



Weaver Dice

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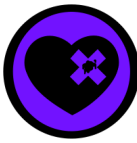
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Gameplay Rules: Character Stats

Character statistics are broken into seven categories, with the typical human average being a three in each. A two is considered subpar or troubled in that one respect, while a four is exemplary. In much the same vein, a one is considered disabled or deficient enough that others will notice in casual interaction, while a five is Olympian. The individual stats are described here:

















Stat	Icon	Description
Brawn		<i>Feats of raw strength.</i> Raw strength of melee attacks and thrown weapons, ability to break holds or break free from bondage, ability to carry something, ability to move comfortably in heavy armor.
Athletic		<i>Stamina, fitness, whole-body movement.</i> Running, jumping, holding breath, endurance during exertion and heavy activity, parkour, agility, land safely, maintain balance.
Dexterity		<i>Finer physical movements, hand-eye coordination, initiative.</i> Accuracy and frequency of melee and ranged attacks, ability to land wounding attacks, ability to reload quickly, crafting skill, performing first aid, find stuff in belts/bag promptly.
Wits		<i>Mental quickness and perception.</i> Spot and listen, sensory abilities in difficult conditions, pure mental task completion time, reflexes and reaction times, response time.
Social		<i>Interact with others, project image.</i> Communicate effectively, win confidence, tease information out of subject, effectively seduce, intimidate or express another attitude.

Knowledge		<i>Breadth of knowledge and skill base.</i> Effectiveness of complex skills such as programming, medicine, martial arts, breadth/depth of ability in various skills, recall, piecing together information, languages.
Guts		<i>Raw toughness and resilience.</i> Durability, ability to withstand mental or emotional assaults, ability to keep emotional and mental state stable over time, ability to keep fighting when ostensibly taken out of action.

Allocating Stats

Individuals (cape or not) typically have 3 points in each category. A player, at character creation, may remove one point from one category to move to another. Powers may adjust stats further.

Example Stats

	  +2		 -1		 -1
	 +0		 +0		 +0
	  +2	High Brawn (raw strength) and Guts. This is a character with minor strength/durability powers, lacking in grace or finesse.			

Colored pips denote gains from powers.

Stats: Use in Gameplay

A given roll or action by a character will use a specific stat. Efforts require a d6 roll. For every point in a stat above 3, the character gets +1 to related rolls.

The number of points in a stat also affect how many points a character can put into a skill. This is detailed in more depth in the skill notes below, but the long and short of it is that, barring exceptional circumstance, a character can't have more ranks in a skill than they have points in the respective stat(s).

Character Stats: Zeroes and Disabled Stats

Having a zero in a stat is typically disabled. Depending on the nature of the disability, the rules may be tweaked, but the default is such: the character has to roll for even trivial actions where that stat would be concerned. The table below has explanations with example trivial actions.

Stat	Examples
Brawn	Cases: Atrophied muscles, emaciated, elderly. Actions: Lifting something 5 lbs or heavier.
Athletics	Cases: quadriplegic, shattered ribs, broken legs, elderly Actions: Crossing a room, ascending stairs.
Dexterity	Cases: Cerebral palsy, tasered individual Actions: Writing, gripping object, getting dressed.
Wits	Cases: Mazed/flashbanged individual, severe autistic Actions: locate someone in same room, have conversation
Social	Cases: Mental trauma, severe autism Actions: speak/moderate speaking volume, dress passably
Knowledge	Cases: Mental trauma/brain damage, developmental problems. Actions: Basic math, basic recall, use longer words
Guts	Cases: Severe physical trauma, severe deformity Actions: survive a minute without use of life support

These trivial actions may, at GM discretion, may have lower difficulty (eg. Roll d6, only fail on a -1 or less) , and the individual may have the opportunity to extend the action. Actions so extended take twice as long to perform and are easily interrupted, but don't need a roll.

● Character Stats: Brawn

Brawn is a measure of physical power. It is used for swinging with melee weapons, lifting, carrying, kicking down doors or manhandling something to the point it breaks. Brawn might be used to determine carrying capacity, in extreme situations, one's ability to tear free of bindings, or resist a strong wind. With exceptional Brawn, a cape might be able to lift and throw cars.

Grappling

Grabbing someone is a Brawn roll, contested by opponent's choice of Athletics (a dodge) or Brawn (break hold). Staggered opponents must use the lower of the two. Once a hold is initiated, the pair are locked into a mutual, physical struggle, grabbing onto one another. The person being grappled starts off with two steps of control over the person being grappled. The victim must loosen hold twice to either turn the tables (becoming the person in control of the grapple, with two steps of control) or break the grapple and get away. While maintaining control, the grappler has more attack options and can break the grapple at any time. The grappler can use some actions to reassert their control, (gaining one step of control) but can't have more than two steps, barring special cases like tentacles and other specialized physiologies.

The options are as such:

Action	Rule
Struggle (Any)	Force Brawn vs. Brawn roll. If successful, assert hold (for grappler), or loosen the grappler's hold, and strike the enemy. If not, no cost.
Strangle (Grappler)	Force Brawn vs. Guts roll. If successful, penalize their Athletics by 1 and prohibit them from speaking for one round. Points lost in this way return at a rate of 1 per round spent resting.
Lift (Grappler)	Force Brawn vs. Brawn roll. If successful, enemy is lifted, can take action to move/carry

	them, enables throwing. On failure, loosens hold.
Throw (Grappler)	Brawn roll. Requires enemy be lifted first. For every point over 3 on roll, opponent moves 5 feet (some of this movement may be rolling, tumbling, or stagger). Minor bash damage, plus any environmental damage, moderate bash if they move 20' or more. The grapple is ended.
Another Action (Any)	Can act/take a non-movement action, but this forfeits own hold, with the grappler losing their hold or the victim letting the grappler take control. If this would release the enemy, or if it focuses on someone who isn't involved in the grapple, the opponent can take one of the above actions.
Use Power (Any)	Powers that require physical action are treated as 'another action' above, while ones that do not are used with one's action for the turn. Assumption is that their attention is divided between not being hit/strangled and use of the power.
Desperate Escape (Victim)	Spend a round struggling. Choice of Brawn, Athletics, or Dex roll, opposed by the grappler's Brawn. Loosens hold if successful, frees self if successful by 3 or more. On each consecutive turn this is done, may roll an added stat alongside the prior one (Such as Brawn & Athletics both being rolled in one action), doubling or tripling one's chances at freedom. Cannot assert control by doing this, can only escape.

Grappling is exceedingly effective when one side is much stronger than the other. If there is a three point or greater difference in Brawn scores, then the effects of loosened hold are doubled, should the stronger character want to escape, or if they work toward a

free action as described above (loosening the weaker individual's hold).

Armor and Encumbrance

Brawn is a measure of a character's ability to bear the weight of a proper suit of armor. For most purposes, in terms of general purpose armor that works against most damage types, one point of armor requires two points of Brawn to bear, with each point thereafter requiring an additional point of Brawn. Bearing any armor beyond that point penalizes that character, reducing their effective Athletics by two points each - a gradual loss that consumes stamina at the turn's outset, then drops their Athletics by 1 at the turn's end, until they've reached their limit.

Brawn	Encumbrance Value
1	Can't wear armor
2	1
3	2
4	3
5	4
6	5

While this might lead one to believe that one can match the above values without difficulty, such as a character with 3 Brawn wearing a costume with two pips of armor, other kinds of lifting or exertion compound the effect. Carrying a weight equivalent to 30+ lbs counts as one point of encumbrance, and a grown human counts as two. It is physically possible for a low Brawn character to lift a modest weight, but they will tire quickly, reducing how effectively they can work. Such a person could also, for example, drag a comrade away from the front line, but would find it a difficult exercise.

