ABSOLUTE POWER

★ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ★

INTRODUCTORY PRIMER

ABSOLUTE POWER

The Silver Age has come and gone. Superpowers now bring fear as often as comfort and shades of grey cast the world in shadow, muting the shining colours of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever. Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power?

Welcome to the Absolute Power superhero role-playing game, the second edition of 2002's Silver Age Sentinels RPG. This Primer gives you a general overview of what you can expect from the two-volume Absolute Power core game, including a brief walkthrough of the steps involved in creating a character. Additionally, we provide you with a comprehensive summary of the underlying Tri-Stat System game mechanics so you can see how all the pieces fit together.

SUPERHERO GAMING

Reading a comic book or graphic novel or watching a superhero movie doesn't quite provide the immersive experience that some people crave. These inspired individuals don't just want to passively watch masked adventurers – they want to live it and experience it and be consumed by it. Even playing superhero-themed video games doesn't provide the creative outlet whereby players can live the adventures of their favourite super characters. A superhero role-playing game – just like the one you're reading – fills this dramatic need perfectly.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the logical evolution of the games we used to play as children, such as "House" and "Cops and Robbers". A rule system assists in settling conflicts and resolving actions, often with the use of a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game typically involves a handful of players (2-10) and one person to act as the game master (GM) or referee. The players tell the GM what their superheroes would like to do, and the GM describes the results of their actions. The GM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In Absolute Power, players assume the roles of heroic or superheroic characters (or possibly villains instead) suitable to the time period and setting of the adventures the GM is staging – which could be the canonical modern-day setting we present in detail in Absolute Power's Book Two. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to their choice of character personality.

As a player, you control your character's actions in the game. They can be likened to one of the major characters in a superhero comic or movie, working through the unexpected twists and turns of the plot with the help of other major characters (i.e. personalities controlled by the other players). Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could be revisited upon your character in a future game session. Role-playing is a group effort, and positive interactions between your character and those of the other players are vital to everyone's enjoyment of the game.

As a GM, your contribution will be much greater than that from any one player. You must establish the genre, setting, conflicts, and plot of the adventure as well as all the non-player characters (NPCs) your group of players will meet during the game. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid may leave players feeling their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, good judgement, and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure is certainly worth it.

Each role-playing adventure or episode will require one or two game sessions, each several hours in length. A number of episodes using the same characters can be linked together to form a campaign. These require more commitment from everyone, but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last years or even decades, but keeping a campaign running for several months to a few years is a significant accomplishment!

CHARACTER POWER LEVELS

POWER LEVEL	CHARACTER POINTS
Sub-Human Power	0-24
Human Power	25-49
Minor Power	50-74
Moderate Power	75-99
Average Power	100-149
Major Power	150-199
Extreme Power	200-249
Legendary Power	250-299
Godlike Power	300+

POWER LEVEL

Once the GM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your characters' power level. The characters' relative capabilities and aptitudes determines the Character Point total from which they are constructed. Consider which of the nine power rankings described herein best align with the vision your group created for your characters.

SUB-HUMAN POWER (0-24 POINTS)

Though this style of play isn't common for superhero games, role-playing underpowered characters can be a highly rewarding experience. These game typically focusing more on drama and less on action. Such roles may include younger teens and children without significant abilities, wee magical creatures from legend (such as pixies and sprites), or sentient small animals (like bunnies and squirrels) that were "awakened" though happenstance or intent.

HUMAN POWER (25-49 POINTS)

This power level is suitable for games in which most of the characters will play brave but low-powered roles (such as those described under Sub-Human Power), with a few paranormal abilities or powerful artefacts to aid in their quests. It can also be used for games featuring mostly normal humans like detectives, high school students, scientists, and soldiers.

MINOR POWER (50-74 POINTS)

The adventurer power level is suitable for games in which most of the characters are valiant and courageous but otherwise normal humans or near-humans. They may have some special talents and useful gadgets, but rarely exceed the effectiveness of a typical action movie hero. It is also suitable for games where the characters play low-powered characters (for example, teens or elementary school students) who have some metahuman abilities, such as elemental control or access to a range of magical spells.

MODERATE POWER (75-99 POINTS)

Characters at this level have a decent selection of moderate abilities plus some nifty gear and other resources. They are often portrayed as younger or novice heroes who are at the beginning of their journey to unlock their future potential. At the same time, the power level and Character Point totals aren't so high that they might cause power balance issues or difficulties presenting challenging adventures for every character in the group; this makes it an ideal power level for less-experienced GMs as well. These characters may represent peak human performance with modest special abilities, as well as capable superpowered or non-human characters with significant technological, mythical, or paranormal advantages.

AVERAGE POWER (100-149 POINTS)

Absolute Power players may find this power level the sweet spot for a wide variety of street-level adventures. It is most suitable for games where the characters are notably more impressive than normal humans, but can still be challenged by ordinary opponents (especially in large numbers). The characters may still be human but are exceptionally talented, such as a legendary martial arts master, the toughest cop in the city, or an elite secret agent. They could also be characters with moderate metahuman or psychic powers, such as a capable elementalist, costumed wizard, or psionicist. Finally, this level can also cover characters that are above average in capabilities, but individually or collectively have access to very powerful gear. Example character types include a dark vigilante, a squad of giant robot mecha pilots, or the captain and crew of a starship.

