

Rules Questions for SW Settings

General

This section contains questions that are of a general nature, rather than being specific to one setting, or are relevant to a product not covered in this thread. They should probably have been included in the core rules question thread, or a thread relevant to the specific product, rather than here.

Q. I am still a little confused on what are allowed multiple actions in a round and I am running 50F for a group of players who try to squeeze every ounce of advantage out of the rules that they can. The rulebook says you cannot repeat an identical actions, but there are a lot of combos that I am fuzzy on.

1. Can you cast a spell and attack with a melee weapon (off hand) in the same round?
2. Can you shoot with a musket and then use it to club someone in the same round?
3. Can you shoot with a musket, discard it, draw a sword, and attack with the sword in the same round?
4. Can you shoot with a pistol, stab with a sword (off hand), and reload the pistol in the same round?

All of these carry significant MAP, but that can be offset by edges and wild attacks.

- A.**
1. Yes, with a multi action penalty.
 2. Yes, with a multi action penalty, but you may have to move. You can't use a rifle at melee range remember.
 3. Yes, but with two multi action penalties (fire, draw, stab). Discarding would be a free action.
 4. Technically yes, but again with 2 MAPs.

Of course, as GM, you're free to place limits on what actions can be combined.

Q. I was under the impression a wildcard with Ambidexterity and Two-Fisted could attack once with each arm without penalty. This much I know is right. However, are they technically the same action? I.e., you get one wild die and two of the relevant other dice.

A. Nope. Two separate actions.

Q. It always seemed odd to me that you can't repeat an action in the round but you can for example shoot with both hands, which lead me to the belief that there was some sort of exception for using separate limbs so to speak. I always thought of the Ambidexterity + Two-Fisted as taking 2 actions - hence 1 wild die each AND the whole notion of them being quite separate.

A. Again, yep.

Q. So this is my real issue right here, assuming the two are completely separate (barring a torso) surely this means a character could perform a sweep with one hand and then frenzy with the other.

A. Only one basic flaw there; not taking into account the Edge itself. In other words, the text for the Sweep Edge, the last paragraph specifically states: "A character may not use Sweep in the same action she uses Frenzy."

Thus, the ability to Sweep specifically precludes its use with the Frenzy Edge, much like Rock and Roll doesn't allow a character to move. It's just a restriction of the Edge.

Q. Good to know I was mostly right, but you see my point is that it would seem the attacks are 2 separate actions. Net effect one sweep against all adjacent targets with one action - say the right hand, then two frenzy attacks with the left against anything that is left as an entirely separate action. That's what I was talking about, is that right?

A. Ah, I see what you are saying now. The terminology above is confusing. The "action" above is supposed to reference a character's **turn**, not the specific action of using Frenzy. So perhaps it would be less confusing as: "A character may not use Sweep in the same **turn** she uses Frenzy."

I was going to say that it would be clarified by the Frenzy Edge which says: "A character armed with two weapons still only makes one extra attack," but then I realized Sweep is considered a "single attack" where the above is supposed to refer to a single attack against one target.

Brought down by a single word. I apologize for the confusion.

Q. So, if Frenzy cannot be used on the same turn as Sweep, what if a spell caster (superhero, whatever) uses a power (e.g., Quickness) that lets them act twice in a turn? Can they still not Sweep on the first action and then Frenzy on the next?

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A. Quickness simply says you get "two actions per turn with no multi action penalty." At one use of Sweep or Frenzy per turn, you still don't get to use both.

Q. *For something of human proportions, what heights would the different sizes correspond to? Or how would I compute that? Since human size = 0, doesn't look like height, surface area, or mass would be linear in size... Though looking through some of the beasts in the main book, it kind of seems like size represents multiples of human height added to the original, but I'm not sure of that, so wanted to check for an official answer to that.*

A. Size isn't tied to height really; it's more weight with overall size based off of that. Generally, I'd eyeball it based off the examples given, but if you wanted a (loose) calculation for overall size, I'd recommend:

Each level of Size doubles weight. Figure that humans run 125-250 lbs generally.

So Size +1 would run from 250-500 lbs.

Size +2 = 500-1000

Size +3 = 1000-1 ton

Size +4 = 1 ton-2 tons

etc....

Q. *In Tales of the Forlorn Hope, Page 15 seems to end abruptly with the words "2 spare"...*

Could you post the rest of Kk'lee's Gear list? I suppose it is something like: "2 spare power packs" followed by some miscellaneous personal gear and cash...

A. Gear: Fine clothes, mini-laser pistol (Range 10/20/40, Damage 1-3d6, ROF 1, Shots 16, Semi-Auto), 2 spare power packs, \$240

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Evernight

Player's Section

Races

Q. Does the Orcs' immunity against mental powers and inability to merge with Blood Stones carry over to Half-Orcs?

A. Nope.

Gear

Q. In Evernight, there is the weapon, Thieves' claws, which come as a pair. If a character takes the edge, Trademark weapon, with the thieves' claws does the +1 apply to both claws? I have a character with them and the two-fisted edge.

A. Well, obviously, it's the GM's decision ultimately. By the rules, Trademark Weapon applies to one specific weapon. That would mean one claw.

Personally, I'd be more lenient and do it one of two ways:

The first is to simply allow the bonus with both claws. It's not that big of a deal in my mind, but it could be an issue with other players who might feel the other person was getting more from the Edge.

The second would be to allow the character to choose. It can affect one weapon, or it could affect both. Now, the question would be, "why would the player not choose both every time?"

Because the character's "Trademark Weapon" is tied to using both, his bonus comes from using both gloves at the same time. If he doesn't have one for whatever reason, then he no longer gets the bonus with the other. This might seem more balanced for some people. However, it could lead to some players wanting to claim other two-weapon combinations as a single Trademark Weapon, which could be an ugly kettle of fish.

I stand by my first statement: GM's call, with an addendum of "officially" it would only be one.

Game Master's Section

Special Rules

Q. If a character with one or more Bloodstones dies, can those Bloodstones be 'recycled'? That is, can others take and use them? My guess is no, but I want to make sure...

A. Considering the nature of the merge, "officially" I would say the bloodstone "dies" as well.

However, you could use this option: When the character dies, shuffle the deck and draw a card for each bloodstone.

White bloodstones "survive" (can be used by another) on a Joker.

A red bloodstone survives on a draw of a Jack or better, but doing so turns it into a white bloodstone.

Thus white bloodstones are in a way "undead."

Could make for an interesting Savage Tale where a mage who has discovered this fact is attempting to "harvest" white bloodstones using a supply of red ones and some innocent villagers as hosts.

Bestiary

Q. Shouldn't the Spiders have the "Claws: Str+X" ability? The way they are now they are considered unarmed (and therefore attackers gain a bonus in melee against them) and only do Strength damage (which isn't much to begin with).

A. Even if they don't do extra damage, "Nearly all animals and monsters are considered armed due to natural weapons such as claws and teeth." (Page 66 of SWR under Unarmed Defender.) So they aren't considered unarmed, but if you want to give them a damage bonus, feel free to do so. Considering their special abilities, I wouldn't make it much, +1 or +2 maybe.

50 Fathoms

Player's Section

Characters

Q. What kind of crimes might a character commit that would get him/her Branded (as per the Hindrance in the 50F Companion), but not executed? Having only read the player's information from the book and the Companion, I'm unclear about what penalties are usually given for what crimes. A synopsis of this would be really helpful.

A. It's pretty much exactly as stated in the Companion.

"The character was caught committing acts of piracy at some point in the past. He escaped the noose but received a brand on his face labeling him a pirate."

The brand comes from piracy. As to why the character wasn't executed, there are a plethora of reasons (and the player and GM should come up with the one that best fits). Perhaps the judge was sympathetic (or blackmailed) or the character was a youth or the charges were false and the punishment politically motivated to shame the character... Lots of good role-playing options.

As far as penalties for crimes, those vary according to location and other factors. Since the players may not know the penalties for crimes in certain places (or even what constitutes a "crime"), that is left for the GM. Suffice to say, there are places in Caribdis where being a pirate can get you killed, imprisoned, or a free drink at the bar.

Q. Assume that a character is the Captain of a Frigate in the 50 Fathoms setting. If that character has the Ace edge, do they get to benny wounds done to the Frigate in ship-to-ship combat (i.e. from cannon fire)?

A. Yes, although the type of ship doesn't really matter.

Q. It has been stated that Professional edges do not stack. Since Wind Sense and Storm Chaser (from the 50 F Companion) are Weird edges, would they stack with Ace under the appropriate conditions, or would they be of less value to a captain with Ace?

A. Yes, not being Professional Edges, they would stack with Ace.

Q. We are playing 50F for our first real Savage Worlds game. One of my players made a Scurillian with Ambidexterity and Two-Fisted. My interpretation of the rules is that he has four attacks with no negatives, all of which are rolled separately and get his wild die. Is that correct?

A. Not quite. He would have two attacks at no penalties and two attacks with his pincers at -2 (or he could attack with only one pincer for three attacks at no penalty).

The key is remembering that the pincers act almost like an entirely separate character, thus the Edges have no effect on them. Ambidexterity removes the off-hand penalty for the humanoid arms, and Two-Fisted removes the MAP for attacking with each of those arms. Neither Edge has any effect on the pincers.

Theoretically, a GM could allow the character to buy Two-Fisted specifically for the pincers as well, but that's up to his game and his call.

You are correct that the attacks would be resolved as separate Fighting rolls with their own Wild Die.

Gear & Goods

Q. Are the costs listed in the 50 Fathoms book in gold or pieces of eight? The book is a little ambiguous...

For now I'm assuming that prices are listed in pieces of eight, based on the pay of sailors being mentioned as 50 "pieces of eight" and then listed as simply "50" on the following mundane items table. Is this consistent throughout the book?

A. The prices are in pieces of eight (silver). I believe all the references to gold are specific.

Q. In the text description for the Kraken Bone Sword & Armor edge, it says the Bone Armor weighs 15 pounds. However, the Gear chart lists Kraken Bone Armor as weighing 20 pounds. Which is correct?

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A. The description is correct. Weight is 15 lbs.

Q. *In the description of Chain Shot (pg 27 50 F, it) states: "If chain shot hits with a raise, it tears the sails and rigging, automatically reducing the ship's Top Speed by 1."*

The question that came up during our last game was: does the hit and a raise apply to the shooting roll or the damage roll? I ruled that it applied to the shooting roll - reflecting the well-placed shot and the relative vulnerability of sails and rigging.

A. You did it right. When you see the term "hits," it refers to attack rolls. Damage rolls are usually referenced with the self-explanatory, "damage."

Q. *Although with the chase rules a -1" to top speed doesn't change much at all.*

A. With the chase rules, you could run it like the "Engine" critical hit where it reduces the speed and acceleration by a certain fraction. But that would get tricky since you're dealing with sails as opposed to masts.

Another option would be to reduce speed by 1d3 inches. That would be faster and would cover the varying effect of chain shot.

Q. *Does the captain/pilot count toward the minimum required crew? I.e. if the Crew rating is 6+10, then can the required 6 be the captain and 5 other crewmen (as long as they all have at least d6 in Boating)?*

A. Yes, the captain and/or pilot do count as part of the crew.

Setting Rules

Q. *How do weight, bulk and encumbrance affect swimming and underwater combat. For example, let's say I have a Graef with Chain Armor and a Graef Battle-ball (from the Companion), and that his strength is high enough that he is unencumbered on land. Does the armor or battle-ball interfere with his swimming at all? Does the battle-ball function in combat underwater just as it would above, or is it affected by drag? (Try throwing a punch underwater if you want to see what the drag effect is like; it should be much greater for something as large as a battle-ball.) What about other large and/or bludgeoning weapons?*

A. Page 30 of 50 Fathoms discusses Armor and Swimming. In short, encumbrance penalties apply to the Swimming roll as normal, but in addition, the natural bonus from the armor is subtracted as well. So even otherwise unencumbered, chain armor would inflict a -2 to Swimming rolls.

There is no rule in 50 Fathoms penalizing attack rolls underwater. If you want to insert one, I'd recommend something like...

Like Armor, weapon damage bonus is a penalty to Fighting rolls (a dagger is -1 and a Battle-ball is -4). Aquatic/Semi-Aquatic/Natural Swimmers ignore 1 point of those penalties.

Fighting skill cannot exceed Swimming skill underwater, and penalties to Swimming skill (such as from Armor) affect Fighting as well.

Q. *Carousing costs 1d6 * \$5 per night, and one night resets the clock for Cabin Fever. How much time on land/in port would it take to reset the clock without Carousing? A week? A month?*

A. I'd say a week of relaxing just as for removing a level of Fatigue.

Q. *If the characters don't Carouse, does time on land/in port count toward the 30-day clock for Cabin Fever? For example, if the characters have a land adventure that takes several days, how does that affect the Cabin Fever countdown?*

A. It would just stop while they are not "at sea," but it wouldn't reset unless they had time to relax.

Q. *Removing a point of Fatigue due to Cabin Fever requires a week of Carousing at a total cost of 7d6 * \$5? That's a lot of money. Can this be accomplished by spending more time and less money?*

A. Actually, removing a point of Fatigue requires a week of relaxation during which the character must Carouse at least one night at a cost of 1d6 x \$5. They don't have to Carouse every single night, but it should be done at least once. If they don't want to do it at all, I'd double the time to two weeks of relaxation sans Carousing.

Q. *Similarly, gaining a +1 to Streetwise also requires a week of Carousing at a total cost of 7d6 * \$5?*

A. Again, it just takes a week of hanging out in port with at least one night of actual Carousing.

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Q. *What are the modifiers (other than range) for ship-to-ship cannon fire? Are there any adjustments due to the size or relative size of the ships? Are large ships such as those commonly found in 50 Fathoms considered Unstable Platforms? For example, let's say a Galleon has caught a Skiff on the open seas and pulls up alongside for a Broadside. What modifiers does each ship have to their Shooting rolls to hit the other with their cannon(s)?*

A. Other than situational modifiers (range, darkness, concealment, etc.), each gunner would only face the Unstable Platform penalty. Size isn't a factor for hitting ships.

Q. *Same question for people using their own weapons to fire on another ship (assuming it's in range). Modifiers for size? Aiming at parts of the ship, such as mast, sail, and rudder? Unstable Platform?*

A. Unless they have a weapon that does Heavy Damage, it doesn't really matter.

The key here in both of these situations is that there is no such thing as the ship firing at another ship. It's the character firing from the ship (whether using a cannon or something else).

If you want to add Size modifiers or Called Shots for attacks on ships, it's possible; it will just get a bit more complex (and typically, it will all come out in the wash as they say).

For Size, it's easy. In all cases, it's a man-sized attacker (the character firing the weapon) attacking the other ship. To determine the modifier, subtract the Armor value from the ship's Toughness and then compare to this chart...

Less than 11 = 0
12 to 16 = +2
17+ = +4

For Called Shots, merely determine the modifier proportional to the ship itself (any Size bonus will adjust for variance compared to a human-sized target). For instance, a specific cannon would be a Tiny Target (-6) on a Man of War, but with the size modifier (+4), it would come out to a -2 to hit.

Anyway, that's just an option; officially, size doesn't matter.

Q. *If using the standard Chase rules to handle ship combat, do the Top Speed and Acceleration values have any effect, or are they only important when using the more detailed vehicle Movement rules from pg. 98 of the core rules?*

A. Mostly there, but see the next question.

Q. *Since there is a +1 for every 10" of difference in current speed, how is this calculated for ships in a Chase? Travel Speed times Range Increment (50")? Top Speed times Range Increment? Something else?*

A. Actually, it's +1 per 10" of difference of Top Speed not current speed. That's where it comes in.

And, no, it won't come up often, but it can with effects that can raise (magic) or lower (magic or damage) Top Speed.

Q. *I wasn't sure, since pg. 98 under Vehicle Attacks says "current speed" and pg. 104 under Speed say "Top Speed. And you're saying Range Increment doesn't play into it. So that means that only a Dinghy, with its Top Speed of 2, is likely to have to deal with this sort of magic and/or Critical Hits.*

A. Um, these are two completely different rules here.

The rule on page 98 is about the penalty to attack rolls for relative speed.

The rule on page 102 (not 104) is about the bonus to the vehicle skill roll for having a higher Top Speed than your opponent.

Q. *So how do you calculate "current speed" for attack rolls?*

A. For Chases, I think I would use the same system of Top Speed for attack roll penalties, since in a chase situation, the whole purpose is to go as fast as possible.

A GM might allow that to be ignored if one ship can Tail the other since at that point it would just be a straight shot.

Q. *Are all parts of a ship assumed to have the full listed Toughness (Armor)? For example, is it just as hard to damage a sail (made of canvas) with a Called Shot as it is to damage the hull? If not, how tough is a sail?*

A. I'd treat a sail like a limb shot that can bypass armor. The toughness is still high, but not because the sail is tough, instead because it is tough to damage. A cannonball knocking a hole through a sail isn't going to have an appreciable effect unless it hits just right. Chain shot might, but it has specific rules for what it does.

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Anyway, I think you can just take the basic Called Shot descriptions and apply them to ships. A -2 could bypass armor and perhaps have a special effect, a -4 could do +4 damage, and a -6 could do +4 damage and bypass Armor. Note that I wouldn't allow "bypass armor" to necessarily counter Heavy Armor as that's not exactly how it works for the ships.

Q. Actually, this came up because our fire mage was casting Bolts in an attempt to light the pirates' sail on fire. We figured a sail should be flammable, and it didn't seem reasonable that he shouldn't be able to affect it just because his spell wasn't a Heavy Weapon. Ultimately, the GM ruled that no wounds were done, but he gave us a roll as described on pg. 97 under Spreading to see if it caught. It did, which ultimately led to the powder store blowing and crippling our ship, which had been grappled by then.

A. I'd agree that the spell at least had a chance to set the sail on fire, but if I may ask, why didn't he just double the cost to make the bolt a Heavy Weapon? If he had enough points to cast multiple bolts, he'd have enough to cast half that many as Heavy Weapons. (Page 45 [47 of the Player's Guide], trappings for the spells from the SWRB.)

Elemental Magic

Q. One of my players in 50 Fathom's has been bugging me about the 'Storm' spell. On one hand it has a range of something like 5 leagues (15 miles according to the map which is basically a square). Then it says the spell emanates from the caster; he is eye of the storm, so to speak, so by that reading it has no range?

A. The storm is centered on the caster and covers an area of 5 leagues squared (or one square on the map). The "range" in this case refers to the area affected. Settle Storm works the same way.

Captain's Log

Adventures

Q. The booty table lists random die-roll values under the label "Silver and Gold". Is the total value of those amounts listed in gold or silver? I ask because of the ambiguous label, but I assume (like before) that they are given in silver.

A. Yes, the "\$" equates to silver pieces of eight. The table name just means that the actual coins could be either silver or gold equal to that value.

Savage Tales

Q. We were playing the "Donga" adventure from 50F last night and a question came up that we couldn't find a definitive answer to. What is Donga's penalty to hit a man-sized target? Based on the information in the monster creation section of the rulebook, we ended up estimating it as -6. Is that anywhere close to the right answer?

