

Marvel Super Heroes: House Rules

Maneuvers

Trip In order to trip a person the hero must roll a bullseye on a Fighting FEAT roll. If he is successful, the victim must make an Agility FEAT versus an intensity equal to the hero's fighting in order to stay up. Otherwise he has stumbled and fallen.

Powers

Flash: The character generates a blinding flash of light. Any character within an area of effect (on the Area of Effect – Radius chart) equal to the power rank must make an Agility FEAT roll and consult the Stun effects table.



For example: Flash-Man uses his Remarkable Flash Attack this turn. Everybody within 15' of him (3 villains) must make an Agility Feat. Villain #1 rolls on his Excellent Agility. He rolls an 87 (a yellow) and looks at the stun effects table (a "No" result). He managed to shield his eyes in time. Villain #2 rolls a 16 on his Good Agility (a white). He checks the stun table (a 1-10 result) and rolls a die (a 10). He is blinded (-4CS to all actions) for 10 turns. Villain #3 rolls 39 on his Remarkable Agility. He shielded

himself from most of the attack and is blinded for only 1 turn.

Hyper-Leap: I have revised the leaping chart to take in account the 1 area = 44 yards deep & across and 1 story (15') high rule.

Power Rank	(Measured in Feet / Areas)		
	Up	Across	Down
Fe	4'	4'	6'
Pr	6'	6'	9'
Ty	10'	10'	15'/1
Gd	20'/1	20'	30'/2
Ex	30'/2	30'	45'/3
Rm	40'/2	40'	60'/4
In	50'/3	50'	75'/5
Am	75'/5	75'	105'/7
Mn	100'/6	100'	150'/10
Un	150'/10	150'/1	225'/15
X	200'/13	200'/1.5	300'/20
Y	500'/33	500'/4	750'/50
Z	1,000'/66	1,000'/8	1,500'/100
1000	.5 Mile	3,000'/100	4,500'/300
3000	1 Mile	5,000'/333	7,500'/500
5000	2 Miles	10,000'/666	15,000'/1,000

Identity Shift: The hero may force the target to transform into his "civilian" identity. This assumes that the target has an "instant" method of changing into his super persona (like Colossus) and not the normal method (like Spider-Man).

The power rank determined the chance of successfully shifting the target, and the range (on range column A). The color of the Power Rank FEAT roll determines the duration of the shift before the target can willingly shift back.

Power Rank FEAT Roll	Duration of Shift
White	Failure
Green	1 Turn
Yellow	1-10 Turns
Red	1-100 Turns

The nemesis for this power is to not have an "instant" change into super form.

Omni-Power* / Omni-Gadget* /

Omni-Talent* / Omni-Spell*: The hero may emulate any power in the marvel universe. The power rank of the emulated power cannot exceed this power's power rank. During any pause in the game (greater than 5 minutes), the power is assumed to have no emulation activated.

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+1CS Takes extra time to emulate a power, during which the hero has no power emulated.

Power Rank	Extra Time
Shift 0	Instant
Fe - Gd	Half-Turn
Ex - Rm	1 Turn
In - Am	2 Turns
Mn - Un	3 Turns
Shift X - Z	4 Turns
Class 1000	5 Turns
Class 3000	6 Turns
Class 5000	7 Turns
Beyond	Instant

+1CS Emulated power has a limited duration.

Power Rank	Duration
FEAT Roll	(in Turns)
White	-2CS Reason
Green	-1CS Reason
Yellow	Reason
Red	+1CS Reason

+1CS Rank is determined randomly.

Power Rank	Duration
FEAT Roll	(in Turns)
White	-3CS Power Rank
Green	-2CS Power Rank
Yellow	-1CS Power Rank
Red	Power Rank

+1CS Powers are determined randomly.

Roll	Book
01 - 24	Player's Book
25 - 74	Ultimate Powers Book
75 - 00	Realms of Magic

+2CS Power selection is restricted to one power class, magical energy type, talent group, or item category.

Radio Sense: The hero may hear messages transmitted on radio waves. The hero may intercept a desired wave length on a green power rank FEAT roll. The transmission may be traced to it's source on a Yellow FEAT roll. If the message is encrypted, he may decode it on a power rank FEAT versus an intensity assigned by the Referee based on the complexity of the encryption. Examples follow:

Encryption	Intensity
Scrambled	Poor
8-bit	Typical
16-bit	Good
32-bit	Excellent
64-bit	Incredible
128-bit	Monstrous
256-bit	Unearthly
512-bit	Shift X
1,024-bit	Shift Y
2,048-bit	Shift Z

Raise Lowest Ability: As written in the Advanced Player's Book (MA-0) on page 79 has been revised with the option of using it as a power.

The lowest ability score is raised by a number of points equal to the power's rank. Secondary abilities are affected. The hero must make a power rank FEAT roll to determine the duration of the boost:

FEAT Roll	Duration
White	1 Turn
Green	1 Minute
Yellow	1 Hour
Red	1 Day

After the duration has expired, the raised ability will drop at a rate of -1CS per turn until the original rank is reached.

+1CS Affects FASE only.

+1CS Affects RIP only.

Resistance to Virtual Attacks: The Hero has increased resistance to attack from characters in the VirtualScape.

The hero can ignore any attack whose rank is less than this power's rank and can reduce higher level attacks by the power rank number.

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Virtual Form: The character can manifest himself in the VirtualScape and interact with the structures and entities there. The character has a new FASE while in the VirtualScape. His ability scores are now as follows:

Virtual Ability	Equals
Fighting	Reason
Agility	Intuition
Strength	Power Rank
Endurance	Psyche

He also gains the ability to fly in the VirtualScape equal to his power rank. The hero can opt to have powers that only work in the VirtualScape. The following modifiers may be applied:

- 1CS The hero may have the ability to manifest all of his powers in the VirtualScape.
- 1CS The hero may bring others into the VirtualScape with him equal to column C of the “Number of Simultaneous Actions or Targets” chart on the back inside cover of the Ultimate Powers Book.

Optional powers include Computer Link, Communications with Cybernetics and Resistance to Virtual Attacks.

The nemesis of this power is Sense Alteration.

Power Modifiers (Advantages)

Increased Range: The range may be increased by applying a corresponding -1CS to the power rank for every CS that the range is raised.

Others Only: A power that normally can only be used by the hero can now be used on a target. The initial range is contact, but can be modified by using the increased range advantage. This advantage lowers the power rank of the power by -1CS.

(Limitations)

Activation Time: For every extra turn of time that it takes for a power to activate, the power rank will be adjusted by +1CS. Thus a character with Fire Generation at Excellent can take a 3 turn activation time limitation to his power and raise his rank by +3CS to Amazing.

Reduced Range: By decreasing the range of a power, the player increases the rank of the power by +1Cs for every CS that the range is decreased.

Usable ___ times: The power has a limit to the number of times it may be used before becoming useless. The number of uses and the ease of recovery will determine the bonus to the power rank.

Uses	Ease of recovery	Bonus
1 - 2	Can't recover	+3CS
3 - 5	Supplied by NPC	+2CS
6 - 12	At HQ or lab	+1CS
13 +	On-site	+0CS

Self Only: A power that normally can only be used on others by the hero can now only be used on himself, and now has no range.

This advantage raises the power rank of the power by +2CS.