Psi, Technological, and Unknown Meta-Qualities.

Human+ (15 Points)

Source: Genetic, Psi or Technological
Permission: Super
Description: You're a human modified by science, or something else, to be something more. Whatever experiment or accident befell you, it granted you powers beyond the rank and file of humanity.
Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom

Hit Locations, Custom Stats, Hypertrained, Genetic, Inventor, Life Force, Mutable, No Base Will, Paranormal, Psi, Power Focus, Super-Equipment, Technological, and Unknown Meta-Qualities.

Mutant (5 Points)

Source: Genetic
Permission: Power Theme
Description: You're the next phase of evolution. Due to some sort of radiation-induced or genetic mutation, you are physiologically different from normal members of your species.
Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom Hit Locations, Custom Stats, Extraterrestrial/Extradimensional, Hypertrained, Inventor, Life Force, Mutable, No Base Will, One Power, Paranormal, Psi, Power Focus, Resilient, Super-Equipment, Technological, and Unknown Meta-Qualities.

Mystic (21 Points)

Source: Paranormal
Permissions: One Power (Cosmic Power), Inventor
Intrinsic: Mutable
Description: You have discovered the secrets of magic. With your exceptional Willpower you focus mystical energies to create numerous superhuman effects and create magical items. (Your powers take a supernatural, magical form; instead of traditional Cosmic Power and Gadgeteering, you practice spellcasting and enchant objects.)
Additions: Common modifications include the Allergy, Conduit, Custom Hit Locations, Custom Stats, Construct, Extraterrestrial/Extradimensional, Genetic, Hypertrained, Life Force, Mutable, One Power, Super, Technological, Unknown, and Power Focus Meta-Qualities.

Super-Normal (5 Points)

Source: Driven
Permission: Peak Performer
Description: You're an exceptional member of your species, so exceptional you're considered superhuman by the rank and file of your native population.
Additions: Common modifications include the Divine, Extraterrestrial/Extradimensional, Inventor, Life Force, Mutable, Paranormal, Psi, One Power, Power Focus, Super-Equipment, Technological, and Unknown Meta-Qualities.

6: What Is a Power?

Powers are amazing abilities that normal humans just don't have. You build a power by buying dice for it with character Points, just like buying dice for a Stat or a Skill. The more dice you have with the power, the better it works.

Here we'll take you through all the steps to build a power and determine the cost. But first, let's wrap our minds around what types of superpowers there are.

Hyperstats, Hyperskills and Miracles

Is the power a superpowered Stat (called a Hyperstat), a superpowered Skill (called a Hyperskill), or a power that's not related to any Stat or Skill (called a Miracle)?

If a power is an exaggerated effect of something that a normal human being could do, you probably want to build it as a Hyperstat or a Hyperskill. See page 37 for their costs.

A Hyperstat adds dice or special abilities to a particular Stat (like Body or Mind). A Hyperskill adds dice to a particular Skill (like Shooting or Research). Sometimes, however, the Stat or Skill itself is within the normal human range (up to 5d), but has some special ability attached to it, making it superhuman (like the ability to light something on fire with a punch). That counts as a Hyperstat or Hyperskill, too.

If a power is not related at all to any human ability, then it's a Miracle. The power of flight is a Miracle, because it has no relation to anything humans can normally do. Same with a "power blast." A Miracle has its own dice pool. When you want to use it, roll only its dice without adding them to a Stat or Skill.

If it sounds like there are a lot of variations to choose from, that's deliberate. Wild Talents is built to be flexible.

EXAMPLE: Let's examine a power as seen through all three power types. Let's say your power concept is fire control. How you build it depends on what you want it to do.

You could build the power of flaming fists into your Body, as a Hyperstat. (Since Body covers hitting things, adding this to your Hyperbody means you can hit things and light them on fire.)

As a Hyperskill you could build the power of "Flaming Fists" into, say, a Skill called Martial Arts [The Way of Fire] and add this dice pool to your Body Stat. You'd roll Body + Martial Arts [The Way of Fire] to use your flaming fists. Keep in mind a Skill is naturally limited: If the Stat it's connected to doesn't apply to the situation—the enemy is too far for you to grab or hit with Body, for instance—the Skill can't be used.

As a Miracle, you could build a power called "Master of Flame." This is a dice pool unto itself; it allows you to create and control fire with a dice pool roll. The advantage of something like this is that it can be used at a distance (if you choose to build it that way), while the Hyperstat (Body) or Hyperskill (Martial Arts, a Body Skill) are limited to things you can touch.

What Are Powers Made Of?

Powers are usually composed of three types of things: Power Qualities; Extras and Flaws; and Power Capacities.

Power Qualities

All powers are composed of Power Qualities. A Power Quality defines what the power can do in gameplay. It's the most basic building block of a power. If you don't have any Power Qualities, you don't have any power.

There are three Power Qualities: Attacks (which allows the power to attack), Defends (which allows the power to defend) and Useful (which allows the power to do something besides attack and defend).

Think of each Power Quality as one particular effect of the power, one type of thing it can do. A power can have any number of Power Qualities, each of which covers a specific use of the power under its appropriate quality. Each additional quality adds to the Point cost of the power making it more expensive to purchase.

Extras and Flaws

Some powers use Extras to add utility to Power Qualities and increase their cost (such as adding the ability to penetrate armor to your Master of Flame power). *Some* powers use Flaws to remove utility from Power Qualities and decrease their cost (such as making it necessary to utter the words "LIGHT IT UP!" every time you need to activate your Master of Flame power).

There is no upward limit to cost by adding Extras, but Flaws can only reduce power costs to a *minimum* of 1 Point per Power Quality.

Power Capacities

Each Power Quality has a Power Capacity that defines the scope of its effect on the world. Can it affect anything I can see? Can it only affect things I can touch? Capacity determines this.

The Power Capacities are Mass, Range, Speed, Touch, and Self. One Capacity must be chosen with each Power Quality when the power is built; this is generally free, but in some cases adding a particular Capacity to a particular type of power must be bought as an Extra or Flaw.

EXAMPLE: Let's move forward with building the "Master of Flame" power. We won't deal with Point costs yet, just the basic building blocks.

For Power Qualities, you choose Attacks (Flame Blast), Defends (Flame Shield) and Useful (Create Flame). (If you wanted, you could add any number of additional Power Qualities with more specific uses.)

Say you want the Penetration 2 Extra for your Attacks and Useful Quality. This increases the cost for each and makes it possible for your Flame Blast to burrow through Heavy Armor.

Next, on every Power Quality you want to take the Flaw called Nervous Habit, which says you must shout "LIGHT IT UP!" to activate any of the qualities. This reduces the cost of all three Power Qualities but makes it possible to prevent you from using your power with something as simple as a ball-gag.

Finally, you pick a Capacity for each Power Quality. For Attacks (Flame Blast) you choose Range, meaning you can hit targets at a distance. For Defends (Flame Shield) you choose Self, meaning you can defend yourself. And lastly, you pick Range for Useful (Create Flame).

Power Qualities

All powers are composed of Power Qualities. A Power Quality defines what the power can do in gameplay. It's the most basic building block of a power. There are three Power Qualities: Attacks, Defends and Useful. Think of each Power Quality as one particular effect of the power, one type of thing your power can do. A power can have any number of Power Qualities.

Power Quality: Attacks

With the Attacks quality, you can attack things with your power. Roll its dice like any other attack, using height to determine hit location. It inflicts width in Shock and Killing damage. Without the Attacks quality, your can't use your power to attack.

Power Quality: Defends

With the Defends quality, you can defend yourself with your power. Roll its dice like any other defense roll, with height and width determining which dice it can gobble from attacks against you. Without the Defends quality, you can't use your power to defend.

Power Quality: Useful

With the Useful quality, you can do something else with your power that's neither an attack nor a defense. This can be literally anything you want: flying, creating frogs, reading minds and healing super-fast are all examples of Useful Power Qualities. Roll the power's dice to activate the power, using width for speed and height for effectiveness, as usual.

Adding Power Quality Levels

On each Power Quality, you can add Power Quality Levels to make it even more effective. While the Power Quality itself costs 2 Points per die, each additional Power Quality Level costs +1 Point per die.

Attacks: If your power has the Attacks quality, each additional Attacks level adds +1 damage to a successful attacks.

Defends: If it has the Defends quality, each additional Defends level adds one gobble die to a successful defense, using the height and width of the defense roll.

Useful: If it has the Useful quality, each additional Useful level offsets one penalty die when you use the power in difficult circumstances.

EXAMPLE: Your 8d "Master of Flame" power has Attacks, Defends and Useful Power Qualities. If you wanted, you could add an additional +2 Attacks Power Quality Levels (adding +2 Points of cost per die), meaning your power would inflict +2 damage to a successful attack. Or you could add +2 Useful Power Quality Levels (+2 Points of cost per die), which would offset two penalty dice: You could attempt two more actions with the power in the same round and lose no dice from your pool, or you could attempt one additional action and a called shot without losing any dice.

Hyperstat and Hyperskill Power Qualities

Hyperstats have all three Power Qualities (Attacks, Defends, Useful) by default. Hyperskills are more narrow: They have *one* of the *three* Power Qualities, depending on the Skill involved. Brawling has the Attacks quality; Block has the Defends quality; Perception has Useful; and so on.

You can add another Power Quality to a Hyperskill for the usual 2 Points per die.

You can add Power Quality Levels, Extras and Flaws to each Power Quality of a Hyperstat or Hyperskill at the usual costs.

It's possible to take Power Quality Levels on some dice of a Stat or a Skill but not on others. If that's the case, when you use those Power Quality Levels you can roll only the dice that have the levels. If you don't use the Power Quality Levels, of course, you can use all the dice of the Stat or Skill.

EXAMPLE: You have 2d in Brawling, and 3d in the Brawling Hyperskill with +4 Attacks levels. When you use Brawling, you can choose to either roll 3d in Brawling with +4 Attacks levels, or roll 5d in Brawling without the bonus Attacks levels.

It's also possible to take Power Quality Levels on Stat dice but not on a Skill that you roll with that Stat, or vice versa. Since Stats and Skills are different kinds of characteristics in the game, you *can* use the full dice pool even if your Stat dice don't exactly match the Power Quality Levels of your Skill dice.

What About Robust?

The game *Godlike* and the first edition of *Wild Talents* had a fourth Power Quality called Robust, which defined how likely your power was to simply shut down if you were hurt or seriously distracted. We've removed it as a Power Quality in *Wild Talents* Second Edition. By comparison, all powers are assumed to be robust—they don't shut down when you're hurt unless you take a Flaw called Fragile. We'll talk about Flaws in a moment.

EXAMPLE: You have 5d in Body, and 3d in the Brawling Hyperskill with +4 Attacks levels. You roll 8d for your Body + Brawling Skill and gain +4 damage from Brawling's Attacks quality levels.

This makes it possible to get powerful effects with a low cost in Points: You could take 1d in a Skill and load it down with Power Quality Levels, then apply it to a high Stat for a large, powerful dice pool. The down side, however, is that each Stat has a fairly narrow range of ways it can be used, and Skills are narrower still.

Multiple Qualities

It's common to have a Miracle with more than one Power Quality. When you use the power, simply choose which Power Quality you're going to use and roll the power's dice. If you want to use more than one Power Quality in the same round, it requires multiple actions.

It's also common to have more than one version of the same Power Quality: More than one Attacks quality, or more than one Useful quality, or more than one version of Defends, all in the same overall power. As usual, each Power Quality has its own specific effect and has a starting cost of 2 Points per die.

You can have different Power Quality Levels on each version of a Power Quality. You could have one Attacks quality with +2 Attacks levels (costing 4 Points per die) and another Attacks with +4 Attacks levels (costing 6 Points per die). This can be very appealing when you add Extras and Flaws to a Power Quality; you can have one version of Attacks that has tremendous effects but a lot of limitations, and another version that is not quite so powerful but is not as limited. We'll discuss Extras and Flaws on page 117.

Useful Miracles

Powers that attack and defend use the combat rules that we detailed in Chapter 4. The Useful Power Quality needs a little more attention here.

What can a power with the Useful quality do? Pretty much anything you want. That's why it's called a Miracle.

Does your Miracle let you fly? That's a Useful quality. Does it let you turn lead to gold? Useful. Does it let you set things on fire? It probably has Attacks, but if you can set things on fire without hurting them, that's Useful. Breathe water? Useful. Ignore the effects of radiation? Useful. Recarbonate stale soda

water? Useful. (You'll be a hit at long-running tabletop roleplaying game sessions.)

The possibilities for a Useful quality are literally endless, but there's one important requirement: A Useful quality must be specific. One Useful quality has one function. If you want another function, you need another Useful quality.

Let's say you have a power called Scintillating Force Fields. You could take a Useful Power Quality that lets you fly on your force fields. You could take another Useful quality that lets you enclose and hold objects at a distance with force fields. But you couldn't have a single Useful quality that lets you fly *and* lets you hold things in place at a distance. The two functions are different enough that they need separate Power Qualities.

How do you tell when a function needs its own Power Quality? That's a judgment call. Usually it's pretty obvious ("flight" vs. "rigid chains of binding force"); when in doubt, see what the GM and the other players think. The Miracle Cafeteria in this book has a ton of examples.

Putting Your Useful Miracle to Work

You can often use a Useful Power Quality to enhance or even replace a Skill roll—if you're rifling through a room for evidence, for example, telekinesis or super-speed can make it a snap.

If you use a power to set up a Skill for a better result, first roll for the power. If it succeeds, you get width in bonus dice to the Skill roll.

Note that this requires two separate rolls, so if you're pressed for time you can't do both in the same combat round.

You can use your power to help another character's Skill roll using the rules for cooperating on a task (page 25).

There are possible down sides. If you're trying to search that room without leaving a mess, going through everything at super-speed probably isn't the best way. Any time you use a power to aid a Skill roll, the GM should feel free to play up unintended consequences.

Dangerously Useful

You can't use the Useful quality to attack someone directly—that's what the Attacks quality is for. However, there may be times when you can use a Useful Power Quality to expose an enemy to some threat that they could otherwise avoid.

Maybe you use a Levitation power to lift someone up toward the whirling blades overhead, or maybe you grab someone when you fly by with your Flight power and take them up high for a long drop. In those cases your power isn't attacking, so don't roll your power's dice pool to inflict damage; the damage comes from the whirling blades or from gravity.

The lack of the Attacks quality simply means you cannot roll your power's dice pool to attack, so your power can inflict no damage directly. But it may still put an enemy in a deadly situation.

Useful Game Effects

A Useful Power Quality is a great way to beef up miscellaneous game characteristics. You could have a Useful quality that heals damage, for example; a Useful quality that adds wound boxes to make you tougher; a Useful quality that rearranges your hit location numbers; a Useful quality that holds somebody in place; there's any number of possibilities.

There are a couple of rules of thumb with this kind of power. First, if it has any effect on damage, measure its effect in width and it affects one hit location. So a healing power heals width in Shock and Killing damage. A power that gives you more wound boxes gives you width in wound boxes on a single location.

A power that restricts another character's actions can always be opposed by a resistance roll; see page 115.

For a power that has an "on/off" effect, you simply need a successful roll. With a power to rearrange your hit locations, for example, you roll to activate it. If it works, you rearrange your hit locations. Because each Useful quality must be specific (see page 108), you need to specify in the power's description exactly how your hit locations are arranged after you change.

Duds

Some characters have powers that are impossible for ordinary human beings, which might add color or flavor to the game but which have no real impact on the world. Maybe your character never ages. Pretty cool, but when is it going to affect the course of the game? Or maybe your power is to make things colored red. No damage to them, no transformations, nothing dramatic; it just changes their color. In Godlike's World War II, they nicknamed such powers "Duds."

A Dud is a special kind of Useful Power Quality that costs exactly one Point per die. But there's a catch: The other players and GM need to agree that it's mostly a useless power.

Because a Dud is a special kind of Useful Power Quality, it's entirely possible to have one as part of an overall power that has other, much more useful (and expensive) qualities. Or it can be a standalone, single-quality dice pool that costs only one Point per die. It's up to you.

With a Dud you don't need to spend a lot of time working out the exact value of Extras and Flaws. Since it's not going to be crucial to the game, we allow a lot of hand-waving with its definition. If you and the other players and GM all agree that a power qualifies as a Dud, then it costs 1 Point per die and you're done.

Power Capacities

Each Power Quality has a Power Capacity that defines the scope of its effect on the world. The Power Capacities are Mass, Range, Speed, Touch, and Self.

Mass

A Power Quality with the mass capacity affects some amount of mass beyond your own body. This doesn't give you any fine control over that mass (unless your power has a Useful quality to that effect), but it lets the power somehow affect that much mass. The details depend on the nature of the power. With the mass capacity on the Attacks quality, the power inflicts knockback.

Range

A power with the Range capacity affects things at a distance.

Speed

A power with the Speed capacity allows you to move at a certain speed. (And if your Power Quality also has the Touch or Range capacity, you can affect someone else's speed.)

Touch

A power with the Touch capacity affects things apart from your own body, but only if you can touch them.

Self

A power with the Self capacity affects only your own character.

Choosing a Power Capacity

The Power Quality determines which *default* Power Capacity it has. The list below reflects only the default "free" Power Capacities. You can always choose to enhance a power by buying another Power Capacity type as an Extra.

Attacks: Either the Mass capacity or the Range capacity, your choice.

Defends: Self.

Useful: Either Mass, Range or Speed, your choice.

Once you choose a Power Capacity, that's the capacity for that Power Quality, permanently. You can't change it as you go—but again, if you really want your "Master of Flame" Power Quality to have not just Range, but also Mass and Speed, you can add capacities to a Power Quality using Extras.

How Much Capacity?

How much mass can the power affect? How much range does it have? How fast can it make you go?

The amount of a power's capacity depends on the size of its dice pool. The more dice you have, the better your control over the Miracle and the greater its range or scope.

See the Power Capacities Table on page 112 for the scope of your power's capacity.

Power Capacities Table

Dice Pool	Mass	Range	Speed
1d	50 lbs (25 kg)	10 yards	2 yards
2d	100 lbs (50 kg)	20 yards	5 yards
3d	200 lbs (100 kg)	40 yards	10 yards
4d	400 lbs (200 kg)	80 yards	20 yards
5d	800 lbs (400 kg)	160 yards	40 yards
6d	1,600 lbs (800 kg)	320 yards	80 yards
7d	1.6 tons	640 yards	160 yards
8d	3.2 tons	1,280 yards	320 yards
9d	6.4 tons	2,560 yards	640 yards
10d	12.8 tons	5,120 yards	1,280 yards

Capacities and Multiple Qualities

Each Power Quality has its own Power Capacity, so it's possible to have a different capacity on each quality of the same overall power. You could have an Attacks quality with range, a Useful quality with mass, and another Useful quality with speed, for example.

Switching and Combining Capacities

If your Power Quality has more than one Power Capacity, you can change which capacity you use on a round-by-round basis simply by declaring you are doing so. You must announce this in the Declaration phase, *before you roll*.

Combining capacities is easy. If your Power Quality has more than one Power Capacity, you can split your dice pool between these capacities by declaring you are doing so. Again, you must declare this in the Declaration phase, *before you roll*.

> **EXAMPLE:** Your Useful Power Quality "Master of Flame" has the Power Capacities mass, range and speed. Each round you can choose to use any *one* of these three capacities. For example, you can choose to affect mass, hit something at range or increase something's speed with your power. Or you can choose to put 5d in mass and 3d in speed; meaning that you can move 800 lbs (5d) at approximately 10 yards per round (3d), or 50 lbs (1d) at approximately 160 yards per round (7d).

Hyperstats, Hyperskills and Power Capacities

Hyperstats and Hyperskills have no Power Capacities except for Body's ability to lift and manipulate masses. You get no Power Capacity with a Hyperstat or a Hyperskill beyond what that Stat or Skill could ordinarily do.

If you want to add a Power Capacity to a Hyperstat or Hyperskill—if you want to add range to your Brawling Skill so you can punch somebody who's across the room, perhaps—take an Extra such as Power Capacity (Range) or Power Capacity (Speed).

How Many Dice (and What Type)?

Exactly how many dice (and what dice types) do you need in your power? That depends on how well you want the power to work. If you want it to work reliably, buy a large dice pool so your odds of rolling matching dice are high.

In addition to normal dice that you roll, you can buy special dice called Hard Dice and Wiggle Dice in powers. Hard Dice and Wiggle Dice are particularly powerful ways to achieve superhuman effects and dramatically affect your chances at a successful match. You don't just roll your Miracle's dice and hope for the best. Instead, you always set Hard Dice at "10," and you can set each Wiggle Die to whatever value you want. You can set a Wiggle Die to 10, or you can set it to match the value of another die in your pool. Each Wiggle Die can be a different value if you want.

Hard Dice cost twice as much as normal dice. Wiggle Dice cost four times as much as normal dice (i.e., twice as much as Hard Dice).

A large dice pool not only helps you roll well, it also gives you high Power Capacities. If you're interested in a power that works very reliably but has limited Power Capacities, you could take a small dice pool but make two of them Hard Dice, or make one of them a Wiggle Die, to guarantee success.

Normal Dice Pool

This is the standard power. You roll normal dice and look for matching sets.

Hard Dice

If you want your power to have a static effect every time you use it—a sort of binary, "on/off" effect—take Hard Dice in it. All you need to do is turn it on and it always has the same effect because its roll is always exactly the same.

Taking two or more Hard Dice is tempting: Hard Dice always come up "10," so they always give you perfect performance. Hard Dice represent invariable perfection. But sometimes a perfect performance doesn't give you the perfect result.

Hard Dice represent a rote action, something hardwired into your character—the ability to use a power at full power, perfectly, at any time. But a power with Hard Dice is outside your conscious control, and that makes it inflexible.

You can turn a power with Hard Dice on or off, but its effect is always the same. This becomes very apparent with movement powers. With Hard Dice in a movement power you always move your maximum distance each round.

You can use or discard normal dice and Wiggle Dice from your pool as needed, but if you have any Hard Dice in your pool you must roll all of them or none. If you deliberately discard one Hard Die, you must discard *all* your Hard Dice. (However, an external factor that removes one Hard Die from your roll does not require you to drop all your Hard Dice; but Hard Dice cannot be deliberately finessed.)

With Hard Dice in an attack such as an energy blast or super strength, you always hit what appears to be the most vital part of your target (hit location 10) as hard as possible—you can't voluntarily reduce the damage without losing all Hard Dice in the roll.

Now, let's say you take a single action, and you get 2x10 with your two Hard Dice and 2x5 with your normal dice. You always choose which set to use (see page 16), so you can choose whether to use the 2x10 or the 2x5.

But you need to have a pretty good dice pool to get a normal set on top of your Hard Dice. If you want to question a thug after shooting him with your Hard Dice in your

Shooting [Archery] Hyperskill, chances are he won't be answering any questions—ever. If you need to extend, throw, or change your chess game with Hard Dice in your chess Hyperskill, you just can't do it; the perfect excellence of your power is beyond your conscious control.

