
AUSTIN
GAME
STUDIOS
POLYVERSE
SUPERS

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Dedicated to Barbara

INTRODUCTION

Polyverse Supers is a fast paced system designed to create super heroic adventures and scenarios for players. Each player assumes their own role as a super powered character in each campaign that the GM creates. Polyverse Supers is designed to emulate the fictional powers and abilities found in the pages of four color comic books. Ten-sided and six-sided dice are required for play in Polyverse Supers. Hexagonal maps are useful but not required for playing. I have tried to make the system easy to understand, fast paced, and simple for players to get started in creating characters. I am proud to have created Polyverse Supers and hope the readers have fun gaming!

SPECIAL THANKS: I want to thank the play-testers of my rules for their help in making this game system a blast to play. Thanks to Brian Adams, Zachary Adams, Sam Adams, 'Manda Dee, Jeff Dee and Rory McClure for countless hours of fun in helping me create Polyverse Supers!

CHARACTER CREATION

Players create characters with *Character Points* in Polyverse Supers. The GM determines what the Base Character Points of a character are going to be. The more points the GM allows players to have, the more powerful the characters will be relative to 'average' NPCs. In Polyverse Supers, characters can add points to the Base Points with disadvantages called *Problems.* Problems have a negative impact on the life of the character during gameplay. Player characters will be built with differing amounts of points depending on what type of campaign the GM wants to create. Every player character will have a certain number of base points they start with, and then the player can add more points from Problems.

EXPERIENCE: Experience is used to increase the power of the players and non player characters. It is rewarded at the end of each adventure the GM has created for the players. If the GM runs an adventure lasting two to four real hours, he or she should reward the players with two experience points. Playing for just a single hour should be worth one experience point. If the adventure is very long or the players did an outstanding job of roleplaying, then three points should be awarded to the players. On rare occasions, when all of the players have roleplayed exceptionally well and solved all of the major plot lines, the GM will award four experience points. The GM can also award Contacts to players in addition to experience.



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INTRODUCTION....2
CHARACTER CREATION....2
CAMPAIGN TYPES....7
LOW CAMPAIGN....7
NORMAL CAMPAIGN....7
HIGH CAMPAIGN....7
COSMIC CAMPAIGN....7
CONTACTS....7
CHARACTERISTICS....8
STATISTICS CHART....8
POLYVERSE CORE RULES....9
STRENGTH CHART....9
Points....10
Constitution Chart....10
HIT POINTS....10
ENERGY....10
PUSHING....10
Probability: Rolling Two Ten-Sided Dice (2d10)....11
COMBAT....11
INITIATIVE....11
HITTING TARGETS....11
MENTAL COMBAT....12
HOLDING....12
INTERRUPT....12
BLEEDING....12
KNOCKED UNCONSCIOUS....12
HIT POINT RECOVERY....13
SEVERE HITS, CRITICAL HITS AND FUMBLES....13
DAMAGE TYPES....13
KILLING DAMAGE....13
NORMAL DAMAGE....13
STUN DAMAGE....13
STAGGERED....13
RANGE MODIFIERS....14
COORDINATING ATTACKS....14
CONCENTRATING FIREPOWER....14
AREA EFFECT ATTACKS....14
PARADIGMS....14
INJURY....16
CALLED SHOTS....16
MORALE....17
PLOT POINTS....17
PROFESSION and BACKGROUND....17
TAUNTING....18
NPC REACTIONS....18
SCALE & MOVEMENT....19
FACING....19
TURN MODE....19
PERCEPTION....19
FALLING and VELOCITY DAMAGE....19
COMBAT MANEUVERS....23
ATTACK: AUTOMATIC....23
ATTACK: AUTOMATIC (FULL)....23
ATTACK: ALL OUT....23
ATTACK: CAUTIOUS....23
ATTACK: CHARGE....23
ATTACK: DISARM....24
ATTACK: GRAB....24
ATTACK: MOVING....24
ATTACK: NORMAL....24
CONDITION MODIFIERS....24
AIM....24
ATTACK FROM BEHIND....24
ATTACK: DOUBLE....24
ATTACK STAGGERED TARGET....24
COUNTER....24
CHANGE CLIP....25
COVER: 25%....25
COVER: 50%....25
ESCAPE A GRAB....25
FULL DODGE....25
MOVE: NORMAL....25
MOVE: SPRINTING....25
PULLING A PUNCH....25
ROLL WITH THE BLOW....26
RUNNING DIVE....26
STATIONARY OBJECT....26