● Character Stats: Athletics

Athletics is a measure of one's capacity for whole-body movement. It includes stamina - one's capacity for breath or long periods of exertion, as well as long and short distance running, jumping, climbing, and one's capacity to get out of the way when an attack is incoming. With exceptional Athletics, a character can freely and spontaneously leap up

to set foot on ledges the average person couldn't even hop up and grab with their hands.

Chases

In a chase, where one character runs from the other, use contested Athletics rolls. For each point of difference, the gap is either closed (if the pursuer wins) or opened (if the person running wins). Use of the environment and breaking line of sight will allow the person running to slip away or force the pursuer to make calls which either maintain the distance, widen it, or end the chase altogether (such as which fork in the road to take). A two point gap is standard, but the GM could modify this as needed based on context, or the GM might choose to use a contested roll to determine how much of a lead the fleeing individual managed.

Each round spent running consumes one stamina. A character can generally keep this up for one round per point of stamina, after which they face difficulties. See the stamina subheading below for details.

Jumping

Typical jump difficulty is as follows. In such a case a character would roll 1d6 and add or subtract their Athletics modifier, aiming to meet or beat this number:

Difficulty	Scenario
1	Jump a 2-foot gap.
2	Hop up onto a chair
4	Hop up onto a table.
5	Hop up to grab a ladder for fire escape.
8	Hop up to grab 2nd storey fire escape, sans ladder
11	Leap up, landing on 2nd storey fire escape, feet down.
Add 6	Add 6 to any of above; add 12' to height (1 storey)

Stamina

Stamina, mentioned above, refers to a character's ability to engage in arduous activity. A character has stamina equal to their Athletics score. They lose one point's worth after a round of strenuous running or jumping, holding their breath (or being denied the ability to breathe), pushing themselves with some special actions, or they might lose all of their stamina after being struck hard or falling.

A player typically has stamina equivalent to their pips in Athletic, and uses one per round of running/activity, per round they hold their breath, or spend one per round of activity. Stamina is recovered by taking a partial round to catch one's breath. Characters with the Second Wind special ability from the Endurance skill can recover their stamina once without taking time.

● Character Stats: Dexterity

Dexterity measures hand-eye coordination, reflex, fine movement and manual task completion. Many characters will find they use Dexterity primarily to determine how *accurate* they are. In other uses, Dexterity is used for longer tasks to measure how much time a given activity might take, such as fiddling around on the computer or piecing together a costume. Some melee weapons allow Dexterity to be used as the attacking stat. With exceptional Dexterity, a character can reload as a matter of course, apply thorough medical care quickly, and speed through crafting and computer jobs.

Rushing Tasks

When a task involves use of a noncombat item, tools, or manual dexterity, the task completion time can be rushed. Impose a -2 penalty to the roll, but halve the time to complete it. This penalty can be applied multiple times, with the *remaining* duration being halved with each application. Thus, it adds up to a -2 for 50% reduction, -4 for 75%, -6 for 87.5, and -8 for a 93% reduction in time to complete.

For tasks that take a matter of rounds, this can reduce activity that would require multiple rounds to one round, or a committed action that would take one round can be wrapped up as a partial action. Should the -6 penalty be taken, tasks that would normally take a round at a minimum can be performed while taking other actions, so long as the individual remains within arm's reach of whatever they are working on. An example might be performing field surgery on someone while firing a gun at nearby

foes.

Certain tasks, particularly multi-stage tasks, are not subject to this. Disabling a security system would be able to be rushed, but hacking a server would not, as it would involve

Complex Tasks

Crafting, medicine, and use of computers are unique in that they involve the use of both Dexterity and Knowledge. In such cases, Dexterity determines how quickly a task can be done, and Knowledge measures how *well* that task is done.

● **Character Stats: Wits**

Wits is the statistic that measures perception and quickness of thought. Use of the senses to spot or track enemies, to hear, or to listen in on distant or muffled conversations all fall under this category. One's ability to react in times of shock vs. standing still like a deer in the headlights, make reflexive movements and execute purely mental tasks or ones with a negligible physical component in a timely way (such as screaming something before X happens) is also factored in, and will likely see a character roll Wits. With exceptional Wits, a character might be able to read the most minor visual or auditory cues in the environment to locate a hidden foe, or be able to use their power before enemies do in standoffs.

● **Character Stats: Social**

Social is the statistic that covers a given individual's ability to relate to others. It includes the ability to converse effectively, including persuasion, seduction, and intimidation. It also covers the domain of a given character's reputation and fame, the ability to portray oneself in a preferred light, to be seen as terrifying, or impressive, or trustworthy, in the short and the long term. With exceptional Social, the character can be their own public relations team, readily portraying themselves as an asshole with a heart of gold, a noble hero, or a terrifying nightmare, and they are effortless leaders of large organizations, negotiators, manipulators and actors.

Negotiation

A typical conversation does not require social rolls, but when something is at stake or someone is being convinced of something, the Social stat is used. The system for determining modifiers/difficulty of an act is relatively simple, and is intended to be done off the top of one's head. Two modifiers are applied - a bonus or penalty based on

one's relationship to the other party, and a bonus or penalty based on the risk vs. reward of whatever is at stake in the exchange.

Keep in mind that the tables below are for how the individual in question perceives things, both the relationship to the character and the risk/reward. The character's attitude doesn't factor in.

Relationship is...	Modifier:
Lifelong, absolute trust. Mother, best friend, spouse.	+5
Ally. Brother, long-time friend, teammate.	+3
Acquaintance (positive). One or two good interactions in the past.	+1
Neutral. Never met, never heard of the character.	None
Acquaintance (negative). One or two unpleasant interactions.	-1
Enemy. Member of opposing gang, guy whose life you ruined.	-3
Nemesis. Guy who assaulted your wife, hated ex-husband.	-5

Risk/Reward is...	Modifier:
Undeniably favorable. Significant gains at no perceptible cost.	+5
Favorable. Reward is great, costs are low/unlikely.	+3
Okay. Reward is good, risks are there but tolerable.	+1
Neutral. Costs vs. benefits are balanced.	None
Poor. Reward is outweighed by greater/likely costs or risks	-1
Troubling. Risks are high, reward is small/unlikely	-3
Very unfavorable. Cost is high, no perceptible gain.	-5

...And advances a major goal/dream.	+1 to +3
...And would contravene/conflict with dreams/goals	-1 to -3

In an ongoing negotiation, faced with a failure to convince someone, characters can offer a better deal. This enables a reroll. Especially bad deals or attempts to cheat and manipulate others may modify reputation, however, adjusting the end result.

The general result sought for a simple negotiation is a 4+. This is best used for player vs. NPC interactions, but player vs. player situations may come up; while it's ideal that such discussions are roleplayed out, a player can call for negotiations to be handled as a contested roll. This might be an option if a player feared another wouldn't play along, or if there was a drastic difference in Social abilities.

Other possibilities may arise, adapting the above rules:

- An emotion control power could make an individual see the other party as a friend, despite past interactions. This could override existing reputation or modify it.
- Reputation types may put someone in the 'acquaintance' category, or even better, based on their disposition and what groups they identify with. Word of mouth equates positive interactions.
- Interrogation is a negotiation, sometimes with torture serving as the 'risk' part of the equation (the potential gain being 'I won't get hurt anymore'). Guts would be the best stat to determine one's willpower, tenacity and ability to avoid giving information.

Reputation

One's past deeds and overall reputation can be utilized as a kind of protection and an expansion of the negotiation system. Characters may find themselves outclassed, seeking something in a negotiation, facing a tough recruitment, or otherwise looking to leverage their reputation to achieve some effect.

To leverage this, the player can turn to their GM and say, "I want to leverage rep for this." On getting the go-ahead, they can name just what 'rep' they're leveraging. They can name past deeds, current standing/holdings, and their social skill to give themselves an edge.