> **EXAMPLE:** If you take 4hd in the "Master of Flame" power, it *always* triggers at a 4x10, pretty effectively incinerating anyone on the receiving end. If you try to discard a Hard Die from your pool, you lose *all* your Hard Dice. In this case that means the power works at full force, or not at all.

Wiggle Dice

If you want your power to be incredibly dynamic and effective, take Wiggle Dice in it. Wiggle Dice represent perfect, preternatural control. With Wiggle Dice you can scale your power's effects back as much as you like, or give exactly the kind of performance you want—perfect, oafishly clumsy, or anything in between. You can come across as a genius or an idiot and be utterly convincing either way. Powers with Wiggle Dice are conscious, deliberate and under your absolute control.

You can combine Wiggle Dice with normal dice and Hard Dice to get a very flexible power; you can combine a single Wiggle Die with a single normal die to guarantee a successful roll every time you use the power.

If you attempt an action that causes you to lose a die, such as a special maneuver (page 22), you must drop Hard Dice first, then normal dice, then Wiggle Dice.

> **EXAMPLE:** If you take 2wd in the "Master of Flame" power, you can control your power any way you like, choosing to activate it with a 2x1, 2x2, 2x3—all the way up to a 2x10 each round. This gives you amazing finesse with the ability.

Mixed Pools

Many powers have various dice types in them. Building a power with regular, Hard and Wiggle Dice in it can lead to interesting results.

If you want a power that will *always* activate, a regular dice pool plus one Wiggle Die is a good choice. This guarantees a success. For something with a narrower effect, take two Hard Dice. This represents a reflexive power that always goes off at full power.

More than two Wiggle Dice in an otherwise normal dice pool represents a power that always manifests at a a level the player chooses, and might manifest much, much higher if the player rolls regular dice in a matching set and extends it.

Hard Dice are poor combinations with regular dice pools, since they rarely, if ever work with regular rolled dice (those dice must roll 10 to match them).

A combination of Hard and Wiggle Dice is odd but effective. In a pool of regular dice this mix can offer a binary effect—either the Wiggle Die can be set to match the Hard Die (causing a 2x10) or it can be set to match other regular dice. This can represent a power that has finesse, but also has a fallback high-level attack that can be used to clear the room quickly.

Only One Die

So, you've taken a power with only a single die. Maybe it's a brand-new power, and your character barely knows how to use it. Kind of hard to get a set with just one die, isn't it? Never fear. All you need to do is take extra time (page 24) to get one or (at a maximum)

two bonus dice with your roll. If you have just a single normal die, that won't do you too much good in a crisis, but with enough time to work at it you'll eventually activate the power. If your power has only a single Wiggle Die, of course, all you need is one round to prepare to get a single die that you can match with the Wiggle Die. (Note that while taking extra time adds dice, it does not affect your Power Capacities!)

> **EXAMPLE:** Say for some reason you take only 1d in your "Master of Flame" power. You couldn't activate the power in one round. Instead, you must take extra time to activate it (adding +1d per round up to +2d). So, at 1d, if you concentrate for two rounds and then try to use it, you get a 3d "Master of Flame" roll.

Using Your Powers In the Game

Using a power in the game is a easy as declaring an action and rolling the appropriate dice. If you get a matching set, you succeed.

Declaration

You must declare *how* you are using your power when you declare. Are you defending? Are you attacking? What Power Capacities, what Extras, what dice types (if you have a choice) are you using? All this must be declared in the declaration phase or it is assumed the fullest array of your ability is being used.

Attacking

Pick your target during the declaration phase of combat; roll your dice during the rolling phase; and if you succeed, calculate and inflict damage on the target in the resolution phase, based on the Extras and bonus Attack Power Quality Levels you might have.

Defending

Choose to defend with your power in the declaration phase (see page 74 for what you can or can't defend against). If you roll a match in the rolling phase, then in the resolution phase you can gobble dice just like a dodge or block roll.

Using Useful Powers

Declare what you want to do with your Useful power. If you roll a match, the width indicates initiative or time spent, and the height indicates quality.

Power Duration

In combat, a power's effects typically lasts for one round—for one declared action. You declare its action, roll for it, and it takes effect in the resolve phase. At the end of the round, after everyone has acted, it's done. (If your power inflicted damage, of course, that damage stays with the victim until he or she heals, or with an inanimate target until somebody repairs it.)

If your action is simple enough that it doesn't require a roll (see page 15), things are a little easier: You can keep it going as long as you like.

Resistance Rolls

If your power affects another character's body or mind *directly* in any way by attempting to transform or control it, the target can choose to oppose it with a Stat + Skill roll (or

just a Stat roll if no Skill applies). This called a resistance roll. It represents an instinctive reaction against a sudden, unnatural change, so it works a little differently from an ordinary defense roll.

This requires an action in combat, but a target who has already declared some other action can replace it with the resistance roll during the declaration round. The resistance roll replaces whatever the character had previously declared. The resistance roll is always optional; you can always choose to take another action and not resist the transformation. You must decide whether to replace another action with a resistance roll during the declaration phase; after that, your declared action stands.

This circumstance applies when the power attempts to transform or transmute the target, or affect the target's mind or thoughts. It *does not* cover normal attacks; to defend against those, see Blocking and Dodging on page 73.

The resistance roll is treated exactly like a Dodge or another opposed roll—it gobbles dice from the hostile roll.

Which Stat or Skill the player is allowed to roll for resistance depends entirely on the circumstances; it's up to the GM. The target of, say, a mind control power can resist it with a Command + Stability, while someone resisting transmutation to gold can roll their Body + Endurance.

> **EXAMPLE:** You declare you're using your Flame Shield defense and roll 8d, but then the Id declares she's going to attack you with Mindwipe. Since this power affects your Mind Stat and is attempting to transform it, you can choose to change your declaration from Flame Shield defense to a Command + Stability resistance roll.
>
> If, instead, the Id lifted and threw a bulldozer at you with his Telekinesis—a straightforward attack—you wouldn't get a resist roll at all and could NOT change your declaration.

If you want your power to affect a character without allowing the target to have a resistance roll, take an Extra (like Speeding Bullet on page 129).

Willpower Costs

As a default in *Wild Talents,* no basic power has a Willpower cost. Some powers do incur Willpower costs, however, because they have Flaws such as Willpower Bid (page 137) or Willpower Cost (page 137).

In some cases, a power may cost Willpower just because it seems like it's too powerful. If a Miracle sounds like it would unbalance the game, but it's interesting enough that it's worth including, requiring a Willpower cost is a good way to keep it in line.

If that is the case, the necessary Willpower cost does not count as a Flaw, so it does not reduce the cost of the power. It's simply the price of using a power with such a potent effect.

The GM and players should work together to decide if a power deserves a Willpower or Base Will cost. One good candidate is any power that drastically changes the past or that predicts (i.e., predetermines) the future.

Extras and Flaws

Extras and Flaws let you modify a power's effects and cost in even greater detail. An Extra makes the power more, well, powerful, but costs more, while a Flaw reduces the cost but also restricts the power's effects.

Extras

Increasing a power's basic effects—damage, defense, and reliability—is easy: Just add dice or add Power Quality Levels. But if you want more unique changes, Extras give you even more flexibility.

Extras are assumed to be active whenever you use the power, but you can switch them off during the declaration phase of combat. Since this happens in declaration, it DOES NOT count as an action and does not require a roll.

We'll define the Extras in detail on page 122. Here, we'll explain how they work.

Buying Extras

An Extra increases the power's cost per die. Most Extras add +1 Point per die to the cost. More powerful Extras cost +2 per die. Some cost +3 or even +4.

When you buy an Extra, you buy it for a particular Power Quality. If you want it for all your Power Qualities, add the Extra and its cost to each Power Quality.

> **EXAMPLE:** You want Penetration 2 for your Flame Blast attack. This adds +2 Points to the cost of the Attacks Power Quality (which increases the overall cost of the power as well). This means ONLY your Attacks quality has Penetration 2. If you wanted it on your Useful quality as well, it would add +2 Points to the Useful Quality cost as well (thus increasing the overall cost of the power even more).

Extras on Hyperstats and Hyperskills

Extras can be purchased and added to Stats and Skills normally, adding to the per-die cost of them in the same way they do for Power Qualities. If a Stat or Skill has an Extra on it, for all intents and purposes it is a Hyperstat or Hyperskill, even if it doesn't have any more dice than usual.

It's possible to take an Extra on some dice of a Stat or a Skill but not on others—Penetration on Brawling Hyperskill dice but not on your normal Brawling dice, for example. The same rules apply as for taking Power Quality Levels on only some dice of a Stat or a Skill; see page 107.

Common Extras

Some Extras are more common than others. Here are some samples. We'll describe them in greater detail later.

Booster is an Extra that increases Power Capacity dramatically: Each level of Booster multiplies the Power Capacity by 10 at a cost of +1 per die.

Duration is an Extra that makes the power's effect last longer. Usually when you activate a power it works only for that one round. With Duration, it lasts until the end of the current scene or encounter without requiring you to roll again. It costs +2 per die.

Go First is an Extra that makes the power's effects happen more quickly: Each instance of Go First adds +1 to the power's width for determining who goes first at a cost of +1 per die.

Penetration is an Extra for the Attacks quality that reduces the effectiveness of a target's armor. Each level of Penetration costs +1 per die.

Radius is an Extra that applies the power's effects across a 10-yard radius, instead of a single character, at a cost of +2 per die. Each additional level of Radius doubles the radius.

The **Range Capacity** Extra adds the range Power Capacity to a power that has some other capacity, at a cost of +2 per die.

Unusual Extras

Some Extras have more complex effects. Each of them is covered in detail starting on page 122, but we'll summarize them here.

Interference is an Extra that lets the power's dice directly disrupt some other character's action. *On a successful roll* each of your dice becomes a gobble die that removes a die of that height or lower from your target's matching sets, before the target's action takes effect. If you have a 4d power with Interference and you roll 2x7 with it, you can remove up to two dice of height 7 or less from your opponent's set or sets. Interference costs +3 per die.

The **Augment** Extra applies the power's effects to other dice pools; it lets the power augment other actions by adding its dice to some other dice pool. This effect is very powerful, so the Augment Extra has several specific rules that determine how it can be used.

The **Variable** Effect Extra lets you define the effect of the power however you want during the declaration round of combat, rather than having a predetermined effect. With Variable Effect you can use a single Useful Power Quality to turn invisible, or to fly, or to heal yourself, or anything else. Variable Effect costs +4 per die, but you can reduce the cost of the Power Quality by restricting Variable Effect to some particular theme.

Flaws

Restricting a power's basic effects is a Flaw. Each Flaw limits the power and reduces the power's cost per die.

Flaws are *always* on, and can't be switched off by the player.

Like Extras, you buy Flaws for a particular Power Quality. If you want a Flaw for all your Power Qualities, subtract the cost from each Power Quality.

We'll define the Flaws in detail on page 131, but here we'll explain how they work.

Taking Flaws

Most Flaws reduce the cost by 1 per die; a very restrictive Flaw reduces the cost by 2 per die. The minimum cost of a Power Quality, including Flaws, is always 1 Point per die.

Minimum Costs

This is important so we'll say it again: The minimum cost of a Power Quality, including Flaws, is always 1 Point per die.

Flaws on Hyperstats and Hyperskills

Just like Extras, Flaws can be taken on Stats and Skills. (This does, of course—since they are superhuman in nature—make them Hyperstats and Hyperskills.)

Trust

Wild Talents lets you do pretty much whatever you want with your powers. Want to be bulletproof? Easy. Grab Heavy Armor from the cafeteria. Want to shoot fire from your fingers? Sounds like Harm with a couple of tweaks. Want the power to put out the Sun? You got it.

Wait. Seriously?

Seriously. Here, we'll even do the math for you.

Suppress Nuclear Fusion (U; 42 per die)

Useful Extras and Flaws: Booster (Mass) +26, Booster (Range) +10, Duration +2, Power Capacity (Range) +2. *Capacities:* Mass, range.
Effect: With a successful roll, you can suppress nuclear fusion. With the Duration Extra this lasts for the length of one encounter, or for a few minutes. To increase the duration, replace the Duration Extra with Endless or Permanent.

There you go. Spend a few extra Points for Permanent and you can turn off the Sun forever.

Now, the important question: What are you going to do with that power? You're going to be an ace when it comes to defusing nuclear bombs. And, probably, nobody really knows exactly how much fusion you can suppress, or the fact that you're a threat to the entire solar system. If someone finds out, your life is sure to get interesting.

In *Wild Talents* we trust you, the players, to build the kinds of characters you want to build. The amazing things that *Wild Talents* characters can do are pretty cool. What they *choose* to do, though—that's what really intrigues us.

Common Flaws

Here's a list of the most common Flaws.

If/Then is the most basic Flaw. With If/Then the power only works in certain cirumstances: If the power only works in daylight, or only when you're wearing the color green, or only in the presence of your best friend, take the If/Then Flaw. It reduces the cost by 1 per die.

With the **Attached** Flaw, the power works only if you also use some other power. It reduces the cost by 1 per die.

With the **Depleted** Flaw, the power works only a limited number of times before it must be recharged. It reduces the cost by 1 per die.

With the **Slow** Flaw, the power requires a round of preparation, so it works only every other round. It reduces the cost by 2 per die.

The **Armored Defense** Flaw applies only to the Defends quality. With Armored Defense, the Defends quality doesn't gobble dice from an attack roll. Instead it reduces damage by giving you width in Light Armor Rating (LAR; page 64) on each hit location. It reduces cost by 2 per die.

Special Powers

We reflect unusual powers with various combinations of Extras and Flaws.

Passive Powers

Sometimes you want your defense to be a constant, static reduction of damage, not an active attempt to block attacks—armor, not a shield.

Sometimes you want a power that gives you a damage bonus on some other attack but doesn't use its own separate dice pool—claws that enhance your Brawling, for instance.

For a passive Attacks or Useful power, the Extra Augment (page 123) allows you to apply the benefits of a

Power Quality's Extras and Power Quality Levels to some other action.

For a passive Defends power, take the Armored Defense Flaw (page 132), which makes your defense power a form of armor instead of a defense roll. Ordinarily it lasts for one round: You roll to "activate" the power, and the protection begins when your roll takes effect in the resolve phase of the round, and ends at the end of the round. You can extend a power's duration with Extras such as Duration (page 125), Endless (page 126) and Permanent (page 128).

Automatic Powers

What if you want to have a power that activates automatically when some event occurs? Maybe it automatically takes effect when you use some other power, or when you are exposed to the light of the full moon.

Add the Extra called Permanent to a power along with the Flaw called "If/Then" (page 135) and you have a power that is always in effect—but only if a certain condition is met. It takes effect automatically, without requiring a declaration or a roll, using its original activation roll for its effects.

Different Defenses

The Defends quality ordinarily lets you roll the power's dice pool to block or avoid an attack against you. There are several ways to change the Defends quality using Extras and Flaws.

If you want your power to give you a Light Armor Rating, take the Armored Defense Flaw for –2 Points per die. When you activate the power it gives you width in LAR to every hit location. Armored Defense makes the defense vulnerable to weapon Penetration (page 82) unless you also take the Hardened Defense Extra for +1 per die.

If you want your power to give you a Heavy Armor Rating (page 64), take the Interference Extra for +3 Points per die. Each die in the power's successful defense roll acts as a gobble die against an attack against you.

Interference is not vulnerable to weapon Penetration unless you also take the Armored Defense Flaw for –2 per die; when combined with Interference on the Defends quality, Armored Defense does not change the Interference dice but leaves them vulnerable to Penetration.

To guarantee the defense's height and width, take Hard Dice. Defends with Armored Defense is equivalent to 1 LAR per Hard Die. Defends with Interference is equivalent to 1 HAR per Hard Die.

To make the defense last, so you don't have to roll it every single round, add an Extra such as Duration (+2 per die), Endless (+3) or Permanent (+4).

Costs

All powers (Hyperstats, Hyperskills and Miracles) are purchased in dice (regular dice, Hard Dice or Wiggle Dice).

The number of Power Qualities on a power, and their Extras and Flaws, determine its cost per die. This is the most basic cost to buy one *regular* die in that particular power. Double that cost to buy a Hard Die in the same power. Quadruple the basic cost per die to buy a Wiggle Die in the same power.

Power Creation Examples

Let's walk through creation of some basic powers to show you how it all works.

Blink

This is the power to teleport just out of the way of attacks. It doesn't let you travel any distance, but it lets you avoid harm. That's a power with the Defends Power Quality, for 2 Points per die. You can use the power's dice instead of your Coordination and Dodge Skill dice to make a defense roll.

Heavy Armor

The Heavy Armor power uses the Defends Power Quality with a twist. Heavy Armor reduces the width of attack rolls against the target, so unless the attack is enormously lucky or has a Penetration rating, it simply inflicts no damage. To emulate that you can use the Interference Extra, costing +3 per die. Each die of your successful defense roll's set automatically removes one die of that height or less from an attack roll.

Since most Heavy Armor is vulnerable to Penetration, you can also take the Armored Defense Flaw at –2 per die. That means each point of Penetration removes one point of your armor.

You can also apply the Endless Extra at +3 per die, so once you activate the power it stays on until you don't need it anymore.

Use Hard Dice to guarantee that you can gobble dice from any attack roll.

Total cost: 6 Points per die, or 12 per Hard Die.

I'll Never Grow Old

If you want a character who never gets old—you're still vulnerable to injury, disease, starvation, and so on, but you don't get old—take that as a Useful Power Quality. In fact, let's call it a "dud" power. Why a dud? Because it doesn't have much of an impact on the game. Sure, it's cool, but when is it likely to matter in play?

Cost: 1 Point per die. Since it's a background power that you aren't going to deliberately activate, take a pair of Hard Dice in it and you're done. Since it's a dud you don't need to bother with the costs of Extras and Flaws.

Unbreakable Claws

So you want to have normal human strength but to have claws that can tear through solid steel. We could build those as a Miracle, but it's probably more efficient to call them a Hyperskill: We'll build them as enhancements to your Brawling Skill.

Since they're claws they ought to do Killing damage, not the Shock damage that Brawling usually does. Let's add the Extra called Deadly to make them do Killing damage instead of Shock. That adds +1 Point per die.

And the claws need to do a little more damage. A big sword or axe does width + 1 in Killing damage, so let's call it width + 2 for your claws. We can get that by adding two Attacks Quality Levels to Brawling, for +2 Points per die.

A tank hull has a Heavy Armor Rating around 4 or 5, so let's give the claws a Penetration rating of 4 using four instances of the Penetration Extra, for +4 Points per die.

That's a total of +7 Points per die, which brings your total Brawling Skill cost to 9 Points per die.

7. Extras

Extras are special modifiers that enhance a power but increase its cost. You can take Extras on any Power Quality to make it more effective.

Unless an Extra's description says otherwise, each Extra, including its cost and effects, applies to *a single Power Quality*. So if you want an Extra to apply to all qualities of a Miracle you need to take it for each one.

Most Extras increase the Power Quality cost by +1, the same as adding a level to the quality. A few Extras have such a broad effect that they cost +2. A very, very few Extras cost even more.

Most of these Extras can be applied to any Power Quality. The exceptions are mentioned in the descriptions.

This list of Extras is not meant to be comprehensive or restrictive; think of it as a list of interesting effects that come up frequently in games with the costs that we think are most appropriate. Feel free to work with the GM and other players to work up new Extras to suit the powers that you have in mind.

You can generally choose whether or not to use an Extra with its Miracle. If an Extra must be used with its Power Quality, its description says so.

"My Players Don't Fight Fair!"

Wild Talents has a very flexible power system, built to let you create and play literally any power you want. If you're the GM and you plan to host a traditional superhero slugfest, pay attention to your players' powers, especially their Extras. It doesn't take many Points to have 2hd in a power called, say, "Knock Out All Criminals and Ne'er-Do-Wells in a 100-yard Radius."

If your players insist on being perfectly efficient villain-busting machines, that's all right. Let them bust some villains. Then come up with interesting ways to make it challenging. If the next villain knows he's going to face the big knock-out power, why would he confront the players face to face? Better to investigate them, find out what motivates them, and hit their Passions and Loyalties until their Willpower drops to zilch and their powers become unreliable. In other words, don't try to stop players from building perfectly efficient powers. Instead, use their perfect powers to drive the game's story in unexpected directions.

Getting Creative With Extras

In *Wild Talents* we give you a *ton* of Extras and Flaws so you can tailor any power precisely to your character. Feel free to use them in off-beat ways!

Think of the Spray Extra. It typically adds dice to an attack and makes multiple actions very easy, like a machine gun spitting hundreds of bullets. But it doesn't have to go on the Attacks Power Quality; you could add it to Defends and get a bunch of simultaneous defenses, or you could add it to a "Create Feathers" Useful quality and create a *whole lot* of feathers at one time.

Then there's the Burn Extra, which sets things on fire after you attack them, so they take additional damage every round. How about we apply that to a telepathic attack? It doesn't set the victim's head on fire, but it keeps inflicting new psychic damage every turn as it uncovers new horrifying fears and torments.

Don't be afraid to tweak anything in this book to suit your tastes.

Ready-to-Play Extras

These Extras define a wide range of powers that are possible in *Wild Talents*. Feel free to use them as written, or modify them to suit your particular character.

Area (+1 per Area die)

Your power explodes, with the same effects as the Area weapon quality (page 80). For particularly nasty attacks, you can take Hard Dice or Wiggle Dice as Area dice. Area Hard Dice cost +2 each instead of the usual +1, and Area Wiggle Dice cost +4 each.

Area is usually taken on Attacks, but you can apply it to the Defends quality (your power explodes when you successfully defend against an attack) or the Useful quality (your power explodes as a side effect) if you want. With Defends or Useful, Area has no range unless you take the Power Capacity (Range) Extra, so make sure you have some way to resist the damage yourself.

Augment (+4)

Your power's dice pool can enhance another dice pool's roll. You don't have to declare that you're using Augment like most Extras; you can decide that you're using it in the roll phase of combat, after you've already rolled for your declared action. Simply add the Augment dice to the dice pool that you just rolled and look for matching dice.

Augment applies to your own actions. To be able to apply it to someone else's actions, add the Power Capacity (Range) Extra.

Augment has some important limitations.

If either power—the Augment power or the one you're augmenting—has Extras (besides Augment, of course) or additional Power Quality Levels, you have a choice. You can turn off the Extras and additional Power Quality Levels and add the dice pools together as above; or you can use all the Extras and Power Quality Levels from both powers but roll only the smaller of the two dice pools. The number of dice is all that matters here, not the types of dice; if you have a 6d pool being augmented by a 2wd Augment power, use the 2wd because that's fewer dice.

The Augment dice can only be added to a dice pool that shares Augment's Power Quality. Augment on the Attacks Power Quality can only boost attack rolls. Augment on the Defends Power Quality can only boost defense rolls. Augment on Useful can boost any action that is neither a defense nor an attack, at the GM's discretion.

Augment does not increase another power's Power Capacities. Always use the Power Capacities of the roll being augmented, not the power with the Augment Extra.