A. It's close, but it would be -4.

Very simply, a character's bonus to hit a larger creature is the same as its penalty to hit the character. Man-sized creatures have a +4 to hit Donga, thus Donga has a -4 to hit them.

One thing to remember is that Gargantuan is not a "size category" beyond Huge. It's simple a special ability that is only available to creatures that are at least Huge, thus they still have the same attack modifier as any Huge creature.

Encounters

Q. Information about storms (and how to handle them) is in the back of the book, but when and how often do they occur? I seem to remember that this is somehow linked to the random encounters but I can't find it anywhere.

A. Yes, they are tied to the encounter tables presented in the Thousand Isles chapter. You'll run into a lot of hazards on the Cold Sea (check the encounter table on page 53).

A2. Oddly enough, the Pirate Sea is supposed to be renowned for its Storms, and yet there aren't any on the random encounter table. However, #18 was left off the Pirate Sea encounter table. Just write in "#18 - Storm" and you are good to go!

Tour of Darkness

Player's Section

Standard Gear and Vehicles

Q. The book states that every soldier has in their ruck or attached to their LBE a butt pack with weapon cleaning kit, poncho, first aid packet, wet weather gear, 2 ammo pouches, and hygiene gear. There are no weights listed for this gear, nor are these things listed in the gear section. Are the weights assumed to be counted into the weight of the ruck and LBE?

A. The weight listed for the LBE on p. 21 (5 lbs) includes a pistol belt, Y suspenders, 2 ammo pouches (3x20 max capacity), a butt pack, and a first aid packet. This doesn't include the weight of the 1-2 canteens that each soldier would carry.

The weight of the rucksack is for an empty ruck (frame included). For the items not mentioned, I'd go with the following:

cleaning kit: .5 lbs

poncho: 1 lb

wet weather gear (top and bottom) 2 lbs (and smells like fresh vomit due to the waterproofing used--really!)

hygiene gear: depends on the character. A toothbrush--negligible. A very fastidious character who has to have everything--5 lbs.

Q. Does the first aid packet above (NOT the Medic's pack) give any sort of bonus to healing rolls? Or is it a case of the first aid packet allows for a healing roll in the field without negatives for lack of supplies?

A. The latter--it's just a single field dressing (a wad of sterile gauze and cloth tails) that each soldier carries to use on himself in case of injury.

Q. On the Standard US Gear Weights table on page 21 the M1911A1 and the M1911A1 7 round clip are listed twice with different weights. The M1911A1 is listed at 2 lbs and 4 lbs and the 7 round clip at 1 lbs and .5 lbs, which are the correct values?

A. The pistol itself weighs 2 lbs. unloaded; the 4 lb. entry reflects a loaded pistol and includes a holster. The clip is .5 lbs. (rounded to the nearest half pound).

Q. The weights for gear on TOD21 and TOD34 conflict for a few items, as well as with the standard weight for ammunition in SW43. Could you clarify which weights should be used (and explain what the second entry for M1911A1 should be for in the table on TOD21)?

Specifically I'm looking for the weights for:

M16 Ammo Clip (1 on TOD21, 3.2 as Lg. Bullets on SW43)

A. The M16 is a 5.56mm caliber. That puts it as Small Bullets, not large. That would make the weight of 20 bullets 1.2 lbs. Since SW doesn't get into percentage points that much (usually half pound increments), so it's rounded to 1 lbs.

Q. *M79 Grenade Launcher (6 on TOD21, 7 on TOD34)*

A. 6 lbs. unloaded.

Q. *M26 Grenade (1 on TOD21, - on TOD34)*

A. 1 lbs.

Q. *Is the accuracy of Napalm correct? It seems wildly inaccurate. The (1d10-1)x3 deviation seems to hit everywhere but the target. Is this right?*

A. Yes and no, to be honest. The deviation is set up to work in game terms and is never a sure thing, especially if it's called in close to the PCs. If you have someone with the Spotter edge though the distance is halved which is a big help. Mainly it's better to use on large enemy groups that are as far away from the friendly forces as possible.

As far as real world terms go it's probably too accurate. If you think about it the napalm is going to hit between 0 and 54 yards from where it's called in but never any further. That's pretty good shootin'.

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Just as an aside to keep scale in mind, "danger close" for a 105 barrage is 600 yards, though in the game it won't wander more than 40 yards.

War Master's Intelligence

Hearts of Darkness

Q. The ARVN Soldier and the Montagnard both have "M1 Rifle" listed for their equipment, do those refer to the M1 Garand or M1 Carbine (or something else)?

A. Either. Take your pick, depending on the situation.

Q. The NVA Regular is missing the die type for his Shooting skill (it just says "d"). What should it be?

A. d6.

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Rippers

Q. What Adventure Deck cards are "officially" replaced by those from the free Rippers card PDF? The Necessary Evil pack was explicit about which ones to replace, but the Rippers pack lacks even a recommendation.

A. Officially, no cards are replaced. You just end up with a bigger deck. Why? Because NE isn't suited to magic items or recharging Power Points, whereas Rippers is.

Player's Section

Becoming A Ripper

Q. As Nobles also start with the Rich Edge, as part of the Noble Edge, I take it they start with +7 Status (added to the base 5) as they are Noble and Rich?

A. That is correct. And Noble and Filthy Rich give you +10 Status.

Of course you have all the obligations to go with it; the round of social engagements alone can be exhausting!

Q. Ok, I'd like to ask on which creatures in Rippers the Holy Warrior edge works? On all "evil" creatures, like undead, demons, werewolves, evil rippers (negative Reason) and people with "evil" Arcane Backgrounds? Or only undead and demons?

A. Holy Warrior works on "supernaturally evil creatures," which is slightly different from supernatural and evil creatures. In essence, the creatures' life must be undeniably linked to evil magic in some way.

The short version is that in my opinion Holy Warrior does only work on demons, undead, and characters with an "Evil" Arcane Background. There may be a few other rare exceptions, but 99.3% of the time those are the only targets.

A2. It works on any supernatural evil creature - pretty much everything in the monster part of the Encounters section. Humans, even evil ones, without supernatural powers or Arcane Backgrounds aren't affected, so Nightguard and Cossacks are safe.

A3. Ideally, think of horror films. A vampire or demon might be kept at bay by a cross (or whatever holy symbol you have to hand), but a werewolf or mummy isn't (watch The Mummy for a classic example). This makes the Edge easy to handle, and stops your adventures being wrecked by a single character.

However, if you want a priest to be able to affect any supernatural creature, then that's your choice.

Q. The Powers available for Rippers ABs are listed on Page 5. A character still has to meet the standard level requirement to take a specific Power as per the main SW rules, doesn't he?

A. Yes, the character still needs to meet the rank requirement. Those Seasoned+ tags slipped past us; we should've taken them off.

Q. OK, I have one question - what powers can you have as a Novice Psionic ?

A. Officially, you go by the standard Ranks, whether they're listed or not.

Unofficially, go with whatever suits you best.

Possessions

Q. Does a sword cane get the +1 Parry that a regular rapier gets?

A. Yes, the sword cane gets the +1 Parry bonus of a rapier. The basket handle of a rapier is designed to protect the hand more than anything else. Rapiers, and foils, have a strong lower third of the blade (the forte), which is used to parry with.

Q. I would like to ask why more variety was not included in the weapons to help differentiate the American cowboy, from the English dualist, the professional soldier, etc. As it is the weapons are just a tad too generic to really delineate here.

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A. I suppose it's just a matter of personal preference, but I don't think weapon stats should be the gauge by which character types are differentiated. Seems to me it should be dependent on the character itself as opposed to whether the Peacemaker, Webley, or S&W have different stats or are just described as a simple "Pistol."

For example, I would see the Cowboy with Fast Draw, the English Dualist with Level-Headed, and the soldier with Marksman. But more than that, even if they all had those same three Edges, these characters are going to be different in their Hindrances and in role-playing.

A2. I'll also add that I did a whole heap of research (including several very interesting days in the royal armoury in Leeds) checking firearms of the period, and I have a long list of different types of guns. They have unusual variations and little quirks, all of which can be simulated with some mechanic or other. I didn't include them because I didn't think they would add much to the book.

For me, guns weren't what were most interesting about Rippers. Rippertech was much higher up the list, so it got more space.

Of course, what's great about SW is that the weapons you find in other setting books can still be used in Rippers if your GM allows it. If there are a lot more firearms in DL:R, they'll all be widely available in the 1890s, so help yourself. And then there's always the Rippers companion.

Q. *According to the rules, Holy Water's description says, "Some creatures can be affected by holy water. The flask breaks on impact, splashing a Small Burst Template." However, no creature is listed as having a specific Weakness for Holy Water, and for those who have a Weakness against Holy Symbols, the character needs to only "brandish" the item to penalize the monster.*

If Holy Water is only supposed to be equivalent to a Holy Symbol, why would anyone use it as a missile weapon, since they can get the same effect just by holding it? And if it's not supposed to be equivalent to a Holy Symbol, what monsters should it affect, and how much damage should it do?

A. Holy water counts as a Holy Symbol only when the water touches the victim. You can't wave a vial around and make critters suffer any harmful effect.

Thrown holy water acts as an Area Affect attack (so opponents get an Agility roll to avoid it), and the effects last for 3 rounds (like a spell). Throwing multiple vials does not produce cumulative effects.

Why use it? Here are three reasons...

Holy symbols only protect the holder, whereas a creature splashed with holy water suffers the -2 penalty against all opponents.

Holy symbols can be "disarmed."

Holy symbols don't necessarily work in the dark.

Q. *Toolkits are a satchel filled with devices to help a certain skill. Is a bag filled with stakes, holy symbols, Mirrors, a hammer and garlic too much to ask in a Slayer's Toolkit? I could understand the GM wanting a list of what is inside, and a common sense limitation on the contents.*

Is this fitting with the concept, or should it all just be purchased separately?

A. Purchase it separately. Remember, it's not exactly a certain skill; a Toolkit helps a "specific skill." There is no specific skill to a "Slayer's" Toolkit.

What I would do is pick a skill first, and then decide whether tools could aid it to decide whether a toolkit is possible.

A2. Clint has it right. Toolkits help a specific skill. The GM also has the final word on what's allowed.

As an aside, I'd also be very wary of allowing players to increase any combat skills with a toolkit. A Warrior's Toolkit containing an instruction manual for fencing and a whetstone just shouldn't give you +1 Fighting, for example.

You might allow a Pocket Guide to the Occult to get a Knowledge (Occult) bonus, or the Collected Ripper Diaries to get a Knowledge (Cabal) bonus, as these are specific skills. On a roll of 1, the book might be destroyed (the rigors of life in the field) or impart knowledge that is erroneous or dangerous to the reader ("Hey, it says here that vampires are afraid of men wearing dresses!")

Rules Questions for SW Settings

Setting Rules

Q. Your starting Reason is 0, when you raise your spirit die type, your reason increases by +1, too. So far, so clear. But, does this rule work for the character generation, too?

A. No, your starting reason means from when you start play. So only edges can alter reason during character generation.

Q. Ripping Psychosis and Status: Why slap the player with the biggest stick you can find when he (or she) rolls a 1 (regardless of wild die). I think it is a little bit drastic that if the player gets a 1, he's done. Why not say: if he got snake eyes he's gone for good?

A. Well, there are a couple of reasons: First is that these rules all apply to extras as well as Wild Cards. As extras don't get Wild Dice, they would be immune from the results of a botched roll if snake eyes were needed.

Secondly, the various tests in which you can risk your Status and the check for Ripping Psychosis are all trait tests. This means that the heroes can use their bennies to reroll if they botch the roll. If they only have to worry on a roll of double one, the chances of botching are very low. Having the botch be based only on the roll of the die (regardless of the result of the Wild Die) makes the players a little more careful. Of course, if you want your game to be a little less dangerous, you don't have to do it that way.

Q. Ok, I thought if you roll a 1 (regardless of wild die), it is a botch and the players can't spend a benny to improve their roll. But if they can "rescue" themselves with a benny, then it is far less dangerous than I've expected. Thanks for the clarification.

A. Yes, you can always spend a Benny to re-roll, even on a critical failure (i.e., snake-eyes).

Q. A permanent psychosis can't be treated, am I right on this topic?

A. That is correct. If your hero slides into permanent psychosis, he or she becomes a servant of the Cabal - the GM turns him or her into a villain.

Q. When is a hero deranged? Simply by getting a negative Reason?

A. Well, the lower your hero's reason, the more chance there is of psychosis. The effects of negative Reason are for the player to role-play, rather than dictated UNTIL you blow a roll on the fear table that results in a Ripping Psychosis episode. Then you have to attack the nearest individual until the phase passes.

So negative Reason doesn't make you instantly mad, it just makes it more likely that you will flip out!

Q. If at a social function, how would one perform a subtle investigation? I.e. sending out feelers in conversation while hob-knobbing. which of the following would work; persuasion, investigation, or streetwise? Note that what I have in mind is something that would not risk status, but rather sifting thru gossip and hearsay to find the odd clue.

A. Definitely not Investigation; that skill deals with research and specifically excludes getting information from people. Between Persuasion and Streetwise, you could use either or both (allowing a character to choose which skill they use).

Streetwise does specifically deal with getting information from people (the description under Investigation even says to use it for that purpose), but sometimes there are issues with the name and it's description to limit it to more base sources of information. If you can accept Streetwise as a general "Inquisition" skill, then that would be fine.

Of course, Persuasion could certainly work since Persuasion and Streetwise are both affected by Charisma and both use the same Attitude chart for effect.

In fact, if the social function aspect were to be a major (or continuing) part of the game, you could set your clues to correspond to the attitude levels ahead of time.

- Hostile = Character deliberately lies.
- Uncooperative = Refuses to talk.
- Neutral = Chit-chat. Roll a d6. On a 6, a Clue is given.
- Friendly = Reveals a single Clue.
- Helpful = Reveals all Clues the character knows.

Of course, the knowledge would be dependent on the specific character which you could determine ahead of time with Character X, Y, Z, general party guest, etc. Of course some characters may have Clues that are in fact Red Herrings (inaccurate), and there should be crossover of important Clues. Could be funny if a Hostile character lies about a Red Herring and thus ends up telling the "truth" by accident.

Rules Questions for SW Settings

Oh, and just to confirm, yeah, I agree that this is more of a Charisma-based situation than a Status one, so losing Status shouldn't normally be an issue (unless a character specifically wanted to risk it by bringing it into effect).

Q. If a Ripper stays in a Lodge with a Resource Level below his Status, he loses 1 Status. Why? I mean, the Rippers are very secretive, so why should Duke of Dumping from England lose 1 Status if he spends a night in a backwater lodge behind Timbuktu? No one (except for the Rippers, of course) will know that, so why does he lose a point of (Victorian) Status?

A. It's more to reflect the cultural and social divides at the time. A high Status Ripper is still a high Status Victorian. He likely wouldn't want to stay in some cheap Lodge, where the food is poor, the company less sophisticated, and the bed linen changed only every month (as an example). It's a discouragement for high Status individuals to slum it with social inferiors. "I say, I'm not staying here! I'm off to find a good hotel."

Q. A Lodge with Facilities level of 15, a Ripper Lab and Operating Theater would add +16 to the roll for implanting Rippertech (+15 for the Facilities, plus +1 for the Improved Facilities edge)?

A. A Lodge's Facilities Level just tells you what facilities the lodge has (in this case a Ripper Lab and an Operating Theater). Unless the lodge also has a high level of Resources, these facilities may be scrappy, poorly supplied, dirty etc. In addition, the Lodge must have a suitable Membership to keep the facilities staffed.

Assuming the lodge has the Rippers to staff the facilities, the bonus granted by the Ripper Lab depends on the Lodge's *Resource Level* (see page 19). At Resource Level 3, level 6, level 9, level 12, and level 14 the lodge gains a Facility Bonus improvement to *all* its facilities (which start at -4 and max out at +2 at level 14). The Improved Facilities Edge adds a further bonus to this (taking the total bonus to +3), and means the facilities are always staffed, freeing up your Rippers to get out there and fight monsters.

Q. Am I correct in my understanding that you can buy Lodge Edges at any time (independent of Lodge Level) as long as you pay the required 800 Pounds or can you only buy them when you reach level 15?

A. As it reads, when the first aspect reaches 15, you get the corresponding Edge for free. When you gain another level in that aspect, you can take the Edge for another aspect, regardless of that aspect's level.

Q. When buying Facilities for a Lodge do you have to buy them in Level order? For example, do you have to buy a Workshop before you can buy an Armory? Or, can you get them in any order, but only one per level? Or, is there some other way to do it?

A. Officially, you buy them in order, as with any other aspect of a lodge. End of story.

Unofficially, use whatever method you feel is right for you and makes sense.

Rippertech

Q. In Rippers, everything concerning Rippertech is done with a Knowledge (Rippertech) roll. Whether it's ripping the material, implanting the tech, removing the tech, or determining the effects of an Extract. So a physician's knowledge is completely useless in such matters?

Why not require the character to use the lesser of Knowledge (Rippertech) and Healing for at least the implanting and removal of Rippertech? It just makes sense that a trained surgeon would be not just a help (a la the Accomplished Surgeon Edge), but a requirement.

A. As always, if that's how you want to run it, do so. It does make a certain amount of sense.

That said, having the Healing skill alone does not equal "physician" or "surgeon;" that's a matter of character background and the Accomplished Surgeon Edge. It's not that having "a physician's knowledge" is useless; it's just that it is superceded by Knowledge (Rippertech), which specifically covers removing and implanting tech.

In one sense, if that coverage is removed from Knowledge (Rippertech), it may as well be removed entirely. In which case, removing and implanting tech would be handled solely by the Healing skill. Then the Knowledge (Rippertech) skill would only be used for creating extracts, creating new tech, and identifying tech.

Anyway, officially it is all handled by the one skill.

Q. With enough raises when implanting Rippertech, can the Reason loss be reduced to 0?

Rules Questions for SW Settings

A. Yes it can. That is the incentive to track down the best facilities and the most talented Ripper surgeons - they leave fewer scars!

Q. *Can Reason loss due to Rippertech implants be cured through Treatment? If a Rippertech implant is removed, does the character regain the lost Reason?*

If both questions are answered with Yes: how should the Reason loss due to implants be managed? Receive Treatment for a specific implant?

A. I was sure I answered this somewhere, but I can't find it. Anyway, yes, Reason loss through implants can be cured by Treatment. No, Reason is not regained just by removing the implant.

Q. *Corpse Dust is Extract-only Rippertech. So, why has it a damage rating? You can read earlier that successfully created extract carries no Damage. Which one is true?*

A. In fact, both are true. Some Extract-only Rippertech have damage ratings because you occasionally have a violent allergic reaction to them. See the top of page 26 - if you blow your roll, you suffer the listed damage. But successfully created extracts don't hurt at all... unless you count the insanity!

