

1) Core Notions & Glossary

- All rolls are made with two 6-sided dice, i.e. 2d6. When rolled:
 - High** implies that the highest value of the 2 dice is selected. **Low** means the lowest value is picked instead.
 - Doubles** (same number on both dice) are added together and can yield experience for character upgrades.

1.1) Types of Damage

- Mundane** vs. **Fantastic**: Damage that could/could not realistically exist outside of comic books.
 - Mundane damage examples**: Guns, knives, exposure to cold, fire or electricity, poison or acid, etc.
 - Fantastic damage examples**: Optic blasts, cosmic energy, magic or supernatural forces, psychic blasts, etc.

1.2) Character/Hero Notions

- Life**: Represents a character's health/energy.
- Aspects**: Define the hero's strengths and weaknesses as per 3 values.
 - Build**: Hero's body type. **Quick** or **Powerful**. More agile than strong or vice-versa.
 - Mentality**: Hero's mindset. **Logical** or **Intuitive**. Guided more by reason than instinct or vice-versa.
 - Temperament**: Hero's personality type. **Bold** or **Cautious**. More impulsive than careful or vice-versa.
- Action** dice define how the 2d6 rolls are used/affected for a specific type of action. See matrix below.
 - By default, the **Low** value is picked for these actions. Some **Aspects** allow picking **High** instead.
 - Powers** apply a +1 bonus to **Action** dice based on their **Power** category.
 - Weaknesses** apply a -1 penalty to **Action** dice of a specific type. **Note**: Roll can never go below 1.
 - Careers** specify which **Action** dice to use for skill checks outside of combat based on their **Career** type.

1.2.1) Action/Aspect/Power/Career Matrix

Action dice	Pick High value if	Linked Power category (+1 to roll)	Linked Career type	Action type description
Move	Build = Quick	Movement	Quick careers	Speed and reflexes. How fast and far a hero can move and act in a round of combat.
To hit	Temperament = Bold	Targeting	Bold careers	Accuracy and precision. How well a hero can aim to hit a target.
Evade	Temperament = Cautious	Evasion	Cautious careers	Agility and perception. How well a hero can avoid being hit by an attack.
Damage	Build = Powerful	Mundane attack Damage type set to Mundane .	Powerful careers	Power and strength. Determines the level of injury that a successful attack can inflict.
		Fantastic attack Damage type set to Fantastic .		
Block mundane	Mentality = Logical	Barrier defense Regardless of damage type.	Logical careers	How resistant the hero is to Mundane injury.
Block fantastic	Mentality = Intuitive	Category applies for both Mundane and Fantastic damage.	Intuitive careers	How resistant the hero is to Fantastic injury.

1.2.2) Example Powers

Movement	Targeting	Evasion	Mundane attack	Fantastic attack	Barrier defense
Teleportation	Martial Attack	Acrobatics	Gun/Bow	Optic Blast	Armor/Shield
Flight/Wings	Trick Shot	Danger Sense	Blade/Claws	Energy Blast	Metal/Stone Form
Swing Line	Rapid Fire	Invisibility	Super Strength	Life Drain	Energy Form/Sheath
Super Leap	Sneak Attack	Ghost Form	Lightning Attack	Psychic Bolt	Force Bubble/Field
Super Speed	Precognition	Tiny Form	Heat/Cold Attack	Mystic Bolt	Stretching
Wall Walking	Super Agility	Martial Dodge	Poison/Radiation	Phantasmal Attack	Invulnerability

1.2.3) Example Careers

Quick	Cautious	Bold
Driver	Doctor	Actor
Pilot	Reporter	Rock Star
Acrobat	Teacher	Politician
Powerful	Logical	Intuitive
Laborer	Programmer	Animal Trainer
Scuba Diver	Scientist	Artist
Athlete	Mechanic	Writer

1.2.4) Charges

Aunt/uncle/parent
Brother/sister
Girlfriend/boyfriend
Spouse/child
Teacher/student
Boss/friend/co-worker