SURPRISE TARGET 26
NEGATIVE DEFENSE 26
ARMOR AND DEFENSE RULE ..... **Error! Bookmark not defined.**
ENVIRONMENT 27
HOLDING YOUR BREATH 28
OBJECTS and STRUCTURES 28
BREAKING OBJECTS 28
WALLS 28
IMPROMPTU WEAPONS 28
PERMIUM 28
CLASS 28
KNOCKDOWN 30
KNOCKBACK 30
RESISTING KNOCKBACK 30
BASE MELEE ATTACK 30
POWER DESCRIPTIONS 30
Activated Powers 30
Fixed Powers 30
POWER STYLE 30
Attack Powers 31
Control Powers 31
Defensive Powers 31
Potency Powers 31
Sensory Powers 31
Travel Powers 31
Utility Powers 31
POWER DURATION 31
CAPACITY 31
MAXIMUM RANGE 31
CAUTION POWERS 31
POWER COMBAT 32
MENTAL COMBAT 32
ADDERS 32
SUBTRACTORS 32
ABSORPTION 34
ANIMAL SHAPE 35
ARMOR 37
ASTRAL PROJECTION 38
CHEMICAL ATTACK 39
CONSTRUCT 39
COSMIC AWARENESS 40
CREATION 41
CURSE 42
DAMAGE SHIELD 43
DEFENSE 44
DEFLECT 44
DENSITY INCREASE 45
DIMENSION TRAVEL 46
DISINTEGRATION BEAM 46
DISTANCE SENSE 47
DRAIN CHARACTERISTIC 48
DUPLICATION 49
ENHANCE 50
ENHANCED SENSES 50
VISUAL SENSE GROUP 50
HEARING SENSE GROUP 51
SMELL SENSE GROUP 52
TOUCH SENSE GROUP 52
ELECTROMAGNETIC SENSE GROUP 52
MENTAL SENSES GROUP 53
UNUSUAL SENSES GROUP 53
ENERGY ATTACK 55
FLARE ATTACK 56
FLIGHT 56
FORCE BUBBLE 58
GADGETS 60
GROWTH 60
HEALING 63
IMAGE PROJECTION 63
IMMORTAL 64
IMMUNITY 64
INTANGIBLE ATTACK 65
INTANGIBILITY 65
INVISIBILITY 66
KINETIC ATTACK 66
LIFE SUPPORT 67
LUCK 68

REROLL SKILLS 68
DECREASE DAMAGE 69
MAKE CHARACTER MISS 69
MACHINE CONTROL 69
MELEE ATTACK 71
MENTAL BLAST 72
MENTAL DEFENSE 72
MENTAL IMAGES 73
MENTAL DOMINATION 74
MENTAL TRANSFERENCE 75
MIMIC POWER 75
NEGATION 76
POWER COSMIC 78
POISON ATTACK 78
PREHENSILE LIMBS 79
PYROKINESIS 79
RADIATION ATTACK 80
REGENERATION 81
RESTRAINT 81
REDOUBT 82
ROBOTIC BODY 82
RUNNING 83
SHAPESHIFTING 84
SHRINKING 86
SHROUD 87
STRETCHING 88
STEAL POWER 88
STUN 89
SUPER JUMP 90
SUPER SPEED 91
SUPER STRENGTH 91
Unique Ability: Knockback 91
Unique Ability: Extra Lifting 91
SWIMMING 94
TELEKINESIS 95
TELEPATHY 96
TELEPORTATION 98
TRANSFORMATION 99
TUNNELING 99
VITALITY 100
WEALTH 101
Wealth Points 101
Land 101
Base Structures 102
Base Walls – Armor and Hit Points 102
Multiple Bases 102
Base Powers 102
Offensive Powers 102
Generators 102
Personnel and Security Guards 102
Construct Power with Wealth 103
Vehicles 104
Chassis 104
Vehicle Travel Powers 104
WEATHER CONTROL 106
RANDOM CHARACTERS 108
RANDOM ARCHETYPE 108
RANDOM DEFENSE CHART 108
RANDOM ARMOR CHART 108
PRIMARY POWER CAPACITY 108
RANDOM SUBTRACTORS FOR POWERS 108
Random Subtractors Table I 109
Random Subtractors Table II 109
Random Subtractors Table III 109
Random Subtractors Table IV 109
Blaster Primary Power 109
Brick Primary Power 109
Gadgeteer Primary Power 109
Martial Artist Primary Power 109
Mentalist Primary Power 109
Mystic Primary Power 110
Powered Armor Primary Power 110
Powered Armor Secondary 110
Metamorph Primary Power 110
Speedster Primary Power 110
Strange Primary Power Chart 110
Weapon Master Primary Power 110