> **EXAMPLE:** You take Augment for a new power we'll call All-Encompassing Fire, which has 3d+2hd+2wd and has Attacks with Augment, along with Penetration 2.
>
> You use All-Encompassing Fire to boost your 3d Brawling dice pool. If you shut off the Extra, you can roll all 6d+2hd+2wd to attack with no Penetration. (Augment does not increase capacity, so your range is only touch—it's a punch!)
>
> If you want to use Penetration 2 on your punch, you must only use your Brawling dice, the smaller of the two dice pools: That's 3d with Penetration 2.

Optional Rule: You can spend Willpower to add the Augment dice and keep all Extras and Power Quality Levels from Augment and the affected power. This costs 1 Willpower per Augment die, 2 per Augment Hard Die, and 4 per Augment Wiggle Die.

Booster (+1)

Each time you take Booster on a Power Quality, it multiplies its Power Capacity by 10. If your Power Quality has more than one capacity, you can decide when you use the power whether Booster applies to one or another; and if you have more than one instance of Booster, you can divide the Booster levels between the capacities however you like each time you use it.

Burn (+2)

Your power sets things on fire, just like the Burn weapon quality (page 81).

Burn is usually taken on Attacks, but you can take it with the Defends quality (you set attackers on fire if you successfully defend against them) or Useful (you set things on fire as a side effect of your power) if you want.

Burn has range only if its Power Quality has the range Power Capacity. Otherwise it affects only those who touch you or whom you touch.

Controlled Effect (+1)

The Miracle affects specific targets or characters, such as friends only, enemies only, yourself only, or others only. (If this is a disadvantage, take it as a Flaw.)

Daze (+1)

Your power reduces the target's dice pool by width in dice for the next round.

By the Numbers

Want some *really* ambitious benchmarks for your Miracle? These Booster amounts are based on the capacities of a power with four to six dice. You may be able to shave off a Booster level or two if you have a larger dice pool. You can also use the No Upward Limit Extra to get the same effects, at a steep Willpower cost.

Booster	Equivalent Capacity
+5	Distance across the U.S.
+6	Mass of an aircraft carrier
+7	Distance to the Moon
+7	Mass of a skyscraper
+9	Distance to Mars
+10	Distance to the Sun
+10	Mass of the Great Pyramid of Cheops
+13	Speed of light
+15	Range of one light year
+16	Distance to the Fish homeworld (42 light years)
+20	Mass of the Moon
+22	Mass of the Earth
+24	Range to the farthest part of the visible universe
+26	Mass of the Sun

Deadly (+1 or +2)

For +1, an attack that ordinarily does width in Shock damage instead does width in Killing; or an attack that ordinarily does width in Killing does width in Shock and Killing. For +2, an attack that does width in Shock instead does width in Shock and Killing.

Disintegrate (+2)

This Extra applies to the Attacks quality. If your attack fills the target hit location or object with Killing damage, it disintegrates completely and is gone forever.

Duration (+2)

With a single successful roll, your Miracle remains in effect for the rest of the current scene or series of actions or rounds.

The exact duration is fluid and depends on the circumstances; it might be a few rounds or it may be several minutes, or longer if the players and GM agree.

You don't have to concentrate on maintaining the action or roll it again, and can perform other actions while it's still going.

If your Miracle has the Attacks quality, it launches one attack against the same target with the same roll every single round.

If it has Defends, it automatically defends, with the same set, against each attack against you.

If it has Useful, it automatically conducts the same action once per round with the same roll.

Typically, the same action and its rolled set apply throughout this duration, so if you activate your Miracle with a 2x7 it remains active at height 7.

You can voluntarily reroll the power's effect by declaring it again and then rolling a new result in the Roll phase. However, you cannot activate an action with Duration and then "stack" another roll with the same action and a new duration on top of it. The new action's roll replaces the original one.

Two important circumstances change the way Duration works. The first is if your power is conditional—it has some restricted condition under which it works. The second is if your power doesn't roll for its own effect, but intead augments some other roll using the Augment Extra or impedes some other roll using the Interference Extra.

A conditional power with Duration on the Attacks or Useful quality—one that has Flaws such as Attached or If/Then, which restrict when it works—takes effect automatically or reflexively whenever the conditions are right. It is not restricted to a single automatic activation each round, but it cannot activate at all if the conditions are wrong.

Each time the power takes effect it uses the same roll that activated it in the first place. You can stop the power from "going off," but only by making an announcement to that effect in the declaration phase, before the power has a chance to take effect. If you don't declare that you're quashing the power's effects before something triggers it, it takes effect in the Roll phase whether you like it or not.

If your Duration power doesn't roll for its own effect but instead affects some other roll, as with the Augment Extra or the Interference Extra, you must roll its dice anew every time it takes effect. After all, you're not rolling to activate a power but to affect some other action.

See the Extras Endless and Permanent for longer-lasting versions of Duration.

Electrocuting (+1)

This Extra applies only to the Attacks quality. It functions like a limited version of the Engulf Extra. If the attack damages the target—it must inflict at least one point of damage past the target's defenses—that same damage instantly "travels" to adjacent hit locations as it goes to ground, without requiring you to make any more rolls.

The damage follows the shortest route through the target to ground, which usually means the damage goes to lower hit locations, ending at a leg. An electrocuting attack that does damage to a human-shaped target's head or arm also inflicts damage to the torso and one leg; if it does damage to a target's torso it also inflicts damage to one leg.

Endless (+3)

With a successful roll, your Miracle remains in effect indefinitely, even if you're asleep, until you choose to deactivate it. You don't need to roll to deactivate it; a simple declaration will do.

See the Duration Extra for details about ongoing powers.

Engulf (+2)

Your Miracle affects every hit location of the target simultaneously. If the power is an attack, it inflicts the same damage to every hit location. Engulf does not give you additional rolls; a single defense roll is enough to block or deflect an Engulf attack altogether.

Go First (+1)

Go First increases the width of your Miracle's roll by 1 for determining initiative in the Resolve phase. You can take it multiple times for a greater bonus.

Hardened Defense (+2)

This Extra applies to the Defends quality if it also has the Armored Defense Flaw. With Hardened Defense, your Armored Defense's LAR is not reduced by Penetration.

High Capacity (Type) (+1)

This Extra applies when a Power Quality has more than one Power Capacity. With High Capacity, one particular Power Capacity always has its maximum capacity. You don't have to devote dice to it at all when combining capacities.

EXAMPLE: You have 5d with a Power Quality with the Mass capacity, the Speed capacity, the Range capacity, and High Capacity (Mass). Your power can always lift the maximum amount of mass for those 5d, and still divide the full 5d of capacity among Speed and Range.

Interference (+3)

Interference allows your power to reduce the width of an opposed roll *before* the resolution of all rolls. This is an extremely powerful effect in the game.

You must declare you're using Interference to oppose another character's roll during the declaration phase of combat, and make a successful roll in the roll phase (see page 24 for opposed rolls; see page 73 for how opposed defense rolls work). On a success, in the resolution phase your Interference roll reduces the width of the opposed roll by its width *before any other roll is parsed.*

Your Interference roll's height must match or exceed the height of the roll that you're opposing. Unlike an ordinary opposed roll, however, it does not need to match or beat the width of the roll you're opposing; it happens before any other actions take place. This makes Interference a really, really effective opposed roll.

The kinds of actions your power can oppose with Interference is always up to the GM. Interference on a Defends Power Quality usually opposes attack rolls; Interference on a Useful Power Quality usually opposes noncombat rolls, depending on the nature and description of your power and the action you're trying to oppose. Interference on Attacks can oppose just about any kind of action, but the GM is encouraged to play up unintended consequences when you, say, distract someone with blasts of supernova fire.

Long-Term Interference: A Power Quality that has Interference and also is a long-term effect, through an Extra such as Duration, is an automatic defense or "jinx." It applies the same Interference result separately against each opponent that's affected by your power.

Long-term Interference on Defends represents armor, a force field, or some other static protection: It applies separately to any attack against you.

Long-term Interference on Useful or Attacks constantly interferes with some particular kind of action. Exactly what kind of action is up to you and your GM, and depends entirely on the nature of your power and your description of it in the declaration phase; it helps to describe the effects of your Interference power with enough detail that it's fairly obvious what it opposes and what it does not.

EXAMPLE: You declare you're going to attack your enemy, Freezerburn, with Flame Blast. Freezerburn declares he is going to block it with Ice Shield, which is a Defends Power Quality with Interference.

You roll 4x8 with Flame Blast. Freezerburn rolls 3x9 with Ice Shield.

Your Flame Blast's width is greater than the Ice Shield's, so if it was a standard defense roll your blast would go through before the Ice Shield took effect.

But with Interference, Ice Shield works a little differently. Its height is greater than or equal to your Flame Blast's height, so each of the dice in the Ice Shield set removes one die from your Flame Blast set, regardless of your attack's speed. Your Flame Blast drops to 1x8, which is a miss.

Native Power (+1)

Your power is not a superpower at all, but a native ability as natural to you as walking or talking is to a normal person. You do not lose dice from this power if your Willpower reaches zero, and you do not lose this power if a power like Nullify disrupts your Archetype's Sources or Permissions.

No Physics (+1)

Your power ignores all the usual laws of physics that ordinarily apply to you even when you're using a Miracle—gravity, inertia, leverage, and so on. You could use it to make impossibly sharp turns regardless of speed, use your superhuman strength to stop a truck cold without destroying it, or lift a car by its bumper without tearing the bumper off.

No Upward Limit (+2)

You can spend Willpower to enhance your power. For every point of Willpower you spend, you can double your power's mass, range or speed capacity. For every 2 Willpower, you can quadruple your mass, range or speed capacity or add +1 to the width of your roll. If you have the Radius Extra, you can double the power's radius for 8 Willpower. There's no limit to the amount of Willpower you can spend to increase the power's capacity or width—you can even extend the width of your roll beyond the size of your dice pool—but you must spend the Willpower before you roll.

Non-Physical (+2)

This Extra applies only to the Attacks quality. Your attack ignores defenses and armor that ordinarily block physical attacks. Typically a defense roll deflects or avoids the attack as usual, but armor (light or heavy) does not apply.

If an ordinary defense roll won't block the attack, you must define some reasonably common factor that can protect against your attack but would not protect against a physical attack. The GM and players should decide what counts as "reasonable."

For example, a mental attack might be blocked if the target succeeds at a Resistance roll against the attack, while a non-physical gamma ray blast might be blocked by lead shielding, the Hardened Defense Extra, or anything that keeps out radiation.

If your power has this Extra, it always applies. You can't choose whether or not to use it. To have a version of Attacks without it on the same power, take another instance of the Attacks quality (page 106).

On Sight (+1)

Your ranged power can affect anyone or anything you can see within range, even if you don't have line of sight. It works even if you're looking at the subject through an intermediary such as a camera, mirror, or power that allows remote viewing.

Penetration (+1)

This Extra applies only to the Attacks quality. Your attack reduces the target's armor ratings (HAR and LAR) by 1. You may take Penetration multiple times to reduce armor further.

Permanent (+4)

Once you activate your power, it stays on permanently unless you deliberately shut it off. It is not affected if you run out of Willpower or Base Will. If you activate a Permanent power and then get killed, the power will keep going. See the Duration Extra, page 125, for other details about ongoing powers.

Adding Permanent to a power that also has Attached or If/Then is a handy way to create a power that automatically activates when you use some other power.

If you want a power that is *truly* permanent, one that you can't deliberately shut down, add a –1 Flaw called "Always On."

Radius (+2)

Your Miracle affects all possible targets within a 10-yard (10-meter) sphere around the point where it takes effect. Each additional instance of the Radius Extra doubles its size: 20 yards at +4, 40 yards at +6, and so on. If your power incurs a Willpower cost, it applies once for each target affected in the radius.

Power Capacity (Type) (+1 or +2)

Your Power Quality has another Power Capacity (see page 110). If it's mass, range or speed, this Extra costs +2; if it's touch, the cost is +1.

Speeding Bullet (+2)

Your power can't easily be resisted or avoided. In order to get a roll to oppose it, the target must have six or more dice in an appropriate Stat—typically Coordination to oppose an Attacks quality with Speeding Bullet, or Mind, Sense or Command to oppose a Useful quality with Speeding Bullet. Ongoing static protection such as armor or a defense with Duration applies normally.

Spray (+1)

Your power has the Spray quality, like a weapon (page 82). It adds +1d to your roll, and allows you to attempt any number of multiple actions with the power without penalty. You may take this Extra multiple times to gain additional Spray dice. You may even take Hard Dice or Wiggle Dice in Spray for particularly dangerous attacks or effective actions; each Spray Hard Die costs +2 instead of +1, and each Spray Wiggle Die costs +4.

The Augment Extra is another way to add dice to a roll.

Subtle (+1)

Your power usually goes unnoticed. Anyone within 10 yards (10 meters) can notice it only with a Perception roll.

Traumatic (+1)

This Extra applies only to the Attacks quality. Your attack power is terrifying. If you use it to damage an enemy, causing at least one point of damage past defenses, the target must make a Trauma Check or suffer mental trauma (page 62). Unfortunately, deliberately causing that much trauma forces you to make a Trauma Check, too.

Variable Effect (+4)

You can change the effects of your Power Quality. With a successful roll to activate the power—this cannot be an actual attack, defense or other use, just a roll to activate it—you may designate some or all of the dice of your Variable Effect power to temporarily "become" dice for some other effect. This emulated power is good for a single action unless you extend it with an Extra such as Endless. You must declare that you're using Variable Effect, and what you're emulating with it, in the declaration phase.

If you can use the Power Quality *only* for Variable Effect, apply the If/Then Flaw.

Using Variable Effect: You don't actually lose the dice from your Variable Effect power, but as long as you are using them to emulate another power you can't use them for Variable Effect itself or to emulate some other effect on the same Power Quality.

The emulated effect uses the dice of the the original power; you can't "change" dice

types. If you have no Hard Dice in the source power, you can have no Hard Dice in an emulated power.

As with all Extras, you must purchase Variable Effect separately for each Power Quality that you want it to affect. You cannot change the effect of a Power Quality that doesn't have the Variable Effect.

An emulated Power Quality keeps its new function until you change it back.

To emulate a Skill die, you must have Variable Effect on the Power Quality that matches that Skill. To emulate Stat dice, your power must have Variable Effect on all three Power Qualities, Attacks, Defends and Useful.

Multiple Effects: Each use of a Power Quality with Variable Effect to emulate some other version of that Power Quality requires its own action. That means that if you want to emulate three Power Qualities at once, you need to do it with multiple actions or else do it in stages, one roll per round.

If you want to be much more efficient at emulating powers, add the Permanent Extra to a Power Quality that has Variable Effect, and add the Attached Flaw to link it to another Power Quality that has Variable Effect. When you activate the "primary" quality, the one that's Attached to it also activates automatically. (See Automatic Powers, page 120.)

Power Capacities: Because you're not rolling for its own effect, a Power Quality with Variable Effect has no capacity for range, speed or mass. But its emulated powers has a range, speed or mass capacity, as usual.

Power Qualities, Extras and Flaws: If the Variable Effect Power Quality has other Power Quality Levels, Extras or Flaws, they do not "transfer" over to the emulated power; they apply only to the use of the Variable Effect Power Quality itself. The emulated power starts from scratch.

You may add Extras and Power Quality Levels to an emulated power by paying Willpower equal to their Point value.

For example, let's say you emulate a 4d Attacks power and you add the Extra No Upward Limit and three Attacks levels. No Upward Limit costs +2 Points per die and three Attacks quality levels cost +3 per die. To add them to the emulated power costs 5 Willpower per emulated die, or 20 Willpower for a 4d power.

You may reduce the Willpower cost of adding Extras and quality levels to an emulated power effect by adding Flaws to it, to a minumum Willpower cost of 0. (Sorry, but you can't give yourself Willpower points by taking more Flaws on an emulated power effect than it has Extras.)

Power themes: In many characters, the power effects emulated with Variable Effect must tie in somehow with a broad theme. If this is the case, use the If/Then Flaw to specify what theme your power must follow. If you have a power with Variable Effect with If/Then (fire theme), you could use Variable Effect to change its Useful quality so it manipulates fire, or to modify the Extras of its fiery Attacks quality, but you couldn't change it to something non-fire-related. If in doubt, talk to the GM.

Variable Effect is a great way to represent characters with very flexible powers. See the "cafeteria Miracles" Alternate Forms (page 141), Cosmic Power (page 143) and Gadgeteering (page 146) for some examples.

8: Flaws

Flaws limit a power but make it less expensive. Most Flaws can be applied to any Power Quality. The exceptions are mentioned in the descriptions. However, **no Flaw is worth any Points if it does not somehow restrict that Power Quality**. If you can't come up with a good example of how the Obvious Flaw hurts your power's Defends quality, then don't take Obvious with Defends.

Unless a Flaw's description says otherwise, each Flaw, including its cost and effects, applies to *a single Power Quality*. So if you want a Flaw to apply to all qualities of a Miracle you should take it for each one.

Most Flaws reduce the Power Quality cost by –1 pt per die, the same as removing a level from a Power Quality. A few Flaws have such a broad effect that they reduce it by –2 or even more.

Flaws can never reduce the cost of any Power Quality, Stat or Skill below 1 per die. That means if you have a Power Quality with no additional quality levels and no Extras, you get no benefit from taking a Flaw on it; but Flaws allow you to improve the quality without paying any additional Points.

Flaws always apply. You cannot choose whether or not to be restricted by them.

What's It Worth?

Because you apply Flaws on individual Power Qualities, they can add up in value pretty quickly. A –1 Flaw applied to all three Power Qualities saves you –3 on the power's total cost per die.

The "standard" Flaw is therefore worth –1. That indicates a moderate restriction on your power; not a constant problem but potentially debilitating if the circumstances aren't right.

A Flaw that's worth –2 is a major restriction. It consistently constrains your use of the power, or makes using the power so difficult that you can't use it very often.

Between these two categories there's a lot of gray area. Sometimes you have multiple minor restrictions in mind that individually don't add up to more than –1, but which don't seem worth what they get you all together.

If your Supreme Sorcerer has to both chant strange phrases and make strange hand gestures in order to use his powers, is that worth two Flaws? It depends. If the limitation is so widely known that he's likely to have his hands tied or his mouth gagged any time enemies come after him, then that sounds like a –2 Flaw. Otherwise, even the two requirements together are probably worth only –1.

Remember, a Flaw must somehow restrict you to be worth any Points at all. That can have some tricky ramifications when you have one power that's based on another one. Let's say you have a power called Fire Blast with the Attacks quality and the Flaw "If/Then (must have oxygen)". You also have a power called Explosion that adds effects to Fire Blast. You can't take the Flaw "If/Then (must have oxygen)" on Explosion, because that Flaw doesn't add any new restriction. If there's no oxygen, you can't use Fire Blast, and if you can't use Fire Blast then you can't use Explosion. The Flaw gives you Points on Fire Blast but is redundant, and therefore worthless, on Explosion. It doesn't add any restriction.

When in doubt, the players and GM should work together to determine the value of a Flaw or a group of Flaws.

Ready-to-Play Flaws

This list of Flaws is not meant to be comprehensive or restrictive; think of it as a list of interesting effects that come up frequently in games with the costs that we think are most appropriate. Feel free to work with the GM and other players to work up new Flaws to suit the powers that you have in mind.

Always On (–1)

This Flaw combines with the Permanent Extra: You can't deactivate your power.

Armored Defense (–2)

This Flaw applies to the Defends quality. Your Defends quality does not have its own roll to gobble attack dice, and its additional Power Quality Levels do not boost defense rolls. Instead, it provides its width in LAR on every hit location, and each additional Defends level adds +1 LAR.

The armor ratings of a power with Armored Defense are subject to Penetration unless you also take the Hardened Defense Extra (page 126).

If you have the Interference Extra along with Armored Defense, Defends works like Heavy Armor (see Interference, page 127), but the Armored Defense Flaw makes the power susceptible to Penetration. In that case Armored Defense's roll does not provide LAR, because its dice are used for Interference.

Attached (–1 or –2)

A power with Attached takes effect only when you use another power or a particular Stat or Skill. You still must roll for each; you can take the primary action in one round and the Attached power the next, or use both in one round with multiple actions. Take the Duration, Endless or Permanent Extra to have the attached power "go off" automatically when you use its associated Stat or power. Attached is worth –2 if it applies only when you use a specific Miracle or Skill. If Attached applies when you use a particular Stat (which can be used with multiple Skills), it's worth –1.

It's possible to take the Attached Flaw more than once, if your power requires more than one "source" power to be active.

Automatic (–1)

This Flaw applies to a power with the Attached Flaw. The Power Quality with Automatic takes effect every time you use its Attached power, automatically, whether you want it or not. You must declare and roll for the Attached power alongside the power that triggered it, unless it's already activated via the Duration or Endless Extra. Automatic is worth no Points as a Flaw if you have the Permanent Extra; if you're power is permanent, it's automatically on already!

Backfires (–2)

Every time you use your power, you take a point of Killing damage to the torso (or whatever counts as your core hit location).

Base Will Cost (–4)

To activate your power you must spend one point of Base Will. You lose this Base Will point permanently. If you fail to activate the power for any reason, you do not lose the Base Will.

Delayed Effect (–2)

Your power takes a while to take effect. Exactly how long this takes depends on the nature of the power and the situation, and is up to you and the GM; a power with more Extras should take longer to have its complete effect than one with just the basic Power Qualities. A Delayed Effect attack may dole its damage out at one point per round, or it may wait and deliver all its damage at the end of the scene or encounter. A Delayed Effect defense may take a few minutes to "charge up."

Depleted (–1)

Your power has a limited number of uses that must be recharged, reloaded, refreshed or otherwise replaced. Each time that you attempt to use a power takes one charge.

The more charges your power has, the fewer times it can be recharged. The default is one charge per die in the power, with one available recharge per die in the power. You can increase the number of charges by reducing the number of recharges. With half the recharges, each recharge has double the charges.

For example, let's say you have 6d in a power. Ordinarily that's six charges with six recharges, for 36 total uses. You could halve the number of recharges and double the number of charges in each, for 12 charges with three recharges, or triple the number of charges but have only a third as many rechages—18 chages with only 2 recharges. The total number of uses is always the same.

Ordinarily, each Power Quality with Depleted has its own set of charges. You can have them all share one set of charges with the If/Then Flaw.

It takes one round to recharge a depleted power. This typically doesn't require a roll but it counts as an action if you want to do more than that in a single round.

When you're out of recharges, you must take some significant in-character action to regain the use of your power. Exactly what you must do depends on your character, but it usually shouldn't take more than an hour or so; work out a reasonable recharge method with the GM and other players. Maybe you must fly back to your home to swap batteries, or maybe you must plug into a wall for an hour, or maybe you must sit in crystal-clear sunlight for a while.

You generally can't take Depleted on a power that's Attached to a power that already has the Depleted Flaw, unless the Attached power would have fewer charges than the primary power; if the primary power runs out first you can't use the Attached power anyway, so Depleted would not impair it and would therefore be worth no Points as a Flaw.