- Won fights, particularly against dangerous odds or named, notable enemies
- Successful missions
- Having \$50,000 or more
- Having control over a territory (or more)
- Having 4+ unpowered followers
- Having a powered follower

Other options include using *assets*, worn costume, or having a headquarters, etc.

- Costume with *emblem* quality to it, affiliating with the group you're interacting with
- Costume with *icon* quality to it, offering a general bonus (usable less often)
- Having a decoration in one's HQ
- Having a HQ

Such things have to be on display. These display items are discussed in a section below.

For negotiation rules, leveraging two of these things gives a +1.

GM: Bitesize walks into your headquarters, taking a look around. The brute doesn't look impressed, or he's trying not to look impressed. He meets your eyes and says, "You wanted me here, I'm here."

Squeakywheel: I sit on top of my tinker vehicle, looking down at him, and say, "I wanted to make a job offer."

GM: "I figured," he says.

Squeakywheel: "I'll get right to it, then. Ten thousand up front. You stay for two weeks, then you're free to stay or walk away. But give us the chance to impress you, first."

GM: Social roll. Ok. He considers for a moment, then shrugs, "I can make my own money, and I can do it without associating with someone that maimed another cape."

Squeakywheel: Wait, he's pulling that? He's as sketchy as I am.

GM: Say it in character then, and social roll while you're at it.

Squeakywheel: “That doesn’t seem like something that bothers you, Bitesize.”
(Rolls) Damn.

GM: “It’s a factor,” the guy says. “I walk a fine line, and I don’t know what kind of line you walk.”

Squeakywheel: Damn it. Okay, I want to pull rep?

GM: Sure.

Squeakywheel: I’ve got a headquarters, I’m sitting on a throne? Kind of?

GM: Throne?

Squeakywheel: Tinker car. I made sure to be sitting on it when he came in.

GM: Social roll, to sell that as impressive. Four plus.

Squeakywheel: (Rolls) Beat it. Yes? Good. What else? I’ve got a hundred thousand to my name-

GM: (Takes notes) But that’s wealth you’re not showing off.

Squeakywheel: Ok. Rephrase. I pulled the software heist, I pulled off the ransom of Mac Piddles’ daughter. That’s four things, I think.

GM: That’s all you’re naming?

Squeakywheel: I think so.

GM: That’s four. This is playing into the negotiation roll, which you can make again because you beat your prior offer, in a way. +1 for every two things named, so make the negotiation roll again with a +2.

Squeakywheel: (Rolls) Good. I think that’s enough?

GM: And make your pitch. Try to build that into your argument. General, abstract references count.

Squeakywheel: I spread my arms, indicating my hideout, before letting my hand settle on a tinkerish part of the tinkered car I'm sitting on. I smile, and I tell him, "You know I tend to succeed at what I do, Bitesize. My last few jobs were serious ones. I wouldn't be making you an offer in the tens of thousands if I didn't have money to spend, and I wouldn't have money to spend if I wasn't succeeding. I know how to walk that line you're talking about, and I think you know that."

GM: He's seriously considering the offer, nodding slightly as you talk, as if conceding the points. He stops short of actually accepting. It looks like he wants to maintain face.

Squeakywheel: I adjust the offer to make it sound better, even though it's basically money I'd be paying him anyway. "I'll tell you what, Bitesize. I'll up the offer to fifteen thou, but you give me three weeks, so we can do these jobs right and do them smart."

GM: He gives that a moment's consideration before agreeing. Bitesize joins you as the first cape member of the Greasy Garage.

The second part of it is that the GM then sees what cards remain in play...

GM: You got what you wanted. Now roll for the incidents you mentioned. I'm saying four plus for the three, headquarters, two jobs. But the throne is loose, a hard sell. Six plus.

Squeakywheel: (Rolls) "Five, six one, five."

GM: Mark the ransom job and throne down on your character sheet. You can't play those cards anymore, at least until you build on that success or build up the throne.

Squeakywheel: Done.

Players are free to track the chits and successes they think they can play on their sheet, or to think of them on the spot and avoid the pre-loaded bookkeeping, but they do have to mark down the played out successes and accomplishments, and can't use them again. These rolls are social rolls. When in doubt as to the value of a deed, element, or event, a 4+ is a good benchmark. Victory against unnamed, unpowered enemies is less valuable; 5+ or 6+. Victory or meaningful participation in a fight against a far more

powerful enemy could be a 2+ or 3+, respectively, or even higher (see major deeds, below). Ones always fail.

Reputation as Defense

Another way to play rep would be convincing an enemy to spare one's character, or go easy. This is a negotiation roll, with the aim of negotiating for the enemy to leave things as they are. It might play out as such:

GM: Rolling for wound... (rolls). Your leg is cut out from under you by the scythe, and as you step back to get away from any follow-up attacks, your leg threatens to give out under you. Limb disabled.

Greasemonkey: Ughh.

GM: Guts roll to stay in the fight.

Greasemonkey: (rolls) Pass. Okay, before anything else happens, I raise my hands and tell her, "I surrender."

GM: Staking rep?

Greasemonkey: I've played the 'game', I helped the city out against the Fallen, I have a history of keeping my word, I keep property damage down, even when it makes my job harder, I'm going to use my costume bonus to rep, if I can, and... I'm going to invoke the fact that I control all the blocks in the Squirrel Hills district.

GM: You *really* don't want to risk him killing you, huh?

Greasemonkey: I don't think he'll kill me. I'm worried about going to jail when I've got everything on the line.

GM: Playing the game, helping against fallen, keeping your word and keeping property damage down, that's 'trusted' rep. That's a bonus +2 for those.

Greasemonkey: Yep.

GM: Then costume, then the blocks for another +1. Now, trusted rep holds firm, but this other rep you're staking, it's at risk...

In the cases where the character has built reputation for fair dealing, cooperation, making life easier for capes in the city - even for their enemies, for showing mercy and being fair, the rep uses the same rules described above - social rolls, with generally a 4+ required.

Reputation from cool costumes works a little differently (described in a section below, to come later), but for the purposes here, it's at risk. The holdings for the territory also matter. The character surrenders, saying 'you're better than me', and they build up the enemy's reputation at the cost of their own. They roll to see if that particular rep is played out or not.

GM: Roll social for all of the above. That's six individual rolls. Your hold on the blocks is secure and pretty important, so make it a two or more on a d12.

Greasemonkey: (Rolls; 4, 3, 6, 5, 1, then a 9 on the d12).

GM: (Checks) Cross off your participation against the fallen. Costume is sort of spent, too.

Greasemonkey: Done.

GM: A lot of reputation is on the line, now. Six individual bits of rep. Keep in mind, he doesn't *have* to listen. But as far as carrots and sticks go, he gets a choice. Either he gets your costume rep and your territory rep as gravy on top of everything else you offer, *or* he ignores reputation altogether, but he gets *six* counts against him if he crosses the line.

Greasemonkey: I know he wants to take over a part of the city. If he wants to cross me, kick my ass and remove me from the picture, he should find it's a bumpy road ahead.

GM: Fair. Sharktooth pauses, looks at your raised hands, and a smile creeps across his face. "I want a share of your territory."

Greasemonkey: I tell him, “We can talk. I’m not giving you Squirrel Hills, but I’m close to taking over the Shadyside territories, and I would be willing, if you wanted to finish that job, to extend a hand, and establish a...”

GM: “An alliance?”

Greasemonkey: “I wouldn’t go that far. A relationship of mutual respect.”

In this case, Sharktooth gets a fair bit of rep in the bargain. Greasemonkey will have to endure people murmuring about how he lost, but by pitching things in the right way, he thinks he can set up Sharktooth as a neighbor.

In another scenario, if Sharktooth took out Greasemonkey, refusing to deal, he’d be removing an enemy from his path, he could loot Greasemonkey’s holdings, steal the drugs, take the money, even take over one of Greasemonkey’s neighborhoods... but he gains 6 marks against him, six pieces of negative reputation.