RANDOM SECONDARY ATTACK POWERS 110
TRAVEL CAPACITY 111
TRAVEL POWER 111
EXTRA POWERS CHART 111
EXTRA POWERS CAPACITY 111
Secondary Defense Power 111
Utility Power Chart 111
Sensory Power Chart 111
RANDOM BACKGROUND 112
RANDOM PROFESSION 112
RANDOM PROBLEMS 113
COMMON ADDERS 114
Accuracy (+5 Points): 114
Accuracy (+10 Points): 114
Area Effect (+25): 114
Affects Intangible (+20): 114
Affects Astral (+20): 114
Concentration (+5 Points): 114
Continuous Attack (+25 Points): 114
Explosion (+25 points): 114
Indirect (+30 points): 114
Triggered (+5 points): 114
COMMON SUBTRACTORS 115
Base Subtractor (-10%): 115
Device (-50%): 115
Gestures (-10%): 116
Phrases (-10%): 116
Incomplete Control (-50%): 116
Limited Uses (-40% to +35): 116
Continuing Limited Uses 117
Reusable Limited Uses 117
Limited Uses and Magazines 117
Extra Time to Activate (-10% to -60%): 117
Hero or Villain Guise (-5%): 117
Turn On: Fixed Power (-10%): 117
Costs Energy (-10%): 118
Extra Energy Cost (-5% to -40%): 118
Activation (-5% to -40%): 118
No Range (-25%) 118
Power Structure (-35%): 118
Uncommon Subtractors: 118
Affects Only One Class (-25%): 118
Not in Air (-30%): 118
Only in Air (-5%): 118
Not in Combat (-50%): 118
Only in Combat (-10%): 118
Not in Cold Weather (-10%): 119
Only in Cold Weather (-30%): 119
Not in Hot Weather (-10%): 119
Only in Hot Weather (-30%): 119
Not in Water (-10%): 119
Only in Water (-30%): 119
Not in Radiation Fields (-5%): 119
Only around Radiation Fields (-30%): 119
PROBLEMS 119
PROBLEM FREQUENCY 119
PROBLEM INTENSITY 119
NEGATIVE POWER EFFECT 120
RESPONSIBILITIES 120
PERSONALITY PROBLEMS 120
PERSONALITY QUIRKS 121
PHYSIOLOGICAL PROBLEMS 125
PHYSICAL PROBLEMS 127
VULNERABLE 131
ENEMIES 131
WANTED 132
SOCIAL PROBLEMS 133

CAMPAIGN TYPES

The Polyverse Supers Rules can be used to create heroes, villains, and adventures for the Superhero genre. The first thing a GM should decide is what type of campaign he or she is going to create. There are four types of campaigns that a GM can choose to create; a Low, Normal, High or Cosmic point campaign. Each type of campaign has strengths and weaknesses.

LOW CAMPAIGN

Characters in this type of superheroic campaign should have a base of 100 points with up to 100 added points from Problems totaling up to 200 points. Players are not required to take the maximum allowed points from Problems, they can take less if they wish, but they will be less powerful than those that took the maximum points allowed at character creation. Players should average around 40 Hit Points and have Armor values from 10 to 20. Power Capacity for players should not exceed 40 and Adders should not exceed 25. This campaign is ideal for fighting lower powered henchmen and villains that have simple goals such as robbing banks. The strength of this type of campaign is that it is easier to create. Fewer points for players and NPCs means less overall work for the GM. Also, with fewer points, players will not typically have world spanning powers.

NORMAL CAMPAIGN

The base points for a character in a Normal campaign should be 200 with up to 100 added points from Problems, totaling up to a 300 point character. Players should average around 60 Hit Points and have Armor values from 20 to 40. Power Capacity for players should not exceed 80 and Adders should not exceed 80 points. Power Combat Rolls should not exceed 20. This is the default type of campaign GM's should use for Polyverse Supers. At 300 points, players will be challenged and feel that they have the powers of a superhero.

HIGH CAMPAIGN

The base points for a character should be 300 with up to 100 added points from Problems, totaling up to a 400 point character. Players should average around 80 Hit Points and have Armor values from 30 to 50. Power Capacity for players should not exceed 120 and Adders should not exceed 120 points. This campaign type usually has star-spanning heroes and villains that can easily travel to other stars or dimensions. The GM creates scenarios where the players are trying to save the galaxy or even all of existence from being annihilated.

COSMIC CAMPAIGN

The base points for a character should be 500 with up to 100 added points from Problems, totaling up to a 600 point character. Players should average around 120 Hit Points and have Armor values from 50 to 75 and Defenses of up to 15. Power Capacity for players should not exceed 150 and Adders should max out at 150 points. This campaign type usually has adventures relating to ultra powerful villains in other dimensions or galaxies. The GM creates scenarios where the players are trying to save the Multiverse from being destroyed. This is the hardest type of campaign for a GM to create and to manage.