Direct Feed (–2)

Every time you use your power, you lose width in Willpower points. The better you do with it, the more Willpower you lose.

Exhausted (–3)

You can use your power only once in a particular encounter or scene.

Focus (–1)

Your power is contained in an external object and can't be used without it. When you use the power it obviously comes from the focus.

The focus can be taken away if you're unconscious or helpless. If you do lose it, you can only replace it between adventures, after a significant amount of time, or in some restricted circumstances; work with the GM to figure out what's appropriate.

You can choose whether your focus is useable by others or not. If it is, it's useable by anyone, friend or foe.

The focus itself can be attacked even without taking it from you. You must designate one hit location number where the focus can be attacked with a called shot. An ordinary hit on that number still hits you, not the focus, but if an enemy wants to target the focus itself that's the number he or she needs to target.

A focus has its own hit boxes and armor points. It has one wound box for every die (of any kind) in each Power Quality with the same Focus Flaw. Use the Heavy Armor power to give the focus a Heavy Armor Rating.

For example, the rural inventor Doc Stockton has a Miracle called Rusting Raygun, 5d+2hd. With a total of seven dice it has seven wound boxes.

It's possible to have more than one power included in a single focus. In that case each power should have the Focus Flaw. However, each power should be treated as a separate "part" of the overall focus, with its own wound boxes.

See page 137 for a list of optional focus Extras and Flaws.

Fragile (–1)

Your power instantly stops working if you take any damage or if you suffer some other serious distraction; anything that inflicts a gobble die penalty (see page 21) also shuts down your power. You can attempt to use it again the next round.

Full Power Only (–1)

You can never "scale back" your power's effects. It always affects the maximum possible Power Capacity, rolls its maximum dice pool, and (with an attack) inflicts maximum possible damage.

Go Last (–1)

The Power Quality takes effect last in the combat round; treat it as "width 1" for determining initiative.

Horrifying (–1)

Your power appalls witnesses. Any Charm rolls that you attempt with characters who have seen your power work are at +1 difficulty for each Power Quality that has this Flaw. For example, if you have three Power Qualities with the Horrifying Flaw, after you use the power your Charm rolls are at +3 difficulty, for a base difficulty of 4. You gradually lose this penalty with a character who becomes accustomed to you and your use of the power; how long this takes is up to the GM.

If/Then (–1)

Your power requires some condition—or the absence of some condition—for it to work. Maybe you must say the Lord's prayer, or maybe it doesn't work in the presence of a certain color or in the presence of other people, or maybe it doesn't work against certain types of characters, or maybe you must be in a certain mood. If the circumstances aren't right, the power doesn't work. A particular restrictive version might be worth –2 if the GM agrees.

If the GM agrees, you can also use If/Then to specify when some particular part of a power doesn't work—when it has a particular Power Capacity, for example, or when it can use an Extra.

Limited Damage (–1)

This Flaw applies to the Attacks Extra. Your power inflicts only one kind of damage, either width in Shock or width in Killing. You must choose which kind of damage the power inflicts when you create the power.

Limited Width (–1)

No matter what you roll, your power has an effective width of 1. It still takes effect if you roll a set, but treat its width as 1 for speed, damage and all other effects.

Locational (–1)

Your power is tied to a particular hit location. If that hit location takes any Shock or Killing damage, your power fails but you can reactivate it the next round. If that hit location is filled with Shock or Killing damage, you cannot use the power at all. You can take Locational multiple times to apply it to multiple hit locations. If Locational applies to three hit locations it's worth –3, but your power fails if any of those locations takes any damage.

Loopy (–1)

Your power disorients you, causing you to wander in a stupor until you make a Stability roll. You can attempt the roll once per round. This Flaw gets you no Points if you have two or more Hard Dice or any Wiggle Dice in Command or Stability.

Mental Strain (–2)

Every time you use your power, you suffer a point of Shock damage to the head.

No Physical Change (–1)

Whatever your power appears to do, really it causes no physical change to the world. If you're invisible, you're only invisible in the minds of those who see you, and you still are picked up by cameras and motion sensors; with an attack power, you cause pain that

could debilitate or kill the victim, but the victim also can throw off the power's effects and recover from all damage.

A target who knows or suspects your power is at work can resist the power's effects by rolling Resistance against your power roll and spending a point of Willpower. (This requires a declaration and roll in the appropriate combat phases.)

Obvious (–1)

There is no way to use your power without drawing attention to yourself. Maybe it glows brilliantly, causes a loud noise, or exudes a stench—when you use it, everybody nearby knows about it. Define the effect when you build your power.

One Use (–4)

Your power works once, then it's gone and you cannot use it again, ever. You can only regain it by taking it as a new power through character advancement (page 55). This Flaw applies only if you actually use the power; if you fail to activate your power for any reason, it is not used up.

Reduced Capacities (–1)

The Power Quality's capacities are reduced to one tenth normal: 10 lbs instead of 100 lbs, 64 yards instead of 640 yards, and so on.

Scattered Damage (–1)

This Flaw applies only to the Attacks quality. Each point of damage inflicted by the power affects a different hit location; roll 1d10 for each point of damage and apply it to the hit location indicated on that die.

Self Only (–3)

You can use your power to affect only yourself. This is typically taken on a Useful Power Quality (although you can take it on Attacks if you really want); it cannot be taken with the Defends quality, which affects only you by default (see page 111). You get no Points for the Touch Only Flaw if you have Self Only.

Slow (–2)

You can use the power only every other round. The first time you use it in an encounter you can use it immediately, but after that you must wait a round between each attempt to use it. You can take other actions while waiting.

Touch Only (–2)

A Power Quality with Touch Only has no range, speed or mass capacities (see page 110); no matter how many Power Qualities its power has, it has no range and affects no mass beyond what you can touch and lift. You cannot take this Flaw on a Power Quality that already is limited to the "touch" or "self" Power Capacities, or one with an Extra that restricts its Capacities, like Augment.

Uncontrollable (–2)

Your power has a mind of its own. Once you activate it, the GM decides exactly what it does and when. You can shut it off only with a dynamic roll of the power's dice against your initial activation roll.

Willpower Bid (–1)

To activate your power you must "bid" one point of Willpower. If you fail to activate the power for any reason, you lose the Willpower point. If the power activates, you keep the Willpower point.

Willpower Cost (–2)

To activate your power you must spend Willpower equal to 1 per die that you roll, 2 per Hard Die, and 4 per Wiggle Die. If you fail to activate the power for any reason, you do not need to spend the Willpower.

Willpower Investment (–1)

To activate your power you must "invest" Willpower equal to 1 per die that you roll, 2 per Hard Die, and 4 per Wiggle Die. This invested Willpower returns when your power's duration is over, even if it's only single action, but until then you must treat it as if you lost that Willpower. If you fail to activate the power for any reason, you do not need to invest the Willpower.

Focus Extras and Flaws

These optional Extras and Flaws add detail and depth to a power focus.

Accessible (–1)

The focus can be taken away with a disarm attack, and if you've been grappled and pinned it can be wrestled out of your hand with an opposed Brawling roll.

Adaptation (–2)

Rather than a thoroughgoing innovation, your focus is an improvement on some pre-existing technology. Use the mundane version's wound boxes and capacities (you can instead use your dice pool capacity by taking the Power Capacity Extra), but use the Miracle's dice pool, Power Qualities and Extras.

Booby-Trapped (+1)

The focus is built to hurt anyone who activates it without permission. If the user fails to fit the criteria—a particular code word, a DNA match, whatever you and the GM and other players deem appropriate—the largest Attacks power in the focus automatically attacks the user. This attack occurs once per use of the focus.

A character with some appropriate Skill or power (Alchemy, Engineering, Gadgeteering, whatever the GM deems acceptable) can deactivate the trap by making an opposed roll against the largest dice pool in the power. If the roll succeeds, the booby trap no longer works until you or someone with the same Skill turns it back on. If the roll fails, the tinkerer suffers the same attack as for using the focus.

Bulky (–1)

The focus is too large for you to carry it around. It's not too heavy to lift, but it's bulky; you lose 1d from any dice pool while carrying it. It can move under its own power if you attach a movement power such as Flight to it.

Crew (–1)

The focus requires a crew of operators for it to work. Each level of the Crew Flaw doubles the number of operators required: With one level of Crew it requires two operators, with two levels it requires four, and so on.

Delicate (–1)

The focus has half the normal number of wound boxes (round down, with a minimum of one). If the focus only has one wound box anyway, you get no Points for this Flaw.

Durable (+1)

The focus has twice the normal number of wound boxes (two per die).

Environment-Bound (–1)

The focus functions only in a specific environment, such as the presence of air or only underwater.

Friends Only (+2)

The focus is useable by others, but only a specific group of people that you choose. This might be a single best friend, or all members of a particular species, or anyone who knows the password, or whatever you want. This advantage is not wholly foolproof—it's possible for a stranger to trick the focus with a lot of effort and planning. Exactly what that requires is up to you, the GM and the other players. But ordinarily the focus can be used only by the people you designate.

Immutable (–1)

The powers contained in the focus cannot be changed in any way.

Indestructible (+2)

The focus cannot be damaged or destroyed by ordinary means. However, you must work out with the GM and other players some specific, difficult but not impossible means that will destroy it.

Irreplaceable (–2)

The focus cannot be replaced.

Manufacturable (+2)

Others can study and reproduce your focus—but only with a tremendous amount of work on your part.

To allow another Talent to reproduce the focus, you must pay Willpower equal to the total cost of all powers in the focus, and then spend a point of Base Will. (If the recipient helps you build the focus, he or she can donate Willpower to help; see page 51.) This is equivalent to gaining a new power in the middle of some desperate action (page 56); but in this case you don't gain the new power, somebody else does! Once you've given the focus away, it can be replicated by other Talents, who must spend the same Willpower but does not need to spend Base Will. The GM can decide what happens to it next; maybe it goes into long-term study, or maybe in a few months you start seeing knock-offs in stores everywhere as shops full of Talents pool their Willpower and turn the focus out in mass quantities.

As an alternative, you can train non-Talents to create the focus, with an eye toward making it a piece of technology available at large. This is much more difficult. First, you must spend Base Will equal to half the total Point cost of the focus. Each point of Base Will spent in this way requires one month of game time spent drafting plans, building computer simulations and instructing engineers and scientists. In addition you must give up the focus itself, losing all the Points you paid for it (or all the Willpower if you built it with the Gadgeteering Miracle).

After all this, the focus may be reproduced by non-Talent engineers, and anybody who can afford it can get it without paying Points—it has become a ubiquitous object like a shovel, flashlight, or gun.

Operational Skill (+0)

You must have a particular Skill to use the focus. Use the lower of the two dice pools, either the focus' power or the Skill. If you have Hard Dice or Wiggle Dice in the Skill dice pool, however, you can use them even if the focus itself has no Hard Dice or Wiggle Dice.

Secret (+1)

The focus is hidden and its powers appear to come directly from you. Other characters can discover the secret only by extended close observation.

Unwieldy (–1 or –2)

All actions with this focus are limited to a maximum width of 2 for initiative purposes only. This does not damage or any other functions of width. With the –2 version of this Flaw, all actions with this focus and all physical actions you take, even ones that don't involve this focus, are limited to width 2 for initiative purposes.

Building Vehicles

Forget rayguns and powered armor; real heroes have flying cars! Here's how it works.

Build a set of Miracles to reflect what the vehicle can do. Start with some Body dice Attached to the vehicle focus to define just how much weight your vehicle can carry around. Use the movement rules for the Body Stat (page 41) to start off, and add the Booster Extra to let it go faster.

If it should fly, add the Flight Miracle. If it has cameras that let you see in the dark, add the Perceive Miracle. If it has guns, add Harm. You get the idea.

Heavy Armor and Extra Tough are good for vehicles that should stand up to punishment. All characters inside the vehicle are protected by any defensive powers or immunities that the vehicle has, unless the defensive power has a Flaw that says otherwise.

For each power—each that isn't built with an Indestructible Focus, that is—assign a specific hit location on the vehicle. The vehicle gets 10 hit location numbers, just like a character. Each Miracle gets its own hit location and its own wound boxes under the Focus rules. Assign one hit location number to seating—the cab where the driver(s) sit—and another to a space for cargo or additional passengers. If any damage hits those hit locations, it goes to one piece of cargo or a passenger; roll or draw straws to see who takes the hit.

Divide the other hit location numbers however you like among the vehicle's various powers, treating them each like a separate focus; if the location for the Body Stat is destroyed, the vehicle cannot move.

Focus Example

The M-23 Infantry Combat Weapon became the standard combat rifle of the U.S. military in the 1970s, using magnetic acceleration to fire small, dense projectiles with enormous force and speed and very little recoil, with a staggering rate of fire. Invented by a Talent, the rifle was first studied by other Talents and then reproduced in massive numbers as a service weapon. This is how it was built as a Miracle.

M-23 Rifle 10d (1 per die; 10 pts)

Qualities: A+2.

Attacks Extras and Flaws: Focus (Accessible, Adaptation, Manufacturable, Operational Skill [Rifle]) –2, Obvious –1.

Effect: The M-23 has the Attacks quality with Operational Skill that uses the Rifle Skill, which means the shooter uses the lower of his Rifle dice pool or the M-23's 10d dice pool. The Obvious Flaws reflect the rifle's tremendous noise. Each hit does width + 2 in Shock and Killing damage. The M-23 was an adaptation of the M-16 assault rifle, so it has the M-16's effective range of 50 yards.

Note that it does not have the Depleted Flaw. The M-23's magazine holds 200 rounds and a soldier typically carries four magazines (the bullets are small), but that's more ammunition than the Depleted Flaw represents. It's more a roleplaying challenge; if you've fired 15 to 20 bursts with the rifle, you ought to take a round to reload, and the GM is encouraged to declare that the gun simply overheats and jams if the player refuses. In *Wild Talents,* few combats take that long.

Attached Power: Recoilless Autofire 4d+1wd (A+2; 4 per die; 32 pts)

Attacks Extras and Flaws: Attached (M-23) –2, Augment +4, If/Then (must declare Augment in the declare phase) –1, If/Then (Wiggle Die requires a rolled set) –1.

Effects: The M-23's recoilless ammunition gives it a tremendous rate of fire: It has a Spray rating of 4d+1wd, although the Wiggle Die only applies if the shooter rolls a set with other dice, and unlike most uses of Augment you must announce that you're using the autofire in the declare phase of combat. (We could have used the Spray Extra to give it more dice, but in this case attaching it as a separate power worked just as well for fewer Points.)

9: A Miracle Cafeteria

We've shown you the rules for cooking up any power you want. Here's a cafeteria of sample Miracles built using those rules. Feel free to use them right out of the book or adjust them to suit your taste. Each power is listed with its total cost per die.

Aces (12)

Qualities: A D U.
Attacks Extras and Flaws: Augment +4, Willpower Cost –2. *Capacities*: Self.
Defends Extras and Flaws: Augment +4, Willpower Cost –2. *Capacities*: Self.
Useful Extras and Flaws: Augment +4, Willpower Cost –2. *Capacities*: Self.
Effect: You're lucky. Insanely, impossibly, miraculously lucky. In the resolution phase you can add Aces dice to another action at a cost of 1 Willpower per Aces die, 2 per Hard Die, and 4 per Wiggle Die. (See page 123 for the limitations of Augment.)

Alternate Forms (18)

Qualities: A D U.
Attacks Extras and Flaws: Duration +2, If/Then (Variable Effect is only for shapechanging) –1, If/Then (only for Variable Effect) –1, Variable Effect +4. *Capacities*: Self.
Defends Extras and Flaws: Duration +2, If/Then (Variable Effect is only for shapechanging) –1, If/Then (only for Variable Effect) –1, Variable Effect +4. *Capacities*: Self.
Useful Extras and Flaws: Duration +2, If/Then (Variable Effect is only for shapechanging) –1, If/Then (only for Variable Effect) –1, Variable Effect +4. *Capacities*: Self.
Effect: You can change your shape. Using the Variable Effect Extra you can gain new powers to go along with it: Just "transfer" each die of Alternate Forms to a separate power for the duration, and spend Willpower to gain new Extras and Power Quality Levels, such as increased damage or protection.

You retain your own Stats and Skills when you change forms, but you can use the Alternate Forms dice to increase them.

If you want to change your Stats and Skills when you change forms, take a separate Useful quality. Roll to activate it and you can rearrange your Stat and Skill dice however you like, then use Alternate Forms' Variable Effect qualities to add power dice. You might want to add If/Then to the Variable Effect qualities to specify that you can use them only when you initiate your transformation by rolling to activate that "change Stats" quality. (That will actually reduce the cost of the overall power, but the downside is that you need to roll to activate it in the first place instead of just rearranging your dice with Variable Effect.)

If you want additional Stats, Skills or powers that work only in a particular alternate form, buy them normally and use the Attached Flaw to link them to Alternate Forms. This is a great way to set up a character who is a normal human being but who can transform into a powered alternate form.

If you want some of your normal Stats, Skills and powers to NOT work when you're in an alternate form, take the If/Then Flaw on each of them. (Players and GMs alike, be careful here. Taking If/Then on a whole host of powers just because they don't work when you're using a single power that you never actually use might be fishy. Remember, if a Flaw is not a significant drawback, it's worth no Points.)

What if your character's normal body remains unharmed no matter how much punishment an alternate form takes? That's pretty handy, so take that as another Useful

quality (page 108) without Variable Effect. Roll to activate that Useful quality and you turn back to human, unharmed. (But that particular alternate form remains hurt until you stay in it long enough for it to heal.)

You can reduce the cost of Alternate Forms by applying Flaws to its Power Qualities that limit the kinds of powers you can gain or, by restricting the Useful quality, the kinds of shapes you can take. The exact value of the Flaw is up to you, the GM and the other players, but generally a –1 Flaw should be somewhat restricting (a family of related shapes), while a –2 Flaw could restrict you to a single shape.

Bind (4)

Qualities: U.
Useful Extras and Flaws: Power Capacity (Mass) +2. *Capacities*: Mass, range.
Effect: Your power immobilizes a target at a distance. A bound target cannot take any actions. The Power Capacity (Mass) Extra allows you to hold fast an inanimate mass at range. To hold another character your Bind roll must succeed in a contest with the target's Brawling Skill roll or whatever other dice pool the GM thinks could resist your power. A bound target can attempt to escape once per round.

You can decide the exact form that your power takes—powerful webbing, a force field, a coccoon of iron, whatever—when your character gains the power. To change its form take the Variable Effect Extra on Useful.

Block (2)

Qualities: D.
Defends capacities: Self.
Effect: You can use Block as a defense roll, just like dodging or blocking. To gain more "gobble" dice, increase its Defends quality.

Containment (14)

Qualities: D U.
Defends Extras and Flaws: Controlled Effect +1, Radius +2, Power Capacity (Range) +2. *Capacity*: Range.
Useful Extras and Flaws: Controlled Effect +1, Power Capacity (Range) +2, Radius +2. *Capacities*: Mass, range.
Effect: You can create a force field or other effect that contains masses at a distance. It holds things in place up to its mass capacity; to break free, any character within its radius must beat its roll with a Brawling roll or whatever other action the GM things could overcome your power. With the Controlled Effect Extra, you can specify which characters in the radius are affected, or set it up as a screen that keeps things outside it at bay but leaves things inside it free to move around.

Control (Type) (6)

Qualities: A D U.
Attacks capacities: Mass or range.
Defends capacities: Self.
Useful capacities: Mass or range.
Effect: You have superhuman control over some energy or substance. If you control a form of substance, your power has a mass capacity; if you control energy, you can control any amount of that energy within the power's range. To have both range and mass

capacities—to manipulate solid matter at a distance—take the Extra Power Capacity (Range) or (Mass).

By default, the cost of Control does not depend on the type of energy or substance, or how rare or common it is. If you choose a very specific, hard-to-find substance or energy, you might take If/Then or an equivalent Flaw to reflect its low utility. For an exceptionally broad power to control things, take the Variable Effect Extra.

By manipulating the substance or energy you can use it to attack, to block attacks, and to form intricate useful shapes or perform tasks. The controlled substance or energy reverts to normal when your Control action ends.

Control does not allow you to create the substance or energy out of thin air. That requires a separate Miracle (for an example see Create, page 144) or another Useful quality (page 108).

Cosmic Power (21)

Qualities: A D U.
Attacks Extras and Flaws: Duration +2, If/Then (must be used for Variable Effect) –1, Variable Effect +4. *Capacities*: N/A.
Defends Extras and Flaws: Duration +2, If/Then (must be used for Variable Effect) –1, Variable Effect +4. *Capacities*: N/A.
Useful Extras and Flaws: Duration +2, If/Then (must be used for Variable Effect) –1, Variable Effect +4. *Capacities*: N/A.
Effect: With a successful roll you can temporarily manifest any new Miracle that you wish. Cosmic Power by itself does nothing, but it can emulate any power. Use the Variable Effect Extra to "transfer" each die of Cosmic Power to a separate power for the duration, and spend Willpower to gain new Extras and Power Quality Levels, such as increased damage or protection.

Example: Cosmic Power

Orrel "Prince Voodoo" Mackenzie has 5d+2wd in a Miracle called Loa Power (A D U) with the standard Cosmic Power Extras and Flaws. This Miracle costs 21 Points per die, or 273 Points.

Prince Voodoo uses the Variable Effect Extra on his power's Useful quality to emulate a power he calls Spy On Distant Enemy. He uses 3d+1wd of his Loa Power

Miracle to emulate Spy On Distant Enemy, leaving him 2d+1wd that he could use to emulate some other power or use with Loa Power itself.

Prince Voodoo takes four levels of Booster on Spy On Distant Enemy's range capacity, for +4 Points per die, to give it a range of about 50 miles (80 km.). For 2d+1wd, that costs 24 Willpower with a successful roll to activate Loa Power.

Create (Type) (6)

Qualities: A D U.
Attacks capacities: Mass or range.
Defends capacities: Self.
Useful capacities: Mass or range.
Effect: You can create some energy or substance out of thin air. You must define a specific type of substance or energy and stick with it; to be able to change it, add the Variable Effect Extra to the Useful quality. As written, Create assumes you can use the substance or energy to destroy things or to avoid harm, blasting away with fire, deflecting attacks with a sudden hailstorm or whatever your specifically power does.

This power does not give you supernatural control over the thing that you've created; that requires a separate Miracle (for an example see Control, page 142) or a separate Useful quality (page 107). Nor does it give you immunity to your creation—at least, not without yet another Useful quality or a Miracle such as Immunity (page 149)—so be careful where you stand when you use your power.

Custom Hit Locations (2)

Qualities: U.
Useful Extras and Flaws: Always On –1, Permanent +4, Self Only –3. *Capacities*: Self.
Effect: When you activate this power you can rearrange your hit locations and their 34 wound boxes in any manner you like. You must still spread them among 10 hit location numbers, but you can choose how many or how few locations you have; if you want all 10 hit location numbers in one 34-box hit location, you can. You can't have more than 10 hit location numbers, however, and therefore you can't have more than 10 hit locations.