MAJOR POWER (150-199 POINTS)

This power level enables the characters to possess abilities far beyond the norm. A human or near-human individual built at this power level will have highly effective abilities – a contender for the title of the world's greatest thief or the world's best martial artist, for example. Alternatively, the character may have a decent array of metahuman abilities, such as a mystic elder, shapechanging vigilante, genius mad scientist, renown psychic, advanced combat android, or fairy tale hero with wondrous abilities. A character at this level could also be a competent but otherwise normal individual with a destiny and super powerful items, such as a towering robot mecha or a mighty magical artefact.

EXTREME POWER (200-249 POINTS)

Similar to the major power level, but the characters are so powerful that ordinary humans seem like ants underfoot. The character's abilities might come from metahuman powers, divine origins, ancient magics, alien physicality, or arcane artefacts – or often a combination of all of them. Such amazing characters will not always be very experienced at wielding this power, however. Comic books are full of ordinary teens who were granted the power of a demigod thanks to: suddenly inheriting an ultra-powerful vehicle or other equipment, awakening psychic powers, a scientific experiment gone awry, or some other twist of fate. How the characters handle these enhanced responsibilities – or spectacularly fail to handle them, with tragic results for all concerned – can be more important than the power itself.

LEGENDARY POWER (250-299 POINTS)

Few characters in most game settings reach this benchmark in their personal journeys. As the descriptor implies, such characters are superheroic (or supervillainous) legends who usually have worldwide exposure and media coverage. They are independently capable, yet often possess powerful equipment and extensive contacts and information networks as well. Since few beings have access to more raw power and capacities, such legendary characters are often leaders in their respective superpowered communities; lower-powered individuals want to be them, or be near them.

GODLIKE POWER (300+ POINTS)

With this challenging power level, the character's abilities are potentially forceful enough to single-handedly change the world (or even worlds). Players should be cautious about starting their adventures at this level of ability, since with great power comes great responsibility – and also great complications for the Game Master. Nevertheless, godlike does reflect the power levels of many iconic comic book characters – for whom the sky is certainly not the limit.

CHOOSE TEMPLATES

SLIPSTREAM

Templates are ready-to-use archetypes you can assign to your character to speed up the character creation process. They are subdivided into three categories: Power Templates, Size Templates, and Origin Templates.

Assigning Templates is always optional; you may prefer to build your character from scratch. We recommended Power Templates for novice players and for those who are not familiar with the openness of a point-based creation systems like the one presented in Absolute Power. Even if none of the Templates fit the type of character you wish to design, all entries can serve as examples of how you and the Game Master can collaborate to create new Power and Origin Templates.

Below are two of the many Template examples detailed in the Absolute Power rules. Creating a Parousian Speedster uses a total of 60 Character Points (since 20 + 40 = 60).
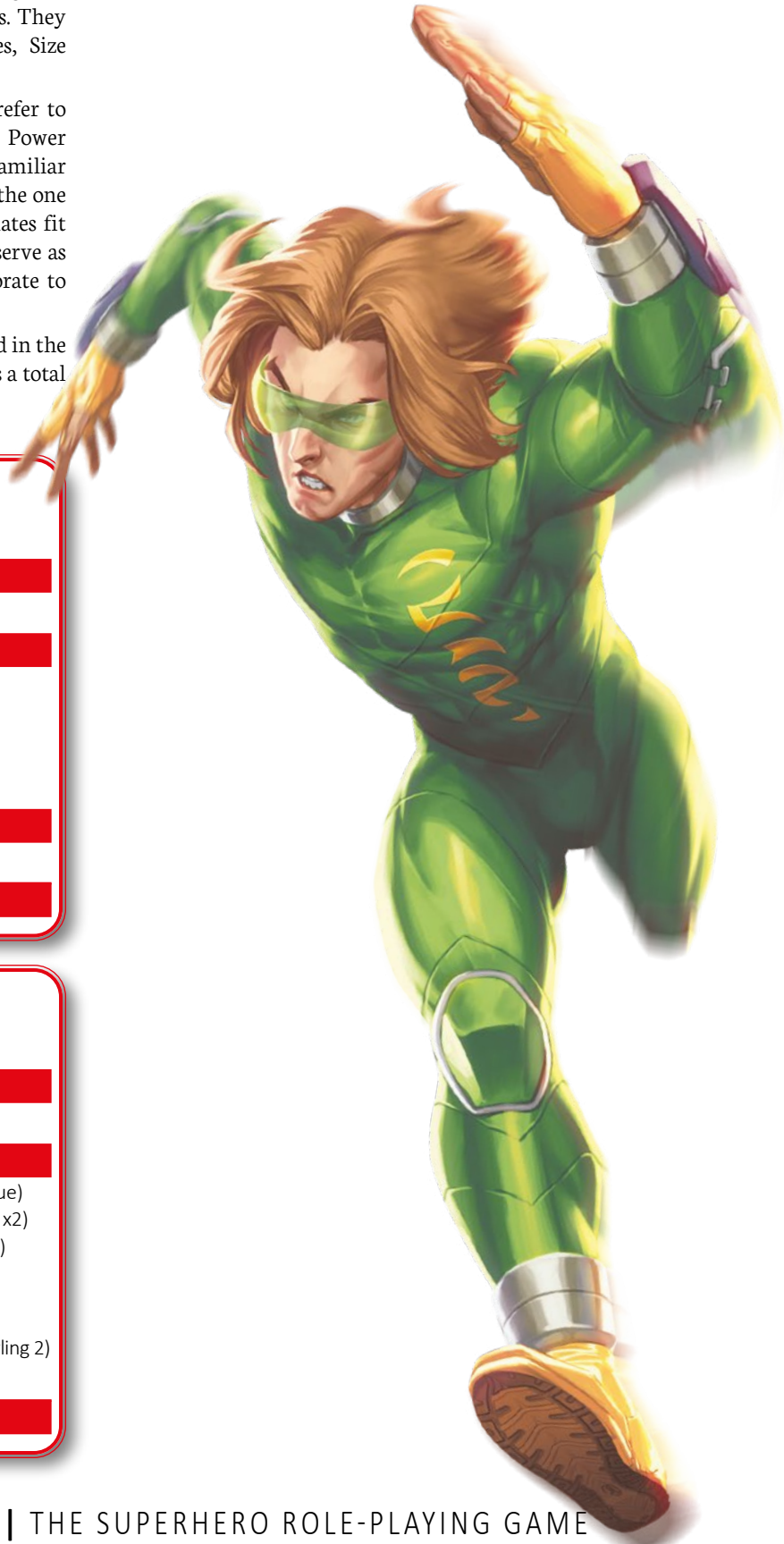
PAROUSIANS
Alien Origin Template | 20 Character Points