Let’s explore negative rep...

Negative Reputation

Rep of the wrong sort can play (or be played) against the character, often the case with dubious rep. This takes two rough forms: either the parahuman did something that is very disagreeable with the person or people that he’s dealing with (which can even make some events or actions disagreeable to some) or he did something that everyone disagrees with.

This is one instance where gathering information on others is critical. Knowing where a given individual stands in the grand scheme of things and what cards can be played against them, so to speak, can be a pretty large advantage.

Negative reputation is played by the *enemy*. Not always to the character’s face. It can be used...

- ...as a counter-point in an argument or negotiation against a character (We see Bitesize do this vs. Squeakywheel in the first example, above)
- ...as part of a negotiation, wherein an enemy talks to another individual to gather resources to use against the cape.

- ...to gather temporary allies in a move against the cape (more enemies show up to an encounter)
- ...to reduce the cape's ability to do business, their territory, the size of their group, or other holdings. Not too effective against a cape with small groups, little holdings, or who do most of their business face to face, it could impact groups with large numbers of underlings, drug empires, and half the city under their control, with fringe elements being lost.

Once negative reputation is played (by anyone), it is rolled for by the cape in question, with a success allowing them to lose the reputation instead of keeping it. Social is thus as important a facet here as it is anywhere else.

Negative reputation can be 'big' in just the same way that positive reputation can. Violating an Endbringer truce and putting the public at risk could be a considerable stain on a cape's reputation for the remainder of their life.

Staking Rep, Challenging

Individuals, in dealings with others, or when given a venue to really communicate to the public, can stake rep. They effectively set a quest for themselves (with others potentially setting conditions) and on completion, gain additional reputation for themselves. Depending on the difficulty and added challenges, this can be up to +3 rep chits in total.

For example, if the player were acting as PRT Director and they made an open promise in front of the press that they would bring in Red Reaver, the journalists attending the press conference could well set an additional challenge. To bring any hostages back safely, to keep crime rate down while resources are devoted here, and so on.

The added challenges can be optional bonuses or be requirements.

In our example, the PRT Director would gain...

- 1 Rep for taking down Red Reaver. They would likely get this anyway.
- 1 Rep for making it a promise in advance.
- 1 Rep for effectively telling Red Reaver that they're coming for him (added difficulty)
- 1 Rep for handling the task with hostages safe.

If they failed to handle the hostages, they might only get 2 rep (Default rep for taking down Red Reaver and Rep for informing him in advance).

On failure, however, they would lose half of what they stood to gain, rounding up.

Challenging others works the same way, but it gives the initiative over to the enemy, increasing the difficulty, and gives lost rep over to that enemy if they rise to the challenge

Major Deeds

Performing a major deed is performing an action that impacts the city (or greater area) as a whole. Defeating an A-lister, performing a key role against an Endbringer, and taking over a city could qualify.

In short, these are events which are such that it doesn't make sense for the cape to play out that reputation. Rolling a 1 on a d6 and having that reputation be negated would downplay how major a thing it was.

Major reputation, then, has a kind of golden period where it simply can't be 'played out' - it can be invoked, but there is no chance for it to be lost. A cape can thus ride a sort of high after a major accomplishment, getting a lot done in a short period of time. The golden period might last anywhere from a few days to months, depending on the gravity of the act and the traction it gains in the cape's community - if it's the talk of the media for weeks on end, the golden period is likely to be extended.

After this, it might become a d8, d12, or d20 value die, with chance of being played out on a 1 or a 1-2, depending (GM's discretion).

Reputation for Others' Deeds

Being a member of a faction or associating with someone questionable means that their reputation is one's own, in part. Negative or positive rep can be put into play, but only two instances, or, conversely, only up to half of the total reputation staked.

Such rep isn't generally spent or spendable on other's behalf, unless this is done regularly. Spending another person's positive reputation is grounds for said person being upset and irritated.

Reputation and Assets

Assets are fixtures in the character's life, including the most basic things in their day to day. Having a home is an asset, as is having a headquarters, or having a statue in one's headquarters.

As a rule of thumb, if the asset offers something in looks or social standing and isn't owned by more than half of the individuals out there, or if it is owned by the character but not by the individual they are trying to impress, then it's valid as a source of rep. A car is a source of rep for one teenager to another, but not for a grown adult to other grown adults. Very minor items are liable to be spent very quickly.

The costume qualities of Emblem, Icon, and, in a roundabout way, Blemish, are also considered assets. The character sports the colors or tropes necessary to sell themselves as a member of a group, organization, or gang, and thus improves their standing with that group (Emblem), they have a personal style, symbol, colors, or stylized look that gives them more traction in the eyes of the rest of the world as a whole (Icon). As a milestone bonus, characters can become an Icon on their own... their trademark items or 'look' takes on its own weight.

Should an asset be played out as a source of reputation, it renews if updated or upgraded with 15% of the base price spent (cumulative, each time), or the cape can roll social for each spent reputation-increasing asset when they hit a milestone. Costume qualities

Other reputation-altering effects are the Unique look for costumes, a lesser quality that gives +1 to rolls to keep good reputation and -1 to lose bad reputation, and the Blemish costume quality, which slowly racks up negative rep. In the case of Blemish, they have a costume that hurts their appearance in the eyes of the public, with a clear lack of care of how they look - common with inhuman or homeless capes, who have other priorities than looking good for others.

Tattoos count as an Emblem or (less often) an Icon., and are only visible if wearing civilian clothes, the 'skin' or 'cloth' base costume type. They cost a flat amount on their

own and if high enough quality, can accelerate the rate at which they generate rep. This comes at a cost of making the maintenance of civilian and non-civilian identity harder.

Unseen Deeds; Conflict vs. Yield

Unseen deeds typically factor into Conflict vs. Yield reputation. A cape that is actively attempting to negotiate with their *shard* will be able to count deeds where they did something grand with their power, took down enemies without witnesses or proof, or chose the route of conflict over the easier path before them. If the GM wants to reward a player for serious, interesting, active play, and can't think of a concrete in-game way to do it, then positive 'conflict' reputation with the shard could be noted.

This reputation can come into play when performing rolls for bonuses and augments, for those using handbooks for a classification. In a pinch, in a situation where powers are in play and a character's goals are expressly on the line (for those using milestone rules, these are a good case), the character can sort of freeze time, negotiate with their shard, and try to squeeze out a little more juice, so to speak, before resuming the fight.

Negative reputation (Yield, the inverse of Conflict) with the shard is earned by taking the backseat. In game terms, situations where a player makes the GM lead one by the hand, and loitering when one could be actively pursuing one's goals will make the shard restless and frustrated. Failure to play to one's flaws can also factor in, for flaws that ask a parahuman to lean a certain way in action or behavior.

The gains and losses of shard reputation represent, in a fashion, the elements of *depth* in power discovery and development. Deeper relationships with the shard make for a parahuman that discovers things faster and develops more. Shards play negative reputation just as an antagonist might, often at critical junctures. Powers might fizzle, get weaker at a key moment as a means of testing and pushing the individual, or the parahuman could fall behind as they attempt to develop their power, get a successful roll, and the shard plays out negative rep and asks for a reroll.

Typically the shard will offer warnings or nudges before racking up negative rep. The goal here, in gameplay, is to give the GM a more concrete in-game tool to nudge the player into a healthier style of play.

A Note on Capes & Guns

A single pull of a gun's trigger is generally bad for reputation, as it goes against the 'game' that capes subscribe to, and even the act of openly carrying a gun indicates a willingness to turn to lethal measures if a situation warrants it. At best, used solely against opponents who can shrug off bullets, as a problem solving tool (see Tattletale shooting Glory Girl in the bank robbery scene of Worm, Arc 3), or matching an equal show of aggression (drawing and firing a gun against someone with a gun) it will add up to one negative rep and cancel out the positive rep gained from the encounter. At worst, it will earn more negative rep than it earns positive, and thus escalate the measures that others use against the cape in question. Law enforcement will be harsher in levying consequences, enemies will recruit more help and be more willing to team up, help may be harder to find.