Q. *So in short - Successful roll - no damage, failure - damage.*

A. Almost - Success = no damage. Failure = no effect at all. Rippertech roll of 1 (regardless of the result of the Wild Die) = damage. Extracts can often be ineffective, but they only occasionally bite back.

Remember too: extract-only Rippertech cannot bestow additional benefits and you cannot offset any of the down-sides.

Q. *Which of the common Rippertech available in the player's guide is a vampire a likely donor for? I've got a character with a mad-on for a particular vampire, but want him to be cutting his Ripper Psychosis teeth Twisted Evil on vampire bits.*

A. According to the wording of the various Rippertech, Aetheral Form, Bone Stiffening, Corpse Dust, Muscle Weaving, and Taloned hands (claws).

Q. *The Rippers core book states a "Ripper is also limited by his human anatomy." How limited? I understand he cannot have multiple of the same parts. But does this mean Rippertech cannot modify beyond the human frame/structure by adding horns, wings, tail, etc?*

A. Well, not to get into any spoilers, but this is pretty much answered on pg. 52 in the GM's section on Rippertech.

Q. *There is Rippertech called Muscle Weaving. "Donor: Any creature with Strength d10 or greater." And here is my player's question: "Can I use a horse's muscles?" I'd say yes, if he really wants it, but I'd like your opinion.*

A. Considering that Rippertech is specifically defined as "technological enhancements ripped from the bodies of supernatural creatures," I generally wouldn't allow this. [Johann's letter and page 23]

It skips over the fact that the supernatural is what allows it to work in the first place and opens up a whole issue of implants from other sources. I mean, why would a Ripper go after a werewolf to get muscle weaving when they can just get a horse. The danger and problems inherent in getting a viable donor are part of the balancing issue with Rippertech.

It just seems like it might lead to things like wanting to make a Retinal Graft (night vision) extract using cat eyes or Gills (water-breathing) from some fish in an aquarium.

That said, I'd be willing to do it to screw with a player's head. See, I'd allow it to work... for him. And only later discover that he is the only one that animal implants work on. Perhaps he is part of a group undergoing this new procedure, and he is the only success.

Why? Because he is one of Moreau's experiments. The time he spent as a test subject has been erased from his mind and replaced with something else. He has Moreau's secret hybridization formula running through his veins, which gives him that ability (and maybe something else that becomes apparent after the first animal implant). Of course, the side effect of these implants is that his animal instincts become stronger and stronger.

And he'd start getting clues in a big scenario with hybrids involved where they refuse to fight him because "you are one of us." And one of the female hybrids would act strangely at the sight of him (because she of course fell in love with him during the experiments).

Oh yeah, I could have a lot of fun with this.

Rules Questions for SW Settings

Dr. Jack's Lab

Running Rippers

Q. I noticed mention was made of 'rolling up' a lodge in Rippers, but there's nothing in the GM section of my book on making lodges. Is there something I missed?

A. Check the section on Ripper hospitality on page 51. It gives some guidance on making up Lodges on the fly by rolling a bunch of d10s

Q. Advanced Rippertech Hag's Heart. Its Additional Benefit is Power Surge Edge - but what is Power Surge?

A. It's a wild card edge that gives you 2d6 power points whenever you draw a joker. Obviously it is only useful to characters with Arcane Background. If you want the exact description, it's in the main SW rulebook under the wild card edges. Page 31.

Q. Once again Rippers - how does the Supernatural Weakness: Sunlight Hindrance works? Is it the same as Vampire's Weakness or is it different thing and I should use rules from Hindrance?

A. It's as per a vampire. Welcome to nocturnal life.

Adventures

Q. Are strategic missions (the things you send your NPC allies on) completely random? It seems like there's no way to affect the likelihood of success other than the Strategist edge (ok a joker helps, but that's really rare). Assuming I understand the rules correctly, there's basically a 50% change of winning any given mission, no matter how many rippers you send, how experienced they are, or how large the Cabal threat is. All you really do by drawing more cards is reduce the chance of triumph or catastrophe.

I would have expected it to link somehow into the Cabal threat level and the number of rippers you send on a mission. Thus you'd have to risk sending multiple small parties out to try and cripple the Cabal quickly or you could send a larger force of rippers that's more likely to succeed, but won't do as much damage.

Am I misunderstanding something here or is this rule subsystem just too simple for my tastes?

A. Yeah, it's very possible it's just too simple for your tastes. I will say, however, that sending more Rippers does more than reduce the chance of triumph and catastrophe; it also significantly improves the odds of success (as does anything that allows the drawing of more cards).

Yes, a joker is pretty rare if drawing only one card, but the odds go up quite quickly when multiple cards are drawn. Say you send 6 Seasoned Rippers on a mission, the odds of drawing one of the jokers is about 27.5%, not so insignificant an edge anymore.

Still, that's just for completeness. I think from the other thread your assessment is correct for what you want, and I posted an idea there.

Q. What do you do in case of rippers dying? Do you decrease the Membership value of a lodge each time? So it would be quite hard for the lodge to improve anything else, because they have to invest all their money in new rippers.

Or do you just assume that there are several volunteers every month?

A. For PC Rippers, or Extras? For PCs, no. They're not included in the Membership rating. For Extras, yes. Strategic missions allow new recruits for free on certain results, as do recruitment missions, so they don't have to pay all the time.

Of course, you're free to assume there's a steady supply of fresh meat for the grinder and not reduce the rating. Depends how tough you want to make things on the team.

Encounters

Q. Many Cabal creatures have Weakness (Magic). Is this a weakness only against powers using the Spellcasting trait, or does it apply to all of them (i.e., Faith, Mad Science, Psionics)?

A. It's just powers using Spellcasting:

Weakness (Holy Symbols) covers Faith.

Weird Science is just technology, so if your bolt is a gatling gun firing iron bullets, the Weakness (Iron) kicks in.

Rules Questions for SW Settings

Psionics is the red headed stepchild of the family.

Q. The only creatures that have Weakness (Holy Symbol) listed are Bone Horrors, Candy Men, Count Dracula, Devil Dogs, Winged Fiends, and Horned Gods. Shouldn't all Vampires have this as well, or is this a change from the core rules?

A. This is a change. The power of holy objects specifically affects the demonic creatures in Rippers. Other creatures, though monstrous and undoubtedly evil, are not affected by holy symbols. This is one of the many misconceptions that can cost a careless Ripper his life!

Q. Small typo in Rippers, pg. 124: Evil Cultists have Knowledge (Occult), but no die type listed. I figure this should probably be d4 or d6, but what's the official word?

A. d4. Cultists are at the lowest rank and know just enough to be dangerous.

Q. Hydes (pg. 126-127) are not wild cards. They have the Improved Nerves of Steel edge, but will never be able to use it. Was this supposed to be a different edge or should I just ignore it?

A. Hydes should be Wild Card monsters. However, if you'd rather keep them as Extras, swap Nerves of Steel for the Hardy Monstrous Ability.

Q. Why the stats of some Rippers monster are so low (like the Werewolf)? Almost players can easily kill that kind of monster even without silver. Is it normal?

A. I can't really say that the "stats" (plural) of a Werewolf are low. They have one Attribute at a d6 and 10 Special Abilities (8 of which are specifically combat oriented).

It appears (and I may be wrong) that this is really just a discussion of their Toughness alone. All I can say is that Toughness alone does not make a creature easy to kill. Werewolves have several other huge advantages in combat that I believe more than compensate for any possible deficiency in Toughness.

So, taken as a whole, I don't think Werewolves are easy to kill.

A2. As a designer, you have to balance the stats, skills, and special abilities. Sure, we could have given a werewolf a Vigor of d12+6 and Invulnerability, but chances are we'd be seeing comments like, "They're too tough!" That's not a criticism of your comment, btw.

Werewolves are dangerous because of their special abilities. They're fast, effective killing machines. Don't send it out like a goon. Make hit and run attacks. Pick on isolated characters in combat. Use its special abilities to the max. Unless you're going for the "monsters are stupid" routine, have it run away, using cover to maximize its chances of survival.

If the players are killing your foes too easily, make them a Wild Card. Those extra wounds and the Wild Dice even the odds.

Q. Question on vampires: We've run across a vampire, and a player managed to make the rolls to turn and "live" after losing the fight. After turning undead, do you have to buy all of the edges that young vampires get to become a vampire fully, or do you just get the basic undead attributes of +2 toughness, +2 on shaken, and half damage from piercing, and then have to buy the rest with levels? Obviously, I'm thinking you get all the hindrances like holy water and sunlight automatically. I wasn't sure about the edges though. Thanks.

A. Again, I must admit to being confused. What "rolls to turn and 'live'" are we talking about?

By the core rulebook, a character can only become a vampire by being killed by it. At that point the character is... well, dead. The player makes a new character. Should the old character rise as a vampire, it is as an NPC under the GM's control.

Anything beyond that falls in the realm of house or setting rules.

Rules Questions for SW Settings

Necessary Evil

Q. Is there a Necessary Evil Errata page published yet?

A. Not to my knowledge.

Q. What vehicles are included in the NE figure flats product?

A. Stingray, Barracuda, King Crab, and Sargasso (the last two have some assembly required, though a completed picture is included).

However, for viewing purposes, you should know that the vehicles are done as true flats, with a top-down view only.

Q. Are there any official (or even unofficial) pictures of vehicles, drones, etc. for NE other than buying the flats?

A. Hmm, the best bet I can recommend is to check out Storn and Cheyenne's individual websites. Last time I looked, both had some of their art from NE in their galleries.

I don't have the links right here, but you could post over in general chat for them, or just look for one of their posts (Storn's Art thread there is the easiest for him) and click on the website link. Both post under their real name. Last I saw, Cheyenne posted in the Reloaded section about the limited edition and what number he got (#2!).

Player's Guide

Making Villains

Q. If you decide to play your own alien species, do you start with an extra edge like a human? - otherwise you are actually penalized for coming up with an interesting species. Or should you work with the GM to create a racial template (working out equivalent to an extra edge) so that they can introduce others of your species to the game?

A. This depends on what you mean by "play your own alien species". If it is something there is already a package set up for, then no you don't get that extra edge. For example, if you decided to play the Saurians as an alien lizard race, you would not get that extra edge. If, however, you are building a race from scratch and not using a package, then yes you would get the extra edge. Although you may not be truly human, you are using the human base to build your character from.

Q. By "play my own alien species" I mean a totally new race devised by the player. In the rulebook when it mentions about creating your own species using powers(p13), I think it would have been useful to mention that when doing so, you gain a free edge. Or include a generic Alien race, which starts with a bonus edge much like a human.

A. The easiest way is to just use human as the starting point (with a free Edge). If the character doesn't look human, then they take the Alien Form hindrance.

Q. Dependants: The description of the Hindrance says that the Dependant is a Novice Rank character. This means the Dependant is a Wild Card, right?

A. Not intended to be. Build them like a standard Novice character (not like building an NE character), but they would be an Extra. The GM could possibly allow the Dependent to be a Wild Card if taken as a Minor Hindrance.

Q. Do Dependants get leveling opportunities?

A. Sure, just like any other ally.

Q. Can Dependants take ABs - I wouldn't think so since this would basically make them Sidekicks.

A. There's only one AB in NE, and no, they can't take it.

(Of course, if you used the NE Adventure Deck cards, it could be possible to turn your dependent into a Sidekick.)

Q. Ah! I had interpreted the setting rules on page 18 (AB: Super Power) to mean that you COULD take another AB (and only one, at creation as per SW) but you got another edge to spend because you were going to be so underpowered vs. AB: Super Powers. Under that reading of the rule a PC could, for instance, be a Miracle Worker (AB: Miracles) and thus it would be possible for your dependant to be a Faith Healer or some such, having a minor AB.

Rules Questions for SW Settings

A. Sorry, but not the meaning. If you give up that free Edge, you simply get a different free Edge instead. There's nothing about the other AB's because they simply were not designed to be used in NE at all.

While they may seem "minor" at first glance, your example is one that shows how they can be even more powerful in some instances. A "Faith Healer" with Healing and PPs could be very effective in NE where the Healing power can only heal a single wound per attempt and will Fatigue the healer for 24 hours unless they get a raise on their roll.

So the balance issue isn't just a one-way street.

Q. I know it sounds odd, but there is a long literary tradition of the mystic mentor who often isn't as useful as one might hope, and I would see these sorts of characters falling into the dependant category.

A. Take Dependent, but then also take Minion to represent the mentor. Like Animal Control, you could allow the player to devote points to the Minion for Superpowers of their own.

Q. When did that happen (other ABs outlawed in NE)? There is a reference to them (P.100, when Someone recharges your power points before a Big Fight if you have another Arcane Background).

A. Straight by the book, I can't see anything specifically outlawing them, but I know Clint has mentioned it before. In relation to Superpowers (the NE version) they're pretty weak, however. A character who wants to buy Miracles, for instance, can do everything with Superpowers and just use trappings to define his powers. Same for Psionics and Weird Science.

A2. Basically, a character can only have one AB by the rules, and since NE automatically gave the PCs an AB, others were by definition "outlawed." But then the idea of trading in that Edge for another was introduced, and the implication that other ABs would be possible unless specifically outlawed was just missed.

In short, the NE power system is designed to supercede the core power system. They aren't inter-balanced.

Now, at first glance, it appears that the NE system is just dramatically overpowered compared to the core system, but that's not always the case. As I mentioned in an earlier post, the core system version of Healing (with PPs and all) can be more powerful than the NE version of Healing at less "cost."

Allowing the core ABs in NE would require a lot of diligence on the part of the GM. While a PC with a core AB would most likely be underpowered compared to others, the complexity of how the systems interact would go beyond that. Consider a character with the Gimmick Hindrance who builds a second "normal" character with a core AB with the Healing power. Or a Dependent with said power. It's just a tricky situation.

As far as the comment on page 98 (100 in PDF), it's kind of a case of being too clear, trying to convey that any resource would be renewed even one that shouldn't exist.

Q. Was the intent of the Hindrance that the Dependant will always be hanging around with the PC's (like a competent Lois Lane) or is mostly an off-stage, GM's whim sort of thing, like Alfred the Butler or Aunt May?

A. As the Hindrance says, for whatever reason, the dependent gets involved "frequently and often."

How that works out is up to the GM; there was no intent to have it work a certain way. It could be an aunt the character rarely interacts with, but who always ends up in the middle of the firefight. Or it could be a member of the underground who helps the characters get to missions and thus is around quite a bit.

Q. Question about the Gimmick hindrance in NE: If you use it to have two characters, who gets the credit for the hindrance?

A. The one with superpowers.

Q. I am wondering if the "normal" character in the Two Character Gimmick hindrance gets Arcane Background (Super Powers) edge as well as the main character. Or whether you would have to make the novice up with AB(supers) as an edge (if able to at all)?

A. Nope. Gimmick is a limitation that prevents the character from accessing all powers. The "two character" option is just a variant of that, and one character is normal, no powers whatsoever.

Q. Super Karma: Could I just take one major hindrance and get the 5 PP for that one, or is it only Super Karma when I have two major hindrances?

A. Nope, you have to have two Major Hindrances. "Supers may take an additional Major Hindrance to grant them 5 extra Power Points during character creation."

Rules Questions for SW Settings

Q. At character creation, you start with 10 Power Points. Then you take Super Karma, and get 5 PPs more. Then you take the edge Power Points for 1 of your edges. Now you have 20 PPs to start.

When can a character take the Power Points edge again: at novice, once play has started; or at seasoned because the use at creation counts against novice level?

A. From what Clint has said, the next time it would be available would be at seasoned. Max for a legendary character would be 40 power points.

A2. As a side note, some people get this rule confused with the rule for increasing an Attribute that is similar but has one big difference. An Attribute can only be increased once per Rank via a level-up. That means Attribute increases during character creation are not limited by Rank.

Q. When you take the Extra Power Points Edge is there any limit to what you spend your points on?

A. Only if the GM sets them. In general, points should be spent to enhance powers the character already has, but gaining new powers that fits the character's design is fine. And, if your GM allows it, there is always the ever popular "radiation accident" or its equivalent which could allow a character to completely redesign their powers. Those should obviously be used with strict control.

Q. Maximum Power Points: Novice 20, Seasoned 25, Veteran 30, Heroic 35, Legendary 40 - right?

I thought you would be able to get power points like attribute boosts after legendary... oh well. Looks like I'm going to need to hyper refine how I spend them now.

A. Correct for Necessary Evil.

Q. What is exactly the point of taking the Jack of all Trades edge, when you can take the significantly cheaper power Gifted, which affects all skills (JoaT just affects Smarts). Wouldn't it make more sense to reverse these two. So taking the edge ignores -2 for all unskilled tests, or maybe say -1 if that's too powerful, while the gifted power effects skills linked to one attribute (probably Smarts, Spirit or Agility), with say a modifier of +1 per additional attribute.

A. I think the logic behind this is that JoaT is an edge while Gifted is a power. Since you are limited to a maximum of 40 power points over your characters career, do you really want to spend that power point there or somewhere else? There is no such limit on edges.

Q. I understand the PP limit, but surely any player toying with JoaT would be much better to spend 1PP and have a much better ability, and then spend that edge on something else, such as another 5 PPs.

A. Really, it's a matter of a couple of things. One, since you can only take Power Points once per Rank, taking it again isn't necessarily an option.

A starting character has one or two potential Edges that can't be spent to gain more PP's no matter what. If taking that Edge saves a PP that could be spent elsewhere, it's an option.

Plus, JoaT can't be Negated. That can be a big advantage where the enemy had Nullifiers.

Q. Rich/Filthy Rich/Noble: If the player has these edges, do they still receive income from them? I can see this going both ways - either the V'sori have stopped all access to their funds; or the wealthy have enough dodges and income shelters that they can still get cash when they need it.

A. If they take the Edge, they can get the income, but it has to be determined how they are getting the income. Usually in NE, it would be one of two ways.

The Rich/Noble character has a secret identity that is considered a Quisling. In which case, their position and all their money are dependent on keeping the V'sori happy.

Their Edges apply to the underworld. They are basically part of the Black Market. Personally for this one, I usually tweak the Edge a bit. The income is lowered, but they character gets a bonus to find stuff on the Black Market, and he gets a "discount" when buying from it: +2/50% for Rich, and +4/80% for Filthy Rich. It's 50% and 80% because it calculates as an easy Cost/2 or Cost/5.

Q. In NE does an attack need to cause either shaken or a wound to cause knockback, or does the attack just need to be successful?

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A. It just has to hit. It's very possible to be knocked back without taking any damage.

Q. I was wondering how other NE GMs are handling knockback. Say Hulk hits Cage for one wound and knockback of 6 squares. Iron Fist is in Cage's line of knockback. Does Iron Fist get an agility roll to avoid Cage, Strength check to keep from going with Cage, or would he also take damage from Cage hitting him? I could see each happening in a comic book, but I'm looking for the most F!F!F! solution here.

A. Knockback isn't that accurate. First, I require a Called Shot at -4 to "aim" knockback so one character will hit another behind them. Otherwise, it simply isn't an issue.

If they successfully use that maneuver, then the target gets an Agility roll to avoid. If he fails, he takes the same damage as the first character, and they both continue along for any remaining KB distance..