CONTACTS

A Contact is a non player character played by the GM. A contact is very useful for relaying information to players in super heroic campaigns. Players start with a single contact for free. GM's may wish to give the same contact to all of their players to more easily advance the plot of any given adventure. As campaigns mature, GM's award more contacts to players through the context of the story of the adventure. Players never pay for contacts in Polyverse Supers. Contacts can grant a non-combat favor to the character. For example, in the Crisis Earth campaign I have run, a major contact of the players is the director of Sector Five, a high tech organization devoted to global peace which fights against supervillain threats. The director, Andrew Stone, calls the players on occasion to give them missions. Overall, a contact is friendly and helpful, but will not do anything extremely dangerous that might get the contact arrested or shot at. The Contact will supply information and minor equipment. A contact will not help the character with any dangerous or illegal situations. A Contact can have a wide variety of backgrounds: A reporter, a cop on a beat, an underworld hood, a stoolie, a prison guard, an accountant, a lawyer, a plumber, or any of thousands of different professions that could aid the character. The contact is a friend of the character or is indebted to the character for some reason.

CHARACTERISTICS

Characteristics represent the sum of the physical traits for *player characters* as well as *non player characters*. The five characteristics used in Polyverse Supers are Strength, Agility, Intelligence, Psyche, and Constitution. Each characteristic or *stat* begins at eight, and can be increased by spending Character Points. Normal human stats range from 8 to 15.

Statistic	Character Point Cost
6	-3
7	-1
8	0
9	1
10	3
11	6
12	10
13	15
14	21
15	28
16	36
17	45
18	55
19	66
20	78
21	91
22	105
23	120
24	136
25	153

STATISTICS CHART

Strength, Agility, Intelligence, Psyche and Constitution start at eight but can be increased by paying Character Points. Characteristics are not allowed to exceed twenty-five or be lower than six without the permission of the GM. It is recommended that 18 be your maximum starting stat. The point cost structure is determined by the formula Stat Point Cost = (((Stat Desired - 8 + 1) x (Stat Desired - 8)) / 2). No player can start with more than a 20 in any stat and cannot have any stat below a 6. Certain abilities are all based on stats. Rolling the stat number or less on two ten-sided dice usually means success.

Strength (STR) measures the character's physical strength - how hard they can punch or kick, and also how much they can lift in kilograms. Strength is different from the power Super Strength, but they both combine their damage when performing melee attacks on targets. Normal use of strength does not require the use of energy points. An average adult male has a strength of 10 and an average adult female has 9 strength. The character must use one energy point per round when continuing to lift objects weighing half or more of their *Lift* value off the ground. Continuing to lift maximum weight means the character can only move at a walking rate of 1 meter per Action Point. Characters can easily *carry* equipment or weapons with no penalties that weigh one tenth of their Lift score. Carrying more weight than the *Carry* value in kilograms can lead to the character tiring quickly, losing one energy point every turn.

Agility (AGI) encompasses hand-eye coordination, flexibility and manual dexterity of the character. Agility is the basis for the ability Power Combat, which enables characters to hit targets in combat. Agility rolls are called for whenever there is a need to determine whether a character can perform some acrobatic, balancing, or physical combat action. The GM should call for AGI rolls when the environment is not normal. For example, trying to stand on slippery ice, or keep balance on a tilting or moving surface. There are endless reasons to make characters perform AGI rolls and if they fail, they should fall down or suffer some other penalty.

Intelligence (INT) measures intellectual quickness and awareness of the character. Multiply by ten to get the IQ of a character. Intelligence is used to make Perception Rolls to discover hidden or inobvious things. Certain powers modify perception rolls. Additionally, buying intelligence gives players Plot Points which can be used to find clues and solve crimes when the player doesn't know what to do or where to go to advance the adventure. Einstein was considered to have an IQ of 'only' 160.

Psyche (PSY) measures the willpower, mental and psychological makeup of a character as well as the ability to project a sense of ease, poise and self-assurance. Psyche is the basis for the ability Mental Combat, which enables characters

to hit targets using mental powers. Morale rolls are based on Psyche and are required when the overall situation for NPCs is going badly. Only NPCs are required to make Morale rolls, never players. Taunting is also based on the Psyche statistic, with a high Psyche making an NPC far less likely to be taunted in any situation.

Constitution (CON) measures the physical toughness of a character. The higher the constitution, the more Hit Points and Energy the character has. A higher constitution is also used to resist being staggered, poisoned, or diseased. A character with a high CON rarely gets sick. Characters recover two Hit Points from Killing Damage every day under normal circumstances. Hit points can be recovered faster if the character is resting and being attended to by someone with the Healing power.

POLYVERSE CORE RULES

As Polyverse Supers is a stand-alone product, Polyverse Roleplaying System Core Rules is not required to play Polyverse Supers. However, if a GM wishes to add skills, abilities, perks or anything else from the Core Rules, they are welcome to do so. All Powers, Adders and Subtractors listed in the Core Rules should be overwritten by the Powers listed in Polyverse Supers. There are a few changes that deviate from the core rules. The most important change is that a character can only be *Staggered* after taking Hit Point damage that is greater than double the constitution of the character. Damage from falling has also been reduced.