Use of a gun also impacts one's relationship with their shard. Shards want individuals to use powers, and the use of a gun is something it generally leans against, a cheat that can too-easily terminate learning experiences.

It is good to think of each round of fire with a gun as being a kind of 'wanted star' in GTA, without a good way of actively dropping the stars, short of waiting them out. Each round that a gun is fired with intent to maim or kill will earn one negative rep with the locals and one negative rep with the shard, or one negative rep with the shard and a 50% chance of a second negative rep with the shard if there are no witnesses. Killing an individual on its own is generally negative rep on top of the aforementioned scenario, barring the act being done in express secret (and investigations failing).

Exceptions can be made for some powers which leverage guns (and which the shard obviously wouldn't fault the player for using), but many capes will opt for the use of a bow and arrow or crossbow when these items can be substituted in. These medieval ranged weapons remain lethal or potentially lethal, but they signal a willingness to play the game and thus do not play into a dubious reputation with society or shard. Bows and crossbows often play nicer with powers that transmit an effect to ammunition, as a side bonus. Tinker guns don't earn negative rep with shards and are generally assumed to be part of the 'game', so to speak, but killing people with them may well change minds about that particular tinker's guns.

For a cape like Miss Militia, who has a power that allows her to produce any of a variety of guns at will, the path to a trusted reputation was likely met with initial resistance (ie. initially negative) but her strict allegiance to the Wards (and later the Protectorate) and

her consistent use of nonlethal ammunition and shots aimed with the intent of being nonlethal earned her a trusted and positive reputation overall.

● **Character Stats: Knowledge**

Knowledge is a character statistic that covers the depth of a person's knowledge. Knowledge is the stat that covers learning, research and study. It includes the quality of craftsmanship and the capacity of a person to improve themselves, gaining a deeper mastery of skills. With exceptional Knowledge, a character can be an expert in many things, even ones not directly relating to knowledge.

Knowledge is not to be confused with *speed* of thought, which is Wits. A character with low Wits and high Knowledge might have a great deal of ability, but be slow in bringing their intellect to bear on a problem when surprised by it. A character with high Wits and low Knowledge is quick to react, with strong instincts and reflexes, fast to use what knowledge they have for a given situation.

Skills, Starting & Baseline

A character has skill points equal to twice their Knowledge points. This typically gives characters between 2 and 10 skill points, though it tends to be between 4 and 8. Skills can be allocated to a given field of specialty, or to a specialty that but emphasizes a particular focus within an aforementioned field of interest.

A character can have a maximum number of points in a skill (counting both regular and specialty points) equaling the number of points the character has in the matching stats. If the values of the stats differ, the lower of the two is the effective cap.

Skills, Adjusting

Skill points can be moved around, but this is a slow process. After a period of activity equaling no less than 10 minus the character's knowledge score in days (eg. 7 days with a Knowledge of 3), a character can move one skill point to a valid field of interest if they either have demonstrated and can justify the learning of a new skill based on their activities in-session, or if they are taking a class and/or pursuing some outside means of studying that skill. Only one point can be moved in this way in a given week.

Exceptionally high Knowledge breaks down differently - at Knowledge 10 the time required to make an adjustment is 12 hours. This reduces by 50% per point of

knowledge thereafter.

Skills, Learning

In between sessions, when characters have a time window, one of the options available to a character is to take a class and study a particular skill. This requires a block of time and it requires funds, depending on the class (ranging from free to a thousand dollars a week), and after 2 sessions or two weeks - whichever is longer, granting a temporary point. After that point, the rate of gains slows to half that. A character can maintain a number of temporary points equal to half their Knowledge score (rounded down).

Type of class and the cost of a class is given in the appendix, where skills are listed. Until then, assume \$100/class, GM can alter the amount based on contacts & life situation.

● **Character Stats: Guts**

Guts is the character statistic that measures how tenacious and hardy that character is. It includes one's physical hardiness, the ability to keep going despite pain or disability, willpower against both mundane and concrete mental or emotional pressures, courage, and one's overall ability to survive. Characters with exceptional Guts are the type to take the hits and keep on coming, to get up after being shot, or manage to shake off a mental compulsion effect.

Wounds and Recovery Time

Weaver Dice tracks damage to a character in 'wounds', which are classified as lesser, moderate, and critical wounds. In this case, only damage that truly impacts a character's ability to function and keep going is tracked, though negligible damage may be noted.

Negligible damage would include bruises, scuffs, scrapes, cuts, tears to costume, or very mild burns. A GM may take note of negligible damage, but it does not impact gameplay in a concrete sense. Characters may pay attention to it alongside concerns of secret identity or reputation.

Lesser Wounds are where the damage is severe enough to be tracked. Hits hard enough they may have cracked bone but haven't definitively done so, bleeding gashes, more severe burns and the like fall into this category. Lesser wounds are tracked, and with each lesser wound a roll is made on the

appropriate injury chart (see the combat section below). If a character has a number of wounds equal to their Guts score, but some of those wounds are lesser wounds, that character must roll to stay conscious - on a d6 result of 2 or less, they pass out or otherwise collapse. Characters apply their Guts modifier to the roll. Further lesser wounds will each append a cumulative -1 to the roll and then force another roll each time they are applied.

Where duration is not already stated, lesser wounds will naturally heal over a night's rest. They may be downgraded to negligible status for a week's time - a vicious cut can scab over, but it may remain visible unless covered.

Moderate wounds are where the damage is significant enough that physically functioning becomes drastically harder or impossible. Penalties are more long-term and severe, and damage takes longer to heal. Being shot, struck with a sledgehammer or machete, burns serious enough to reach deeper tissue and being hit by a car would qualify as moderate wounds. When unsure whether a wound would qualify as lesser or moderate, a good rule of thumb would be to ask whether the person would get taken to an emergency room or allowed to go home. Moderate wounds are the point where damage is severe enough to kill - if a character's has a number of moderate wounds (or worse) equal to their Guts score, they have to roll to survive. This is a Guts-based roll requiring a 4+. Each wound, lesser or moderate, that extends beyond this point adds a cumulative -1 penalty to the roll and then forces another roll.

Moderate wounds typically take a week's time to recover from. Medical attention can vastly reduce this time.

Critical wounds are life-altering forms of damage - few walk away from them. Having a limb chopped off, one's chest or head caved in, being cut in half would be examples of critical wounds. These wounds typically require contrived scenarios or incredible power to deliver, and falling prey to one can end a character. The consequences are typically severe enough to incapacitate on their own, but a critical wound can be counted as three moderate wounds, forcing most individuals to roll vs. death as described under moderate wounds, above.

Critical wounds are permanent, barring extraordinary healing measures such as powers or time alteration.

Morale

Morale represents strength of mind, sanity, emotional health and the long term effects of trauma. The most common ways for characters to run into morale penalties are a dire insufficiency in meeting their needs, not playing ball with character flaws (such as running away when the character has a 'don't back down' life flaw) and when dealing with emotion manipulation, which is very often (at least initially) posed in such a way that control isn't taken from the player - they have to choose whether to bend to the pressure on their emotions and attack a friend, or suffer a hit to morale.

Mechanically, morale is a cap on the maximum die result a character can achieve, after modifiers. The cap is simply...

Morale Penalty	Result Cap
None	Uncapped
1	7
2	6
3	5
4	4
5	3
6	2
7	1

...Or a cap of 8 minus the number of points of penalty.

The first hit to morale is almost always a 2 point penalty, which is sufficient to ensure that an individual's die results, while exceptional, are restricted to a 1-6, regardless of their bonuses from stats or skills.