You must designate one of your hit locations as your "core" location. If its wound boxes are all filled with Shock or Killing damage, the effect is the same as when a human torso's wound boxes are filled with damage.

You must also designate four of your wound boxes as brain boxes. When those particular four boxes are all filled with Shock damage, you're knocked unconscious. If they are all filled with Killing, you die. A strangling attack (page 68) can target any hit location that has a brain box. It's a good idea to highlight those brain boxes on the hit location chart so you remember exactly where they are.

If your brain boxes are in a hit location that also has normal wound boxes, they always suffer damage last when that hit location is struck. Shock damage in the non-brain boxes turns to Killing damage before new damage spills over into the brain boxes.

Damage to your wound boxes recovers normally. If and when you change back to a normal human form, you can distribute injured wound boxes however you like, except for damage to "core" or "brain" wound boxes. Damage to "core" boxes goes to your human torso, and damage to "brain" boxes goes to your human head.

This power gives you one particular set of custom hit locations; define them when you take this power. To be able to change them around, use the Variable Effect Extra.

Dead Ringer (7)

Qualities: U.
Useful Extras and Flaws: Duration +2, If/Then (Variable Effect is only for choosing different appearances) –1, Variable Effect +4. *Capacities*: N/A.
Effect: You can change your appearance to impersonate anyone or anything of about the same size. To change your size significantly requires its own Miracle, such as Size Shift (page 156), or another Useful quality.

Duplicates (12)

Qualities: D U U.
Defends Extras and Flaws: Attached ("helpers" quality) –2, Interference +3, Permanent +4. *Capacities*: Self.
Useful (helpers) Extras and Flaws: Duration +2, Obvious –1, Self Only –3. *Capacities*: Self.
Useful (the real me) Extras and Flaws: Attached ("helpers" quality) –2, Permanent +4. *Capacities*: Range.
Effect: With a roll of the "helpers" quality you can create width in physical duplicates who can help you accomplish any action. Add one bonus die per duplicate to each dice pool for the power's duration as your twins cooperate with you on each task. (This is equivalent to characters cooperating with each other on difficult tasks; see page 25.)

The "real me" Power Quality makes it difficult for others to determine which is your original character—they need a Scrutiny roll in a contest with your Duplicates activation roll to tell you from your duplicates.

Duplicates' Defends quality represents the fact that enemies have many potential targets and no way to tell which is really you. It automatically rolls your Duplicates dice pool as a defense roll (with the Interference Extra!) whenever you are attacked. An attack that it spoils hits one of your doubles rather than harming you.

Elasticity (2)

Qualities: U.
Useful capacities: Range.
Effect: You can stretch your body out to the range of your power and squeeze it through tight spaces. Use your Body and Coordination Stats and Skills as usual to do things; the power simply allows you to stretch and use them at a distance. As with other powers, Elasticity requires its own dice pool to activate it under difficult circumstances such as combat; if you want to stretch and make a Body or Coordination roll in the same round, you need multiple actions unless the GM says Elasticity doesn't require a roll.

Extra Tough (5)

Qualities: U.
Useful Extras and Flaws: Engulf +2, Permanent +4, Self Only –3. *Capacities*: Self.
Effect: When you activate this power, it gives you width in additional wound boxes on every hit location. Extra Tough is typically bought with Hard Dice to guarantee its width.

Flight (4)

Qualities: D U.
Defends capacities: Self.
Useful capacities: Speed.
Effect: You can fly! See page 112 to determine your base speed.

Gadgeteering (16)

Qualities: A D U U.

Attacks Extras and Flaws: Delayed Effect –1, Endless +3, If/Then (Variable Effect requires a workshop and time to work) –1, If/Then (Variable Effect is only for weird technology) –1, Variable Effect +4, Willpower Investment –1. *Capacities*: N/A.

Defends Extras and Flaws: Delayed Effect –1, Endless +3, If/Then (Variable Effect requires a workshop and time to work) –1, If/Then (Variable Effect is only for weird technology) –1, Variable Effect +4, Willpower Investment –1. *Capacities*: N/A.

Useful (gadget creation) Extras and Flaws: Delayed Effect –1, Endless +3, If/Then (Variable Effect requires a workshop and time to work) –1, If/Then (Variable Effect is only for weird technology) –1, Variable Effect +4, Willpower Investment –1. *Capacities*: N/A.

Useful (gadget disassembly) Extras and Flaws: Delayed Effect –1, Endless +3, If/Then (requires a workshop and time to work) –1, Touch Only –2. *Capacities*: Self.

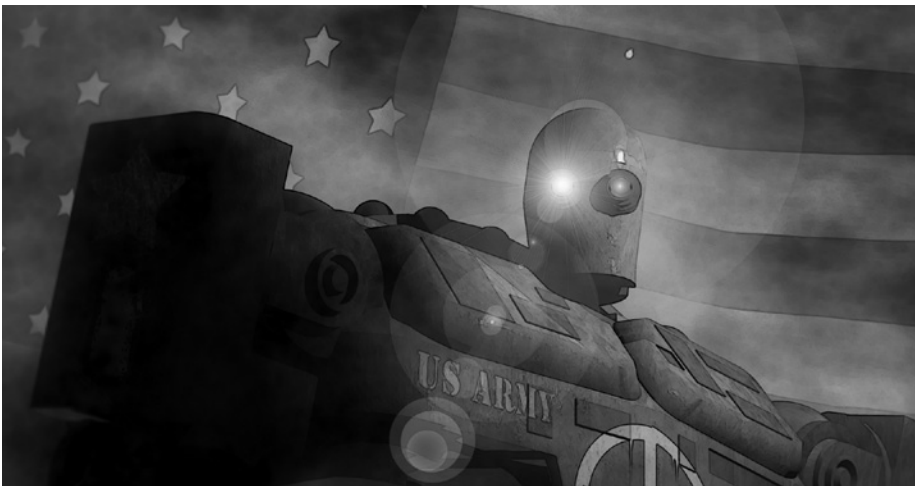
Effect: You can create gadgets with amazing powers. With a successful Gadgeteering roll you can use the Variable Effect Extra to "transfer" Gadgeteering dice into a new power.

The "weird technology" theme for Variable Effect requires all the new powers to be built in foci. If a focus is destroyed, you get the transferred dice back but lose one point of Willpower per "transferred" die, two Willpower per Hard Die, and four Willpower per Wiggle Die. If you deliberately disassemble the focus yourself, you get all the invested Willpower back.

Gadgeteering's "Modifications" effect allows you to manipulate power foci belonging to others. You can disassemble or modify another character's focus with a Gadgeteering roll against the largest dice pool in that focus. However, you can't disassemble or modify a focus with the Immutable Flaw, and you can't disassemble a focus that has the Indestructible Extra.

When you disassemble a focus you take it apart to see what makes it tick. You gain 1 Willpower per die, 2 Willpower per Hard Die, and 4 Willpower per Wiggle Die of all powers contained in the focus, and the focus loses all its powers.

To modify someone else's focus, you can "transfer" some of your Gadgeteering dice to a power within it, either to augment a current power or to add an entirely new power.



If you want to create a gadget that sticks around permanently—separately from your Gadgeteering dice pool, so you can free up those dice for other gadgets—you can do so by spending Willpower equal to the total Point cost of the power, including all Extras and Flaws, and then spending a point of Base Will. This works just like picking up a new power (page 57); the Gadgeteering power lets you do this any time you want, even without the Mutable Archetype quality, as long as you're building a gadget.

A version of Gadgeteering that allows you to create and modify magical artifacts might be called Enchantment or Alchemy. It would work the same way, but you can't create or modify technological gadgets, only enchanted things.

Ghost (6)

Qualities: D U.
Defends capacities: Self.
Useful Extras and Flaws: Duration +2. *Capacities:* Range.
Effects: You can manifest a semi-substantial clone of yourself into which you can place your consciousness. While you wander in the ghost your body remains behind, unconscious. This "ghost" cannot interact with the physical world but can observe and can pass through solid objects and barriers.

Any successful attack dissipates your "ghost"—it has no wound boxes and no armor—and returns you to your own body. However, Ghost's Defends quality allows you to make defense rolls to avoid harm.

To allow it to stand up to punishment give it the Armored Defense Flaw on Defends or wound boxes with the Extra Tough Miracle and the Flaw Attached to Ghost.

To be able to interact with the physical world add the Attacks quality and the Power Capacity (Mass) Extra.

Harm (2)

Qualities: A.
Attacks capacities: Mass or range.
Effect: You can hurt things. Make an attack roll to inflict width in Shock and Killing damage. With the range capacity, you can attack at a distance. With mass, your Harm attack does knockback. To increase Harm's damage, increase its Attacks quality.

Healing (1)

Qualities: U+1.
Useful Extras and Flaws: Touch Only –2. *Capacities*: Touch.
Effect: You can heal injured living tissue. With a Healing roll you cause a living target to instantly heal width in Shock and Killing damage from a single hit location of your choice.

To be able to heal diseases or toxins that don't inflict physical damage, take a separate Useful quality.

Heavy Armor (6)

Qualities: D.
Defends Extras and Flaws: Armored Defense –2, Endless +3, Interference +3. *Capacities*: Self.
Effect: Each die in your Heavy Armor set removes one die of equal or lesser height from every attack that hits you. To emulate a true Heavy Armor Rating (page 64),

take Hard Dice in Heavy Armor for a guaranteed height of 10. Any attack with width lower than your Heavy Armor roll automatically bounces right off.

Thanks to the Armored Defense Flaw, an attack with the Penetration quality (or a Miracle with the Penetration Extra) reduces your Heavy Armor by one per point of Penetration.

Chapter 4: Combat describes the various levels of Heavy Armor. Of course, you also need to decide whether Heavy Armor by itself is enough protection. Heavy Armor works like a really thick eggshell: If an attack has enough Penetration to crack your armor, you'll take ALL the damage. For a *really* resilient character, you might want to take some Light Armor (maybe even with Hardened Defense) or some Extra Tough to stand up to damage that does get past your Heavy Armor.

Illusions (6)

Qualities: A D U.
Attacks capacities: Range.
Defends capacities: Self.
Useful capacities: Range.
Effect: You can create an illusion that makes a target see, hear, feel or smell anything you want. To convince a target that the illusion is real, roll against the target's Scrutiny Skill roll.

With the Attacks quality you can trick the target's body into reacting as if he or she has been injured, inflicting width in (genuine) Shock and Killing damage. With Defends you can use illusions to distract an attacker.

To affect more than one target, use multiple actions or take the Radius Extra.

If your power is instead a psychic hallucination that only affects characters who have Base Will (that is, it doesn't affect robots and security cameras; see page 98), take the No Physical Change Flaw for –1 on Attacks, Defends and Useful.

Immunity (Type) (3)

Qualities: U.
Useful Extras and Flaws: Permanent +4, Self Only –3. *Capacities:* Self.
Effect: You are immune to some unusual and otherwise dangerous substance or environment, such as radiation, viruses, suffocation, or something else. Consult with the GM and other players to decide what's an appropriate scope for he power.

Immunity does not protect you against ordinary attacks—at least, not without the Defends quality—but it protects you completely against Non-Physical (page 128) attacks that are based on the subject of your immunity. Immunity is usually taken with multiple Hard Dice to guarantee its effect at height 10.

For broad immunity you can add the Variable Effect Extra. With Immunity that has an ongoing effect due to Permanent, Endless or Duration, Variable Effect allows the power to adjust automatically to other sources of harm.

Insubstantiality (6)

Qualities: A D U+1.
Attacks Extras and Flaws: Non-Physical +2, Touch Only –2. *Capacities:* Touch.
Defends capacities: Self.
Useful Extras and Flaws: Touch Only –2. *Capacities:* Touch.
Effect: You can become completely immaterial, able to pass through solid objects like a ghost.

With Attacks you can "phase" into the same space as a target. As your bodies automatically separate the trauma causes width in Shock and Killing damage. (Presumably your power prevents you from taking the same damage; you can take Flaws to make it otherwise.) The Non-Physical Extra ignores armor and ordinary defenses; you should decide what kind of power or effect does block damage from your Insubstantiality attack. For example, maybe the Hardened Defense Extra makes armor too dense for your attack to work.

Harm Example: The Odd Squad's Chicago Heat Ray

The alien IAM and the giant robot SAM worked together using their Gadgeteering powers to create a devastating heat ray, a jumble of alien biological power nodes in a battered steel gun structure scavenged from a scrapyard. By coincidence, they had it ready just in time to take on the Army's Talent Team One at the 1968 Chicago Democratic National Convention.

Creating the Heat Ray with Gadgeteering cost IAM 24 Willpower for its assorted qualities, Extras and Flaws. (As a robot SAM has no Willpower, so IAM had to spend the Willpower for them both.)

If the Heat Ray were taken as a permanent power, it would cost 32 Points.

Heat Ray 4d (A+3; 8 per die; 32 pts; costs 24 Willpower with Gadgeteering)
Attacks Extras and Flaws: Burn +2, Depleted –1, Focus (Accessible) –2, Penetration +4. *Capacities:* Range.
Effect: Heat Ray inflicts width + 3 in Shock and Killing damage with Penetration 4 and 16 charges.

Summed up in ordinary weapon terms, their invention looks like this:

Heat Ray (no Skill; 4d attack)
Damage width + 3 in Shock and Killing, Burn, Penetration 4; Ammo 16, Range 40 yards, Wound Boxes 4.

With Defends you can go insubstantial to avoid attacks; once the power is activated, physical attacks can't hurt you and you can't hurt physical targets without becoming substantial again.

While insubstantial you can speak, hear and see normally. If you want Insubstantiality to restrict your senses and speech, take a Flaw called "Out of Phase" for –1 for restricted speech and hearing, or –2 for restricted speech, hearing and sight (light passes right through your eyes!). You could also take a Flaw called "No Breath" for –1 that requires you to hold your breath while insubstantial.

Invisibility (5)

Qualities: D U.
Defends Extras and Flaws: Duration +2. *Capacities*: Self.
Useful Extras and Flaws: Duration +2, Self Only –3. *Capacities*: Self.
Effect: You can turn invisible. Ordinary sight just can't see you. Anyone attempting to detect you with some means other than plain sight—making a Scrutiny or Perception roll to see your tracks or to smell your cologne, for instance—must make an opposed roll against your Invisibility dice pool. Being invisible you are rather hard to target, which is why your power reflexively defends you against all attacks once you activate it.

To make yourself invisible to some other sense besides sight, change this Miracle's name to Inaudible or Unsmellable or whatever and remove the Defends quality (since being hard to smell doesn't often make you any harder to hit).

Invulnerability (20)

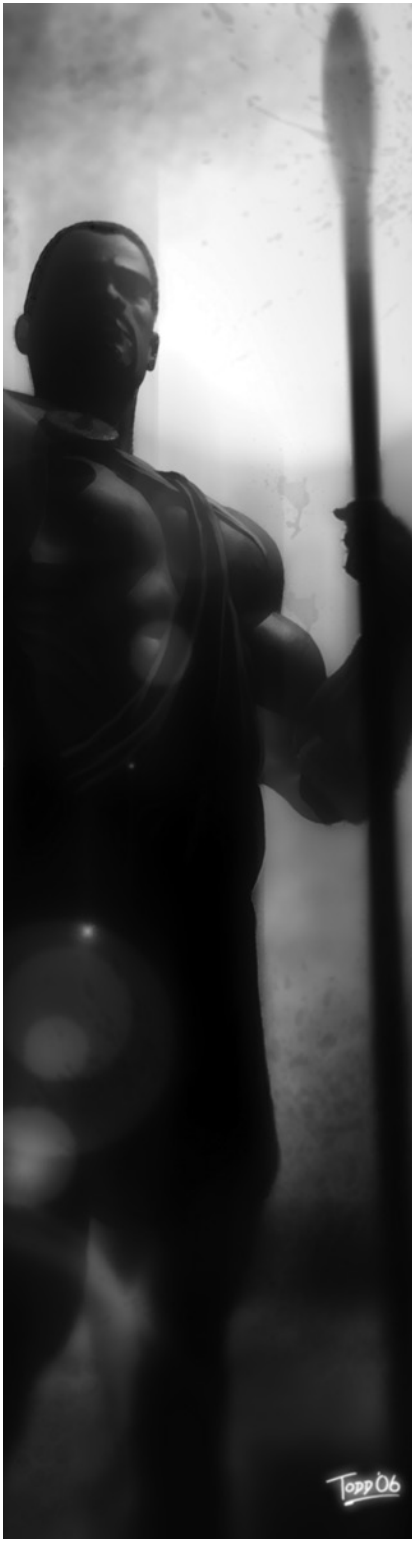
Qualities: D D U.
Defends (HAR) Extras and Flaws: Interference +3, Permanent +4. *Capacities:* Self.
Defends (LAR) Extras and Flaws: Armored Defense –2, Hardened Defense +2, Permanent +4. *Capacities:* Self.
Useful Extras and Flaws: Permanent +4, Self Only –3, If/Then (only for Variable Effect) –1, If/Then (Variable Effect is only for immunities) –1, Variable Effect +4. *Capacities:* Self.
Effect: You are (mostly) impossible to harm. Invulnerability's Useful quality protects you against some otherwise-deadly environment—radiation, vacuum, bitter cold, or something else—without harm. With Variable Effect and Permanent, it instantly adjusts to fit any dangerous environment.

In combat, each die of your Invulnerability roll removes one die from each attack against you. If an attack's width is great enough to hit despite your power's Interference dice, you have width in Hardened LAR against its damage.

Invulnerability is usually taken with multiple Hard Dice to guarantee a static defense set at height 10.

Jinx (8)

Qualities: A D U.
Attacks Extras and Flaws: Interference +3, If/Then (must use Interference) –1, Willpower Cost –2. *Capacities:* Range.
Defends Extras and Flaws: Interference +3, If/Then (must use Interference) –1, Range Capacity +2, Willpower Cost –2. *Capacities:* Range.
Useful Extras and Flaws: Interference +3, If/Then (must use Interference) –1, Willpower Cost –2. *Capacities:* Range.



Effect: You're bad luck, at least for people you don't like. Each die in your Jinx set removes one die of equal or lower height from the target's roll. However, it costs you 1 Willpower per Jinx die thrown, 2 per Hard Die, and 4 per Wiggle Die.

Light Armor (3)

Qualities: D.
Defends Extras and Flaws: Armored Defense –2, Endless +3. *Capacities:* Self.
Effect: You gain width in LAR. You can increase the LAR by taking additional Defends Power Quality Levels.

To be able to turn on your armor every time, without fail, always with the same effect, take two or more Hard Dice in Light Armor. For armor that you don't even need to activate, take Hard Dice and change Endless to the Permanent Extra.

For attacks that pierce armor easily due to the Penetration Extra, you may need to add the Hardened Defense Extra (page 126).

Mind Control (2)

Qualities: U.
Useful capacities: Range.
Effect: You can control the target's behavior for the power's duration (that's one round unless you take the Duration or Endless Extra). The target can oppose your power's roll with a Stability Skill roll. After the first round, the target can get another attempt to throw off your power with a Stability roll by spending a point of Willpower or Base Will.

Note that this power does not allow you to read minds, only control them, and you must speak to the target and be understood. To read the target's mind or send signals telepathically, buy a separate power or add another Useful quality to this power.

Minions (4)

Qualities: U.

Useful Extras and Flaws: Duration +2. *Capacities*: Range.

Effect: You summon a group of minions (see page 75) to do your bidding. The height of your roll determines their quality rating: At height 1–3 they're rabble, at height 4–6 they're trained, at height 7–8 they're professional, and at height 9–10 they're expert. The minions have no armor or weapons.

You summon a number of minions equal to the size of your dice pool. The types of dice doesn't matter, only the number; with 10d, 10hd or 10wd you summon 10 minions.

After you summon the minions, they act each turn separately from you for the duration of your power using the standard minion rules. To miraculously create a private standing army, replace the Duration Extra with Permanent and use the power as many times as you need.

Whatever form they take—scaly demons or human beings teleported into place from elsewhere—summoned minions speak some language that you speak, but they are not mindless slaves; they are their own characters. If you have this power, presumably you've worked out some kind of deal ahead of time with the minions so they'll follow your orders and fight on your behalf. If not, they won't fight on your behalf without motivation, which makes them very difficult to use if you summon them the first time in the middle of combat. A power like Mind Control might be handy.

(Although you could make them mindless slaves with a separate Useful quality that's Attached to the main "minions" quality.)

If you want minions with strange powers, take the powers as separate Power Qualities or separate powers entirely and link them to Minions with the Attached Flaw. Those are powers that only the minions can use.

Foolish Mortals!

I can see you doing the math already: "I can spend a mere 400 Points for 10hd with Invulnerability and NOTHING will ever harm me! I have defeated *Wild Talents!*"

Guess what? You're right. If you want to never, ever take a single point of damage, 10hd of Invulnerability is the way to go.

The problem with that is, people are adaptable. Once they figure out they can't take you out by dropping a nuke on your head, they'll find other ways to mess with you.

First and foremost, they'll go after your Willpower. Remember your motivations? An enemy only needs to hit you in a loyalty or a passion a few times to drop your Willpower to zero, and then your powers all drop in effectiveness (see page 53).

And if that doesn't work, they might just move you out of the way. A few levels of Booster on Teleportation can drop you in, say, the black hole at the center of the Milky Way. It won't kill you, but it might keep you occupied for a while.

And if you want to be the guy who can teleport anybody he wants into the black hole at the center of the Milky Way, you can do that, too.

The point is, *Wild Talents* is built to let you do what you want. If you want to be invincible, go for it. But remember, the GM is going to be there to make things interesting anyway.

Multiple Actions (2)

Qualities: U.
Useful (more actions) Extras and Flaws: Duration +2, Self Only –3. *Capacities:* Self.
Useful (noncombat) Extras and Flaws: Duration +2, Self Only –3. *Capacities:* Self.
Effect: You can move so fast that all actions, even multiple actions, are easy. When you activate your Multiple Actions power, it gives you its width in bonus dice which you can use on any action. The bonus dice are available for the power's duration, but once you use them you must activate the power again to gain more.

If you don't actually declare multiple actions in a roll, you still get the bonus dice; being so fast makes it that much easier when you concentrate on a single task.

Outside combat, your power reduces any action's time increment (see page 18) by its width in steps. If an action normally takes hours, with Multiple Actions width 2 it takes minutes; if it normally takes minutes, with a successful Multiple Actions roll it takes a single round.

Nullify (Type) (4)

Qualities: U.
Useful Extras and Flaws: Duration +2. *Capacities*: Range.
Effect: This ranged power disrupts one particular Archetype Source on a targeted character. The target loses all powers that come from that Source and its Permissions. The target can attempt to avoid Nullify with a defense roll as if you were attacking.

To restrict Nullify to a single power within a particular Source, take the If/Then Flaw. To allow Nullify to apply to a range of Sources, take the Variable Effect Extra.

Because nullification is such a sweeping, restrictive action, it automatically incurs a Willpower cost (see page 116): You must spend 1 Willpower per die, 2 per Hard Die, and 4 per Wiggle Die that you roll. When the nullification fades and the target's powers return, you get the Willpower back.