2) Character Creation

- Roll/choose a value for each of the 3 **Aspects**.
 - Build**: **Quick** (**High Move**) or **Powerful** (**High Damage**)
 - Mentality**: **Logical** (**High Block mundane**) or **Intuitive** (**High Block fantastic**)
 - Temperament**: **Bold** (**High To hit**) or **Cautious** (**High Evade**)
- Set initial **Life** points based on **Build**.
 - Powerful** → 15 **Life**.
 - Otherwise → 10 **Life**.
- Mark your **Action** dice as **High/Low** based on your **Aspects**. See matrix below.
 - Default is **Low** unless **Aspect** specifies otherwise.
- Choose/define/roll 2 **Powers**, each from a different **Power** category. The 6 categories are:
 - Movement** (**Move**)
 - Targeting** (**To hit**)
 - Evasion** (**Evade**)
 - Mundane attack** (**Damage**)
 - Fantastic attack** (**Damage**)
 - Barrier defense** (**Block both types**)
- Choose 1 **Power** upgrade type which will be triggered once enough **Doubles** have been earned. See **Training**.
- Choose/roll 1 type of **Action** dice for which a -1 **Weakness** penalty will apply.
- Choose/define/roll 2 **Careers** (1 professional, 1 hobby), each from a different **Career** type. The 6 types are:
 - Quick** (**Move**)
 - Bold** (**To hit**)
 - Cautious** (**Evade**)
 - Powerful** (**Damage**)
 - Logical** (**Block mundane**)
 - Intuitive** (**Block fantastic**)
- Choose/roll 1 **Charge**, a person that the hero feels responsible for.
- Choose 1 civilian name and/or 1 hero name (both if they are different).

3) Mechanics**3.1) Doubles**

- If both dice show the same value, they are both **High** and **Low**. Add their values together and use the total.
- If player rolls any **Double** during an **Attack** (attacking or defending) → Add **1 Double** as experience.
- If GM rolls any **Double** during an **Attack** (attacking or defending) → Add **1 Double** as experience for target player.
- **Doubles** rolled outside of **Attack** actions are **not** added as experience.

3.3) Combat

- Combat is divided into **rounds**. Each participant has **1 turn** during each round.
- At the start of each round, **Initiative** is rolled to see who goes first and how many actions they can do.
- During their turn, each character can choose to move, **Attack** a foe or **Assist** an ally.

3.3.2) Turn Movement & Actions

How a character can spend their turn.

- **First action:** The player chooses **1** of the options below:
 - A) Move the hero up to 5 squares, then **Attack**. B) **Attack**, then move the hero up to 5 squares.
 - C) Move the hero up to **10** squares without attacking.
 - D) Spend turn to **Assist**, i.e. try to help restore **Life** to an ally. Each side/party can only try this once per round.
- **Subsequent actions:** The player chooses **1** of the options below for each action remaining after the 1st one:
 - A) **Attack**.
 - B) Move the hero up to 5 additional squares.
- **Reminder:** Once per session, a hero can use **Heroic Effort** to apply a future upgrade immediately for **1** action.

3.3.2.1) Attack Action

- The attacker rolls **2d6** for **Attack**, which will dictate **Chance to hit** and **Potential damage**.
 - If the attacker is not adjacent to the target, a **-1** penalty is applied to the **Attack** roll.
 - **Chance to hit:** Apply **To hit (High/Low/Power/Weakness)** to **Attack** roll.
 - **Potential damage:** Apply **Damage (High/Low/Power/Weakness)** to **Attack** roll.
 - **Power** modifier to apply depends on damage type. Default damage type is **Mundane**.
 - Add a **+1** bonus if the character is a hero or villain. Normals and thugs do not get that bonus.
- The defender rolls **2d6** for **Defense**, which will dictate **Chance to evade** and **Damage blocked**.
 - If the target is adjacent to more than **1** opponent, a **-1** penalty is applied to the **Defense** roll.
 - **Chance to evade:** Apply **Evade (High/Low/Power/Weakness)** to **Defense** roll.
 - **Damage blocked:** Apply **Block mundane/fantastic (High/Low/Power/Weakness)** to **Defense** roll.
 - **Action** type depends on incoming damage type. Default damage type is **Mundane**.
- The attack hits if attacker's **Chance to hit** ≥ defender's **Chance to evade**. No damage applies if attack missed.
- Calculate damage to apply: **Potential damage - Damage blocked**. Remainder is deducted from **Life**.
 - Unconscious at **0 Life**. • Dead at **-20 Life** for heroes/villains, or **-10 Life** for normals/non-heroes.
 - **Knock-Back:** For every point of damage after the first **4**, defender moves **2** squares away from attacker.
 - The defender is then dazed for **1** full round (skips their upcoming turn), but can still defend.

3.2) Career Skill Tests

Task rolls performed outside of combat.

- 1) Player chooses a **Career** for the task and rolls the corresponding **Action** dice.
- 2) The GM rolls and picks **Low** if the hero's **Career** is applicable/relevant to the task, or **High** otherwise.
- 3) The player succeeds if their roll is equal or greater than the GM's roll.
 - Success = [Player **Career Action** roll] ≥ [GM **Low/High** roll based on **Career** (applicable or not)]

3.3.1) Initiative

Rolled at the start of each combat round.