Q. How much is the ammunition for the M-2 Hero killer pistol? I just want to verify that it really is \$1000 for 50 shells at character creation and \$10,000 after that.

A. Nope. It's \$50 for 50 shells at character creation and \$500 after that.

The 20x cost for HK ammo says "converts standard ammo..." Basically, it's the cost to get effectively custom-made ammunition for a normal gun that does Heavy Damage.

It's not very cost efficient, but it could let you get the drop (The Drop) on someone with Heavy Armor who isn't expecting it.

Q. Thanks, but this brings up another question. Why do they cost more after character creation?

A. Page 19; Black Market Items. The V'sori have outlawed certain items (including all weapons, armor, and accessories), so they can only be purchased through the Black Market and then at greatly inflated prices.

Q. What form of Energy would Blaster weapons be classified as?

A. Kinetic.

Q. Next question - if blasters are kinetic that would make them piercing weapons, right? So Constructs and Undead are taking half damage from them, correct?

A. Nope. Blasters are kinetic, but they aren't piercing. It's more like getting hit with a sledgehammer than a bullet.

Q. How does the Electro-Lance work when it is out of charges?

A. It works exactly like a staff, doing Str+1 damage. The Electro-Lance also has Parry +1, no matter how it is used.

Q. Mega Taser question from NE: Part of the effect is listed as shaken for 1d4 rounds. At the end of the 1d4 rounds is the target automatically unshaken? Are they able to spend bennies or make spirit rolls to unshake during the 1d4 rounds? Do they have to wait until the end of the 1d4 rounds before being able to attempt to unshake?

A. They are Shaken for 1d4 rounds. They cannot "recover" from this Shaken, but it ends automatically when the duration is up.

However, they can spend a Benny to remove it at any time.

Q. How do you reload a plasma rifle when it runs out of shots and can you purchase extra "ammo" or batteries for it? This also applies to alien blaster weapons though obviously you couldn't purchase batteries but how do the aliens reload them when they run out of ammo?

A. Plasma Rifles work off superheated gas. You could either use a "refill" that costs \$100, or you could allow it to recharge via ambient gas at a rate of 1 shot per hour.

The blaster weapons have power packs (unique batteries) that can be swapped out like a magazine. Soldiers typically only carry extra power packs in special circumstances. The power packs can be recharged in specially designed units at bases and in V'sori vehicles (with the proper codes). They recharge at a rate of 3 shots per round.

Someone with the Mechanical Genius Edge could create a re-charger for these items as well.

Also, a character with Energy Control and the Elemental Trick (Electricity) could recharge electrically powered weapons or items with a Smarts roll. For the Z-Belt, it would take 30 minutes or 15 minutes with a raise. For weapons, they would recharge 1 shot per round on a success or 1d6 shots with a raise.

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Q. *The Z-Belt says that it isn't destroyed when it runs out of protection like ablative armor and that it can be recharged. How long does it take to recharge it and what do you need to be able to recharge it or does it need new batteries in which case how much would they cost?*

A. Z-Belts can be recharged at any continuous power supply (such as a electrical outlet) in 30 minutes.

Q. *Does the Armor from a Z-belt or DuraWeave stack with other Armor?*

A. Nope, use the highest Armor rating. One of the big advantages to the Z-belt is that it provides full coverage and can't be bypassed with a Called Shot.

Q. *The description under Z-belt, page 19 under the description, specifically: "...the Z-belt provides ADDITIONAL protection... [emphasis added]*

Additional implies it can be stacked, which goes against every other rule and ruling I've read about or in: DL, HOE, and SW.

A. Ah, I see. Sorry. The intent was "additional protection... beyond a character's natural Toughness."

Q. *How does Heavy Armor work in NE?*

A. It works the same as in the SW core book. This question comes up frequently, so here's the complete breakdown.

Normal damage vs. normal armor does damage normally

Heavy Weapon vs. normal armor does damage normally

Normal damage vs. Heavy Armor does NO damage

Heavy Weapon vs. Heavy Armor does damage normally

Q. *Maybe I've missed it but does a Nullifier affect devices, too?*

A. Yep. Unless it somehow isn't powered by any form of energy whatsoever, which would be a neat trick.

Q. *Various combat drugs in NE give bonuses to physical attributes. Do these bonuses also apply to the skills associated with these attributes?*

A. Hmm, not as written... but you could run it that way. The only one it would really affect would be Agility which is a bit short shrifted anyway.

I'd say it affects the skill only if the character already has it. It will increase linked skills if the character has at least a d4 in them, but it won't give any increase if the character is unskilled.

A2. One die type. Basically, the same as one point of Super-Attribute.

Q. *In Necessary Evil, are Bell Jet rangers REALLY \$2000? It seems cheap... too cheap.*

A. Anyway, yes, that is too cheap. It should be \$20,000.

Q. *Is it the intent of the rules to allow some free powers?*

Example 1 - Deflection costs 1 PP/level, 1/2 cost for specific energy, and -1 activation. So 2 PP/2 - 1 = 0. That's level 2 Deflection for free?

Example 2 - Super Attributes cost 1PP per point and have -1 activation. Can a Super get a bit stronger for free?

A. "Clint can probably give you a page number, but I believe every power has a minimum cost of 1."

Page 30 of NE: The last sentence of the first paragraph under "Powers."

To the best of my recollection, there is only one power that can gotten for "free," and that's Aquatic.

Q. *I am unclear on the statement on page 30 of the Necessary Evil book that Active powers require a Shooting or Throwing roll. I understand Attack Ranged requiring a Shooting roll. What other powers require this? Here are some I am unsure of: Force Control Bind, Energy Control Damage, Earthquake, and Stun*

A. Basically any power that requires targeting a point at range.

Energy Control, Bind and Stun: Yes.

Earthquake: No (it's a straight line that starts from the character).

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Force Control: No/Yes. Force Control uses Fighting normally (it's mentioned in the power description a couple of times). In essence, it's just using Strength at range, so Fighting is the more appropriate skill... usually. You could easily switch out the use of Fighting for Shooting, but either way, it does need some skill for targeting.

Q. Do powers with multiple Modifiers like Force Control allow you to use them all at the same time?

A. Yes, within the normal rules for multiple actions. This does not mean that every Modifier used results in a multiple action penalty, only those requiring an action to use. So the Flight Modifier of Force Control can be used with any other effect since normal movement does not require an action. On the other hand, if you wished to attack one target with Force Control and use Bind on another, that would incur a multiple action penalty as both require an action. Once the Bind is created though, the character could perform other actions at no penalty as long as they did not use the Bind to damage the target. The same applies to creating a Force Field; creating one takes an action, but maintaining one does not.

Q. When a power modifier has a multiplier (x2, etc.) do you multiply the cost before or after you apply any modifiers? In other words, if you had the Jinx power(2) with the modifiers: Area Effect(+2) and Improved Jinx(x2), would the final cost be $(2 \times 2) + 2 = 6$ or $(2 + 2) \times 2 = 8$?

A. That kind of depends. Do you want the area affect also improved, or just those who are against you. Lets compare:

I want anyone who attacks me personally to suffer the Improved Jinx, while anyone in the area to suffer only the normal. In this case, then the cost would be $(2 \times 2) + 2 = 6$.

Or...

I want anyone in the area to suffer the Improved Jinx, then it would cost $(2 + 2) \times 2 = 8$.

Q. OK, I can see how that works but it seems a little complicated to me-modifiers modifying modifiers- that's more MMM than FFF! I have just noticed that it does state that modifiers affect the basic cost so I would interpret that as not effecting other modifiers- you apply after.

A. Multipliers (x2 for example) are applied to the total cost of the power. Otherwise, there is no reason for them to be a multiplier in the first place, and Improved Jinx would just be listed as +2 (doubling the base cost) instead of x2.

Plus, it allows the option (if the GM allows) to tweak the power somewhat.

Q. Clint wrote: "Multipliers (x2 for example) are applied to the total cost of the power. Otherwise, there is no reason for them to be a multiplier in the first place, and Improved Jinx would just be listed as +2 (doubling the base cost) instead of x2."

Does this include the cost reduction for Devices, or is that applied after the "original" PP cost for the power is calculated?

A. Device is applied after the total cost is generated. As it says on page 31 of NE, "for every 5 total points (and part thereof) each power costs after modifiers."

Q. Do you add a power's modifier to the total cost, or per level of the power?

For example, if you take the heavy armor modifier for the Armor power, does it cost 4 points per level? Or just 1 point/level + an additional 2 for the heavy armor mod?

A. Modifiers apply to the total cost. If a modifier affected per level, it would be listed as such (+X/level), but I don't think any modifiers in the book work in that manner.

As an addendum, any modifier that multiplies or halves is applied to the final total after any other modifiers have been added or subtracted.

Q. The Parry power has a modifier for Catch and Throw. Isn't this a more appropriate modifier for Deflection than Parry?

A. It could be used with Deflection, depending on the trappings and GM approval. It was simply felt to be a more common extrapolation off of Parry with the reflexes and ability to block a melee attack leading to being able to perform the same effect against a ranged attack. For that matter, Catch and Throw could also be a modifier for Speed if it provides a -1 or better penalty to attack rolls.

Q. Can you use modifiers from one power on a different power, even if it isn't listed?

A. It all really depends on the specific modifier. Some won't work, but there are others that could be switched around as long as the GM allows it.

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Q. I saw this Modifier question answered before about an offensive power, but I'm not sure how it would work with Deflection. If I were to have Deflection that was Limited to Kinetic damage at -4 to the shooting roll and required activation, how would the cost be figured?

$4/2-1=1$ or $(4-1)/2=1.5?$

A. The modifier specifically says "(Half Total)," so that's how it's done. Get the total and halve it. So it would be the second...

$4-1 = 3$

$3/2 = 1.5$

1.5 rounds up to 2

So you're better off taking 1 point more of Deflection at no higher cost, or one point less and saving a point.

Q. In NE, can I buy zero levels of a power and then add a modification?

What I mean is, could I get Heavy Armor alone (for 2 PP) without actually purchasing any Armor bonus? Can I be Hardy (4 PP) without increasing my Toughness?

A. Nope.

Q. I have a question about the Device modifier for powers in NE. I was wondering how you handled a character who had moved up to Seasoned and other ranks who took Power Points would upgrade their device.

For example: An armored super who has all his points in his armor, like the example in the source book, levels up to Seasoned. How does the device modifier discount affect the new powers? Seems to me that there could be several variations on how this could be done. Either you could technically take 7 points worth of powers per Rank-up (the -2 would result in the full 5 PP's spent), or you could only really get a -1 point discount for upgrading one single power. I'm not even going to try to figure up someone leveling up several powers tied to the armor at once...I'll leave that to the pro's...

A. Device is simply a Modifier on a power's cost. If the character gains 5 PPs and wants to increase a power, simply figure the new cost including the Device Modifier.

Example: The Amazing B.O.B. (Battle suit Only for Battle) with 20 PPs has these powers with the Device Modifier. Cost is given as "Real (Base)."

Armor +6 (Heavy), Cost: 6 (8)

Flight (2x Pace), Cost: 3 (4)

Attack, Ranged (3d6, Focus, Cone), Cost: 8 (11)

Super Attribute +4 (Strength), Cost: 3 (4)

He then gains 5 PPs and decides to tune up the suit.

Armor +6 (Heavy), Cost: 6 (8)

Flight (4x Pace), Cost: 4 (6)

Attack, Ranged (4d6, Focus, Cone), Cost: 11 (14)

Super Attribute +6 (Strength), Cost: 4 (6)

Now, while he got an additional point on Flight and Super-Attribute, he still had to spend the full 3 points to buy an additional die of damage to his Attack, Ranged since he was within the same breakpoint.

Q. Does the point cost reduction of 'Device' stack with super trait's 'requires activation' when an item boosts a trait?

That is, is the following sword that boosts melee damage and enhances the wielder's strength correct in its cost?

Sword of Example (str+2)

Melee Attack + 1d6 damage (cost: 2, - 1 device = 1)

Super Attribute: Strength 3 (cost: 3, - 1 device, -1 requires activation = 1)

total cost = 2 power points

A. The reduction for Device is based off the total cost "after Modifiers."

The total above is correct, but just to show a different example.

Super Attribute: Strength 6, Cost: 6

Requires Activation: -1

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Cost for Device purposes = 5

Device Modifier: -1

Total Cost: 4

Although really for the same cost, you could get 1 more point of effect...

Super Attribute: Strength 7, Cost: 7

Requires Activation: -1

Cost for Device purposes = 6

Device Modifier: -2

Total Cost: 4

Anyway, as said, you apply all other Modifiers before figuring the reduction for Device.

***Q.** Devices: How do they work?*

Yes, I know all about cost reduction and understood that part quite well, thank you. But it's supposed to be a restriction, and there's absolutely nothing in the book about what happens if..

A character loses a Device. Can he replace it? If not (unique trapping) what happens to the expended Power Points?

Another character picks up and tries to USE the Device without designating Power Points to it.

The character's packed into Nullifiers - does the Device keep working since it's an external source of power?

A. The big thing here is that it all depends on the trappings. The character built his armored suit? Then he could probably build another given time.

The magic sword only works for members of a certain bloodline? Then it's just a normal sword to anyone who picks it up. But if it's just a "generic" magic sword, then anyone could potentially pick it up and use it.

Ultimately though, Device is just a Modifier to the power. The character has spent the PPs, so Device should be a problem not a way to potentially lose the PPs. If the Device is lost, there should be a way to rebuild or recover it.

Usually, I find Devices tend to fall in two main categories, breakable and easily removable, and I base the hindrance off that. But there is enough variance and player creativity, that it case-by-case is still the best way to handle it for me.

As far as Nullifiers go, they work just fine whether the power source is internal or external. They might have to be attached to the Device itself but that's about it.

***Q.** In NE, 1 of the characters took Absorption, [kinetic energy]. Now I know normal bullets, grenades and melee attacks can be negated. What about blasters, the weapons the V'sori use? Are they kinetic? Is there any part of the damage that would be negated? What about Knockback?*

A. Blasters are kinetic. However, note that fusion grenades are not; they are energy.

Knockback gets a little tricky. In essence, an attack shouldn't do Knockback unless there is a kinetic component to it.

Melee attacks are easy; the character is just attempting to absorb the total damage, Knockback included.

A Ranged Attack, with the Knockback modifier could be trickier. It depends on the trappings. Usually, the attack would be kinetic in some fashion, but it might not, depending on the trappings.

If fully kinetic, he could obviously attempt to absorb all of the damage, but perhaps if only partially kinetic, he could only absorb a maximum of half the damage.

Really, it's a case-by-case call, and even then, we're talking about a very rare occurrence, so it may never even come up in the game.

***Q.** If someone wanted to create a character that could Absorb not just one type of attack coming at him and then use the transference and reflection modifiers to them, how should you go about purchasing the powers?*

Absorption (Type 1) with the modifiers to start it off, but then, if you wanted another type, wouldn't you have to buy Absorption (Type 2). And, if you wanted to use the modifiers with the second absorption, would you have to buy them both again?

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A. I'd just have them spend the base 4 PP's for each type of energy absorbed. I wouldn't make them buy the power all over again. In essence, a new Modifier...

Extra Type (+4): You may absorb one additional type of energy each time you take this modifier.

Q. *With the Reflection modifier to Absorption, does the villain need to make a shooting roll and does the reflected damage only go back to the person who dealt it, or can it target someone else?*

A. Either way.

You can run it as true reflected energy. In which case, it automatically attacks the original attack as if using their own attack roll. Most of the time this won't be an issue, but if the attacker is behind cover or something and the target wasn't, it could make a difference.

Or you can allow the character to direct the reflected energy to attack others. In this case, they have to make a Shooting roll to hit every time they reflect energy (even if attacking the original source of the energy).

I'd say the two ways pretty much balance out.

Q. *The NE power Absorption, with the modifier Reflection. If a villain is shaken from an attack, that can't be reflected back, right, only wounds?*

A. Right. It has to pass a certain threshold.

Q. *And another question: is the wound itself reflected or the points of damage, i.e., if a high toughness enemy hits the villain for 10 points and the villain's toughness is 6, that's 1 wound. If the enemy's toughness is 9, would it be a wound reflected back, or just 10 points of damage, therefore only a shaken?*

A. It's the wounds.

Q. *If it's the former, it's a great way to hurt high toughness creatures. Let it pound on you and reflect all it's wounds back on it.*

A. Sure... for 9 PP's... and as long as they keep attacking with the specific kind of attack the character has absorption and reflection against... and as long as the character makes their Vigor roll.

Q. *First, what is the actual net effect of the Ageless power? I.e., under what circumstances in play would it make a difference if a villain had that power or not?*

A. It would make a character immune to a power that had aging as it's trapping. For example, if Decay had the trapping that it aged the target; it wouldn't affect someone with Ageless.

Also, while without the extra Modifier a character with Ageless would not have any bonus to Common Knowledge, they should have an expanded Common Knowledge, the kind of thing you might normally only allow an elderly character. No one expects the 20-year-old to have first-hand memories of World War 2, but an Ageless character could.

Q. *I have a question about Altered Form, specifically about size increases. Are they possible? I.e., is every 50% larger increment another point of Size up or down from their original, or is it just something for a character's question "Can I stretch that far?" It seems to me like some of the benefits of large size might be built in, but I thought I'd check.*

A. For one point more, you get the additional 50% increase or decrease and +1 reach. So if you spent 6 points (3 on base Altered Form with More Elastic x3 for 3 more points) you would be able to stretch 4" and you would be able to grow to 3 times his normal size, or teeny tiny. You can be teeny tiny and still stretch 4", or you can be 3 times your size and stretch 4". Or anything in-between. The amount you stretch is not tied to your size.

Q. *I sort of meant, "As an additional effect to Altered Form, can a character stretch to the point of counting as a Size+1 creature?"*

In other words, can stretchiness imitate growth? Since the power says they can stretch to be 50% larger, it seems to imply that, but it's not spelled out yes or no.

A. No, Altered Form does not mimic or provide the benefits of Growth. Unfortunately, it is a bit poorly worded. The "size" changes reflect how much the character can alter their dimensions, but they don't really get "Size," the ability.

So with 150% increase, the character can be 15' tall, but they are going to be a thin Mr. Fantastic/Elongated Man 15' tall.

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Q. *Should Altered Form's Armor bonus be a toughness bonus? I don't see how a guy made out of water is more vulnerable to AP bullets than normal bullets.*

A. Altered Form covers every different form possible. Overall, it was felt that Armor best suited the power as a whole. Optionally, the GM may allow the bonus to be changed based on the specific form. He may allow +2 Toughness instead of +4 Armor against the specific attack type. In addition, the GM may allow some forms to switch out which type of attacks they are resistant to. Such as a matter form resistant to energy or an energy form resistant to physical attacks.

Q. *Regarding Altered Form: For trappings reasons, I have a character with Altered Form: Darkness, and Replenish. What would be a "Substantial" source of Darkness for the Replenish work with? I'm having trouble bending my mind around the idea of Darkness as a form of energy, as it is used in this setting.*

A. I'd say a location with a -4 Darkness penalty that is large enough for the character to enter completely. Not that they have to fully enter it, just that it must be as large as they are.