If your game does not use Archetype Sources, Nullification simply removes all a target's Hyperstats, Hyperskills and Miracles.

Perceive (Type) (2)

Qualities: U.
Useful capacities: Range.
Effect: You can perceive or detect stimuli outside the range of human awareness. You can use Perceive just like making a Sense Skill roll, such as Perception or Scrutiny, but use your Perceive dice pool instead of your Stat and Skill dice.

Perceive, by default, lets you perceive one particular kind of stimulus, whether it's infrared light, X rays, life forms, gravity, magnetism, powers, or whatever. For a particular broad perception—"all spectra of light," say—you may need to add the Variable Effect or another Useful quality. Work with the GM and other players to determine the appropriate scope and cost of your power. For a particular narrow power take the If/Then Flaw.

Power Mimic (15)

Qualities: A D U.
Attacks Extras and Flaws: Duration +2, If/Then (must touch subject) –1, If/Then (Variable Effect must match subject's powers) –1, If/Then (only for Variable Effect) –1, Variable Effect +4. *Capacities:* N/A.

Defends Extras and Flaws: Duration +2, If/Then (must touch subject) –1, If/Then (Variable Effect must match subject's powers) –1, If/Then (only for Variable Effect) –1, Variable Effect +4.
Capacities: N/A.
Useful Extras and Flaws: Duration +2, If/Then (must touch subject) –1, If/Then (Variable Effect must match subject's powers) –1, If/Then (only for Variable Effect) –1, Variable Effect +4.
Capacities: N/A.
Effect: By touching another character, with a successful roll you can temporarily copy their powers. Use the Variable Effect Extra to "transfer" each die of a Power Mimic quality to a separate power for the duration, and spend Willpower to gain new Extras and Power Quality Levels, such as increased damage or protection. You must mimic the copied powers, however. You can't take Extras or powers that the subject doesn't have, and you must take all Flaws on the copied powers. If you have fewer Power Mimic dice than the subject has dice in powers, you can "copy" power dice up to your Power Mimic limit.

Precognition (2)

Qualities: U.
Useful capacities: Range.
Effect: You can tell the future. With a successful roll you can get an answer to a single question about the future. The higher you roll, the more precise and detailed your vision. Here are some guidelines for the result of your roll.

Failure: You get a sense of the future that may or may not be accurate.

Success: A brief but accurate vision.

Width 3+: Knowledge of some amount of time (up to the GM) before a certain event occurs.

Height 7+: Knowledge of who exactly is involved in a certain event.

Width 3+ and height 7+: A vision with both timing and subjects clearly shown.

Width 3+ and height 10: An extremely clear vision of the future, as if you had lived the moment already, with all senses represented.

The results of this power are always up to the GM. If you take the Endless or Permanent Extra, the GM may supply you with visions or epiphanies in dreams or meditation, or when you come near some place that may be important in the future.

If you add the Attacks quality, your precognitive power somehow inflicts harm on others. Maybe it allows you to manipulate probabilities so that debris falls on an opponent, or maybe it's simply a magical force that lashes out. The details are up to you.

Because Precognition affects the future—in game terms, you define the future by predicting it—it costs 1 Willpower per die you roll, 2 per Hard Die, and 4 per Wiggle Die.

Psychic Artifacts (18)

Qualities: A D U.
Attacks Extras and Flaws: Duration +2, Obvious –1, If/Then (Variable Effect is only for artifacts) –1, Variable Effect +4. *Capacities*: N/A.
Defends Extras and Flaws: Duration +2, Obvious –1, If/Then (Variable Effect is only for artifacts) –1, Variable Effect +4. *Capacities*: N/A.
Useful Extras and Flaws: Duration +2, Obvious –1, If/Then (Variable Effect is only for artifacts) –1, Variable Effect +4. *Capacities*: N/A.
Effect: You can create immaterial objects with all kinds of functions. Use the Variable Effect Extra to determine the exact qualities of the object you're creating.

Puppet (4)

Qualities: U.
Useful Extras and Flaws: Duration +2. *Capacities*: Range.
Effect: By overcoming another character's Stability roll you can switch minds, taking over the target's body and using all of its senses. The target's mind goes unconscious as long as you're using his or her body, as does your own body. After the first round, the target can make another attempt to roll Stability to throw off your control by spending a point of Willpower or Base Will.

Note that this power does not allow you to read the target's mind; for that ability buy a separate power or add another Useful quality to this power.

Regeneration (5)

Qualities: U.
Useful Extras and Flaws: Engulf +2, Permanent +4, Self Only –3. *Capacities:* Self.
Effect: With a successful roll you instantly heal width in Shock and Killing damage from every hit location. Thanks to the Permanent Extra Regeneration rolls automatically each round that you have an injured hit location.

If you remove the Self Only Flaw, you could apply your Regeneration power to another person instead of yourself. (See Healing, page 147.)

To be able to heal diseases or toxins that don't inflict physical damage, take a separate Useful quality.

Sidekick (6)

Qualities: D U.
Defends capacities: Self.
Useful Extras and Flaws: Duration +2.
Capacities: Range.
Effects: You can manifest an entity that acts on its own volition. This sidekick uses your Sense and Mind Stats to perceive the world and think for itself, but it has no Skills. It cannot interact with the physical world but can observe and can pass through solid objects and barriers.

Any successful attack dissipates the sidekick—it has no wound boxes—but its Defends quality allows it to make defense rolls to avoid harm.

To allow it to interact with the physical world add the Attacks quality and the Power Capacity (Mass) Extra; to give it Skills or powers use the Variable Effect Extra to "transfer" dice from Sidekick. To allow it to stand up to punishment give it the Armored Defense Flaw on Defends or wound boxes with the Extra Tough Miracle.

Size Shift (5)

Qualities: D U.
Defends Extras and Flaws: Attached to Useful quality –2, Permanent +4. *Capacities:* Self.
Useful Extras and Flaws: Duration +2, Self Only –3. *Capacities:* Mass.
Effect: You can either increase or decrease your size; choose one. (To do both, take them as separate Useful qualities.) When you activate this power you can double your mass or halve it, and each point of width beyond 2 allows you to double or halve your mass again. You can add the Booster Extra (or No Upward Limit) to Size Shift's Useful quality to increase or reduce it further.

Size Shift increases or decreases your height as well, but not as dramatically as mass. For each eight times your mass goes up (or down), your height doubles (or halves).

If you're smaller you're harder to hit, while if you're larger you can absorb more punishment. This reflected in the Permanent Defends quality, which gives you an automatic defense each round. For growth, you may want to take the Armored Defense Flaw so it simply gives you an armor rating.

Reduced Size

Width	Mass	Height
2	80 lbs (40 kg)	4 ft (1.5 m)
3	40 lbs (20 kg)	3.5 ft (1.25 m)
4	20 lbs (10 kg)	3 ft (1 m)
5	10 lbs (5 kg)	2.5 ft (75 cm)
6	5 lbs (1.5 kg)	2 ft (60 cm)
7	2.5 lbs (750 g)	1.5 ft (50 cm)
8	1 lb (375g)	1 ft (30 cm)
9	8 oz (187 g)	10 in (25 cm)
10	4 oz (90 g)	8 in (20 cm)

And so on. For each 1/8 mass, or each instance of the Booster Extra, halve height.

Increased Size

Width	Mass	Height
2	400 lbs (200 kg)	8 ft (2.5 m)
3	800 lbs (400 kg)	9 ft (3 m)
4	1,600 lbs (800 kg)	12 ft (4 m)
5	1.6 tons	15 ft (5 m)
6	3.2 tons	18 ft (6 m)
7	6.4 tons	25 ft (8 m)
8	12.8 tons	32 ft (10 m)
9	25 tons	40 ft (12 m)
10	50 tons	50 ft (16 m)

And so on. For each x8 mass, or each instance of Booster, double height.

To have Size Shift affect only mass or height, apply a –1 If/Then Flaw to its Useful quality. If you want to change others' size, remove the Self Only Flaw. To increase your strength when you grow, take Hyperbody with the Flaw Attached to Size Shift.

Telekinesis (10)

Qualities: A D U.
Attacks Extras and Flaws: Power Capacity (Mass) +2. *Capacities:* Mass, range.
Defends capacities: Self.
Useful Extras and Flaws: Power Capacity (Mass) +2. *Capacities:* Mass, range.
Effect: You can move objects at a distance with the power of your mind. Telekinesis has the range capacity by default; the Power Capacity (Mass) Extra allows it to manipulate mass as well. With the Attacks quality you can slam targets around for width in Shock and Killing damage; with Defends you can deflect attacks or throw off an enemy's aim.

Telepathy (8)

Qualities: A D U.
Attacks Extras and Flaws: Non-Physical +2. *Capacities:* Range.
Defends capacities: Self.
Useful capacities: Range.
Effect: You can read minds. If the target is unaware of your attempt or explicitly unwilling, your Miracle's roll must beat the target's Stability roll in a contest. If you use Telepathy to attack, you inflict terrible pain and psychosomatic spasms for width in Shock and Killing damage. Armor does not block this damage, and it can be avoided only with a Stability Skill roll, not a typical defense or dodge roll. Telepathy's Defends quality allows you to detect hostile intentions early enough to avoid them.

With an additional Useful quality, you can use Telepathy to change or even erase memories indefinitely. This costs Willpower, and your roll must beats the victim's Stability roll. The victim can only gain the lost memories back if another telepath uncovers them, or if some other factor triggers their recovery. If you spend a point of Base Will when you erase the memory, however, the memory will be gone forever.

Teleportation (6)

Qualities: A D U.
Attacks capacities: Range.
Defends capacities: Self.
Useful capacities: Range.
Effect: You can move instantaneously from one point in space to another, without physically crossing the space in between. The range of your Teleportation power determines how far you can teleport. With the Attacks quality, you can teleport into the same space as a target; as your bodies force each other apart and back to normal, the trauma causes width in Shock and Killing damage. (Presumably your power prevents you from taking the same damage; you can take Flaws to make it otherwise.) With the defends quality, you can "blink" or teleport a few inches out of the way of an attack. To be able to carry additional things with you when you teleport, add the Power Capacity (Mass) Extra.

Time Fugue (11)

Qualities: D U.
Defends capacities: Self.
Useful Extras and Flaws: Duration +2, Interference +3, Power Capacity (Mass) +2.
Capacities: Mass, Range.
Effect: You can freeze time for a particular target. Your Time Fugue roll uses Interference to remove dice from the target's rolls for the power's duration; if the target has no sets, he or she can take no actions and stands stock still as time seems to pass normally all around.

If you want your power to have a broader effect than just slowing down a single target—it lets you redo the previous round of action, say, or go back in time—take a separate Useful quality with that effect. For Time Fugue to have such drastic effects on the game world it costs Willpower to use: 1 per die, 2 per Hard Die and 4 per Wiggle Die you roll.

Transform (Type) (4)

Qualities: U.
Useful Extras and Flaws: Duration +2. *Capacities*: Mass or range.
Effect: This power comes in two versions; choose one. With the first version, your power transforms some particular substance or type of energy into any other substance or type of energy—you could transform lead to anything you want with Transform Lead, or transform light into anything you want with Transform Light, or transform a human into anything with Transform Human, and so on.

With the second version, your power transforms any substance or energy into some specific thing—you could transform anything to lead with Transform to Lead, or anything to light with Transform to Light, or anything to one or more humans with Transform to Human, and so on.

If your power has the mass capacity, it transforms a solid substance but you must touch the target. If it transforms non-solid energy, it can transform at range.

The transformation lasts for the duration of the current encounter or for a few minutes, according to the Duration Extra. Replace Duration with Endless or Permanent to extend the effects.

To restrict your power—transform lead to gold but to nothing else, for example—take the If/Then Flaw. To broaden it—transform anything to anything—take the Variable Effect Extra.

Unconventional Move (2)

Qualities: U.
Useful capacities: Speed.
Effect: You can move in an unusual way: climb walls, ride a wave of ice, walk on water, whatever you wish. If the movement also allows you to get out of the way of attacks, such as by jumping onto walls or tunelling instantly away, add the Defends quality. If the power allows you to attack in a special way, such as swinging into an opponent or by undermining an enemy's footing, add Attacks.

Vicious (6)

Qualities: A+1.
Attacks Extras and Flaws: Augment +4, If/Then (must announce in the declare phase) –1. *Capacities*: N/A.
Effect: This power makes any attack more dangerous than usual. Add Vicious' damage bonus from its Attacks Power Quality Levels to any attack action, whether it's another power or some weapon attack. In fact, even if the attack ordinarily would do no damage—using Athletics to bean somebody with a whiffle ball, for example—you can add the Vicious bonus to it if you score a hit. However, you must roll the smaller of the two dice pools, Vicious or whatever attack it modifies. To apply this to a specific Stat, Skill or power, use the Attached Flaw or simply increase its native Attacks quality.

Willpower Battery (2)

Qualities: U.
Useful Extras and Flaws: Endless +3, Self Only –3. *Capacities:* Self.
Effect: You can set aside a number of Willpower points in a battery—whether it's a physical battery of psychic power or a metaphor for some inner reserves—that are separate from your ordinary Willpower score. You can use this Willpower for any normal purpose, but you cannot lose Willpower from it unless you choose to lose them. With a successful roll you can place width in Willpower in the battery, which can hold a maximum of one Willpower per die. The Willpower points remain in the battery until you use them. If you remove the Endless Extra, the Willpower points return to you automatically at the end of the power's duration.

If your Willpower Battery power is in a focus that can be used by other characters (page 134), others can invest Willpower in it and use its stored Willpower.

10: Choosing Your Powers

You've seen how powers are created in *Wild Talents,* and enough pre-made powers to last any game a long while. Now, what kind do you want?

In this game, you almost certainly play a person with—well, what do you want to call them? "Talents"? "Powers and abilities beyond normal men"? Flat out "Superpowers"?

If you're saying "That's all semantics, it doesn't matter" you might want to think again. *Wild Talents* is essentially a game about power, but power is such a broad topic, and one so compelling to almost everyone, that it deserves a little refinement.

The goal of *Wild Talents* is to be Size 10 fun in a Size 4 swimsuit, but what's the fun you're after? If you know what kind of fun you want out of the game, and you communicate that to your GM and other players, you're a whole lot likely to get there than if you wander into the game without a map.

Power Fantasy vs. Alter Ego

Some people play games where their characters can shrug off bullets and punch through a Honda because it's fun to cut loose, kick ass, whomp some bad guys and do a lot of stuff that you, me and your GM will never get to do in real life. This is the power fantasy approach. It lives in the same neighborhood as that daydream of pulling the homecoming queen out of the burning car wreck.

It's fun. But quite often, it's also transitory. A week of waltzing through a squad of podunk bank robbers is good times, but if nothing ever challenges your character, it's going to get boring. You want a cool, competent character and should get one, but there's a difference between being competent and always winning. If you want the game to have long-term legs, be open to being thwarted or outright beaten.

That leads us to the other form of play that often draws folks to superpowered games, which is the alter ego mode. In this, it's less of a daydream and more of an intellectual exercise. What would it really mean to be able to fly? Beyond the social advantages and exhilaration, would it also set you apart from people? What unique problems, responsibilities or challenges go with great power?

Beyond that, what would it really mean to live in a world where there were people who could do that? Depending on the interests of your group, this could get deep into issues of race, class, religion and politics. Or it could just skim along the tops of them.

Whichever interests you—developing a complex and quirky character, or just whaling on evildoers with a fire hydrant—understand that other players may want the other. Also understand that you don't have to be tied down to one approach or the other. If you're open to gaming from both sides, you can have a fun and interesting reaction either way. If you win a fight, you get the obvious and immediate gratification of winning a fight. But if you lose, instead of sulking and looking on it as if you, the player failed, you can look at it as an opportunity to figure out how your character copes with setbacks, adversity and loss.

After all, we shouldn't idolize people who waltz over every problem with ease. There's also a lot to be admired in the guy who doesn't quit and keeps the faith.

The Minmaxing

Okay, I'm just going to come out and say it: This game can be minmaxed. And yes, every game can be minmaxed by someone who's going to bend over backwards to misinterpret rules and try to get something for nothing. But *Wild Talents'* power system,

with its Flaws and Extras and price breaks and added capacities, is particularly friendly to people who want to set up powers with quirky circumstances and ramifications that unfold in nifty ways.

A lot of gamers say "minmax" like it's a dirty word, but I'm going to break with tradition and suggest that it's actually fine—to a point. You want a vessel for your power fantasies, and that's good. It's good to be involved in the game and it's good to be interested in the funky scalable mechanics and how the system reacts when you turn this knob and hit that button.

What's not good is to selfishly let your pleasure in character optimization colonize the whole game and ghettoize other players who didn't care to pop the hood and tinker.

I'm now going to dismiss the minmaxers—they can go look at the Flaws list—and address the people who really don't much care for making the most the deadliest Alternate Form for the fewest Points. What can you folks do to make sure you don't build a character who can't keep up?

Help is here.

Get an Ally

I don't mean that in-game. I mean one of your fellow players, or the GM. In the last game of *Wild Talents* I ran, I quizzed the players on what powers they wanted for their characters and then I just spent the Points. This had the advantage of having all the characters and opponents built on the same philosophy and with the same approach. Your GM may not want to go that far, but certainly she's going to want to look at your character before playing anyhow. Asking her to doublecheck your math and being open to suggestions can certainly put you in a better position.

Use a Pre-Package

I'm going to just stat up some less-than-obvious modular powers that you can cut and paste onto a character. They're not going to make your character invincible by any means, but I've tried to optimize their cost/benefit ratio (which is really all that the dreaded 'minmaxing' is). See **Powers,** page 104, for details about these powers.

The Dodge-Podge (10 Points): Take 2hd in the Dodge Hyperskill with the Permanent Extra. Nothing too fancy. It just means that you'll automatically get out of the way of nearly any 2x attack. If you want, ponce this up with Go First, increasing the cost to 12 Points, and even 3x hits can be neutralized, while 4x and 5x hits are cut down to a more manageable size.

It's the Anger-Realizer Gun! (30 Points): This one's good against people with crazy high Dodge or Block or other defenses based on damage avoidance. You start with Harm at 2 Points per die. Next, add on levels of the Go First Extra, which cost +1 each. Five levels of Go First is +5 per die, bringing us to a fairly pricey 7 Points per die. Flaw it down by putting it in a Focus (–1 per die) and by doing either Shock only or Killing only with Limited Damage (another –1 per die). (Decide when building your character if he's a loving, gentle creampuff or a flinty cold-eyed killer.) Buy six dice in it for 30 Points. Now you've got a gun (or evil eye monkey paw, or whatever) that can roll an okay-not-bad-not-great pool of limited Harm, but any hit is at least going to be timed as if it's width 7. Really fast people are going to still get ahead of it, but it has the advantage of a good chance of knocking dice out of normal-speed people's sets.

Goodnight, Gorilla (16 Points): This attack is designed to be a headache (heh) for brick-style soakers with

gobs of Heavy Armor. Start again with Harm for 2 per die. Take the Non-Physical Extra (+2) and 2hd. Now we're at 16 Points, and you can quit there with a power that switches off the lights of anyone who doesn't have Extra Tough, no matter how many points of HAR she has. It nicely models some kind of psychic whammy. If you want it really nasty, add on Go First. That not only gives you a chance at a millisecond-one knockout, it protects your roll from getting disrupted by a wider attack. You could Flaw it down to make it even more affordable, now that you're hopefully getting a better sense of how optimization works. One example would be . . .

The Sunday Punch (16 Points): Start with "Goodnight, Gorilla" plus five levels of Go First (+5 per die), and then Flaw it down with Slow (–2 per die) and Exhausted (–3 per die). That's a cheap, specialized manstopper that you can't use too often, but then you don't really want to. It's something you bring out once per fight as a climax.

Yo, Adrian (20 Points): Want to stand up to brawling attacks all day long? Take the Light Armor Miracle (page 151) at 2hd, replace Endless with Permanent, add the Hardened Defense Extra for +2 per die, and add Limited Width for –1 per die. That gives you LAR 1 against every attack, even attacks with Penetration. You can save 4 Points by adding the Focus Flaw and building the LAR into a fancy armored costume. Black is always in style.

Collectivism

In a roleplaying game you play half for yourself and half for the other players; they are your audience and your partners. This can be a particularly useful idea at character generation, and specifically for a game of powers where PCs can have wildly divergent abilities in different areas. For example, if everyone else in the party relies on stealth, discretion and Hypercommand, they're not going to want to spend time with a character who has the Obvious Flaw attached to his bread-and-butter power.

If you stubbornly refuse to give ground and make a character who fits in, your reward is likely to be either (1) resentful fellow players who changed their concepts and are having less fun because of it or (2) a group that excludes your character for reasons that are perfectly logical in-game.

What I'm saying is, compromise. But it's more than just a grudging sacrifice of your character on the altar of communal fun. Think of it as getting their ideas and cooperation for creating your group. Elevating your perspective to that level has all kinds of bonuses. If you're all building characters concurrently with other characters in mind, you get characters who compliment each other and work together smoothly, instead of grating and jarring and hitching. The less time, energy and attention you have to spend justifying why the uptight, letter-of-the-law supercop is hanging out with the rough and ready vigilante, the more you have to create a great story.

It's not just personality, either. Build your character's powers with an eye to what the others have. It's especially useful for the group to not have one character who sticks out too much defensively, in either direction. That is, you don't want to have three guys with HAR 3 and one guy with either no defensive powers or 10hd of Immunity: Everything. Why is this? Because when defensive capacities are all over the map, it's a real pain for the GM to find someone who can challenge the tough guy without slaughtering the fragile guy. Either one character gets a boring cakewalk or the other gets an insurmountable challenge. Neither one of those options is good story fun.

The ideal is to have different defenses, complimentary abilities and a group that's stronger than the sum of its members.

Character Dossier: Henry "Wraith" Francis (250 pts)

Name: Patrol Officer Henry Francis, NYPD Talent Squad
Nationality: American **Race:** African American
DOB: June 3, 1977 **DOD:** —
Height: 5'9" **Weight:** 160 lbs
Appearance: Nothing much about Officer Francis stands out apart from the special "T" symbol of the Talent Squad emblazoned on his uniform. He's average in height and build, with short hair and no distinguishing marks. He smiles often and talks all the time.
Known Superhuman Abilities: Francis can make himself completely insubstantial, which allows him to pass through walls and other barriers as easily as fog. He can carry others with him in this state, and while insubstantial he can fly. He can even turn invisible in his "wraith" form, and can turn others invisible if he touches them—but, somewhat awkwardly, he can't turn invisble any inanimate objects, including clothes.
History: Henry Francis' Talent power manifested when he was a teenager. It wasn't anything gradual; one day in football tryouts he was about to be clobbered by a defensive lineman, and he simply went totally insubstantial. The other player passed right through him and Francis, trying to leap aside, flew into the air. His power earned him some minor fame, but nothing lucrative; the only job offers that came in were from shady customers indeed, and he wasn't interested in becoming a spy or a thief. After high school he put in an application with the police department, because he'd heard the pay on the Talent Squad was pretty good and he figured it would be honest work. For the most part, it has been. Francis hasn't yet run into serious corruption on the force. He has no idea how he'll react if he does.