Morale can be safeguarded - there isn't such a thing as positive morale, but characters can invest extra money and time into entertainment, luxury and keeping their spirits up. Characters don't generally have to account for spending cash on bills and food unless they want to, but they could spend money or devote between-session time to things for a bit of an edge. Things to account for include...

- Food comes down to whether the character is starving, eating garbage, eating healthy or eating high cuisine. Generally speaking, characters can be assumed to be falling in the middle; they won't get a morale penalty for starvation unless the situation is so dire that they can't be assumed to have a direct line on any sort of food, as might be the case in a post-Leviathan Kyushu or a situation of a homeless Case 53. Luxury food (and non-food consumables) is a cash-only way to get a boost for morale for the short term.
- Rest relates to the character's accommodations and schedule. Again, most characters can be assumed to have a line on some kind of accommodation. A homeless character might get a morale penalty, while a character in an absolute bare-bottom sort of accommodation might have a chance at a morale penalty - either random or reliant on a skill check (such as a social check to negotiate with roommates). Paying a premium for spacious, comfortable accommodations would be something that came out of a character's spending money, but would help with morale once every X sessions, depending. In terms of cost, it is largely a lump monetary sum for long stretches of time. Conversely, characters can take a morale hit to get more time, squeezing more effort into shorter periods when they're undertaking activity between sessions.
- Entertainment is the catch-all for things that don't fall into food and rest. Characters can devote time or money toward just having fun, socializing, or resting, to get some relief on the morale front.
- Agendas and goals - has the character had any successes or failures? A long winning streak or losing streak could factor into morale, as would failure to meet milestones or completion of milestones.
- Finally, *drugs*. Consumption of drugs typically involves a penalty to a stat or to one's abilities, but comes with a boost to morale. Stronger drugs might have higher boosts or have a bonus to one thing, a penalty to another, and often a higher chance to get addicted. Addiction imposes penalties and hits to morale if the drug isn't obtained.

Positive gains to morale come in the form of a boost to recovery and a buffer against morale effects. Morale effects take time to recover from; and have a progression. Morale hits from failure to play out character flaws or losing streaks might be indefinite, until the flaw is atoned for & roleplayed properly or the losing streak is broken. Others might endure for a week, such as roommate difficulties, while morale hits from being

afflicted with powers would often be an effect that lasts for twenty-four hours. Other, mild effects might last until the end of the encounter.

Having a source of positive morale allows a character to move to the next leg of the progression; they can shake off mental effects that would last a day and a night at the close of the encounter, or have indefinite effects become something that they'll eventually be able to get over. As an alternate option, a character with a lot going for them in the morale department can (temporarily) spend three sources and resist the hit.

Gameplay Rules: Combat

Actions

Characters can take two actions a round/turn. Attacking is a committed action typically relegated to one instance/turn, while an instance of movement (typically out to 30') could be doubled down on, as a character sprints headlong to a destination. For terminology:

- A 'round' or 'turn' is when a character is free to act. They can perform the aforementioned two actions in the span of the round or turn.
- A 'partial action' is one of the two actions available to the character a turn. Movement is a common example of a partial action.
- A 'committed action' can also be one of the two actions, but can only be paired with a partial action, not another committed action. Attacking fits here, as do most non-trivial power uses, or utilizing techniques like taunting enemies.
- A 'full action' or 'full-round action' requires a whole turn to enact.

Talking is a free action, and costs nothing, but can only be done within reason (reciting the Gettysburg address would take too long, for example). Use of speech in such a way that requires rolls, taunting enemies, intimidating, commanding others, generally requires a degree of focus that makes them a partial action.

How Combat Rolls Work

Generally speaking, when a character wishes to strike out at another, they roll a d6 and append a bonus or penalty based on their skills and attributes (explained below). The defending individual or individuals make a defensive roll to contest. If the attacker beats

the defender's roll, then the defender is wounded, often with additional effects.

The Attack Roll

The attack roll is typically made using Brawn, for physical strength and weapons with mass, or using Dexterity, for weapons requiring technique and finesse. Fighting with one's fists can be either.

Brawn based fighting involves heavy and powerful hits, and may bypass armor or have added effects. Brawny attackers can fall back on grappling their enemies, which can be very effective.

The benefit of using **Dexterity** is that there are a number of weapons that allow multiple attacks in a turn, based on one's Dexterity score, and a higher-Dex combatant has the option of using ranged weapons more effectively as well as the lighter melee weapons. With these weapons, an average combatant will be making 50% more attacks, but will generally sacrifice the benefits of heavier melee weapons. Multiple attacks per turn are explained in a heading, below.

In terms of powers, when in doubt, Brute powers are Brawn based, Striker and Blaster powers are Dex based. Melee defaults to Brawn and ranged weapons to Dex.

Other powers can theoretically rely on other attributes for attack rolls:

- Athletics - Full-body movement involved in attack. May apply to some breaker states that rely on intersecting the enemy, or to cases where a mover parahuman turns themselves into a projectile, hurling themselves at the enemy.
- Wits - Powers very dependent on timing, reflexes, or perception. Gaze attacks, telefragging, or a blaster power that aims to call down a lightning strike on a target point in the landscape just as the enemy passes through it can be a Wits-based attack.
- Social - Powers that do mental or emotional damage might roll Social. See Stress, at the tail end of the combat section, for a more comprehensive discussion.
- Know - Powers dependent on deeper, precise knowledge, often of anatomy. A master cape with a telepathically controlled parasite already inside a victim might roll Knowledge to see if they can move the parasite to the right vital area. In a similar fashion, a blaster or striker cape with a homing attack that cannot miss might roll to determine if they deal critical damage.
- Guts - Rare, but powers that rely on willpower or exertion fit here- such as a Breaker who can exert their new form to become a fountain of radiation.

Defensive Rolls

Characters have two options they will lean on heavily when being asked to make defensive rolls, either blocking or dodging.

Blocking attacks means raising one's guard, aiming to deflect, rely on gear, or just tough out the attack with the intent of redirecting it to somewhere it will only deal negligible damage. Blocking uses Guts as the reactive stat. It remains easier to maintain one's footing and respond, but a combatant who walks away from a fight where they blocked every incoming attack is liable to do so with scrapes, bruises, scuffs and tears, which may make maintaining a secret identity harder. This damage mechanically has no effect the vast majority of the time, but should be noted for special cases and social interaction. Further, combatants that rely heavily on blocking will find that it's difficult to impossible to block some incoming attacks. One would need extraordinary toughness to endure a cannonball fired at them.

Dodging attacks means getting out of the way, evading, leaping, stepping back. Athletics is the defensive stat utilized when dodging. While frequently the better option, dodging comes with the caveat that trying to leap out of the way and getting smacked regardless leaves one stumbling for footing; a character is *staggered* on a failed dodge vs. a Brawn-based attack.

As with attack rolls, other stats can be turned to defensive purposes for certain types of incoming attack:

- Brawn can be used defensively in a struggle, such as a grapple, or in an effort to keep hold of something.
- Dexterity can be turned to forms of attack where it's more about grabbing something. If an enemy reached for a sword in another person's scabbard, the contest could easily be Dex vs. Dex, with a success on the defender's part involving slamming a hand down to the sword's pommel to keep it in place.
- Wits can be applied to certain forms of attack, such as avoiding eye contact with a Master cape or avoiding the flash of a flashbang.

Attack Rolls & Ties

In the event of a tie, the attacker wins.

Multiple Attacks & Dual Wielding

Some weapons can be used to make multiple attacks a turn. This includes lighter, Dex-based melee weapons (these weapons note the multi-attack capability in their descriptions) and semiautomatic or fully automatic guns.

When attacking with these weapons, characters can attack a number of times a turn equal to half their Dexterity score. Where fractions exist, they carry over to subsequent turns; a character with three Dexterity would attack 1.5 times a turn, once in the first turn, then twice in the second, once in the third turn, and twice in the fourth.