STRENGTH CHART

Strength is used to inflict melee damage, for carrying weight and for dragging things that are too heavy to easily carry. The higher the strength of a character the less encumbered he or she will be when carrying items or gear. Lift is the maximum amount in kilograms a character can lift off of the ground. Continuing to lift objects weighing ½ or more of the *Lift* value costs a character one energy point per Round. At starting strength of eight, Lift is calculated by multiplying the Strength point cost by ten and adding 80kg. If the strength cost is negative, simply multiply the Strength statistic times 10 to determine the lifting value in kilograms. Carry is calculated as 1/10th of the Lift value and is the weight that can be carried without slowing the character down. Any fractions of 0.5 should be rounded up to the nearest whole number. For every unit of weight past the Carry amount, a bonus of +1 is added by opponents when attempting to hit the character up to a maximum of +5. Strength inflicts Normal Damage and adds to Melee Weapon Damage. Strength damage is calculated from the starting strength of 8 which inflicts 1d6. Damage increases with greater strength based on the points paid for the strength. Every two points of strength statistic point cost adds one point of damage to 1d6, rounding fractions of 0.5 up to the nearest whole number.

STRENGTH CHART

STRENGTH	Cost	Normal Damage	Lift (kg)	Carry (kg)
0	-36	0	0	0
1	-28	0	10	1
2	-21	0	20	2
3	-15	1d6-5	30	3
4	-10	1d6-4	40	4
5	-6	1d6-3	50	5
6	-3	1d6-2	60	6
7	-1	1d6-1	70	7
8	0	1d6	80	8
9	1	1d6+1	90	9
10	3	1d6+2	110	11
11	6	1d6+3	140	14
12	10	1d6+5	180	18
13	15	1d6+8	230	23
14	21	1d6+11	290	29
15	28	1d6+14	360	36
16	36	1d6+18	440	44
17	45	1d6+23	530	53
18	55	1d6+27	630	63
19	66	1d6+33	740	74
20	78	1d6+39	860	86
21	91	1d6+46	990	99
22	105	1d6+53	1130	113
23	120	1d6+60	1280	128
24	136	1d6+68	1440	144
25	153	1d6+77	1610	161

Constitution Chart

CON	Cost	Hit Points	Energy Points
0	-36	2	2
1	-28	6	6
2	-21	9	9
3	-15	12	12
4	-10	15	15
5	-6	17	17
6	-3	18	18
7	-1	19	19
8	0	20	20
9	1	21	21
10	3	23	23
11	6	26	26
12	10	30	30
13	15	35	35
14	21	41	41
15	28	48	48
16	36	56	56
17	45	65	65
18	55	75	75
19	66	86	86
20	78	98	98
21	91	111	111
22	105	125	125
23	120	140	140
24	136	156	156
25	153	173	173

The Constitution Chart lists the Hit Points and Energy Points a character receives for each point of Constitution.

Hit Points = 20 + Constitution Point Cost
Energy Points = 20 + Constitution Point Cost

A character is Staggered when they take, after Armor, Hit Points greater than DOUBLE their CON stat. A Staggered character can continue to act in a Round but is easier to hit and suffers a -2 to all Skill Rolls.

Add +2 to a Roll to hit a Staggered character. A character that has been Staggered continues to suffer these penalties until they can act on their Initiative again in a new Round.

Constitution is also used as the mechanism for knocked out or unconscious characters to wake up. A Knocked Out character who is being helped to wake up by another character gets to make a CON roll on 2d10.

If the character's CON stat or less is rolled, then the Player's character wakes up on their Initiative, but can do nothing else that Round. High Con also means having a strong immune system. Each time a character is exposed to a communicable disease, making a Con roll means the character was not infected.

HIT POINTS

Hit Points are calculated in two ways. At a Constitution stat of eight or higher, Hit Points are computed as the *Cost of the Constitution* plus twenty. Thus, a character that spends twenty eight character points to have a fifteen Con would have forty eight hit points. Below an eight constitution, hit points are figured as twenty plus *one half the cost* of the Con stat, rounding up. For example, a character with a Con of 6 paid negative 3 points, one half of 3 is 1.5, which rounds up to 2. Therefore, the hit points are calculated as 20 minus 2, or 18. When a character is taken to zero hit points, they are unconscious.

ENERGY

Energy is derived from adding 20 to the cost of Constitution in points. Energy is subtracted from characters when using powers or physical exertions such as dodging or all out attacks. When Energy is reduced to zero, a character becomes extremely tired, and must fight to stay awake, making either a Strength Roll or a Constitution Roll (whichever is higher) every Turn in order to maintain consciousness. If the Roll is failed, then the character cannot maintain alertness and drifts into sleep. If the character is under extreme stress, such as combat, they receive a +3 bonus to their Roll. Also, if someone is attempting to awaken the character after they have fallen asleep, they also receive a +1 bonus to wake up. Fighting at Zero Energy incurs a Penalty of -2 on all Rolls and one half to all power damage or effect.