- 1) Each participant rolls **2d6** for **Initiative**, which will dictate **Turn order** and **Number of actions**.
 - If the character lost **Life** during the previous round, a **-1** penalty is applied to the **Initiative** roll.
- 2) **Turn order:** Participant applies **Move (High/Low/Power/Weakness)** to **Initiative** roll.
 - The resulting value is the character's turn order. Turns go from highest to lowest.
 - **Player vs. player ties:** Player characters go in any order they agree to.
 - **Player vs. GM ties:** Player characters go before GM characters.
- 3) **Number of actions:** Participant applies **Move (High/Low/Power/Weakness)** to **Initiative** roll.
 - Divide the resulting value by 5, rounded up. This is the character's number of actions in their turn.

Result	Num. Actions	Result	Num. Actions
1-5	1 action during turn.	6-10	2 actions during turn.
11-15	3 actions during turn.	16+	4 actions during turn.

3.3.2.2) Assist Action

When a hero aides another to speed their natural recovery in battle.

- This action spends the helper's entire turn (all actions) in one go. Each side/party can only do it once per round.
- 1) The recipient, if not incapacitated, chooses if they will also spend their own turn to increase recovery.
 - 2) The helper (player taking the **Assist** action) rolls **2d6**.
 - The helper picks the **High** value if the recipient also spent their own action to increase the recovery.
 - Otherwise (if only the helper is spending their turn on the **Assist**), the helper picks the **Low** value.
 - 3) The GM rolls **2d6**, then picks **Low**.
 - 4) Subtract the GM's roll from the player's roll to determine **Life** points restored for the recipient.



4) Recovery

- Heroes recover **1 Life** point per hour outside combat.

5) Training/Character Advancement

- Heroes are improved by spending **Doubles** they have recorded as experience.
- Before/in-between sessions, the player chooses in advance what type of upgrade their hero is training for.
 - The upgrade is applied immediately when enough **Doubles** have been earned, even during combat.
 - When the upgrade is applied, maximum **Life** increases by **1**, and all **Life** points are restored.
- Upgrades are priced as per the following list:
 - Add a 3rd **Power** — Spend **30 Doubles**.
 - Add a 4th **Power** — Spend **40 Doubles**.
 - Improve existing **Power** bonus from **+1** to **+2** — Spend **20 Doubles**.
 - Improve existing **Power** bonus from **+2** to **+3** — Spend **30 Doubles**.
 - Improve existing **Power** bonus from **+3** to **+4** — Spend **40 Doubles**.

- **Heroic effort:** Once per session, for **1** action, a hero can apply the upgrade they chose as if they already had it.

6) Normals & Thugs

- Non-heroes always roll **2d6** and pick **Low** for all actions.
- Non-combat normals can't use **Potential damage blocked** (**Block mundane** / **Block fantastic**). No reduction.
 - Thugs/roughians/police/athletic normals might still be allowed to have **Potential damage blocked**.
- Normals/thugs will often have less than **5 Life** points.
 - Outside of combat, they recover **1 Life** point per day.
 - They are considered dead if they reach **-10 Life** points.
- Normals/thugs do not get the free **+1** bonus to **Damage** rolls.

7) GM Tips

- Create encounters with an equal balance of **Mundane** and **Fantastic** attacks.
- Assign relatively low **Life** totals (e.g. **5** or **10**) for your villains, as **Doubles** can make encounters lethal for players.
- GM can make use of dice rolls prepared ahead of time to speed things up during encounters.

8) Probabilities

2d6 ≥ 2d6 roll probability table.

vs.		Low					High					← Opponent		
		-1		+1	+2	+3	+4	-1		+1	+2		+3	+4
Roller ↓	Low	-1	67%	48%	26%	16%	10%	8%	27%	16%	11%	8%	6%	5%
			74%	60%	40%	26%	16%	10%	38%	25%	16%	11%	8%	6%
		+1	84%	74%	60%	40%	26%	16%	54%	38%	25%	16%	11%	8%
		+2	90%	84%	74%	60%	40%	26%	70%	54%	38%	25%	16%	11%
		+3	92%	90%	84%	74%	60%	40%	85%	70%	54%	38%	25%	16%
	+4	94%	92%	90%	84%	74%	60%	94%	85%	70%	54%	38%	25%	
High	-1	84%	75%	62%	46%	30%	15%	60%	40%	26%	15%	9%	5%	
		89%	84%	75%	62%	46%	30%	74%	60%	40%	26%	15%	9%	
	+1	92%	89%	84%	75%	62%	46%	85%	74%	60%	40%	26%	15%	
	+2	94%	92%	89%	84%	75%	62%	91%	85%	74%	60%	40%	26%	
	+3	95%	94%	92%	89%	84%	75%	95%	91%	85%	74%	60%	40%	
	+4	96%	95%	94%	92%	89%	84%	96%	95%	91%	85%	74%	60%	