Dual wielding grants a character an added .5 attacks a turn, at a cost of -2 to hit with each. While suboptimal, training can make this a viable choice.

Hits, Wounds & Armor

On being successfully hit, a character will typically suffer a wound and roll on the wound tables to see what the effect of that wound is. Fists and most improvised weapons will deliver lesser wounds, while tools crafted as weapons or reasonably usable as such will deliver moderate wounds. Very few powers or weapons deliver critical wounds, and those that do tend to have a long setup time or be very unreliable.

See [here](#) for the notes on wounds, and below for the wound effect tables.

When powers are involved, the attack may also have added effects, or may have the added effects replace existing wound effects; a fireball-slinging blaster could deliver moderate burns and burn effects, with an added chance to set enemies on fire.

Armor gives a character more durability. It acts as additional wounds, but requires repair rather than recovery time and prevents the effects of the wound from taking hold.

Armor does not protect against critical wounds.

Armor penetration is a mechanic applied to weapons, and when it comes into play, effectively ignores one or more layers of armor, passing through to damage the individual. Some armor penetrating weapons damage the armor, effectively rendering it useless, while others punch through but leave the armor intact.

Status Effects

Bleed - If the subject does not take a full round to patch themselves up, they suffer a minor wound after [Guts score] turns.

Scar - The injury looks bad, it's hard to hide, and it takes twice as long to recover from, whether through rest/over time or by way of medical attention.

Blinded - Similar to Disabled, below. Must roll Wits for even mundane attempts to see surroundings (those that would not have to be rolled for). Make roll at -2 penalty, typically a 4+ to succeed; attempts at evasion or other factors may make this more difficult. Otherwise limited to sensing things within 5'. *Deafened* is the same thing, but for hearing/communication.

Disabled - Typically affects a limb. Must roll [appropriate stat] for even mundane attempts to use limb (those that would not have to be rolled for). Make roll at -2 penalty, typically a 4+ to succeed. Can use arms for very light (5 lbs or less) burdens, can move at walking pace.

Disarmed - Held item is knocked into a space within 10'. 5' for items weighing 5 lbs or more.

Knocked Down - Ass hits the floor. Standing or attempting a close-quarters attack and failing provokes an attack from those nearby, movement allowance is reduced by half in the process of getting up.

Staggered - Off balance, shoved away. Get moved back a distance, typically 5'. Adjust by 5' one way or the other depending on difference in Brawn, size; heavier people and armored individuals move less. Staggered individuals are penalized on their next turn: attacks suffer -1 and their movement is reduced by $\frac{1}{2}$ if they try to move in a direction they weren't pushed in, by $\frac{3}{4}$ if they try to move against that direction.

Confused - Concussed, thoughts scattered. Wits roll (4+) to identify targets, directions, where things are respective to each other. On a failure, can still act, but targets are chosen randomly, movement runs risk of stumbling into wall.

Pain. Suffer a temporary minor wound when exerting the affected part, or when the part is struck again, with the wound fading at the end of the next turn, if another wasn't inflicted. 'Exertion' is respective to body part - arm is limited in tests of strength, rare Athletics checks (ie. climbing), leg is movements faster than a walk, jumping, climbing, body is making any Guts or Athletic checks for stamina, and head is any Wits or Know check (typically only a psychic attack).

Death Sentence. Subject is dying. Each round, an empty wound slot fills up with a moderate wound. Once filled, moderate wounds start becoming critical ones. Typically helpless, intervention can stop or slow progression.

Wound Charts

Lesser Cuts...

Scratching someone with long fingernails, improvised weapons like pens or rakes, blunt or low quality knives, broken weapons, cuts incurred while jumping through plate glass window.

CUT	Wounds	Effects
Any	Bleed	Applies <i>Bleed</i> .
	Slashed	Inflicts <i>Scar</i> .
	Gashed	Counts as two minor wounds, one of these goes away on its own after a turn.
Head	Blinded	<i>Blinded</i> by blood in eyes.
Torso	Raked	As Gashed, above.
Arm	Hindered	<i>Pain</i> , one arm.
Legs	Hobbled	<i>Pain</i> , one leg.

Moderate Cuts...

Knife, sword, axe, claws, heavy blow with edged improvised weapon...

CUT	Wounds	Effects
Any	Hacked	If the struck part is already wounded, roll brawn again, aiming for a 4+, if successful, foe suffers an additional moderate wound (no associated effect).
	Butchered	Counts as moderate plus minor wound, inflicts <i>scarring</i> .
	Slice	Subject provokes an attack of opportunity from those nearby/from assailant.
Head	Dice	As 'slice', above.
Torso	Tear	Guts reduced by 1. Does not impact maximum

		wounds, does impact rolls.
Arm	Lacerated	Limb <i>disabled</i> . <i>Disarmed</i> .
Legs	Hamstrung	<i>Disabled</i> leg.

Critical Cuts...

Annihilation beam (Scrub or Scion), nano-thorns, guillotine, falling section of building catches body part...

CUT	Wounds	Effects
Head	Decapitation	Death
Torso	Bisection	Counts as one critical wound and 1 moderate wound for every difference in attack roll vs. the defense roll.
Arm	Dismembered	Loss of arm.
Legs	Dismembered	Loss of leg.

Lesser Bashes...

Strike with fist, improvised weapon such as table leg, weak blow with baseball bat, small pieces of flying rubble from distant explosion, fall damage from falling 1-2 stories.

BASH	Wounds	Effects
Any	Smashed	Knocked to the ground. This minor wound is temporary and goes away at the end of the target's next turn.
	Bashed	Knocked 10' away and back, <i>staggered</i> .
	Crushed	Damage becomes two temporary minor wounds, can bypass one layer of armor with the first to deliver the second. The target heals one of the temporary wounds at the end of the next round and the round following it.
Head	Dazed	<i>Confused</i> for one round. Duration extends to

		three rounds if already been confused in last 24 hours.
Torso	Winded	All minor abilities with need for refreshers or a stamina cost are put on cooldown.
Arm	Disarmed	<i>Disarmed.</i>
Legs	Tripped	See 'Smashed', above.

Moderate Bashes...

Large club, punches with super strength or power armor, collision from car moving at moderate speed, fall damage from 3-5 stories.

BASH	Wounds	Effects
Any	Demolished	If struck body part is unarmored, target suffers both type-specific consequences noted below (Arm/Leg is Fracture Arm/Leg + Sent Flying).
	Walloped	Thrown 10' back or to one side and knocked down, staggered on the ensuing turn. If the individual cannot be thrown at least 5' due to intervening obstacles, they instead suffer an added, temporary moderate bash instead (no associated effect, fades after one round).
Head	Skull Crack	Mildly <i>confused</i> for long duration, need to roll only 2+ to get bearings. Roll vs. Guts at end of encounter to shrug off, on failure, wait 1 day before rolling again, then wait 2.
	K.O.	Target must make additional Guts check or have all remaining wound slots filled with minor wounds. Minor wounds disappear at end of next turn if cape remains conscious. (No added effect)
Torso	Broken Rib	Pain, torso.
	Internally	-1 to the two lowest of the following: Brawn,

	Injured	Athletics, or Guts. If equal, apply in that order (Brawn first...)
Arm	Fracture Arm	Arm disabled. Roll Guts post-combat to see if it's broken.
	Sent Flying	Thrown to one side and knocked down, staggered on the ensuing turn.
Legs	Fracture Leg	Arm disabled. Roll Guts post-combat to see if it's broken.
	Sent Flying	Thrown to one side and knocked down, staggered on the ensuing turn

Critical Bashes...

Hit by a train or car on highway, hit by Leviathan, fell off skyscraper.