PUSHING

Sometimes the hero is presented with a challenge that cannot be accomplished without exceeding his or her normal strength or abilities. Pushing adds +1d6 to an attack if the character makes a Psyche Roll. Pushing works for a single attack at the cost of 2 Energy Points. 'Psyching' oneself out is temporary, lasting only one round. Equipment can never be boosted and neither can limited uses.

Probability: Rolling Two Ten-Sided Dice (2d10)

Score	Cumulative Probability (%)	Probability (%)	Number of Combinations
2	1.00	1.00	1
3	3.00	2.00	2
4	6.00	3.00	3
5	10.00	4.00	4
6	15.00	5.00	5
7	21.00	6.00	6
8	28.00	7.00	7
9	36.00	8.00	8
10	45.00	9.00	9
11	55.00	10.00	10
12	64.00	9.00	9
13	72.00	8.00	8
14	79.00	7.00	7
15	85.00	6.00	6
16	90.00	5.00	5
17	94.00	4.00	4
18	97.00	3.00	3
19	99.00	2.00	2
20	100.00	1.00	1

In the Polyverse Supers Rules, two ten-sided dice are used to determine whether a skill or combat activity is successful.

Using two ten-sided dice, shown as '2d10', gives a bell curve result, with the lowest and highest results being the most infrequent. In other words, there is only a 1% chance of rolling a '2' and a 1% chance of rolling a '20' in the Polyverse System.

The cumulative chances for rolling odds are shown on the left column under the title 'Cumulative Probability'. As an example, if a character had a skill of '13 or less' to accomplish a task, that translates into a 72% percent chance of success.

COMBAT

The Gamemaster (GM) begins combat by declaring a Round has started. A Round lasts three seconds. During a Round, players can normally only use one Action Point (AP). However, a character with the Power Super Speed may have two or more Action Points they can use during a combat round.

Players can move or attack, or they can make a moving attack at a -2 Roll and a -1 Defense. Twenty Rounds make up a Turn, which is 60 seconds long. A character cannot attack twice in one Round unless they have the Power Super Speed or use the maneuver Attack: Double, which is at a -2 Roll and a -2 Defense.

Examples of Actions are: Using a power, Moving to Cover, Running, Countering, Dodging, Charging, or simply Attacking. Each action takes One Action Point.

INITIATIVE

Agility determines the order characters can act in a Round, from the highest Agility to the lowest. The character with the highest Agility stat gets to act first. If two or more characters are tied in Agility, compare their Psyche stats and the character with the highest Psych stat goes first. If that is tied, then roll 2d10 against the Agility stat. The character that made their roll by the most can act first. If there is a tie, both characters act simultaneously. The GM should start with the highest Initiative first and ask each player, from highest to lowest Initiative, what they are doing with their Action Points on their Round. If the player chooses, they can defer taking any action and choose to 'Hold' their Initiative and Action Point until later.

HITTING TARGETS

A character trying to hit a target with a non-mental power rolls two ten-sided dice (2d10) and if the result is less than or equal to the character's AGILITY plus 2 minus the target's Defense and any Range Penalties, the target is hit. This ability is known as 'Power Combat'. For example, the superhero Crash is having a slugfest with the supervillain Iron Cross. Crash has an Agility of 14, giving him a Power Combat ability of 16 or less on 2d10. Crash tries to hit Iron Cross, who has a Defense of 4. At a range of one meter (one hex), the standard range for punching or kicking, Crash needs to roll a 12 or less on 2d10 to hit his target Iron Cross. Crash rolls a 9 and hits Iron Cross, he then rolls for damage.

MENTAL COMBAT

Using a mental power roll two ten-sided dice (2d10) and if the result is less than or equal to the character's PSYCHE plus 2 minus the target's Mental Defense and any Range Penalties, the target is hit. This ability is known as 'Mental Combat'. For example, a superhero with a Psyche of 14 is attacking a thug with a Mental Defense of 0. The superhero has a chance of 14+2-0, or a 16 or less to hit. The character then determines damage. Normally mental powers do not have range penalties.

HOLDING

On a characters Initiative he or she can declare they are 'Holding' their Action to see what will happen. The character is not doing anything except waiting. A character that is Holding must state when they want to Interrupt and then make their Agility roll at +4 against the Defense of the target the character wants to Interrupt. For example, Golden Eagle has an AGI of 18 and is fighting an elite squad of A.S.H. agents with Agilities of 14 and Defenses of 4. Golden Eagle 'Holds' his action, even though he normally has the Initiative and goes first, to see what the squad of A.S.H. agents is going to do. The agents proceed to threaten civilians, trying to grab them as human shields. Golden Eagle wants to interrupt the A.S.H. agents before they can finish their actions, he must now make an AGI roll with a bonus of +4 against (18+4=22) against a DEF of 4 (the agents' Defense), and must roll an 18 or less on 2d10. If Golden Eagle fails the roll, the A.S.H. agents get to go first. A character using a mental power can roll against their Psyche stat instead of Agility.