Archetype (5 pts)

Mutant

Stats (91 pts)

Body 2d (10 pts) **Mind** 2d (10 pts)
Coordination 2d (10 pts) **Charm** 3d (15 pts)
Sense 3d (15 pts) **Command** 3d (15 pts)
Base Will 11 (15 pts) **Willpower** 12 (1 pt)
Motivations: Loyalty to New York City (5); Passion for protecting the innocent (6).

Skills (64 pts)

Athletics 1d (3d), Brawling 2d (4d), Dodge 2d (4d), Driving (squad car) 2d (4d), Empathy 1d (4d), Endurance 1d (3d), First Aid 1d (3d), Interrogation 1d (4d), Intimidation 1d (4d), Knowledge (criminal procedure) 2d (4d), Leadership 1d (4d), Lie 1d (4d), Melee Weapon (club) 2d (4d), Perception 1d (4d), Performance (singing) 1d (4d), Persuasion 2d (5d), Ranged Weapon (pistol) 2d (4d), Scrutiny 2d (5d), Stability 2d (5d), Stealth 2d (4d), Streetwise 2d (4d).

Powers (90 pts)

Wraith Form 6d+1wd (A D U U U; 9 per die; 90 pts)
Attacks Extras and Flaws: Horrifying –1, Non-Physical +2, Touch Only –2. *Capacities:* Touch.
Defends Extras and Flaws: None. *Capacities:* Self.
Useful (insubstantiality; see page 149) Extras and Flaws: Duration +2. *Capacities*: Mass.
Useful (flight) Extras and Flaws: Attached to Insubstantiality –2, Booster +1. *Capacities*: Speed.
Useful (invisibility; see page 150) Extras and Flaws: Attached to Insubstantiality –2, Duration +2, If/Then (only living things) –1. *Capacities*: Mass.
Effect: Wraith can turn insubstantial, and when insubstantial he can fly and even make himself invisible by letting light pass through his body. Unfortunately he doesn't have as fine control over the invisibility as the rest of his powers; he can turn clothing or even other people that he touches insubstantial, but can only turn his own body invisible (or other living matter, but not anything a passenger is wearing or carrying). He can use his power to attack by "phasing" into the space occupied by a target, which can be dodged normally but ignores armor. He can use it to defend by simply phasing in time for an attack to pass harmlessly through him.

Attacks

Insubstantiality 6d+1wd (width in Shock and Killing; ignores armor).
Police baton 4d (width + 1 in Shock).
Talent Squad service pistol 4d (Adapted, Manufactured Focus with explosive, armor-piercing ammunition: width + 3 in Shock and Killing; Penetration 1; 16 shots with four spare magazines; range 20 yards).
Talent Squad "NullCuffs™" (Adapted, Manufactured Focus: Nullify 2hd with Variable Effect [If/Then: applies to any Source]; no range; target must be pinned first; handcuffs can be broken by un-Nullified Body Stat of 6d or more).

Defenses

Bulletproof vest (HAR 1 + LAR 2 on the torso).
Tactical helmet, usually in squad car (HAR 1 on the head).

Character Dossier: "Rabid Anne" Gareth (250 pts)

Name: Patrol Officer Anne Gareth, NYPD Talent Squad
Nationality: American **Race:** Caucasian
DOB: October 12, 1972 **DOD:** —
Height: 5'5" **Weight:** 125 lbs
Appearance: Anne Gareth is a plain-looking, no-nonsense woman in her 30s. On the job she wears powered armor of her own construction, angular, thick and airtight, with a face-shield that can go opaque or transparent.
Known Superhuman Abilities: Gareth has a superhuman knack for creating incredible technology. It's entirely intuitive. Sometimes she locks herself away in her workshop, goes into a sort of fugue of perfect concentration and inspiration, and produces things utterly beyond ordinary science. Since she's also a cop, most of her inventions tend to be oriented toward tactics and survival.
History: "Rabid" Anne Gareth earned her nickname in her first days on the force, when she proved uncommonly cool-headed under fire and reliable in a crisis. She hates the nickname, but loves the police. Gareth joined soon after high school—her father was a retired detective—and worked as a patrol officer for four undistinguished years before her Talent power manifested. She has no memory of its first appearance; one weekend she simply blanked out, and when she came around she had turned her dad's basement into a workshop loaded with impossible gadgets. When she showed up for work with the first version of her armor, they moved her to the Talent Squad on the spot.

Archetype (20 pts)

Anachronist

Stats (72 pts)

Body 2d (5d with armor) (10 pts) **Mind** 2d (10 pts)
Coordination 2d (10 pts) **Charm** 2d (10 pts)
Sense 2d (10 pts) **Command** 4d (20 pts)
Base Will 6 **Willpower** 8
Motivations: Loyalty to the NYPD (3); Passion for seeing her inventions succeed (3).

Skills (40 pts)

Athletics 1d (6d), Brawling 1d (6d), Dodge 1d (3d), Driving (squad car) 2d (4d), Endurance 1d (6d), First Aid 1d (3d), Interrogation 1d (5d), Intimidation 1d (5d), Knowledge (criminal procedure) 2d (4d), Melee Weapon (club) 1d (6d), Perception 1d (3d), Ranged Weapon (grenade) 1d (3d), Ranged Weapon (pistol) 1d (3d), Scrutiny 1d (3d), Stability 3d (7d), Streetwise 1d (3d).

Powers (118 pts)

Life Support System (Immunity) 2hd (U; 5 per die; 20 pts)
Useful Extras and Flaws: Duration +2, Focus –1, If/Then (Variable Effect is only for immunities) –1, If/Then (only for Variable Effect) –1, Variable Effect +4. *Capacities:* N/A.
Effect: Gareth's armor includes a host of protective and life-support systems: oxygen, sound dampening, and flare resistance are just a few of its capabilities.

Medical Paste Dispenser (Healing) 2hd (U+1; 1 per die; 4 pts)
Useful Extras and Flaws: Engulf +2, Focus –1, If/Then (one use per injury) –1, Touch Only –2. *Capacities:* Touch.
Effect: Gareth has no idea what's actually in the "paste" that her suit dispenses, a gummy, slightly metallic substance that has astonishing palliative properties. She suspects it's some kind of nanorobotics compound, but she doesn't say that out loud because it would freak her fellow officers right the hell out.
Multi-Spectrum Adaptive Sensors (Perceive) 1d+1wd (U; 3 per die; 15 pts)
Useful Extras and Flaws: Focus –1, If/Then (only for Variable Effect) –1, If/Then (Variable Effect is only for sensors) –1, Variable Effect +4. *Capacities:* N/A.
Effect: Gareth's helmet includes an array of sensors: light enhancement, telescopic zooming, infrared, ultraviolet, thermal sight, sound enhancement, gas analysis, and so on. By examining metabolic processes they can even tell when someone is lying. (The lie-detector function is a contest with the other character's Lie Skill.)
Multibeamer 5d (A+3 A+2; 4 per die; 20 pts)
Attacks + 3 (stunner) Extras and Flaws: Accessible Focus –2, If/Then (same focus as laser) –1, Limited Damage (Shock only) –1. *Capacities*: Range.
Attacks + 2 (laser) Extras and Flaws: Accessible Focus –2, If/Then (same focus as stunner) –1, Limited Damage (Killing only) –1, Penetration +3. *Capacities*: Range.
Effect: Gareth's multibeamer, attached to her armor's right arm, can switch between a stun setting (an electrical current carried along a plasma beam) and a laser beam.
Powered Exoskeleton (Hyperstat [Body]) +3d (3 per die; 9 pts)
Extras and Flaws: Focus –1.
Effect: Gareth's armor's powered exoskeleton gives her +3d Body.
Reactive Camouflage 1d+1wd (D U+1; 2 per die; 10 pts)
Defends Extras and Flaws: Duration +2, Focus –1, Slow –2. *Capacities*: Self.
Useful Extras and Flaws: Duration +2, Focus –1, Self Only –3. *Capacities*: Self.
Effect: Gareth's camouflage system adjusts reflected light to match its surroundings, making her nearly invisible to normal sight. True invisibility takes a full round to achieve.
Reinforced Armor Paneling 4hd (D D; 5 per die; 40 pts)
Defends (HAR) Extras and Flaws: Always On –1, Armored Defense –2, Unwieldy Focus –3, Interference +3, Permanent +4. *Capacities:* Self.
Defends (LAR) Extras and Flaws: Always On –1, Armored Defense –2, Unwieldy Focus –3, Hardened Defense +2, Permanent +4. *Capacities:* Self.
Effect: Gareth's armor paneling and reinforcedsubstructure gives her HAR 4 and LAR 4 (hardened). It restricts all physical actions to width 2 for initiative purposes only.

Attacks

Police baton 6d (width + 1 in Shock).
Stun beam 5d (width + 3 in Shock; range 160 yards).
Laser beam 5d (width + 2 in Killing, Penetration 3; range 160 yards).
Talent Squad "NullCuffs™" (Adapted, Manufactured Focus: Nullify 2hd with Variable Effect [If/Then: applies to any Source]; no range; target must be pinned first; handcuffs can be broken by un-Nullified Body Stat of 6d or more).

Defenses

HAR 4; LAR 4 (hardened); Invisibility 1d+1wd (slow); life support system

Character Dossier: Dr. Jurassic (250 pts)

Name: Daniel James Tunbridge, Ph.D.
Nationality: British
Race: Caucasian
DOB: March 22, 1969
DOD: —
Height: 5'9" (or 29'9")
Weight: 171 lbs (or 10.6 tons)
Appearance: Dr. Tunbridge is a normal-looking paleontologist, with short brown hair in a bad haircut. He is the last person in the world you would think could transform into a thirty-foot-tall Tyrannosaurus Rex with all the terrifying trimmings.
Known Superhuman Abilities: In his T-Rex form Dr Jurassic's roar is stunningly loud, his sense of smell is so acute he can track "prey" for miles, and his jaws can smash through thick armor armor. As T-Rex he retains his intelligence and can even speak, although he can't form "P", "F" and "B" sounds with his huge, lipless palate.
History: Dr. Daniel Tunbridge is a world-renowned paleontologist. In the 1990s he served as an advisor on a very successful series of Hollywood dinosaur movies and has starred on cable programs about dinosaurs. He was preparing to shoot a series on the BBC when he came to the attention of the Sons of Eden, fundamentalists who aggressively promoted creationism. They abducted Tunbridge, planning to tape his testimony exposing the "evolutionary conspiracy" as a Satanic plot.

Police found Tunbridge naked in the ruins of a small house, surrounded by the half-eaten bodies of his kidnappers. Tunbridge could not remember what had happened. A suspicious medical examiner determined that Dr. Tunbridge had not in fact eaten the kidnappers. No charges were pressed, but gradually Tunbridge discovered he could transform himself into a T-Rex at will.

Tunbridge has since become a household name. He is exceptionally popular in Japan, where his T-Rex face adorns shoes, billboards and breakfast cereals. He donates the proceeds anonymously to the Society for Paleontology and Archaeology.

Archetype (5 pts)

Mutant

Stats (99 pts)

Body 2d (10 pts)
Mind 5d (25 pts)
Coordination 2d (10 pts)
Charm 3d (15 pts)
Sense 2d (10 pts)
Command 3d (15 pts)
Base Will 11 (12 pts)
Willpower 13 (2 pts)
Motivations: Loyalty to victims of Talent wrongdoing (5); Passion for paleontology (5).

Skills (40 pts)

Brawling 2d (4d), Dodge 2d (4d), Knowledge (computers) 2d (7d), Knowledge (paleontology) 5d (10d), Perception 2d (5d), Persuasion 4d (7d), Research 3d (8d).

Powers (106 pts)

T-Rex Form 2hd (U U U U U D; 11 per die; 44 pts)
Useful (change form) Extras and Flaws: Endless +3, Obvious –1, Self Only –3.
Useful (damage does not transfer) Extras and Flaws: Attached to "change form" quality –2, Permanent +4, Self Only –3. *Capacities:* Self.

Useful (Size Shift) Extras and Flaws: Attached to "change form" –2, Booster +2, Full Power Only –1, If/Then (up only) –1. Permanent +4, Self Only –3. *Capacities:* Self.
Useful (Extra Tough) Extras and Flaws: Always On –1, Attached to "change form" –2, Engulf +2, Permanent +4, Self Only –3. *Capacities:* Self.
Useful (Custom Hit Locations) Extras and Flaws: Attached to "change form" –2, Permanent +4, Self Only –3.

T-Rex Hit Locations

Height	Location	Wound Boxes
1–2	Left Leg	8
3–4	Right Leg	8
5	Left Arm	5
6	Right Arm	5
7–8	Torso	12
9–10	Head	8

Defends Extras and Flaws: Armored Defense –2, Attached to T-Rex Form –2, Interference +3, Permanent +4. *Capacities:* Self.
Effect: Tunbridge can transform into a Tyrannousaurus Rex. In T-Rex form he has two more wound boxes on each hit location, and his hit locations change. Damage he takes in T-Rex form disappears when he reverts to human (and vice versa), but if he returns to the other form the damage remains until he heals. In T-Rex form he has HAR 2.
Hyperstat (Body) +7d (4 per die; 28 pts)
Extras and Flaws: Attached to T-Rex Form –2, Attacks quality +2.
Effect: In T-Rex form, Dr. Jurassic has +7d Body and his hand-to-hand attacks inflict width + 2 in Shock and Killing damage.
Enhanced Body Stat 2d (+1 per die; 2 pts)
Extras and Flaws: If/Then (enhanced only in T-Rex Form) –1, Attacks quality +2.
Effect: In T-Rex form, Dr. Jurassic's original Body Stat dice also do greater damage.
Hyperstat (Sense) +1wd (1 per die; 4 pts)
Extras and Flaws: Attached to T-Rex Form –2, Booster (range) +1, If/Then (smell only) –2.
Effect: In T-Rex form, Dr. Jurassic's sense of smell is far more acute than a human's, and he can pick up scents ten times farther away. (He must prepare a round for a bonus die to roll with his Wiggle Die, since his normal Sense Stat does not have Booster.)
Stomp or Chomp 2hd (A+4; 6 per die; 24 pts)
Attacks Extras and Flaws: Attached to T-Rex Form –2, Engulf +2, If/Then (only on a target smaller than him) –1, Penetration +3, Slow –2. *Capacities:* Mass.
Effect: Dr. Jurassic can stomp a human-sized enemy into the ground or bite with his enormous teeth, inflicting damage to every hit location at once.
Roar 2hd (A; 1 per die; 4 pts)
Attacks Extras and Flaws: Attached to T-Rex Form –2, Controlled Effect +1, Limited Damage (Shock only) –1, Non-Physical +2, Obvious –1, Radius +2, Touch Only –2. *Capacities:* Touch (10-yard radius).
Effect: Dr. Jurassic's roar inflicts 2 Shock to hit location 10 of everything within 10 yards. It ignores ordinary defenses, but anything that blocks sound waves stops it altogether.

Attacks

Bash 10d (width + 2 in Shock and Killing)
Stomp or chomp 2hd (width + 4 in Shock and Killing, Penetration 3, Engulf)
Roar (width + 2 in Shock, hit location 10, 10-yard radius)

Defenses

HAR 2

Character Dossier: The Enforcer (250 pts)

Name: Andrew Stephen Pinelli
Nationality: American
Race: Caucasian
DOB: April 2, 1968
DOD: —
Height: 6'4"
Weight: 260 lbs

Appearance: Thanks to a combination of lucky genetics and hours of daily training, the Enforcer is tall and strong as a linebacker but has the lithe agility and speed of a gymnast. He has a rather flat nose, suspicious eyes, and close-cropped dark hair recently going grey. On patrol he wears a long, dark grey coat and a black mask.

Known Superhuman Abilities: None. The Enforcer has the kind of luck, for lack of a better word (in the game, we call it Willpower), that you only find in Talents, but otherwise all he has is a truly obsessive dedication to the martial arts—karate, jiu-jitsu, ninjitsu, aikido, you name it, he's mastered it. He studies Talents all the time, looking for ways to get around their strengths and defenses. He prides himself on the fact that he takes on Talents, often, and wins. He loves to talk about it, in fact. Especially with Talents.

History: When Andrew Pinelli was four months old his parents took him and his twin sister to Chicago for the historic 1968 Democratic National Convention. The Pinellis were part of the burgeoning peace movement, and they believed as well that Talents, whose powers showed the growing potential of humanity, would become its spokesmen, champions for justice and reason in the modern day just as they had been champions for freedom and democracy in the war. None of the Pinelli family had any such powers themselves, but they had an abundance of faith.

Andrew Pinelli's mother and sister died in a collapsing building as the Army's Talent Team One battled the Odd Squad, those bizarre government-sanctioned Talents turned peace protesters, across downtown Chicago.

Pinelli's father, Stephen, won a fortune in lawsuits against Chicago, the Democratic Party, and the federal government. Many other victims of the violence did, too, but Stephen Pinelli and his baby son, bereft of mother and sister, were the ones whose photos made front pages everywhere.

By the time Andrew Pinelli was four, his mission in life was set. His father became a recluse, and hired a succession of trainers and tutors to teach his son far from the public eye. Andrew, his father explained to the boy, had a mission. It was a unique mission, and he was the only one who could accomplish it, because he was the only one who saw how crucial it was. Andrew Pinelli trained to protect humanity from Talent threats. The fact that Andrew was no Talent himself made the mission all the more important, even noble.

Andrew's education was rather one-sided. He received, in fact, a bare minimum of conventional schooling. He learned to read and write well enough, and went through the basics of mathematics and history, but the bulk of every day went to physical training and mental conditioning: Running, sports, gymnastics, hunting; he would have been a shoo-in for any Olympic team. But that was not his calling.

Andrew Spinelli went on his first mission at age twenty, taking on the New York-based Talent enforcers of a South American drug cartel, hard men and women who excelled in making witnesses disappear without a trace. They found themselves disappearing, instead, one at a time, and Andrew demolished three of them along with a

dozen non-Talent gunmen in a running battle at a New Jersey dock. Spinelli, shot three times, barely escaped ahead of an army of police.

Within a year, the New York press nicknamed the mysterious vigilante, an apparently normal man who took on Talent criminals, the Enforcer.

Spinelli has now waged his crusade for nearly twenty years. To say it has left him warped is an understatement, with the shallowest of social contacts and only his father and a handful of close-knit allies for support. Sometimes he seems to thrive on it. It is his responsibility, after all, to prove humanity's capacity to stand up for itself. The normal men and women of the world are his charges, his adopted brothers, sisters, and children, and their defense is his responsibility—whether they realize it, or want it, or not.

Archetype (5 pts)

Super-Normal

Stats (133 pts)

Body 5d (25 pts)
Coordination 5d (25 pts)
Sense 4d (20 pts)
Base Will 13 (18 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 5d (25 pts)
Willpower 13
Motivations: Loyalty to his "charges" (6); Passion for overcoming enemy Talents (7).

Skills (112 pts)

Athletics 5d (10d), Brawling 5d (10d), Dodge 5d (10d), Endurance 5d (10d), First Aid 2d (4d), Intimidation 3d (8d), Lie 2d (4d), Melee Weapon (club) 5d (10d), Perception 3d (7d), Ranged Weapon (electrolaser) 3d (8d), Ranged Weapon (pistol) 2d (7d), Security Systems 3d (5d), Stability 2d (7d), Stealth 5d (10d), Streetwise 3d (5d), Tactics 3d (5d).

Attacks

Expandable baton 10d (width + 1 in Shock).
Off-the shelf electrolaser pistol 8d (Adapted, Manufactured Focus: width in Shock, daze, electrocuting, ignores armor but stopped by insulation).
Other readily-available weapons and tools as needed.

Defenses

Bulletproof vest (HAR 1 and LAR 2 on hit locations 7–9).

Civilians and Soldiers

These sample characters are easy to drop into your game. Just change out a Stat die or Skill die here and there to customize them. For the sake of space these templates focus on modern urban characters, the kind most likely to show up in a superhero game.

Blue-Collar Worker (72 pts)

Body 2d (10 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 2d (10 pts)
Base Will 4
Skills (12 pts): Athletics 1d (3d), Brawling 1d (3d), Endurance 2d (4d), Knowledge (mechanics) 2d (4d).

Hardened Criminal (80 pts)

Body 3d (15 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 1d (5 pts)
Charm 2d (10 pts)
Command 2d (10 pts)
Base Will 4
Skills (20 pts): Brawling 1d (4d), Intimidation 2d (4d), Lie 2d (4d), Melee Weapon (knife) 1d (4d), Ranged Weapon (pistol) 1d (3d), Stability 1d (3d), Streetwise 2d (3d).

Performer (79 pts)

Body 2d (10 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 3d (15 pts)
Command 2d (10 pts)
Base Will 5
Skills (14 pts): Empathy 2d (4d), Perception 2d (4d), Performance (one type) 2d (5d), Persuasion 1d (4d).

White-Collar Worker (80 pts)

Body 2d (10 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 2d (10 pts)
Base Will 4
Skills (20 pts): Driving (car) 1d (3d), four Mind Skills at 2d (4d), Scrutiny 1d (3d).

Federal Agent (125 pts)

Body 2d (10 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 3d (15 pts)
Base Will 5
Skills (60 pts): Athletics 2d (4d), Brawling 2d (4d), Empathy 3d (5d), Driving (car) 2d (4d), Interrogation 1d (4d), Intimidation 2d (5d), Knowledge (any one) 2d (4d), Knowledge (criminal procedure) 2d (4d), Knowledge (navigation) 1d (3d), Leadership 2d (5d), Lie 2d (4d), Perception 3d (5d), Ranged Weapon (pistol) 2d (4d), Scrutiny 3d (5d), Stability 1d (4d).

Police Detective (120 pts)

Body 3d (15 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 3d (15 pts)
Base Will 5
Skills (50 pts): Athletics 1d (4d), Brawling 2d (5d), Knowledge (criminal procedure) 2d (4d), Driving (car) 2d (4d), Empathy 2d (4d), Interrogation 2d (4d), Intimidation 2d (5d), Lie 3d (5d), Perception 2d (4d), Ranged Weapon (pistol) 2d (4d), Scrutiny 2d (4d), Stability 1d (4d), Streetwise 2d (4d).

Police SWAT Team Member (125 pts)

Body 3d (15 pts)
Coordination 3d (15 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 3d (15 pts)
Base Will 5
Skills (50 pts): Athletics 3d (6d), Brawling 3d (6d), Driving (car) 2d (4d), Intimidation 3d (6d), Knowledge (criminal procedure) 2d (4d), Lie 2d (4d), Ranged Weapon (grenade) 2d (5d), Ranged Weapon (rifle) 3d (6d), Stability 3d (6d), Stealth 1d (4d), Streetwise 1d (3d).