BASH	Wounds	Effects
Head	Brained	Target's head cracked open. Wits, Social & Know set to 0, can't act of own volition, Death Sentence status.
Torso	Caved in	Chest crushed or spine broken. Athletics, Brawn, Dex set to 0. Can think/act/communicate in limited way, but can't move. Death Sentence status.
Arm	Pulverized	Limb is pulverized and pinned/mashed to ground. Can't move without losing hope of recovering limb.
Legs	Pulverized	Limb is pulverized and pinned/mashed to ground. Can't move without losing hope of recovering limb.

Lesser Pierces...

Screwdriver, dart, stabbed with improvised weapon, large splinters, fell/stepped on barbed wire/nails/glass, bitten.

PIERCE	Wounds	Effects
Any	Pricked	No special effect. Minor wound fades after one

	Pierced	round. No special effect.
	Stuck	Attached to stabbing point. Can't break free without being released/weapon being dropped or passing Brawn check. Loose objects must be pulled free with minor action.
Head	Blinded	<i>Blinded.</i> Lasts until attention is given.
Torso	Gouge	Counts as moderate wound, two moderate wounds if attack roll was 2 or more higher than the block/dodge. (No added effect)
Arm	Pinned	See stuck, above.
Legs	Pinned	See stuck, above.

Moderate Pierces...

Gunshots, spear strikes, sword thrusts, knife stabs.

PIERCE	Wounds	Effects
Any	Graze	No special effect. Treat as minor wound.
	Missed Vitals	No other effect besides that of moderate wound
	Through and through	Take an added moderate wound (no associated effect)
Head	Hit Head	50% chance of a 'headshot' that reduces Guts by 3, is otherwise an ordinary moderate wound. Helmets (armor costume feature or partial armor: head costume feature) will block a 'headshot' once, but will not protect the head thereafter. Pierce resistance costume feature, having one's total health and armor exceed 5, and having large size reduce chance of the 'headshot' by 25% each. This reduction is additive.

Torso	Hit Vitals	Active physical stats (Brawn, Athletics, Dex) drop by 2, Guts drops by 1.
Arm	Debilitated	Limb disabled, <i>pain</i> .
Legs	Debilitated	Limb disabled, <i>pain</i> .

Critical Pierces...

Particularly well aimed bullets/melee weapon thrusts, pencil-thin annihilation lasers (ie. the sort Legend manages).

PIERCE	Wounds	Effects
Head	Headshot	Death, cannot be saved.
Torso	Heartshot	Death sentence, all stats except Guts set to 0.
Arm	Limb Pierced	Limb disabled, <i>pain, scars</i> .
Legs	Limb Pierced	Limb disabled, <i>pain, scars</i> .

Lesser Rends...

Arm twisted, bitten by medium-sized animal or strong small animal, clawed, caught in everyday machinery, in car crash (wearing seatbelt). Rends tend to be more severe than other wounds of equivalent rank, but are harder to set up and deliver.

Rend	Wounds	Effects
Any	Tear	One quality granted by armor removed as costume damaged, easily repairable.
	Twisted	Subject is weakened, Brawn penalized by 2.
	Ruined	Wound <i>scars</i> .
Head	Defaced	Wound <i>scars</i> .
Torso	Savaged	Subject is weakened, Brawn penalized by 2.
Arm	Sprained Arm	Limb disabled.
Legs	Sprained Leg	Limb disabled.

Moderate Rends...

Bitten or clawed by large creature, vehicular crash without seatbelt or with other exacerbating factors, set upon by multiple pack animals (wolves), caught in industrial machinery.

Rend	Wounds	Effects
Any	Destroyed	Moderate wound, and two benefits of costume on that part are stripped away.
	Mangled	<i>Pain</i> , but affects all activity/parts. Wound scars.
	Mutilated	Long-term -1 to Brawn, Athletics, or Guts. Guts check after 2 weeks to see if this heals, requires 6+, but +1 to roll per week of expert medical care. 2nd chance after 1 month, but requires 8+. Scars, takes twice as long to recover from.
Head	Disfigured	Long term -1 to Dex, Wits or Social, obvious scars. See Mutilated above re: healing.
Torso	Scourged	As Mangled.
Arm	Scourged	As Mangled.
Legs	Scourged	As Mangled.

Critical Rends...

Caught in inter-dimensional distortion, flesh turned into tumorous mass and then deflated, rolled-squashed between two levitated buildings.

Rend	Wounds	Effects
Any	Annihilated	Roll 3d7 for stats, reduce each result by 2. Roll Guts vs. death for each stat reduced to 0. See Mutilated re: healing each instance of lowered stats.

Lesser Burns...

Passing interaction with a heat source, hit with a torch, touched with something white

hot. Also includes caustic chemicals and potentially road rash. Damage isn't specific to body parts. Those without the full-body coverage or benefit of cover when wounded suffer additional consequences.

BURN	Wounds	Effects
Any	Smouldering	Deals no damage if target is covered up. Minor wound.
	Singed	Deals no damage if target is covered up. Minor wound.
	Blistered	Deals no damage if target is covered up. Minor wound.
	Branded	Additional minor wound if not covered up. Wound scars. Additional minor wound if not covered up.

Moderate Burns...

Sustained interaction with a heat source, standing in/making contact with fire, molotov, fireballs, explosions/grenades, hot lasers, as well as serious acids. Damage isn't specific to body parts. Those without the full-body coverage or benefit of cover when wounded suffer additional consequences.

BURN	Wounds	Effects
Any	Blackened	Removes one quality from worn gear as costume is damaged.
	Scalded	Is minor wound if subject is covered up. Otherwise, apply effects of minor wound & moderate rend.
	Screaming	Subject must make Guts (morale) roll to do more than scream and flail. Suffer <i>pain</i> , affecting all rolls, for 2 rounds.
	Oh god it burns!	Fire/chemical sets in and continues burning. Subject rolls for another moderate wound at end of next turn unless quenched/washed away (and continue to do so each round until problem is

		fixed). Suffer <i>pain</i> , affecting all rolls, while burning.
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Critical Burns...

Behemoth effect, miniature suns, vats of sulphuric acid, and other all-consuming fire/acid stuff.

BURN	Wounds	Effects
Any	Disintegrated	Critical wound, roll on moderate wound chart for effect, then flip coin. If heads, repeat this action.

Lesser Shocks...

Briefly touching live wire, flashbang, taser. Shocks are more effective against those who were afflicted by shocks in the last or same combat round.

SHOCK	Wounds	Effects
Any	Disoriented	-2 to Wits checks. If recently shocked, wounded is effectively blinded and deafened for one round.
	Dazed	<i>Confused</i> for one round. Duration extends to three rounds if recently shocked.
	Thrown	Knocked away and back, <i>staggered</i> . Knocked down if recently shocked.
	Jolted	Suffer <i>pain</i> , affecting all physical (Brawn, Athletics, Dex) rolls, for next round. Two rounds if recently shocked.

Moderate Shocks...

Lightning bolt, shockwave from legit explosion or bomb blast.

SHOCK	Wounds	Effects
Any	Blitzed	Can only take partial actions. Taking a full round action to recuperate removes this condition. If shocked by another source, taking a full round action to recuperate only allows a Guts check to

	Paralyzed	remove this condition. Roll Guts. Subtract result from 10. Spread remaining number evenly among Brawn, Athletics and Dex in -1 penalties. Recover two points a turn, as the character chooses.
	Scattered	Subject is knocked down and disarmed. If recently shocked, roll 2d4 Dex checks, with each failure casting an item aside (items land within 10', 5' for heavier items), starting with held items, then belt, then backpack. Requires 4+.
	Devastated	Nearby terrain and one piece of equipment are damaged (roll for location). Suffer a minor wound appropriate to the nature of the terrain, in addition to any other effects (falling objects, pinned, etc.). If recently shocked, get knocked down as well.

Critical Shocks...

Behemoth lightning, tinker nukes...

SHOCK	Wounds	Effects
Any	Disintegrated	Critical wound, roll on moderate wound chart for effect, then flip coin. If heads, repeat this action.