INTERRUPT

Some combat maneuvers can be attempted at any time, even if the character does not have the Initiative. These maneuvers are: Dodging, Countering, Running Dive and using an Action while Holding. Interrupts cannot be attempted if the character has used all of his or her Action Points in the current Round of combat. For example, Philip Anderson, an agent of Sector Five, is slower than his four A.S.H. attackers and does not wish to be hit. His attackers are acting on Agility 14 while he is Agility 13. He uses an Interrupt to perform a Full Dodge, granting him +4 to his Defense for the remainder of the current Round. He uses up one action point for the dodge and one energy point and all four A.S.H. opponents miss him as a result. Philip frantically calls for some backup while he tries to fend off the well-equipped villain agents.

BLEEDING

A character that has taken Hit Points caused by *Killing* Damage is bleeding. A bleeding character will lose one Hit Point every turn (every 60 seconds) until the bleeding is stopped or the character dies. Many factors can cause bleeding to stop: A character with the Healing Power, using a Luck point, or someone with a Medical Background using a Medical Profession can attempt to stop the bleeding. A character without a Medical background can attempt to stop bleeding with a -2 to their INT roll. This attempt can be made once every round.

KNOCKED UNCONSCIOUS

A character becomes unconscious and falls to the ground for at least one Round if he or she suffers damage taking them to zero or fewer Hit Points. Most NPCs that are knocked out will not recover for hours. However, players or important NPCs that are knocked out can make a CON Roll (sometimes with a Penalty) every Round to wake up ONLY if another character is trying to awaken them. If a player makes their CON roll, they wake up on their Initiative score with whatever Hit Points they were at when they fell unconscious (zero or fewer). The character does not have to make any further CON rolls to stay awake unless more damage is taken. They may be Knocked Out again if they take damage that takes them further into negative Hit Points. Attempting to help 'wake up' a knocked out character takes one Action Point.



Hit Points	Con Penalty	No One Helping to Wake Up - CON Roll Every
0 to -10	-1	1 Round
-11 to -20	-2	2 Rounds
-21 to -30	-3	3 Rounds
-31 to -40	-4	4 Rounds
-41 to -50	-5	5 Rounds
-51 or Lower	-6	6 Rounds

HIT POINT RECOVERY

A character can normally recover their CON score in hitpoints every hour from *Normal* damage. *Killing* damage can only be recovered at two hit points per day. The power Healing can restore hit points much faster, including killing, normal or stun damage. For example, Talisman, a mystical super heroine has a spell of Healing. Her healing spell has a Capacity of 60 which means she heals 1d6+12 hit points every 'use' of the spell at the cost of two energy points. Her friends have all suffered loss of hit points and she spends ten energy points healing all of them back to full. Her energy will not return until she has rested for a significant amount of time or has had some sleep. When a character is knocked unconscious at negative hit points, in order to wake up they must make a Constitution Roll. They get to make a CON roll from once a round to once every six rounds, depending on how far negative in hit points they are. If someone is helping to wake an unconscious character, they can attempt to make their CON roll every round.

SEVERE HITS, CRITICAL HITS AND FUMBLES

A *Severe Hit* is achieved when the character rolls half (rounded up) the target number required to hit a target. For example, if a character needs a 13 or less to hit a target and rolls a 7 on 2d10, he scores a severe hit. Severe hits add an extra 1d6 Damage to an attack. A roll of a '2' is a Critical Hit which always hits and adds 4d6 to an attack. A fumble occurs when the character rolls a 20. Roll 1d6. A 1 or 2 means the character falls down, a 3 or 4 means the character's weapon jams, misfires, is dropped or is damaged in some way, on a 5 the character hit themselves, and on a 6 they hit a comrade. Reroll 1d6 if a fumble result doesn't make sense. The power Redoubt makes a character immune to being staggered, and adders can also make a character immune to severe or even critical hits.

DAMAGE TYPES

Normal, Killing and Stun are the three Damage Types in the game. DOT or Damage over Time can be applied to any damage type as a subtractor. Six sided dice are rolled to calculate Hit Point Damage.

KILLING DAMAGE

Killing Damage is caused by things that can cause severe wounds in living creatures. The Powers Chemical Attack, Kinetic Attack, Poison Attack, Pyrokinesis and Radiation Attack cause Bleeding to occur if the target is not immediately killed. Killing damage is recovered at the rate of two hit points per day.

NORMAL DAMAGE

Most damage inflicted in Polyverse Supers is classified as Normal Damage. Strength inflicted damage from Density Increase, Growth and Super Strength is considered Normal Damage. Energy Attacks and Intangible Attacks are also Normal damage. Falling from a short distance of four meters or less inflicts normal damage, but over four meters it is Killing damage. Normal Damage only causes bleeding to occur when the target reaches zero hit points. A character recovers hit points caused by normal damage much quicker than killing damage. A character recovers their CON score in Hit Points every hour. It is still possible to kill someone using Normal Damage by inflicting twice their maximum Hit Points.