Q. *If a character in NE has Altered Form w/ Extra Elasticity, does he get to add his reach to his pace? I mean, if he's stretching his legs...that would give me a bigger stride and faster pace - right?*

A. Officially, no. If he wants to be able to move faster because of stretching his legs, then he should buy Speed.

Unofficially, if the GM wants to allow the Reach bonus as a bonus to Pace, I don't think it's that big a deal. It's getting +1" of Pace versus Speed which will double Pace for 1 PP. Of course, if it's the kind of player who would then want stack one on the other, I'd stick with the official answer.

Q. *Animal Control: The point cost list for AC include swarms, Small, Large and Huge animals. What about medium size? Wolves, lions, alligators - even Horses are neither Small nor Large. Which power level is necessary to control any of these?*

A. Sorry about that. Basically, take any reference to "Small" and make it "Small or Medium" - where "Medium" would be any animal not Small, Large, or Huge.

Q. *Here is what I have currently:*

Animal control (Warhorse) - 3 pts

Summoning - 5 pts

Telepathic Link - 1 pt

Summoned Animal super powers:

Flight (level 2) - 4 pts

Fear (Scary, affects riders charisma) - 1 pt

Undead - 4 pts

Unique - half total

Device (Magical stone of summoning) - 2 pt discount

Total - 7 pts

If I add another small animal (a dire wolf/hellhound), would it gain the same superpowers that my steed already has or would they need to be purchased separately?

A. If you go up to the base 5 point version which gives you two animals, then they would both have the same powers and effects from all Modifiers. Normally, they would be the same kind of animal, but I don't see any problem switching them out.

Q. *Also, does the telepathic link work on all animals or just the specific ones I create using this power?*

A. The Unique modifier limits it to only those specific animals. If you want it to apply to all animals, buy it at normal cost.

Q. *The free version of the Aquatic power and the Atlantean version seem to be slightly different as to how they work, including precisely what happens when the char hasn't been in water enough. Is this an error, or are they really supposed to be different?*

A. Yes, they are supposed to be different. Atlanteans have an advantage over a character who spends 0 points in a power. Note however, that Atlanteans could buy the 1-point version of Aquatic to remove their own racial penalty.

Q. *What skill do you use to hit with Attack, Ranged?*

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A. Under the general description of powers on page 32, it says to use Shooting or Throwing. Which one depends on the trappings for the attack, but it's fairly simple to determine. If the power is described as physically thrown, use Throwing. In all other cases, use Shooting.

Q. *For the Attack, Melee power, it says it counts as a heavy weapon. Does that refer to the entire damage, or just the damage from it? What I mean is, using the example in the book, would the entire Str+4 +1d6 count as heavy damage, or if attacking something with heavy armor, only the 1d6 would get through?*

A. All of the damage counts. It's the entire attack (little "a") counting as Heavy.

Q. *If a Two-Fisted character buys the Attack, Melee power would the damage modifier apply to both hands or would they have to pay the points for each hand?*

A. Attack, Melee adds to all hand-to-hand damage. It doesn't matter if it's one hand, both, a kick, a sword, a lamppost, or whatever.

Q. *Why does Attack, Melee causes less knockback (1d4) than Attack, Ranged (1d6)?*

A. Because the 1d4 Knockback Modifier for Attack, Melee only applies to characters with a Strength less than d12. Any character with a d12 or higher Strength automatically does 1d4 of Knockback, and as it states under the Modifier for Attack, Melee, taking the Knockback modifier for them increases it to 1d10. It was felt to best mimic the genre knockback on ranged attacks should fall somewhere between the knockback of a "martial artist" and the knockback of a "powerhouse." If you want something more "equal," feel free to give Attack, Ranged a natural knockback of 1d4, increasing to 1d10 with the modifier.

Q. *This brings up a question of how Attack, Ranged works for a two-fisted character. Would they have to pay the points for each hand in order to do two ranged attacks? (I am thinking along the lines of a character who takes the power as high-tech gun.)*

A. Attack, Melee and Attack, Ranged are two different powers. Melee is an adjustment to an ability the character already has, and Ranged provides an entirely new ability. Apples and oranges as it were.

An extra attack with Attack, Ranged is already there in the Rapid Fire modifier.

Now, I think I know what you might say, "I want two guns, not one gun that fires twice."

But why can't Rapid Fire be a second gun? It's simply part of the trappings of the power. You buy the power with an extra attack and define the trappings as two guns. If you lose either gun, then you just lose that extra attack. You have to lose both guns to lose the power completely.

Once you go there, you could take it farther and buy 3 extra attacks, saying you can fire two shots out of each gun. Loss of one means the loss of 2 levels of Rapid Fire, but not the loss of the power completely.

And since there are no penalties to Rapid Fire with Attack, Ranged, you don't even need Ambidexterity and Two-Fisted if you just want to say your training is with your specific weapons. If you did take them and say they were required for the weapons, then I'd probably give a bonus to the power for making that a part of the trappings (that's GM's call).

Q. *That makes sense, but I just want to clarify that how the innocent bystander rule works with Attack, Ranged on rapid fire. Does a 1 or a 2 on the shooting die hit an innocent or only a 1?*

A. I'd say it depended on the RoF and the trappings, but in general, I'd go with a 1 on a RoF of 1 or 2 and with a 1 or 2 with a RoF of 3 or higher.

Q. *A player of mine took Attack, Ranged with the cone template. He failed his attack roll, and the question came up as to whether it would deviate as an area effect or simply not go off. Looking at the area effect and flamethrower rules as well as burst from the main book to get an idea of how they use the cone template I came to the conclusion that the cone template would not deviate, raises on the attack roll would not increase damage, and the targets would get an agility roll to avoid the effects. I'm looking for confirmation that I'm on the right track, or how others have or would go about handling it.*

A. I'd roll a d6 with 1-3 being Left and 4-6 being Right. Then I'd move the end of the template 1d6" in that direction for deviation.

Not official, but what I would do. Cones are Area Effect, but the normal deviation rules don't work.

Q. *Attack, Ranged & Material required: Does this mean that the player has to choose one specific material or that he just has to throw something?*

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A. One specific material. If the character can throw anything, that's just a trapping.

Q. *I was looking for a modifier for Attack, Ranged, that simulates the character throwing a unique weapon (Shield, Boomerang, Hammer, etc.) and it returning to them. I remember mention of Parry's Catch and Throw modifier, but it seems a bit cheap for getting the item to return as well as being able to throw it again. Opinions?*

A. If the effect is just an item that you throw and it returns to you, that just seems like a trapping for Attack, Ranged (other than perhaps being a Device that can be taken away).

Q. *Got a question about Attack, Ranged with ROF 3 in Necessary Evil. Let's say I shot lightning out of my fingers. Even though this is a "Power" instead of a firearm, do I still get "Single Shot", "Double Tap", "Three Round Burst", "Autofire", and "Suppressive Fire"?*

A. Well, except for "single shot" all of these options relate directly to firearms, so they wouldn't really apply to a power unless the power had "firearm" as a trapping.

The Rapid Fire modifier explains how the additional attacks work. You can fire an extra missile (or cannot, it's optional), and you suffer no penalty for the extra attacks.

Now, whether the power can be used for a double-tap, three round burst, or suppressive fire is up to the GM and the trappings.

Generally, I'd allow a character with a ROF 2 to perform a double-tap and a ROF 3 to perform a three round burst. The trade off of additional shots for accuracy and damage is more than balanced I think.

Suppressive fire is a bit trickier. If the character is just firing a single missile with each attack, suppressive fire seems unlikely. But if the character has trappings (such as an automatic firearm) where they would be firing off multiple shots for each attack, then I'd probably allow it, but I would also increase their Innocent Bystander hit chance to a 1 or 2 for all their multiple attacks.

If the player wanted to avoid that effect, then I'd just add like a +1 modifier for Suppressive Fire if the character had a ROF 3.

Q. *Attack, Ranged: How does the combination "Cone Template" and "Rapid Fire" work? Do I get multiple cones? Or do I get a single cone and each target might suffer multiple hits?*

A. As written, multiple cones. But it could be done the other way as a trapping.

Q. *Can someone with Awareness power "see" (whether it is detect, hear, whatever) someone who is Invisible? Darkness? How does it differ from Darkvision?*

A. Yes. Awareness bypasses any kind of obscurement, even if it only affects someone individually. Awareness does specifically say, "bad lighting" and any "other obscurement." Darkness falls in those categories since it is the absence of light. Just to clarify, "Darkness" in Savage Worlds covers all penalties for lighting/illumination. From Dim (-1) to Pitch (-6).

So Awareness negates all penalties for that plus any other form of obscurement. It would be like sonar as described in its possible trappings.

Darkvision only covers penalties for darkness/lighting.

Awareness says the character "suffers no penalties" due to those factors. It does not say the character bypasses them totally. So Stealth still works, just modifiers to Notice for darkness or other obscurement would not apply.

It also says that cover modifiers for solid protection apply normally and specifically gives the example of hiding behind a wall.

Q. *What happens to a Construct that has become incapacitated as far as healing goes. As I understand it your pretty much out of luck unless someone else comes along and repairs you. This seems kind of harsh to me so I was just curious if that's how it goes.*

A. Kind of. But remember the setting rule that a character who is Incapacitated returns 1d6 days later. Basically with a construct, somewhere in that time a backup system went online or someone's attempt to fix them (or dissect them) rebooted the character, or whatever effect best fits the situation.

Q. *The Necessary Evil Setting book states that Constructs are immune to Disease and Poison, but shouldn't they also be immune to Mind Read, Mind Control, & Telepathy? It could also be argued that they are Ageless.*

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A. No to all. There are constructs who could have those abilities, but they are not inclusive to the Construct Power.

It can all be summed up in one listed trapping for Construct: cyborg. Cyborgs can age, and their mind wouldn't necessarily be any more resistant to mental powers. There are other trappings that could apply as well (it could be argued that Frankenstein's Monster is a flesh construct).

Basically, if a construct wanted those abilities, they just have to buy the powers that would provide them, Ageless and Immunity to Psionic Energy.

Q. Say a character has the Damage Field power with an elemental trick for 6 points. Then, when the character levels up, they want to make that power selective... that would simply cost the added 3 points, correct?

A. Yep.

Q. Isn't Darkvision just a trapping of the Awareness power?

A. Not really. Darkvision only affects lighting penalties while Awareness affects any kind of obscuring effect, such as fog, smoke, etc.

Q. Fin is throwing a fusion grenade at villain with Deflection at 4. The grenade would deviate, correct? Now what happens (besides metagaming) when you throw the grenade at the villain next to him that does not have Deflection? Or at the empty square in front of the first villain?

What if the attack was an Attack, Ranged with a MBT? Describe it as a burst of fire, would that deflect or would it depend on the trappings of the power?

A. A grenade is an area effect attack and is not targeted on a person. The Thrower (or shooter if its another weapon with Area Effect Attacks) places the appropriate blast template (MBT in this case) where he wants the grenade to land and then rolls to hit with a TN of 4. If he hits, the blast occurs where he placed it. If not, it deviates according to the rules.

So having a Deflection 4 has no effect against area effect attacks. A person in the blast has 3 choices:

Dive for Cover - Make an Agility Roll at -2 if they saw it coming, otherwise, they take the damage.

Pick up the grenade and throw it back - Make an Agility roll at -4 or -2 if he was on hold. If you fail, you take extra damage. But once again, only if they saw it coming.

Dive on the grenade. He takes twice the damage but his toughness is subtracted from the damage everyone else takes. And as with the others, they need to have seen it coming.

Area effect attacks are dangerous. They are one of the things that keep high defense characters in check.

Q. Duplication power. Does each duplicate also have duplicates of all gear(weapons and armor) that the original character has? As long as it disappears when the dupes do, that wouldn't be too bad, but the book was unclear on that point.

A. Duplicates have everything minus the Duplication power.

Q. Using Energy Control to nullify over a specific area?

A. The Nullify use does not require an attack roll, but the Damage use (which is stated to be an attack) would.

Q. If I'm reading this right, any attack made with Energy Control (fire) should have the chance to light flammable objects on fire... So what benefit do you get from adding Elemental Trick (fire) to Energy Control?

Does it increase the chance for immolating things? Or do you need to purchase Elemental Trick (fire) just to get the initial chance to light things on fire?

A. With Elemental Trick (fire), "anything" affected by the power may catch fire. You treat most objects as flammable. That means with Elemental Trick (Fire) things that normally would not be considered flammable are.

If the GM wants to increase the flammability of normally flammable objects because of that he can.

Q. Do you have any suggestions on how to work an acid Elemental Trick for NE, such as the Jokers acid squirting flower, or some acid retching beastie.

A. I'd use the rules for Fire but change the "trappings" to acid. In effect, it's like "catching on fire," as the acid continues to do damage until "put out."

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Q. Elemental Trick (fire): When you roll that lovely 6 to see if they catch fire, do you add the extra fire damage to your damage roll, or do you roll it separately if they survive the initial damage?

A. It's a separate damage source that begins the round after they catch fire (at the beginning of their action), you roll to see if the fire intensifies and then roll damage.

Q. After your answer I am assuming that for powers with fire trappings you count the damage of the attack (2d6, 3d6, etc...) as the damage from being burned "first", then you only use the values on the chart if they survive and catch fire.

Did I get that right?

A. Yes, you did.

Q. Also, can you maintain energy effects for more than one turn? For example: a giant wall of flame, a stationary globe of darkness, or a large patch of ice?

A. Well, the effects of Energy Control could be maintained, but I'd just reiterate that other than small effects, Energy Control just allows a character to nullify the energy type or do damage with it. I mention that because I don't at first glance see how a "patch of ice" fits in those criteria.

Q. The power "Explode". The character spends his round "priming" himself, and explodes when he acts the following round, and becomes Shaken as a result.

Can the player use a benny to negate the Shaken result, like Damage, and therefore still get the possibility of acting the same round?

Very related, but since the player starts his action shaken, can he use a Spirit roll to lose his shaken status, and act with a raise, as per the usual Shaken rules?

A. Yes to all.

And as a side note, a player can always and at any time use a Benny to remove a Shaken condition from their character no matter what the source.

Q. If I have Extra Actions with the Repeat Action Modifier and a form of movement that provides an Attack Penalty, is the penalty increased for the additional actions?

A. No. Each action is separate, and while the character can use an Extra Action for movement with that Modifier, it doesn't change the penalty from their speed.

Q. With Extra Limb a character gets an extra physical action with said limb without incurring a multiple action penalty. My question involves the Attack, Ranged power (although it could involve two separate firearms as well). Character uses Attack, Ranged to do a shooting roll for a ranged attack. Then she wants to use the firearm in the extra limb (also a shooting roll). Am I right in assuming she would not take a MAP or would the rule specifying that you cannot take the same type of action (2 different shooting rolls) in the same turn apply?

If she would take a penalty, I'd probably just have her take Extra Action--Repeat Action, or change the Attack, Ranged trapping to Throwing.

A. You're right; no MAP. It'd be just like firing a gun in each hand, where you can make two Shooting rolls in an action (although with Extra Limbs there's no MAP or off-hand penalty).

Q. For Extra Limbs, should the injury table be modified to include them in the possible things that can get injured?

A. Makes sense. I'd just make it a function of the roll to determine right or left limb under the Arm and Leg results as appropriate and not worry about changing the results of the basic roll.

So if a character had 4 additional tentacles, you could just roll a d6 with 1 = right limb, 2 = left limb, and 3-6 = tentacle. I probably wouldn't go above a d12 roll and would just use that for 10+ extra limbs if it were needed.

Q. Can Force Control be used to wield objects (e.g. lamp posts, boulders) and attack with those objects?

Can one use Force Control to lift up an enemy and drop them?

A. Force Control works pretty much just like Strength at range. So if it is strong enough, it can wield objects as weapons and pick up enemies and drop them (as long as they are caught with a successful attack roll first).

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Q. If you have Force Control with a Medium Burst template, can you define the "bubble" to be smaller than that around you? Can you make it just on top of your skin? Or must it be at the maximum radius whenever it's on?

A. Well, the MBT Modifier just allows the character to use the other abilities of Force control in that area. For a "field" around the character, they need the Force Field Modifier. If the character has that, then they can automatically create a protective field around one person, and if they also have the MBT, then they can do that as well.

Ultimately though, the MBT cannot be adjusted. For any use, it always affects the entire area. The GM could possibly allow the character to buy the Selective Modifier (+2) to choose who in the area is affected.

Q. With Force Control on a Medium Burst template, with a d12+2 Strength and Flight, if you put the "bubble" around someone else and carry them along, is that valid? Can the other person attack out of the bubble? Can the other person voluntarily leave the bubble, or must the bubble generator let them out, or must they drop the bubble entirely to redefine who's in and who's out?

A. First off, the MBT doesn't automatically create a "bubble." It just allows the character to use the effects he has in a larger area, affecting multiple targets. If the Force Control has enough Strength to carry someone, then they may be carried along. With a MBT, the character could potentially carry multiple people, but Force Control would have to have enough Strength to carry them all as a whole.

The only way to create an enclosed "bubble" would be to have the Force Field and MBT Modifiers as mentioned above. In which case, the rules for Force Fields apply for attacks and people passing through the field.

Q. I have a character in my game that has heavily invested in Force Control power; the question is, can they use multiple modifiers on one turn, and if so does it incur the multiple action penalties.

If not, could they activate and maintain the different powers each turn?

So for example, if they want to activate a Force Field and Bind someone, is that one action, two actions or two actions that can only be done over multiple rounds?

A. It'd be two actions, but once set the Force Field can be maintained as a free action.

Pretty much each individual use is considered an action (with the exception of Flight which simply works like normal movement). And as normal, the character can take multiple different actions with a MAP.

Q. I have a question about the Growth power. Is there a guideline as to how tall/heavy a character is as he gets larger from this power? If I grow to level 3, I still occupy one square, but how tall and heavy would I be?

A. From looking at the Size table in the core rule book, it is my impression that each level of Size equates roughly to 2x mass. Thus, 3 levels of Growth (+3 Size), should be about 8x mass and roughly 2x height, assuming relatively-constant density.

A2. Gordon has pretty well nailed how I see it.

- Size 0 = minimum 125 lbs.
- Size 1 = minimum 250 lbs.
- Size 2 = minimum 500 lbs.
- Size 3 = minimum 1000 lbs.
- Size 4 = minimum 1 ton and 2x height
- Size 5 = minimum 2 tons
- Size 6 = minimum 4 tons
- Size 7 = minimum 8 tons
- Size 8 = minimum 16 tons and 4x height
- etc.

I know the 8x/2x rule, but since I'm dealing with a minimum value and some fudging, I hedge my bets on height by a level (plus it fits with the Large and Huge categories).

Really, it's just a rough personal guideline. Whatever works for you, works for you.