Police Patrol Officer (110 pts)

Body 3d (15 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 3d (15 pts)
Base Will 5
Skills (40 pts): Athletics 1d (4d), Brawling 2d (5d), Driving (car) 2d (4d), Intimidation 2d (5d), Knowledge (criminal procedure) 2d (4d), Lie 2d (4d), Melee Weapon (club) 2d (5d), Perception 2d (4d), Ranged Weapon (pistol) 2d (4d), Stability 1d (4d), Streetwise 2d (4d).

Military Officer (115 pts)

Body 2d (10 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 3d (15 pts)
Base Will 5
Skills (50 pts): Athletics 2d (4d), Brawling 2d (4d), Endurance 2d (4d), Intimidation 2d (5d), Knowledge (any one) 2d (4d), Leadership 1d (4d), Perception 1d (3d), Ranged Weapon (grenade) 1d (3d), Ranged Weapon (pistol) 2d (4d), Stability 2d (5d), Tactics 2d (4d).

Soldier (95 pts)

Body 3d (15 pts)
Coordination 2d (10 pts)
Sense 2d (10 pts)
Mind 2d (10 pts)
Charm 2d (10 pts)
Command 2d (10 pts)
Base Will 4
Skills (30 pts): Athletics 2d (4d), Brawling 2d (4d), Endurance 2d (4d), Intimidation 2d (4d), Perception 1d (3d), Ranged Weapon (grenade) 1d (3d), Ranged Weapon (machine gun) 1d (3d), Ranged Weapon (rifle) 2d (4d), Stability 1d (3d), Tactics 1d (3d).

Animals

Most animals lack the Mind, Charm and Command Stats, and in some cases they lack Body, but they can use Skills based on those missing Stats by rolling the Skill dice. Missing Stats indicate that the animal's natural attributes are not comparable to a human.

Animals should have whatever natural abilities are appropriate, such as the ability to recognize scents, flight, breathing water and so on. It's easy to build these abilities as powers; just remember that no amount of Nullify will keep a horse from galloping.

Most animal attacks inflict Shock damage. Those with no listed Body inflict width – 1 in Shock. Large animals like bears and huge cats inflict Killing damage with their fangs and claws. Huge animals may inflict width (or more) in Shock and Killing.

Avian, Raptor

Includes birds of prey such as eagles, falcons, hawks and owls.

Coordination 4d **Sense** 4d

Skills: Brawl 3d (3d), Dodge 3d (7d), Endurance 2d (2d), Perception 6d (10d), Stealth 2d (5d for Owls) (6d or 10d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left leg (1)
2	Right leg (1)
3-4	Left wing (1)
5-6	Right wing (1)
7-9	Torso (2)
10	Head (1)

Damage

Width – 1 in Shock

Bear

For large bears such as polar bears or grizzlies add a wound box to each hit location.

Body 6d **Coordination** 2d **Sense** 3d

Skills: Athletics 2d (8d), Brawling 3d (9d), Dodge 1d (3d), Endurance 4d (10d), Intimidation 6d (6d), Perception 1d (4d), Stealth 1d (3d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (7)
2	Right rear leg (7)
3-4	Left foreleg (7)
5-6	Right foreleg (7)
7-9	Torso (16)
10	Head (6)

Damage

Width + 1 in Killing

Canine, Normal Dog

Includes medium-sized dogs not known for aggression, such as Dalmatians and retrievers.

Body 1d **Coordination** 2d **Sense** 4d
Skills: Athletics 2d (3d), Brawl 2d (3d), Dodge 1d (3d), Endurance 2d (3d), Perception 2d (6d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (2)
2	Right rear leg (2)
3-4	Left foreleg (2)
5-6	Right foreleg (2)
7-9	Torso (5)
10	Head (3)

Damage

Width in Shock

Canine, Large Dog

Includes medium-large dogs known for strength and aggression, such as Rottweilers, German shepherds and Doberman pinschers. The Command Stat is for trained guard and attack dogs only.

Body 2d **Coordination** 2d **Sense** 4d **Command** 2
Skills: Athletics 2d (4d), Brawl 2d (4d), Dodge 1d (3d), Endurance 2d (4d), Intimidation 3d (3d), Perception 2d (6d).

Damage Location Table

Roll	**Hit Location (Wound Boxes)**
1	Left rear leg (3)
2	Right rear leg (3)
3-4	Left foreleg (3)
5-6	Right foreleg (3)
7-9	Torso (7)
10	Head (4)

Damage

Width in Shock

Feline, Wild Cat

Includes such felines as bobcats and ocelots.

Body 1d **Coordination** 4d **Sense** 5d

Skills: Athletics 2d (3d), Brawl 2d (3d), Dodge 1d (5d), Endurance 2d (3d), Perception 2d (7d), Stealth 4d (8d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (2)
2	Right rear leg (2)
3-4	Left foreleg (2)
5-6	Right foreleg (2)
7-9	Torso (5)
10	Head (3)

Damage

Width in Shock

Feline, Big Cat

Includes such felines as leopards and jaguars.

Body 3d **Coordination** 3d **Sense** 4d

Skills: Athletics 2d (5d), Brawl 3d (6d), Dodge 1d (4d), Endurance 2d (5d), Intimidation 4d (4d), Perception 2d (6d), Stealth 3d (6d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (5)
2	Right rear leg (5)
3-4	Left foreleg (5)
5-6	Right foreleg (5)
7-9	Torso (10)
10	Head (4)

Damage

Width in Killing

Feline, Huge Cat

Includes lions and tigers.

Body 5d **Coordination** 3d **Sense** 4d

Skills: Athletics 1d (6d), Brawl 3d (8d), Dodge 1d (4d), Intimidation 6d (6d), Perception 2d (6d), Stealth 3d (6d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (6)
2	Right rear leg (6)
3-4	Left foreleg (6)
5-6	Right foreleg (6)
7-9	Torso (14)
10	Head (6)

Damage

Width in Killing

Horse

A horse can run about twice as fast as its Body score would indicate.

Body 5d **Coordination** 3d **Sense** 3d

Skills: Athletics 5d (10d), Brawl 1d (6d), Dodge 1d (4d), Endurance 3d (8d), Perception 2d (5d).

Damage Location Table

Roll	Hit Location (Wound Boxes)
1	Left rear leg (6)
2	Right rear leg (6)
3-4	Left foreleg (6)
5-6	Right foreleg (6)
7-9	Torso (12)
10	Head (6)

Damage

Width in Shock

Character Costs

Stats	5 per die
Hyperstats	4 per die
Skills	2 per die
Hyperskills	1 per die
Base Will	3 per Base Will point
Willpower	1 per Willpower point
Superpowers	2 per quality per die

Stats and Skills

Add Stat + Skill to determine your dice pool. Base Will = Charm + Command.

Body

Athletics
Block
Brawling
Endurance
Melee Weapon (Type)

Coordination

Dodge
Driving (Type)
Ranged Weapon (Type)
Stealth

Sense

Empathy
Perception
Scrutiny

Mind

First Aid
Knowledge (Type)
Language (Type)
Medicine
Navigation
Research
Security Systems
Streetwise
Survival
Tactics

Charm

Lie
Performance (Type)
Persuasion

Command

Interrogation
Intimidation
Leadership
Stability

Spending Willpower

Gift: Donate WP to an ally.
Improvement: Improve a Stat, Skill or superpower, usually during "down time".
Inspiration: Pay 1 WP to gain a bonus die
Intuition: Add 1d to Sense for the declaration phase only.
Resist Influence: Pay 1 WP to reduce the width of an effect on you by 1.
Shake It Off: Pay 1 WP for –1 Shock damange, or 2 WP for –1 Killing.
Stay Alive: One round for 1 WP.
Wake Up: Pay 1 WP to gain an Endurance roll to regain consciousness.

Gaining Willpower

Rest: Gain 1 WP per night up to Base Will.
Heroism: Gain 1 WP for voluntarily risking yourself to protect another.
Performance: Gain 1 WP for spectacular action.
Luck: Gain 1 WP for rolling a set at height 10 (Hard Dice and Wiggle Dice don't count).
Victory: If you defeat a superhuman, gain his or her Base Will in WP.
Loyalty: Gain WP by supporting, serving and protecting the subject of your loyalty, and getting recognition and other affirmation for it.
Passion: Gain WP by fulfilling your personal passion in some way.

Zero Willpower

Each power's Hard Dice and Wiggle Dice become normal dice; all power dice pools are halved. Any further Willpower loss comes from Base Will instead.

Superpower Qualities and Costs

Attacks (2): Inflicts width in Shock and Killing.

Extra Attacks levels (1 each): Each adds +1 Shock and Killing.

Defends (2): Allows a defense roll to "gobble" attack dice.

Extra Defends levels (1 each): Each adds +1 "gobble die."

Useful (2): Does . . . something else.

Extra Useful levels (1 each): Each offsets one penalty die.

Extras

Area	+1
Augment	+4
Booster	+1
Burn	+2
Controlled Effect	+1
Daze	+1
Deadly	+1 or +2
Disintegrate	+2
Duration	+2
Electrocuting	+1
Endless	+3
Engulf	+2
Go First	+1
Hardened Defense	+2
High Capacity (Type)	+1
Interference	+3
Native Power	+1
No Physics	+1
No Upward Limit	+2
Non-Physical	+2
On Sight	+1
Penetration	+1
Permanent	+4
Power Capacity (Type)	+1 or +2
Radius	+2
Speeding Bullet	+2
Spray	+1
Subtle	+1
Traumatic	+1
Useable By Others	+2
Variable Effect	+4

Flaws

Always On	–1
Armored Defense	–2
Attached	–1 or –2
Automatic	–1
Backfires	–2
Base Will Cost	–4
Delayed Effect	–2
Depleted	–1
Direct Feed	–2
Exhausted	–3
Focus	–1
Accessible	–1
Adaptation	–2
Booby-Trapped	+1
Bulky	–1
Crew	–1
Delicate	–1
Durable	+1
Environment-Bound	–1
Friends Only	+2
Immutable	–1
Indestructible	+2
Irreplaceable	–2
Manufacturable	+2
Operational Skill	+0
Secret	+1
Unwieldy	–1 or –2
Fragile	–1
Full Power Only	–1
Go Last	–1
Horrifying	–1
If/Then	–1
Limited Damage	–1
Limited Width	–1
Locational	–1
Loopy	–1
Mental Strain	–2
Touch Only	–2
No Physical Change	–1
Obvious	–1
One Use	–4
Reduced Capacities	–1
Scattered Damage	–1
Self Only	–3
Slow	–2
Uncontrollable	–2
Willpower Bid	–1
Willpower Cost	–2
Willpower Investment	–1

Wild Talents Dice

Normal Dice (d): Roll no more than 10d and look for sets of matching dice. Dice penalties remove normal dice after Hard Dice.

Hard Dice (hd): Set each hd to "10" before rolling the rest. Dice penalties remove Hard Dice first.

Wiggle Dice (wd): Set each wd to any value you want after rolling the rest. Dice penalties remove Wiggle Dice last.

Bonus Dice: Add +1d or +2d due to preparation, aiming, or some other advantage before rolling.

Penalty Dice: Each removes one die from your dice pool: Hard Dice, then normal dice, then Wiggle Dice.

Gobble Dice: Each removes one die from an opposing set of equal or lesser height and width.

Loose Dice: Dice that don't match any others in the roll.

Miracle Cafeteria

Aces (A D U; 12 per die)
Add your dice to some other action, at a cost of 1/2/4 WP per die thrown.

Alternate Forms (A D U; 18 per die)
Change your shape and "transfer" dice from Alternate Forms to some other power appropriate to the new shape.

Bind (U; 4 per die)
Immobilize a target or object at a distance.

Block (D; 2 per die)
Defend against an attack.

Containment (D U; 14 per die)
Hold things in place at a distance.

Control (Type) (A D U; 6 per die)
Manipulate some energy or substance. If you can manipulate something with mass, Control has no range unless you take the Power Capacity (Range) Extra.

Cosmic Power (A D U; 21 per die)
Manifest any power you wish by "transferring" dice from Cosmic Power to the new power.

Create (Type) (A D U; 6 per die)
Create some substance or energy out of thin air.

Custom Hit Locations (U; 2 per die)
Rearrange your hit locations and wound boxes.

Dead Ringer (U; 7 per die)
Change your appearance to impersonate anyone or anything of about the same size.

Duplicates (D U U; 12 per die)
Create duplicates of yourself to perform multiple actions and augment your actions.

Elasticity (U; 2 per die)
Stretch and contort your body.

Extra Tough (U; 5 per die)
Gain width in additional wound boxes on each hit location.

Flight (D U; 4 per die)
You can fly!

Gadgeteering (A D U U; 16 per die)
Create gadgets that emulate other powers by "transferring" Gadgeteering dice into the new powers.

Ghost (D U; 6 per die)
Manifest a semi-substantial clone that can wander while your own body sleeps.

Harm (A; 2 per die)
Attack for width in Shock and Killing damage.

Healing (U+1; 1 per die)
Heal width in Shock and Killing damage.

Heavy Armor (D; 6 per die)
Each die removes one die of equal or lesser height from each attack against you.

Illusions (A D U; 6 per die)
Make the target see, hear, feel or smell anything you want.

Immunity (Type) (U; 3 per die)
You are immune to some otherwise dangerous substance or environment.

Insubstantiality (A D U+1; 6 per die)
You can become completely immaterial.

Invisibility (D U; 5 per die)
Turn invisible.

Invulnerability (D D U; 20 per die)
Gain immunity to dangerous environments and armor that resists weapon damage and penetration.

Jinx (A D U; 8 per die)
Each die removes one die of equal or lesser height from an opponent's dice pool, at a cost of 1/2/4 WP per Jinx die.

Light Armor (D; 3 per die)
Gain width in LAR.

Mind Control (U; 2 per die)
Control the target's behavior.

Minions (U; 4 per die)
Summon a group of minions.

Multiple Actions (U; 2 per die)
Gain bonus dice with multiple actions.

Nullify (Type) (U; 4 per die)
Nullify one Archetype Source, at a cost of 1/2/4 Willpower per die thrown.

Perceive (Type) (U; 2 per die)
Sense some stimulus outside normal human awareness.

Power Mimic (A D U; 15 per die)
Touch a target to copy his or her powers by "transferring" Power Mimic dice into the copied powers.

Precognition (U; 2 per die)
Get answers to questions about the future, at a cost of 1/2/4 WP per die.

Psychic Artifacts (A D U; 18 per die)
Create immaterial objects that can emulate other powers by "transferring" Psychic Artifacts dice into the new powers.

Puppet (U; 4 per die)
Take over a target's mind.

Regeneration (U; 5 per die)
Heal width in Shock and Killing on each of your own hit locations each round.

Resilient (U; 3 per die)
Heal width in Shock on each of your own hit locations each round, after combat ends.

Sidekick (D U; 6 per die)
Manifest an entity that acts on its own.

Size Shift (D U; 5 per die)
Increase or decrease your size.

Telekinesis (A D U; 10 per die)
Move objects with your mind.

Telepathy (A D U; 8 per die)
Read minds.

Teleportation (A D U; 6 per die)
Move instantly from one place to another.

Time Fugue (D U; 11 per die)
Freeze time for a single target, removing dice from all the target's actions.

Transform (Type) (U; 4 per die)
Either change a particular substance to anything else, or transform anything to a particular substance.

Unconventional Move (U; 2 per die)
Move in a way that ordinary humans can't.

Vicious (A+1; 6 per die)
Add damage to any attack.

Willpower Battery (U; 2 per die)
Store Willpower to fuel powers.

WILD TALENTS

Name/Aliases: _____

_____

Description: _____

_____

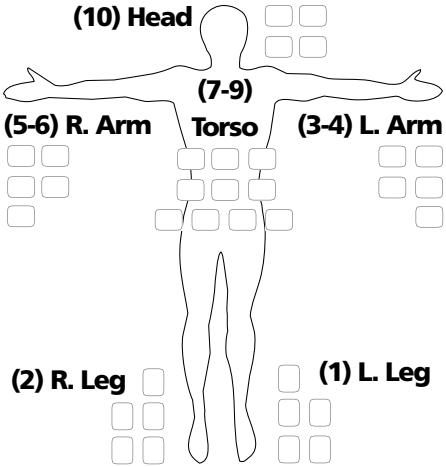
_____

Occupation: _____

_____

Loyalty: _____

Passion: _____



Body _____

Coordination _____

Sense _____

Mind _____

Charm _____

Command _____

Base Will _____

Willpower

Body Skills		**(Dice Pool)**
Athletics	_____	(_____)
Block	_____	(_____)
Brawling	_____	(_____)
Endurance	_____	(_____)
Weapon (_____)	_____	(_____)

Coordination Skills		**(Dice Pool)**
Dodge	_____	(_____)
Driving (_____)	_____	(_____)
Lockpicking	_____	(_____)
Stealth	_____	(_____)
Weapon (_____)	_____	(_____)

Sense Skills		**(Dice Pool)**
Empathy	_____	(_____)
Perception	_____	(_____)
Scrutiny	_____	(_____)

Mind Skills		**(Dice Pool)**
_____	_____	(_____)
_____	_____	(_____)
_____	_____	(_____)
_____	_____	(_____)
_____	_____	(_____)
_____	_____	(_____)

Charm Skills		**(Dice Pool)**
Lie	_____	(_____)
Perform (_____)	_____	(_____)
Persuasion	_____	(_____)

Command Skills		**(Dice Pool)**
Interrogation	_____	(_____)
Intimidation	_____	(_____)
Leadership	_____	(_____)
Stability	_____	(_____)

Disadvantages and Notes:

_____

_____

_____

Point Total: _____

Experience Points: _____

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Name/Aliases: _____ **Permissions:** _____

_____ _____

Archetype: _____ **Intrinsics:** _____

Cost: _____ _____

Sources: _____ _____

_____ _____

Power Description and Dice:

_____

Quality, Extras, Flaws and Cost: _____

Quality, Extras, Flaws and Cost: _____

Quality, Extras, Flaws and Cost: _____

Quality, Extras, Flaws and Cost: _____

Total Cost per Die: _____ Total Cost:_____

Power Description and Dice:

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Quality, Extras, Flaws and Cost: _____

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Quality, Extras, Flaws and Cost: _____

Quality, Extras, Flaws and Cost: _____

Total Cost per Die: _____ Total Cost:_____

Equipment and Notes:

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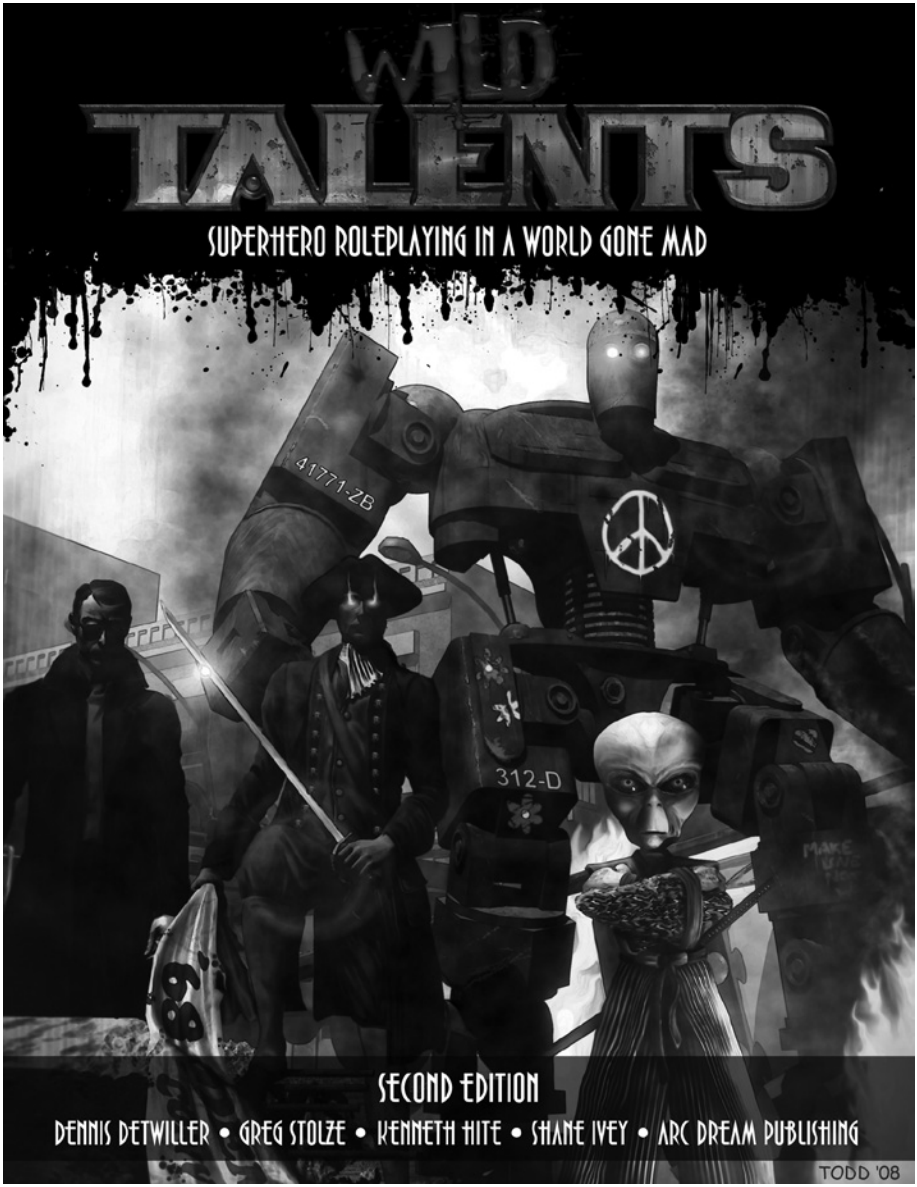

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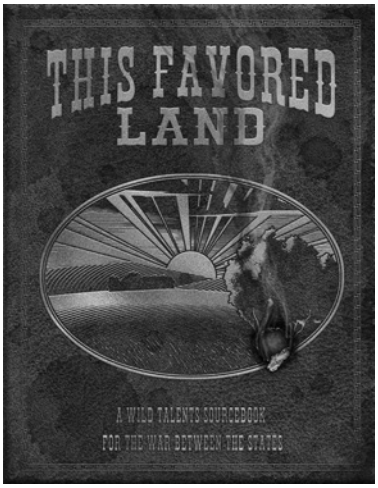

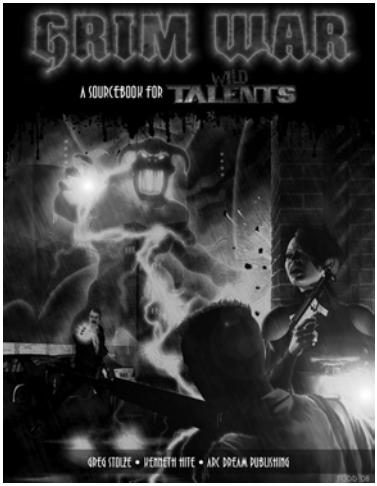

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MSRP $9.99

ISBN 978-0981882611-1