STUN DAMAGE

Stun Damage causes no lasting harm and cannot be used to kill. A character can be Knocked Out from Stun Damage but never killed. Stun Damage can be recovered at 2 hit points per Action Point if the character is not Knocked Out. A character that is Knocked Out recovers their CON score in Hitpoints every 30 minutes when recovering from stun damage. A character using boxing gloves, using the flat edge of a blade or the pommel of a weapon would cause STUN Damage to a target. A slap is considered to be 1 point of Stun Damage.

STAGGERED

A character is Staggered when they take, after Armor reduces damage, Hit Points greater than DOUBLE their CON stat. A Staggered character can continue to act in a Round but is easier to hit and suffers a -2 to all Skill Rolls. Add +2 to a

Roll to hit a staggered character. A character that has been staggered continues to suffer these penalties until they can act on their Initiative again in a new Round.

RANGE MODIFIERS

Characters in ranged combat suffer penalties depending on the distance in meters to the target. Certain powers reduce the penalties. For example, a character with the power Enhanced Sense: Telescopic Sight at level five, costing ten character points would eliminate the -5 range penalty on an attack power out to 128 meters.

Range	Roll	Description
0 to 4m	-0	Point Blank range.
5m - 8m	-1	Close range.
9m - 16m	-2	Short range.
17m - 32m	-3	Moderate range.
33m - 64m	-4	Medium range.
65m - 128m	-5	Long range.
129m - 256m	-6	Very long range.
257m - 512m	-7	Extreme range.
513m - 1km	-8	Extreme range.
1.1 km – 2 km	-9	Extreme range.
2.1 km – 4 km	-10	Extreme range.
4.1 km – 8 km	-11	Extreme range.
8.1 km – 16 km	-12	Extreme range.
16.1 km – 32 km	-13	Extreme range.
32.1 km – 64 km	-14	Extreme range.
64.1 km–128 km	-15	Extreme range.

COORDINATING ATTACKS

Sometimes characters will want to coordinate with each other to hit a hard-to-hit target. By using one Action Point and making an AGI Roll characters can coordinate their attacks on the same target. Mental Powers require a PSY Roll to coordinate. For every character past the first, all of those characters that are coordinating and make their AGI roll gain a +1 to hit. For example, the villains Buzzkill and Titania are having a hard time hitting the hero Hysperia who has a Defense of 9. Buzzkill and Titania each spend an Action Point to coordinate their attacks to gain a +1 to hit Hysperia. This can also be done in conjunction with the maneuver Aim.

CONCENTRATING FIREPOWER

Additionally, characters can increase damage in the same way that they can coordinate attacks. By spending 1 Action Point and 1 extra energy, multiple characters can concentrate their firepower at a point on a single target to increase damage. The characters must also make their AGI rolls to contribute to the extra damage from concentrating their firepower. For each character beyond the first character add two points of damage to each attack. For example, a team of six heroes coordinate on a giant monster and add ten extra points of damage to each of their attacks because they are concentrating on a single point on the target, all acting together at the same time. If a mentalist is adding to the firepower and causing damage, they can roll against their Psyche stat instead. Concentrated firepower maxes out at twenty extra hit points of damage. Thus, eleven characters, all concentrating their firepower onto a single point on a target and who have all made their AGI rolls, can add the maximum amount of damage.

AREA EFFECT ATTACKS

Characters can obtain area effect attacks with the Adder: Area Effect or the Adder: Explosion, both of which cost twenty-five points and affects a single hex instead of targeting a character. A hex has a Defense of zero and is much easier to hit than a character, especially super heroes with high Defenses. A character caught in an area effect attack can attempt a Running Dive to escape the area, which takes two action points and one energy point. This can be attempted even if the character has already acted in the round and does not have any action points left to spend. The character 'uses up' their next two action points granted to them in the next round. Of course, the character must make an Agility Roll at minus one per hex jumped and if that fails, he or she is caught in the area effect as it goes off. AE attacks affect characters and one piece of equipment caught in the area. For example, if a target carried five Devices, the character with the Area Effect would hit the target character and must pick one of the five devices to also be affected. The GM could also randomly pick one of the devices to be hit by the Area Effect.

PARADIGMS

Paradigms classify attacks and powers for Polyverse Supers. The Common Paradigms are Energetic and Kinetic. The Uncommon Paradigms are Chemical, Destruction, Magical, Mental, Potency and Sensory. Each base paradigm also has sub-paradigms contained within it except for Destruction.

End of Preview

Over 60 powers, combat, problems and random hero tables are waiting in the full rulebook.

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