Q. Several questions on the Growth power: When it says a char is considered large or huge, does that refer to the large and huge monster abilities in the SW book? (i.e., with the modifiers to hit and so on?)

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A. Yep.

Q. In that case, do the Gargantuan effects kick in at some point or is that something entirely separate?

A. Nope, Gargantuan does not kick in at any point. It's simply not part of the power system.

Q. And just to verify, the modifiers are symmetric? I.e., huge attacks normal is at -4 just as normal attacks huge at +4?

A. Yep, just like in the core rulebook.

Q. Also, would Growth have any affect on pace directly? (I'm pretty sure no, but with longer legs and such... just checking, since even though it doesn't actually say it there, it would seem logical, so wanted to have an official answer on that.)

A. Growth does not directly affect pace, as there are trappings of Growth possible that would not increase it (Density Increase for example). If a character wanted to move faster, they would need to take Speed.

Or as mentioned in another thread, you could come up with a Modifier that adjusted Pace based on Size. My recommendation has been...

Long-legged (+1): At Large size, your character's Pace is doubled, and at Huge size it is tripled. The result of the Running die is multiplied as well.

Q. Growth and clothing/armor, does it follow? (I assume "depends on the trappings") and probably less variable: Z-belt and growth? Does that work, or is it considered to only be able to extend the field around human sized entities? (If not, then really large could wrap the belt around their arms or something?)

A. It's the GM's call depending on the trappings, but in general, I wouldn't allow the Z-belt to work any more than any other armor would "fit" them. I'd limit the Z-belt to a 1-point Size variable unless the character has one especially designed for the larger size (where I would double the cost for each point of Size).

Q. If a char grows in a confined space, what happens?

A. Unless they bust out of the confined space, they'd just be trapping themselves. I'd recommend a multi-action of growing combined with an attack on a wall, ceiling, whatever will allow them to continue to grow. If they don't do enough damage to break out, you could consider it like Knockback, apply the damage to the growing character and add +1d6 for hitting a solid object.

Q. If a villain in NE has Growth and is hit with a Nullifier Gun, he shrinks back to Size +0, right? But what if he has the Monstrous modifier? Does he shrink nevertheless? Or does he lose the benefits of Growth while still having the drawbacks of being Large or Huge?

A. He loses it all, the power and the penalty. Monstrous affects the power; with the power nullified, Monstrous no longer has anything to affect.

Q. I had taken Monstrous to mean that this was the character's natural condition. Your reply implies that this is not the case. So, how would you build a character who was innately huge (perhaps from another dimension or something)? With an NPC, the GM can assign Large/Huge/Gargantuan or whatever, but PCs don't have access to that.

A. "Natural size" would be a trapping of the power. The base concept is that the increased Size is not the "original" Size even with Monstrous making it permanent.

In that case, the GM would have to adjust the power based on the trappings as normal. He'd need to consider the advantage to being immune to nullification in his game and determine an appropriate drawback. Perhaps the character's extra-dimensional nature is noticeable by V'sori psionics, and thus, they gain the same +2 bonus to Notice rolls like they do with Atlanteans.

On the other hand, if nullifiers and nullification might end up a common issue, the GM could add a Modifier to allow for it. Something like...

Innate: This modifier costs +1 point for every 3 points or fraction thereof in the power. With it, the power is immune to nullification and the Negation power.

All depends on the individual game though.

Q. Do the Heightened Senses power and the Alertness Edge stack?

A. Yes.

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Q. *I'm running Necessary Evil, and one PC has the Illusion power. It seems totally perfect. For not so many points, you can create an illusion that everyone who can see it will believe perfectly and without reservation. The only possible defense is either (a) having only cameras and sensors to perceive the illusion if the illusion maker doesn't have Film Quality (which I ruled War Spheres have, as automatons) or (b) the Illusion user actually bothering to make it Targeted, in which case it can do physical damage but the number of targets is limited and they get Smarts rolls.*

Is there any other defense against Illusion, or is it intended to be perfect?

A. First off to clarify, Targeted only makes the effect "mental;" it's separate from doing damage and limited targets. That's a separate modifier, Psychosomatic Trauma.

Secondly, without Film Quality it doesn't affect electronic sensors. That's anything with electronics as a trapping. More than War Spheres, it also includes Drones and K'tharen Commanders (both of which have cybernetic eyes).

Next, it also only creates sound and visual illusions. So it couldn't fool a G'rok for example that doesn't use those senses to target (though it could be very effective against G'roks in another way).

Also, without a noticeable expenditure of points, the range is pretty limited. The character has to keep the illusion within those dimensions, of which he is sitting at ground zero.

As far as specific things that would be a defense against Illusion, there are powers that could do it. Construct or heightened senses if defined as electronic trappings versus Illusion without Film Quality. And the absolute immunity versus Illusion, Awareness.

But if you wanted to add a more universal defense, you could allow a Notice roll at -4 each round to detect flaws in the illusion, and perhaps add a Stronger (+2) modifier that increases the penalty to -6.

Q. *So it doesn't affect everyone who can see it, only everyone within the radius of the illusion?*

A. Depends on what you define as "affect."

Can they see and hear it? Yes.

Can it interact with them? No.

In other words, an illusionary monster throwing a car can't throw it past the limit of the illusion even if it looks and sounds real to someone outside that area.

Q. *I don't really want to invent flaws in it; I just want to know what it is. It seems to be the sole perfect power in the game. Under the given conditions, it always works with perfect effect against all targets.*

A. Well, really it's just the ability to create concealment with an extra twist. Just because the characters can see and hear something doesn't mean they don't know it's an illusion. It's rather hard to maintain a convincing illusion with no tactile effect to it. Generally once one person interacts with the illusion, the fact it is an illusion is obvious.

Q. *I'll give two examples that this player used.*

1. *He created an illusion of himself running away as he himself hid behind a car. Since he made his skill roll and hid well, I couldn't very well rule that the K'Tharens didn't believe his illusion, or else I as GM would either be overruling his die roll or overruling his superpower, both of which I'm not going to do.*

2. *He created an illusion of Dr. Destruction (who had been escorting the PCs at the time but was elsewhere at the moment) firing his huge blaster rifle over the heads of the enemy to scare them. So I ruled that they'd have to make Guts checks.*

The power description doesn't actually say anything about the effects of the power -- the illusion just happens. It says nothing about using it as a bonus to Intimidation checks, Stealth checks, combat tricks, or anything else. How should it be ruled during play -- as a perfect effect or as a modifier to other actions?

A. 1. The K'tharen would still get a Notice roll to oppose his Stealth roll; the illusion doesn't negate the basic rules.

Still, if it was a good roll, they would probably still fail, and it sounds like a viable tactic... as long as he has the range to make it work, which would probably take at least 4 levels of Illusion to pull off.

2. The problem is the blaster effect is going to reach the edge of his range and simply disappear. Still, Dr. Destruction could be rather intimidating alone (see below)

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Certainly not as a "perfect effect." The illusion works, but it's not the effect. I'd just have it work as the normal Situational Modifier rules; the Illusion power just gives the character the ability to alter the situation himself within certain parameters.

For instance, in the Dr. Destruction scenario above, I'd have the player roll his Intimidation but give a modifier based off the use of "Dr. Destruction" as the mouthpiece for the words.

And in the first example, I'd run it as a bonus to his Stealth roll as the illusion of him running away distracts the K'tharen from his real location.

Ultimately, that's really what Illusion is all about, coming up with your own creative situational modifiers to adjust the real effect being attempted.

Q. What are the categories for physical damage for Immunity?

A. Immunity is a little confusing. It works against damage from a source, not necessarily a type. The first sentence under Immunity should read, "Your villain has limited immunity against a particular matter or energy based attack, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, electricity, sound, and so on." Thus against physical sources, a character could be immune to attacks by metal, wood, bugs, etc. Note that while cold and ice consist of separate physical and energy types, they are close enough in source to count as one immunity.

Q. How (if at all) does Immunity protect against Decay?

Let's say Melta has Decay with a heat trapping (he can melt and vaporize stuff), while Fahrenheit has Immunity (fire/heat).

The usual benefit of halving damage is not really very useful here, because Decay causes automatic wounds instead of a regular damage score. But still I'd expect Fahrenheit would get some kind of protection against being Melted?

A. He does. He's Immune. Decay can only cause a single wound. One wound halved is no wound.

If the trapping of Decay is heat, then Immunity to Fire/Heat is Immunity to Decay.

Q. I would assume that a sword with Infection (instant death, cuts off head) wouldn't benefit from a touch attack bonus, but would still kill someone with a successful attack. Or would that depend on the trappings?

A. Trappings pretty much. A sword with Infection could also be "The Blade of Pestilence" and a simple touch from it could kill (touch attack with the Infection power). If it requires a normal attack roll to use its "Infection" ability of cutting off heads, then some allowance should be made (after all the character is facing an effective -6 penalty to use the weapon).

Q. I'm a little confused on the -6 penalty. Are you talking about a MAP and having to draw the weapon first? Or are you talking about a called shot?

A. Called Shot. It loses the +2 bonus for Touch and takes a -4 Called Shot penalty to hit the head/neck (thus effective -6). This is obviously based on the theory that the wielder has to hit the neck to cut off the head.

Q. Also would the sword have the "always on" modifier?

A. Um, no. It doesn't limit the character as described for the Always On Modifier. Unless the character could never put down the sword and had to attack anyone who touched them. Even then, it's kind of counterintuitive if the trappings remove the Touch part of Infection.

Q. Does anyone have any suggestions for dealing with invisible, Intangible mind controllers that see no good reason to become either tangible or visible during combat? Opponents with better Smarts along with undead and constructs will show up eventually, but for in the meantime any ideas?

A. "The character...<snip>...cannot affect the physical world while intangible."

Just because they can be affected by magical and psychic attacks (including the other attack forms they must be vulnerable to) while intangible does not mean that their magical and psychic attacks can affect the physical world.

Intangibility is pure defense with no attack possible.

Q. Does the Leap power consume the characters movement phase? (i.e. can a character leap and then move up to their full pace?)

A. The Leaping power can be combined with the character's normal Pace.

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Q. You had said earlier that a person could move their full move and then be able to Leap up to twice their Leap i.e. running jump, and with a strength roll up to three times their Leap. I thought that was a bit much and had scaled it back to a max of twice using either movement or strength. Can you clarify how that fits in with this?

A. And your idea sounds fine, allowing it to double with either a full move or a strength roll. Looking at it again, I'd agree that tripling was too much.

Q. Does using the Leaping power count as an action or is it a free action? If it's a free action, can you just keep turning it on and Leaping over and over and over again until you've gone around the world before even taking one action? Yes, I have rules lawyer players.

A. A character can only use one type of movement in a round. While using one form of movement is a free action, combining it with other forms means they count as normal actions.

So a character can only Leap once, but he could combine it with running but that would count as a normal action for Multi-Action Penalties.

Q. Malfunction: All they have to do is see the device, roll a Spirit roll and see if they succeed or not?

A. As long as it is within 12", yes.

Q. Will the power Malfunction work on a Construct? If it does, is it an opposed Spirit roll with the attacker at -4 due to it being a Complex Device?

A. I'd say that's pretty accurate, though I'd probably use Spirit vs. Vigor (for the construct). And it would also depend somewhat on trappings too. A construct that is a mystical golem would probably be unaffected by Malfunction. And I'd just have Malfunction cause a Wound on a character as opposed to determining the "sub-system" affected.

Q. I have a question about Matter Control in NE. Specifically, what can it be used for?

Could someone with metal control, for example, build a barrier out of parked cars, crumple a mailbox, or knock over a streetlight? How about bringing down a hover-car or jerking a weapon out of someone's hands?

A. "The villain can shape and control a particular type of material."

The limitations are pretty much the maximum weight, range, area, lack of fine control, and the fact that any form of control (even maintenance) counts as an action.

Offhand, the character could do most of that stuff. One that might be restricted is building a wall from cars because of the weight issue. Even then the car question is pretty much covered in the rules for the power which say for each level the character can cover a medium burst template with enough material to have a Toughness of 10.

Others are bringing down a hovercraft and yanking a gun from someone's hand. The hovercraft would first be dependent on weight. Since both of those oppose another character's control of the object, I would call for a roll of Spirit versus Piloting or Strength for the pistol.

In general, that's a good way to handle Matter Control when the object is being handled by someone else: the character's Spirit versus the appropriate Trait (as for the Bind modifier).

One thing to note is that these are okay partially because they are gross manipulations. If the character wanted to move the hovercraft in any direction other than a straight line or pull the trigger on the gun, that wouldn't be possible without fine control (which the GM may consider inherent in the Bind modifier or require a separate modifier to achieve).

Q. What about using Matter control for distraction over an area?

A. Matter control doesn't allow Distraction over an area. The use of the Distraction ability of Matter Control is specifically defined in how it's used. It's Spirit vs. Agility with an additional -1 modifier to the character's roll for each additional target he'd like to affect.

Q. In our discussion on the other thread, Mind Control was brought up as a neutralizer to the spike/munchkin/"Invisible Ninja"/etc. Under the NE rules it states: "Active powers, such as Attack, Ranged, require a Shooting or Throwing roll as usual, and grant bonus damage for a raise as normal."

Since Mind Control is an active power, wouldn't it also require a to hit roll of some kind?

A. Nope. The specific text for the power supercedes that. It says exactly how Mind Control is used.

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"...by making an opposed Smarts roll with the target. This counts as an action."

In general, specific mental powers don't require "to hit" rolls. It just doesn't make sense. Now if you have Attack, Ranged with psychic attack as the trapping, then you still have to hit (unless the GM actually alters the rules around your trapping).

Q. In NE under the Mind Control power it says that mind control is broken when the character sleeps, is shaken, or can't maintain concentration. What constitutes concentration in savage worlds? I was a Deadlands player, and in that concentration allowed you to walk and talk and nothing else. Is that true for savage worlds?

A. Basic concentration pretty much means the character just needs to be able to take a free action. There may be some other instances where that occurs, but the main ones are as listed; Shaken, sleeping, and unconscious. Incapacitated would also apply just in case that wasn't obvious.

Q. Mind Control: does the character get an action in addition to controlling the character(s) he has mind controlled that round? If yes, that would be with a -2 for multi-action penalty, correct?

A. If you make giving orders an action, you can, but generally, no. Setting up Mind Control is an action, but simply giving orders to someone who is already controlled is as simple as saying, "Hey you, do this." Of course, the target gets another opposed roll before their action anytime they are asked to do something contrary to their nature (which is generally anything asked in combat).

Q. Am I correct in my thinking that a villain with Mind Control: More Minds and Extra Actions could attempt to mind control 2 targets in one turn?

One with Mind Control and Extra Actions: Repeat Action could retry a failed mind control attempt on the same/different target?

A. Not exactly. Using Mind Control twice (even against different targets) is still the same action. A character would have to have Extra Action (Repeat Action) to use Mind Control twice in one turn.

In that case, the character could attempt to Mind Control two different people (if they had More Minds) or make two attempts against one person.

Q. Mind Rider gets no benefit from a mental link. If a subject leaves the 12" range the power stops?

I'm asking since a player wants to believe that it's a typo. He's read that the Mind Control power can work with extended range after a telepathic link is established and hopes the same applies to Mind Rider.

A. Actually, Mind Reading just says the subject has to be within 12" to use. There's nothing about it stopping if the subject leaves the range after contact has been made.

Range doesn't matter once the initial connection is made, but the character will be Fatigued and subject to a MAP if they attempt anything else.

Q. Different types of Fatigue recover at different rates. Most types list their recovery times/conditions. But the NE Mind Reading power doesn't.

How fast and under what conditions does the Mind Reading fatigue recover?

A. 1 level every 30 minutes with no further use of psionic powers.

Q. How much leeway would you give a character taking the Minion power? As long as the resulting character is still a non-wildcard and the point spread does not exceed that of a starting character, it wouldn't be unbalancing, would it?

A. Not to my mind.

Q. Can minions level up like allies?

A. Allies that participated in the adventure leveled up if they got a 5 or a 6 on a d6 at the end of an evening.

Q. Would a minion be an appropriate target for the Sidekick Adventure Card? I'm thinking yes, because he'd be an extra who participated in the adventure.

A. Absolutely! Minions make perfect targets for the Sidekick card. Also, check out the alternative use for the Sidekick card I posted. Basically, instead of getting a Sidekick, you could use it to give an allied NPC a Benny to use (a "free" Benny not one of your own). This use would also be perfect with Minions.

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Q. If you purchase the "Summonable" modifier, can the Minion be "Unsummoned" as well at no extra cost? The trapping is that a Fox Demon summons minor fox demons to his aid, but they can disappear and go away after the battle. As the GM, I already told him "yes", but wanted to check with the experts.

A. Sure.

Q. If the Minion dies, is he replaced or did the Super-villain just lose one of his "powers"?

A. Minions are replaceable. For normal minions, the GM and player need to work out how they are replaced (go down to the "Red Shirt Tavern" or call up "Rent-a-Thug" or whatever), but new ones can be obtained.

If they are Summonable, then there might be an "infinite" supply, but the character can only summon so many at once. I would not however allow the character to replenish lost minions during combat without some kind of additional modifier.

Really a lot of it depends on the trappings.

Q. Could I apply powers to my Minions? Such as Undead if I wanted zombie minions, or Construct for robots, or even Fearless for stone-cold minions? Of course it would have to be bought for each minion, which could get really expensive.

A. Yeah, you could do that with Minions. Another option is to give the Minions Hindrances to balance any abilities they are given. It'd be up to the GM to determine what would balance out to the base Minion in the book.

Q. Here's a new twist I of my players came up with: he wanted robot minions. He took minion with device, since they were bots, but he didn't want to take construct. Minions only cost 1 per and he could take 2 for the cost of 1 if he made them devices. I said they had to be constructs, at 4 points each, [5-1 for device] since they were constructs.

The same if he wanted zombies and took the Undead power, except for the Device discount.

Right? Wrong?

A. I hate to label things as "right" or "wrong," but Device is not designed for Minions that are "bots." It would be a device that gave the villain the Minions and could be broken or taken away.

For Minions that are constructs (or have other abilities), I'd use the same rules from Animal Control, and just apply a +1 per PP modifier to the base power (not per Minion). So to have a Minion with Construct would cost 6 points (1 + 5 PPs for Construct), but each additional Minion would cost an additional 1 PP.

Q. For each added minion would also be a construct, how much would each cost: +6 or +1?

A. Minion has one listed Modifier, Summonable. That's covered. Device is also possible for a power (examples of using it for Minions below), and that's covered too.

Adding Construct to Minions wasn't in the book, so it really would have to be created separately by someone else.

Another thing to keep in mind as I said in an earlier post on Minions, as long as the Minions are balanced compared to the stats in the book (as judged by the GM), the basic cost of 1 point per Minion could be maintained.

So if the PC wanted them to be Constructs and was willing to give them a Weakness to Electricity and/or a Power Negation in Magnetic Fields, then he could probably still get them for 1 point each.

Q. So what could be a device that gave him minions, a toolbox? I'm lost on that part.

A. Well, it's easier for summoned Minions...

A horn that when blown summons forth warriors from Valhalla.

A teleport beacon that summons soldiers from a satellite.

But also...

A scepter of rulership with a samurai (or clan) sworn to protect the bearer.

A robotic control device (without the device the robots cannot act or become independent).

All depends on the trappings.

Q. If I take Paralysis with all the bells a whistles I can use it with Attack Ranged?

A. Just to clarify, you only need Extra Range to tie it to a ranged attack, not "all the bells and whistles." Obviously, that Modifier is included in "all the bells and whistles," but I just didn't want it to seem required.

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Q. My question is: if my Attack, Ranged has a ROF of 2+ do I get Paralysis on all shots or just the first?

A. Yes. That's a benefit of tying that power permanently to Attack, Ranged.

Q. Does the Regeneration power in Necessary Evil count as a healing roll for the purpose of recovering from being Incapacitated, Bleeding Out or a Mortal Wound?

A. Regeneration is pretty much like a natural healing roll, so a successful Regeneration roll would remove a character's Incapacitated status.

As far as Bleeding Out and a Mortal Wound, it would only affect those if the character regenerated every round. If they do, then make the Regeneration roll first. If the character recovers from being Incapacitated, they obviously don't have to worry about Bleeding Out or a Mortal Wound.

Q. Also does it count as natural healing for the purpose of an Edge such as Fast Healer?

A. Regeneration is close enough to natural healing that I would say Fast Healer applies. It certainly isn't going to overpower the ability compared to how Regeneration could interact with other powers.

Q. For the Regeneration power, that actually counts as natural healing or no? I.e., does a raise heal two wounds?

A. Nope. Works just like it says. One roll for one wound.

Q. I had wondered because I'd seen elsewhere before you say that natural healing bonuses like fast healer could be applied to regeneration, that it was "close enough," so that's why I asked.

A. The main points I was dealing with were that a raise does not heal two wounds, that regeneration doesn't preclude a natural healing roll (not that it would often come up), and that natural healing modifiers wouldn't really apply to the regeneration power.

Edges are a bit of a different matter. If a character "buys" an Edge, they should get some effect out of it. This is the only way the character would get an effect from Fast Healer, and it wouldn't be an overpowering one. It's a restricted Edge, and it's simply a +2 bonus to one type of Vigor roll (in a game where the character can buy up all his Vigor rolls to a d12+X).

Q. Should the edge "Fast Healer" affect Regeneration rolls?

A. I'd allow it, as the character would rarely get to "natural" healing rolls anyway.

Q. Can a character with super Speed run? If so, what dice type would they use? For a character with 5 points (48 pace) a 1d6 Run die seems low.

A. Characters with Speed are effectively running without a multi-action penalty. The 1 point level is basically like a free maxed out Running die without the MAP.

So, no, they cannot use the Running die on top of that.

Q. For the speed power, does it have any affect on the running die, or crawling pace, etc?

A. The Speed power is running. In essence, the first level makes running a free action at double Pace. Each additional level just increases that.

As far as crawling goes, I suppose if the villain wants to crawl at super speed, he could. I'd figure it at about 1/3 to 1/4 speed.

Q. Do Speed attack penalties cancel out?

For instance, Hero One with a Speed 5 (-2 penalty) swings at Running Guy (Speed 10, -8 penalty). Does he have the full -8, or -6 to hit?

A. It's a little more work, but that's the way I'd do it. Speed is relative. And in the example, Running Guy would suffer no penalty to hit Hero One.

The GM could require the character to announce that he is using his movement to "keep pace" with his target just to avoid characters moving different directions with no penalty.

Q. That would affect the pummel modifier as well I would assume, so that running guy would only get +6 to his damage against Hero One while using a pummel attack... Right?

A. Correct.

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Q. *When there are modifiers to Pace, such as being wounded or encumbered, do you add/subtract first or multiply first? I.e., if a character has base Pace of 6, Speed x4, and -2 for wounds, is their pace $((6 \times 4) - 2) = 22$ or $((6 - 2) \times 4) = 16$?*

A. Just subtract from the total. The effect is pretty much negligible at higher levels.

Q. *I'm in a Necessary Evil game, and we have a speedster who cannot be hit by normal attacks. Super Speed, danger sense, etc. ... Thus far the only weaknesses we've been able to ascertain are blasts (missiles and pulse cannons aimed NEAR him but not at him), and a more debatable topic of mind control.*

He is Half Atlantean, so from my understanding he has a telepathic signal. The main issue is whether the penalty to normal "to hit" rolls affects the opposed smarts roll for mind control? I need to show him Clint saying it's not an attack roll so he believes me. Not an errata, it's a clarification...

A. Yep, it's not an attack roll. You're absolutely correct. The penalty is applied to Fighting, Shooting and Throwing rolls specifically aimed at the character, and that's it (i.e. no area effect attacks at all... unless someone is trying to actually hit him in the head with a grenade).

By the way, typical V'sori tactics for speedsters consist of fusion grenades and foam throwers. Also, don't forget Suppressive Fire from the basic rules - that changes his "defense" to a simple Spirit roll. Oh, and Aiming Fin Commanders can be a bit of a surprise too (if the V'sori know what they are dealing with, they may even send one with Marksman).

Q. *I have been asked to ask if there's anything for a character to do to have a chance at avoiding these blasts - Edges or power modifications to dodge and roll away from the blast (like evasion)?*

A. Grenades allow an Agility roll to "dive for cover" (page 62 of SWR). Anything that would adjust that Agility roll would help. The Dodge and Improved Dodge Edges specifically give a bonus to those rolls.

Tactically, the best defense against area effect attacks is cover. Cover acts as Armor against area effect attacks. Taking cover or Holding action to move to cover or just move a bit and go Prone would make a difference.

Q. *We have been playing that the Stun spell and Stun power cause a "damaged shaken" so even though the recipient doesn't actually take damage, two stacked stuns cause a wound. It has always seemed a little weird to me.*

Were either the stun spell or the stun power meant to cause a wound when used this way?

A. Stun does not cause damage (Wounds); therefore it is a non-damaging effect. So, no, the power is not designed that way.

However, if due to the nature of the trappings, the GM decides that it makes sense the effect could cause a Wound on a Shaken target, he might alter the power to allow it. But that would be a bonus based on the trappings above what the power is normally capable of doing that should be balanced with an equivalent limitation.

Q. *We were debating the maximum Super Attribute for a super powered character and wondered what the progression is beyond a d12+12.*

A. Well, if I understand the question correctly, it's d12+13, d12+14, etc... Just keep adding a +1 bonus.

Q. *Okay. I kind of figured that, but does it just roll d12+x to infinity or does it ever roll to a higher/different die type?*

A. There's no real need. There is no "infinity." Characters are limited to 40 PPs maximum. It doesn't make sense to spend more than 1/3 of those on one Trait.

Q. *With all the size and strength boosts, would any of those affect the ranges for throwing?*

A. Page 46, under Superhuman Strength, an item under the Load Limit can be thrown 3/6/12, and an item under half the Load Limit can be thrown 6/12/24.

Q. *If I take a certain amount of Super Attribute: Strength, can my fighting attacks function as heavy weapons, or do I need to take at least 1 level of melee attack power? Any Strength above d12 does knockback, so why not Heavy damage?*

A. Officially, you need a level in Attack, Melee. If the GM chooses, he may allow any Strength higher than a d12+2 to act as a Heavy Weapon since this exceeds what any "normal" human would be capable of achieving.

Q. *Is there a point at which Toughness derived from Vigor would be equivalent of Heavy Armor?*

A. No, for that a character would have to take the Armor power with the Heavy Armor modifier. However, if a GM was to use the optional rule above, allowing a Strength higher than a d12+2 to act as a Heavy Weapon, then to balance things out

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they should also allow a Modifier (+3) to Super-Attribute: Vigor allowing Toughness derived from it to act as Heavy Armor if bought above d12+2.

Q. The text for Super Skill says: "Grants you 2 points to increase your villain's skills (each new skill cost 2 points to buy at d4) and [...]. Each Power Point spent increases the skill one step. Unlike normal advancement, it doesn't matter if the super skill is over the linked attribute or not [...]"

Now, if I read it one way it seems that I get 2 skill points to increase a skill per 1 power point spent without mattering if the super skill is over the linked attribute. However there's that one sentence that reads "Each power point spent increases a skill one step" which indicates I get 1 skill point for 1 pp. So...do I get 1 or 2 skill points per power point? And if I get 2, do they ignore the Attribute restriction or are they just an additional 2 skill points to be added to the pool?

A. You get 2 Super Skill Points per 1 PP, and they ignore Attribute restrictions.

Q. If the character has Spellcasting as a Super Skill, say at d12+4 for example, does the +4 add to the Spellcasting die when determining if Backlash occurs, or is it the just the number rolled on the die that is compared? And is the Wild Die available as well?

Example: The villain has a Spellcasting of d12+4 and has borrowed 5 points over his max. He rolls a 4 on the die, does this result in an unmodified 4 or a modified 8 ?

A. No. The +4 does not add for determining Backlash, only for the success of the spell. So if they borrowed 3 points and rolled a 2, the total skill roll is a 6 so the spell succeeds. However, since the roll was a 2, they would also be subject to backlash.

Q. Can you take the Master edge if you have purchased skills to d12+2 or more, using the Super Skill power? If so, must you still be at legendary rank to take this edge?

A. I would say no. It specifically says that Expert is a prerequisite. But then why would you want to? Take Professional and Expert first so you get that additional +2.

Q. My point is that anyone can get d12+2 in a trait relatively easily at character generation. Even if they didn't buy a skill with skill points, they can get it at d12+2 for 4pps. Now there is actually no point buying Profession or Expert with these high traits, and so having Master would mean having to buy three edges for just that ability. Perhaps profession and expert merely add +1 or +2 to the Trait (min d12)- in which case it makes them worth having.

A. There's no reason Professional and Expert wouldn't add their bonuses to a higher Trait type. Although if the d12 Trait came from powers instead of an innate ability, then the bonuses from those Edges (or Master) would be lost if those powers were negated or reduced below a d12.

But yes, a character still has to be Legendary to get them.

Honestly, if a GM wanted to waive the prerequisite edges for Master as long as the character has a d12+2 or better in the Trait, I don't think it would be an issue with superpowered characters.

Q. Another Super Sorcery question: Page 47 says "... including any modifiers up to their level in super sorcery."

Does this mean that levels of SS are spent like power points? A super with 5 levels of SS could have either 1 level of Force Control with Flight (1 +4=5) or 2 levels of Force Control with the modifier Bind (2+2+1=5). And when it comes to Shrink, he's out of luck since all the modifiers are too expensive.

A. Well, yes, and no.

Yes, the levels act like Power Points. i.e. 5 levels = 5 PP worth of powers.

But no, a character with 5 levels would not be completely out of luck because a Super-sorcerer can "borrow" up to their level (5 more points in this case for 10 total) in additional points.

Q. Can a Super Sorcerer take the Wizard edge? Actually, I already allowed it, but I'm just wondering if I've unbalanced the cosmic universe. Essentially, all his "spells" now cost 1 point less. So far it hasn't been a huge factor since all his spells are dispelled when he is Shaken or rolls a natural 1 on his spell die.

A. By the book, no he can't. Wizard requires a specific Arcane Background, which isn't the Superpowers AB.

A2. Wiggy's dead on; he doesn't have the right AB for it (not to mention they don't work in the same way).

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As far as balance goes, remember that each point saved is 3 PPs another character would have to spend. With one power active, that's just 3 PPs... but with 3 active powers, that's now 9 PPs. In a way, it's like being able to take the Power Points Edge an extra time others couldn't for 3, 6, 9, 12, etc.... additional PPs.

Also, just to be certain, the character can't reduce the cost to 0 with this, right? It's still a 1 PP minimum cost?

But on the other hand, you've made it more restrictive as well since all his powers drop if he is Shaken. Whether that makes it balanced is a judgment call.

So as Wiggy said, if it works in your game, not a problem, but "officially," it's not allowed.

***Q.** A sorcerer takes the Super Sorcery power, and then can use any of the powers in the NE book, kind of like he was an AB: Magic user? And the power points are spent and regenerated like an AB: Magic user. are those power points available for casting what he has left after buying additional powers or just the total power point, despite what additional powers were bought.*

If a Sorcerer has 15pp, and buys 10pp worth of superpowers, does he only have 5pp left to cast spells with, or 15pp?

Same thing goes for the Inventor power...

A. None of the powers in NE cost PP's to activate at all. Power Points are simply used to purchase powers which can be used from then on.

So if a Super-Sorcerer spends 10 levels on powers (and makes his roll) he then simply has those powers.

But remember, each level acts as a PP, and at 3 PP/level, a Super-Sorcerer would never have 15 points to spend on powers (he would have to have spent 45 PPs on Super-Sorcery where the max would be 40).

***Q.** If a character with Super Sorcery casts Duplication, does the double have a full complement of levels in Super Sorcery and just a restriction on casting Duplication again, or does it lose access to those 5 levels (or more) of Super Sorcery that the original is using to cast Duplication?*

A. They're lost. Duplicates don't have the Duplication power. When created via Super-Sorcery, any points used to mimic Duplication are lost.

***Q.** Super Sorcery: It's stated in the rules that casting a spell is an action. My question is: Is the effect instantaneous, or is it another action?*

Ex: Spell caster decides to blast his enemies. He casts his spell to duplicate Attack: Ranged. He succeeds. Does the blast go now (Immediate action) or does he need to either take the Multiple Action Penalty to shoot it or shoot it in the next round?

A. Casting the spell is an action. Using it is another action.

So, yes, if he wanted to duplicate Attack, Ranged and attack with it in the same round, he would suffer a -2 Multi-Action Penalty. Of course, the round after he has the power, he can use it indefinitely until he changes to another power.

I usually ask PC sorcerers to tell me a "default setting" for their powers. Unless they say otherwise, that's what they are presumed to have active. Then I do the same for NPC sorcerers based off the character's personality.

***Q.** In NE if a character with Super Sorcery uses it for minions or animal control do they need to pay for the Summonable extra? I certainly understand if they do, otherwise a starting sorcerer could summon 12 disposable thugs at any time, but at the same time its not very much of a power if you get it with sorcery and then have to go find some guys.*

A. Well, first off, if they want to influence the type of animal or minion, then they would need Summonable. It's the reason why comic book sorcerers don't do a lot of summoning.

That said, the powers are still useful. Animal Control especially. Since that allows the character to control animals of the type in the area and the sorcerer sets the power when he "casts" it, he can easily set the power to control animals that are already in the area.

Minions are going to be more dependent on the trappings of how the power works for the sorcerer. Here's an example...

The sorcerer can use Minions with Summonable, and the minions have the base abilities in the book, perhaps modified but still balanced to that level. These are true summoned combatants.

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Or the sorcerer can use Minions without Summonable. The trapping for this is a mind control that only affects "weak-minded" people. In which case, the sorcerer is limited by the Extras available in the area, and their abilities would not be commensurate to a "full minion." So say their Strength and Vigor are reduced to a d6, and their skills all drop by one die type.

Anyway, that's not a definitive "how it must work," but just an example of how the trappings can adjust the power to keep it balanced.

Q. *Does Telekinetic Strength provide Knockback like normal Strength?*

A. Yes. Telekinesis acts just like a second Strength Attribute that can be used at range.

Q. *A question came up in a NE game about Telepathy. The players said that Telepathy is two way communication between a player with the Telepathy power and any other player (whether or not they have telepathy).*

I thought Telepathy was the ability to send your thoughts or message to any other player; however, the other player would have to have telepathy in order to send thoughts or messages back thus providing two way communication.

The players wanted to have one guy (who has telepathy) provide a "conference bridge" with the other players so that they could all communicate with each other even though none of the rest of them have telepathy.

A. Yep, telepathy is two-way. Some of the trappings are even "communicators" and "conference call."

Of course, the character is -2 to all other actions during that time, which is a pretty big issue. And since Dr. D is going to provide them with secure global comm. links, that penalty is probably not going to seem worthwhile.

Q. *So with Broadcast modifier +3, is the Telepathic individual talking back and forth with everybody in the world and they can all be involved in the conversation?*

A. Nope. Broadcast is for broadcasting. Transmission only. I can see the potential confusion, but the intent is in the name.

Q. *In my Necessary Evil campaign, many of the players have taken Telepathy as a power. The rules don't really cover eavesdropping, but open the door to it on page 14 of the NE book, "Telepathy: Atlanteans can communicate telepathically with other Atlanteans, hybrids, or V'sori. The range on this ability is sight. Unfortunately this makes them easier to pick up by the V'sori who gain a +2 on their Notice rolls to find Atlanteans.*

I've been playing it that using Telepathy within range of another telepath gives them a chance to detect the conversation. They can't eavesdrop, but they can detect telepathic communication is occurring and possibly where the conversation is originating. It then takes a Mind Reader to eaves drop. Of course, in the case with the V'Sori, this is usually the same person. Am I completely off base here?

A. If it works for you, then it's perfectly fine.

Really, telepathy isn't designed for eavesdropping at all. The communication occurs between the characters chosen. Unless a character has Mind Reading, they really aren't going to pick it up unless the telepathic person wants them to.

Note that the V'sori get the bonus to Notice, it doesn't work the other way around (Atlanteans/hybrids/telepathic characters get no bonus to Notice V'sori or each other). The V'sori have an advantage.

"They're a race of mentalists who have been using and improving their powers for generations and have a sense of the mental 'signature' of people of their own race, which the Atlanteans are."

For an analogy, it's kind of like they have the potential to sense that a cell phone is there, but not what is being said on it or even if it is in use.

The Atlanteans don't have this ability because they never pushed their mental powers like the V'sori did.

Q. *Could you use Rapid Teleport to get a gang up bonus using pistols in close combat?*

A. No, because Gang Up only applies to Fighting attacks. It doesn't matter that the TN is Parry; it's still a Shooting roll.

Q. *What is the maximum distance traveled with the "Rapid Teleport" modifier, 12" or 36"?*

A. 12" that can be split into up to three "jumps." Got to take Extra Range to go farther.

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Q. I have a character that is going to be a vampire. Vampires in NE take a wound for crossing running water. My question is: on any of the various missions that require the team to go underwater, would the vampire constantly be suffering from a wound, or would you ignore the ocean for Running Water purposes?

A. Well, unless he's leaving Star City and popping up in France, he really isn't "crossing" the ocean; he's just in it.

Seriously, that's one way the GM could run it. And it really depends on the GM here I think. See, there are not too many other occasions where that disadvantage comes into play, so if these are ignored, it may not be a disadvantage at all.

I'd just say the character suffers a wound as soon as they cross the edge of the water (in whatever manner they do so). But they can then heal that wound normally or through other powers. In other words, if someone heals them or they spend a day in/on the water (or less if they have Regeneration), they can heal the wound, and it won't return just because they are in/on the water.

So, crossing the edge of the water causes the wound. Being in or on the water doesn't.

Q. When you take the Undead superpower it gives you the same ability as Regeneration. In fact under Regeneration one of the trappings listed is "powerful undead". So my question is: if you are undead how do you buy up your regeneration. Do you have to purchase the Regeneration power which you already have before you purchase fast regeneration or can you just start buying regeneration at fast regeneration. It seems kind of unfair to have to buy the same power twice but it makes a lot of sense for certain kinds of undead to regenerate very quickly so how do you go about getting higher levels of regeneration?

A. Undead does not give you the same ability as Regeneration.

Undead (NE p. 49): "Undead do not benefit from the Healing skill, but roll natural healing rolls once per day."

Regeneration (NE p. 44): "Make a Vigor roll every hour. If the roll is successful, your villain heals one wound."

If you want to have the Regeneration ability, you will have to buy it.

Q. Undead - can this power be negated?

A. Yes. The character would then be either fully alive or dead, depending on the trappings and GM's call.

Q. So, considering the start of the campaign, the character might die before that since his powers have been nullified? Or would he return to unlife once his powers are active again?

A. Yes, once his powers are no longer nullified, he would return to unlife (regardless of whether the effect was to make him alive or dead).

Q. Considering the character would be "dead" while wearing a Nullifier, and only returns to unlife once it is removed, how is he supposed to accept Dr. Destruction's offer?

Same question about Construct - I guess it can be nullified then, too?

A. Well, one thing about the spoiler question, it presumes going with the "dead" option only and not the "alive" option. I actually prefer the second because it can lead to some cool role-playing during the campaign. ("If you are willing to give up your powers, you could be alive again.").

That said, always keep in mind effects and trappings. Just because the body is "dead," doesn't mean the mind and spirit aren't still there waiting to reanimate as soon as the "restraint" is gone. Same could apply to Constructs. The body may be immobile, but the AI or human brain may still be ticking away.

And since Dr. Destruction's offer is made telepathically, he could easily contact the mind, spirit, AI, or whatever, so the character can make his own decision.

Q. Ok, taking the Undead power in NE seems unbelievably broken at times. One of the biggies is the "Half damage vs. bullets, arrows, etc." While this makes sense conceptually, there doesn't seem to be an answer to a very important rules bit:

1/2 Damage BEFORE Toughness or AFTER Toughness.

Applied before Toughness, this power can make characters essentially invulnerable to these attacks with a simple Toughness of 7 or so.

Applied after Toughness, you get the effect of reducing almost all wounds to only "Shaken" level.

The first seems more conceptually right, but totally broken in game play; the second more balanced for the game.

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A. Well, I'm kind of confused by the idea of damage "after Toughness."

Damage is simply compared to Toughness; there's not exactly a "before" or "after" to it. As in, the result of the damage roll doesn't change because of Toughness.

Anyway, the way it works would be: take the total of the damage roll, halve it, and compare it to Toughness.

As far as being broken in NE, it is just **piercing** weapons, not all ranged weapons (though the examples are such). In other words, there is no benefit versus blasters, shotguns (firing shot), grenades, etc.

But yeah, Undead are Tougher against piercing weapons because you halve the damage then compare it to Toughness.

Q. *How about Whirlwind? No roll with a TN of 4 to hit the location you want it?*

A. No, you just create it, and then move it. Although as an Area Effect kind of attack with a visible effect, I'd allow the Agility roll to dive for cover. Not like you can't see the darn thing coming.

Q. *In NE, can a super's Attack: Melee power be combined with the Speed/Pummel power? I.e., can Speed-Burn Pummel an enemy with his Fiery Fists?*

A. Yep.

Q. *Am I correct to say using a power such as Stun or Energy Control with a Medium Burst Template would be a Target Number of 4 because it is an area effect attack?*

A. Yeah, and instead of the normal deviation, you can just roll 1d6 since it can't deviate more than 6" anyway (half of 12").

Q. *What's the difference between Telekinesis and Force Control?*

A. Force Control actually creates a physical presence that Telekinesis does not. Other than that, not much.

Q. *Just how fast is "super" and "sonic" speed?*

A. "Super" Flight or Speed would provide a Pace of 96 if you needed to keep track of it. Generally, at that level, I just said, "Put yourself where you want to be." "Sonic" levels of movement represent any speed from the speed of sound or higher. At this point, the mechanical effects of any further speed in combat are pretty much irrelevant, and it is up to the GM to determine what the maximum attainable speed for his game would be. This could be Mach 10, the speed of light, or, my preference, an individual determination based on the character's powers. At its minimum though, it should at least represent somewhere near the speed of sound or about 750 mph. That equates to a minimum Pace of 300.

Q. *Stacking touch powers. Lets say you have a character with Copycat (touch), Negation (Copycat only), and Decay. How many powers could they use in one touch attack without incurring a MAP?*

A. Well, with the Copycat Only Modifier, Negation and Copycat work as a single action.

As far as adding in Decay, I would give the let the player determine the trappings based on two options.

One is that Decay is tied to Copycat/Negation and can only be used with it. In which case, no MAP.*

The other is they can be used separately, but there is a MAP to use simultaneously.

The downside here (other than limited options) by the way, is that like linking Negation and Copycat, another character with Negation only has to remove one power to remove them all.

Q. *How do you handle Decay and Infection against someone who has armor?*

A. Decay and Infection both require skin contact to affect another character. In most cases this will require a Called Shot for the touch attack. Furthermore, Decay requires a full round of contact to destroy inanimate matter; otherwise, there is no discernable effect in combat (though the GM could apply effects after combat or after multiple hits).

Q. *Does the attack penalty from Danger Sense stack with the one from Speed?*

A. Yes.

Q. *Damage Field and Energy Control don't state that they do Heavy Damage.*

A. They do.

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Also note that Damage Field is non-targeted, that means it works kind of like an area effect attack. Unless a target has full coverage armor, it won't really count against the damage.

Q. Since the scrapper example had a magical katana (2d6+4 damage) I am assuming that when you add powers to an item via the Device modifier, the item retains all of its mundane abilities (weight, damage, etc).

How would that affect shields and the parry/toughness? If you took the power Parry and linked it to the shield, would you add that to the +1/+2 parry that the shield already offers, or would you take the highest?

A. Actually, the rules for using a weapon with Attack, Melee are specifically described under the power's description.

That said, I don't see any problem with allowing the examples you proposed. A player could also buy Parry/Toughness as a force field device that couldn't be easily taken away. If they are willing to go with a shield, giving it the normal shield bonus is just one way of working with the trappings.

Q. The Nullifier/Negation question can be applied to some other powers too.

Extra Arms: It's hard to imagine those arms would simply disappear.

Minions: Will the sight of their Master getting hit by the Nullifier Gun make the Minions just go away?

A. Nullifier guns and Negation affect innate powers. Minions, Vehicles, Animal companions, etc. are by definition not innate. Of course, there is some gray area here as well. The ability to call animals or Summon minions could be nullified. But depending on the trappings, they wouldn't simply disappear upon nullifying the character's intrinsic powers.

Q. I have a player who is Undead. He has the power Infection, Instant Death. He also has Fear, Scary. [always on]

Now say this character is incapacitated. He's taken say 7 wounds and is out, until he's healed. Well actually till he heals naturally, which is 1 roll a day so say he's back up in a week.

Is his Infection power still on? What about his Fear? If someone sees the body, would they suffer the affect? What about if they touched him.

This came up after a TPW and he was left on the ground. They were wondering if the last character could've dropped, thrown or some how set an adversary on top of the undead what could happen; and/or could the adversary been scared?

A. Well first, a clarification. Are both of the powers Always On, or just the Fear?

If the Infection isn't Always On, then that simply doesn't work.

If it is, then it comes down to trappings. Why is the character scary? And why does the character "infect" others?

If he is scary because he is a walking dead man, well then, if he is just a dead dead man, that's not nearly as scary. Though if he has a particularly rotting, decayed, or maggot-ridden appearance, viewing it could still cause Fear (maybe without the penalty anymore).

And if his Infection is some kind of necromantic life drain, then I'd say without a necromantic force behind it, it's gone. If however the character's body is riddled with some deadly disease, then that disease might not die with him.

It's all about the trappings really.

Q. Why isn't there a power like (Boost/Lower Trait, Precognition, etc)?

A. Two reasons. One, the powers in Necessary Evil are the ones that were deemed appropriate for the setting. They weren't designed to mimic every possible design or possibility but to fit the story and genre. And two, there simply wasn't enough room to cover every power imaginable. With the framework provided, it should be possible to come up with whatever additional powers you may wish. For example, if I wanted a Boost Trait power, I would use Copycat as my starting point, and just change the base effect from mimicking any power seen to only being able to enhance abilities that exist. Add a +2 Modifier to be able to affect others in addition to yourself, and you're done. For Lower Trait, there is Negation.

Q. The Toughness for the Armor-Clad Super on page 50 of NE is listed as 9 (4). What is the 4 in parentheses? I thought that it might be the character's Toughness without armor, but that comes up as 5.

A. Try it the other way. The 4 is the amount of the Toughness that is Armor. That's the SW standard way of writing it.

Q. Is the Gadgeteer Archetype supposed to be an example of the kind of character that whips up crazy inventions? She doesn't have the Invent power.

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A. Nope, just the kind of character who uses gadgets (Devices).

Q. *The Sorcerer Archetype has 9 points in Super Sorcery, making it Level 3. So, he can use 3 points worth of powers as spells, unless he pushes himself and borrows extra power, and all of the extra power points are spent on permanent powers, such as Ageless, and Jinx. that right?*

A. Yep, he can have any combination of powers up to 3 points with a successful Spellcasting roll. If he wanted, he could get up to 3 extra points by risking Backlash.

And yeah, with the archetype all the other points are spent on permanent abilities with magical trappings.

Game Master's Section

A World of Evil

Q. *This probably falls in the category of "however much the GM wants to have survived," but I thought I'd gather opinions.*

Most of the Major cities were leveled. That kills lots of people and a number of corporate offices and other such places of research. Anything that was left is controlled by the V'sori now. My question is, in your version of NE, what firms, plants and etc. did survive, and how do they currently function? I know about the one lab in Westpoint, and some other V'sori research stations scattered about Star City. I'm more concerned with Stark Enterprises, LexCorp, S. T. A. R. Labs, A.I.M., Waynetech, Secret Government installations, others like that.

My personal take is that the companies are still intact; V'sori just are the big customers for new High-Tech stuff. Various prominent corporate figures are probably MIA after the sneak attack, but the researchers that did the heavy lifting were probably so scattered, they were still able to function. You probably had those that objected, but V'sori don't seem to have any problem dealing with such labor problems directly.

It's also mentioned that most of the major cities were rubble. What qualifies as a major city? Do we have a quantity of population that wasn't worth the V'sori's time to decimate? I'm just wanting to send my crew out of town for a session or two, and want an idea on what they should expect to find out there.

A. Actually, the term was "rubble" not leveled, but even that is probably overstated, and I apologize. Most of the major cities just have a lot of damage that has simply been left unrepaired. The point that should come across to the players is how Star City is virtually untouched in comparison to every other major city, which all show obvious signs of the war.

The only cities that were really "leveled" to a certain extent were Tokyo and Atlantis. And before anyone asks, the reason why Tokyo took so much more damage than any other city...

...is because we wanted the V'sori to do what Godzilla never did, do permanent damage to Tokyo.

Or for a related but more understandable reason in game, that's what happens when the aliens are fighting gigantic monsters "protecting" the city. Tokyo probably still has Godzilla's corpse lying in the middle of it, being studied by a team of V'sori scientists.

Yeah, odds are good that the structures survived the war. The ones that don't simply serve as a story within the game (LexWayneCorp S.T.A.R.K. Labs in New York was working on a prototype McGuffin Device when it was crushed during the war. We believe the information may still be available in a sub-level of the building. We also believe there is a 2% chance that the survivors haven't become super-powered psychotic predators waiting to rip you to shreds, so we think those odds are good.)

Whether the structure survived is less important compared to whether the facility provided a service the V'sori felt they needed. Lots of businesses were shut down, and the people transferred to do jobs the V'sori placed at higher importance. That's why things like armor, weapons, and ammo are so much more expensive; the production has dried up to a relative trickle.

They should expect to see functioning cities with varying degrees of damage and reduced population. The key is to play up the war damage. Common Knowledge of a city post-war should be hugely important as getting through the cities is like getting through a maze. Streets should be blocked by shattered buildings. Turn down the wrong way, and you're facing a dead-end that was once a major street. Of course, it doesn't bother the V'sori any as their repulsor-lift vehicles can go over any terrain or rubble.

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Adventures

Q. What happens to the Devices of the Player Characters caught in 'Jailbreak! '? Since they've been routed through several holding facilities, their Devices ought to have been stripped from them long ago. What about a Gadgeteer in this scenario?

A. There are two situations here depending on the type of Device. Easily removable Devices (and gear) are probably traveling with the character for further study. Worn Devices (like powered armor) are possibly still being worn. Thus far, the characters have just been at "holding facilities," not anyplace major. To remove the Device, the V'sori might also have to remove the Nullifiers on the Device, and they would only want to do that in a location that is completely secure. Or you could have it removed, and it's just like the other Devices, traveling with the character for further study.

Q. Maybe I'm blind, but I can't seem to find stats for Valerie Ramirez, who appears in the first two Plot Points in NE.

A. I'd say use the stats for the SOCorp Elite, but add a d6 in Persuasion and the Attractive Edge.

Q. An NPC super-villain on page 91 in the NE book is listed with the edge "Improved" Combat Sense. Is this a misprint? I wasn't aware of an "Improved" version of this edge.

A. There isn't. It should be simply Combat Sense.

Q. In Colonel Clone's Legacy, the villains encounter 4 clones when they first enter the lab (2 former heroes, 2 younger versions of 2 PCs). Should these 4 clones be Wild Cards, or extras? (I understand why the Colonel Clone Clones are extras, being 24 of them and all, but for an extra challenge I think the first 4 should be WCs, but I want to be sure)

A. They should be Wild Cards, just like what they are based off of.

Q. In two Necessary Evil episodes, it mentions the Barracuda "mini-sub" (pages 73 & 120). The Episodes in question are underwater. However, Barracuda's are listed under "Military Ground Vehicles" and don't include "Submersible" under the Notes section. In addition, its only weapon is a Heavy Laser which seems very impractical for a "mini-sub".

Should these be Stingrays instead, or is the Barracuda submersible? I was thinking of making a submersible variant to the Barracuda and change out the weapon for sonic torpedoes (like the Manta).

Can laser weapons operate under water?

A. Hmm, that is interesting. The easiest solution is as you suggested; just consider it a submersible variant of the Barracuda. It makes sense for the V'sori to have some submersible variants of all their vehicles.

And V'sori lasers work fine underwater; they use blue/green lasers just for that reason.

Q. Some of the NPCs have powers that are missing their levels, such as Mindjack's TK and Willy the Fish's Copycat powers. Hydra is missing his stats.

A. Mindjack just has one level of TK.

Willy has X levels of Copycat. Figure he can duplicate all the powers of anyone he shapeshifts into.

Hydra's stats were felt to be unneeded. He shows up at the end of the plot point, and isn't in a condition to do much if there was anything to do. I believe someone was going to use him more and may have been working on stats for him. You might post that separately to see if anyone has that.

Q. At least one adventure suggests reusing the map from the first adventure, Jail Break, but the map is missing from that adventure.

A. Hmm, I'll have to look into this. I have my original map, but it goes back to the very first iteration of NE and is slightly different. Plus, it's ugly and unattractive.

Maps aren't my specialty, but I will see what I can do.

Q. On Page 127, the power Phase is mentioned. I think it's referring to Intangibility (though I think Phase is a more appropriate name given the clarification that it's a total defense power that bars the user from attacking anyone, even with psionic or magic.)

A. Yep, Intangibility with the Phaser Modifier.

Q. On page 129 of the NE hardback book, it lists 4-Star as having a d12+1 in a skill called Deflection. I was intrigued by this until I realized that he had no throwing skill for his throwing stars, so I replaced the deflection skill with a throwing at the

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same die type (d12+1). Was the deflection skill a typo or is there some game rule involving deflection that I haven't grasped yet?

A. Just a mistake. You did right making it Throwing. He should also list as a power...

Super-Skill: Throwing (+2 Steps).

The Invaders

Q. *On the Fin Warriors, their Toughness indicates an Armor of 4. Their Gear lists a Fin Combat Suit (Armor +2, Heavy Armor). Their Special Abilities indicate an Armor +2 from thick skin. Are these supposed to stack? In d20, they have something called natural armor that stacks with worn armor, but my understanding was that in SW, you just took the better number regardless of what the armor came from.*

A. You do take the higher number. We must have missed that in final edits.

Q. *Fin Armor is confusing the heck out of me. In the fluff on page 137, it states "K'tharen warriors wear little in the way of actual clothing..."*

A. Opinions may vary, but I don't consider armor "actual clothing." Basically, they wear little that doesn't serve a combat related function.

Q. *In the Figure Flats it shows the Fins wearing full torso armor, partial limb armor, and no head armor whatsoever. But then on page 19, the armor chart shows Fin Combat Armor as covering "Torso, Arms, Legs, and Head". So which description is correct? My players are going to be expect to get Called Head Shots past the armor when I use the Figure Flats unless I tell them otherwise, but the Fin description seems to imply that the Figure Flats are accurate and the chart is a misprint.*

A. Always go by the description over the art (unless you want to go by the art and change things).

Even then, we aren't talking about a big effect here. SW doesn't really have a "partial limb" coverage. If the armor covers part of a limb, it counts. The effect of how much is covered is up to the GM when he sets a Called Shot modifier to bypass it. The main issue would be the head covering if anything. Really, Fin Armor is meant to be pretty easily bypassed with a -2 modifier.

Here's the tricky part though; it doesn't really do much. The only effect would be the ability to affect the Fin with a non-Heavy Weapon.

Fin Combat Armor is +2 Armor (Heavy).

Fins have a natural +2 Armor as well.

That means they have the same Toughness 11(2) no matter what. [Note that this is a correction to the Fin Toughness in the book as noted earlier in this thread.]

Q. *Need a clarification: K'Tharen Warriors have d12+2 Strength but no Attack, Melee Power. Therefore, this means they have no Heavy Weapon melee attack as currently written in the setting book. Essentially, I either have to add one more pip of strength (using the Optional Rule in Sharkbytes #2) or give them a Vibro-blade...or was it intended to leave them without a Heavy Weapon melee attack? Seems silly to give them Improved Frenzy if they can't hurt the typical super-villain no matter how many times they hit them.*

As far as hurting the "typical super-villain," does every super-villain take the Armor power with the Heavy Armor modifier?

Ah, you might say, but they can buy armor that provides Heavy Armor without taking the power.

Yes, but except for the Z-belt, none of that armor covers all of the character. That means a Fin can make a Called Shot in melee to bypass the Heavy Armor, and look, with Improved Frenzy, they get two chances to hit even with the Called Shot penalty.

There are a few other reasons (fits their race, they can mow through two Extras a round, etc.), but this is the key one. Not only giving them this ability, but being there to teach the PCs that they can make Called Shots to bypass Heavy Armor too.