LEVEL	POINTS	STAT
3	6	Body Stat

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Technique (Flanking Defence, Lightning Reflexes)
1	4	Extra Actions (1 Extra Action/round)
2	4	Resilient (Ageing, Disease)
2	6	Superspeed (300 kph)

RANK	POINTS	DEFECT
1	-2	Obligated or Wanted (Haud Regime)
	20	**TOTAL POINTS**

SPEEDSTER
Second Degree Power Template | 40 Character Points

LEVEL	POINTS	STAT
4	8	Body Stat

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery (+3 Attack Combat Value)
2	2	Combat Technique (Lightning Reflexes x2)
3	3	Defence Mastery (+3 Defence Combat)
1	4	Extra Actions (1 Extra Attack/round)
2	2	Heightened Awareness (+2 roll bonus to awareness)
3	3	Special Movement (Balance, Wall-Crawling 2)
5	15	Superspeed (10,000 kph)
	40	**TOTAL POINTS**

ASSIGN STATS

Stats (short for Statistics) are numerical assignments that reflect your character's basic capabilities, with higher Stat values indicating an advanced level of accomplishment or achievement. Stats provide the foundation upon which everything else is built. Dice rolls are compared to your Stats when you want your character to perform challenging tasks to help determine if their attempt was successful or not.

Absolute Power uses three Stats to represent your character's abilities: Body, Mind, and Soul. You may use some or all of your remaining Character Points when assigning Stat values to your character, then add these values to any that were included in their assigned Power, Size, or Origin Templates.

BODY STAT

The Body Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand damage and trauma. A character with a high Body is in good physical shape and can lift approximately 20-30 kg times their Body Stat (and freely manoeuvre about one half that amount). They can also sprint at a top speed up to 4-5 metres/round (or 4-5 kph) multiplied by their Body Stat over short distances.

Body values of nonhumans or superpowered humans may still centre on a human average (unless they are also superhumanly fit). Superhuman or subhuman strength, durability, and speed are all represented by specific Attributes and Defects. For example, an out-of-shape hulking brute might have a lower Body than an athletic teenage boy but the brute's size may be reflected by other Attributes (outlined in the next section) such as Armour, Superstrength, and Tough.

MIND STAT

The Mind Stat represents your character's mental prowess and aptitude. High values indicate intelligent and witty characters who are keen critical thinkers and strategists. Your character's Mind value does not necessarily correlate with breadth of training and depth of experience, though. Your character can be highly skilled in a few areas, yet still have only an average Mind Stat. Characters who primarily have strong mental defences rather than full-spectrum intellectual capabilities may have a moderate Mind Stat paired with Mind Shield Attribute Levels.

SOUL STAT

The Soul Stat represents luck, willpower, determination, and spirit, and can also represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps your character focus their personal energies or life force to go beyond their normal limits and to fuel special abilities. High Soul values are a good way to represent the many comic heroes whose main trait is their strength of character, pure heart, or innocence.

STAT VALUES

STAT VALUE	STAT COST	RANK DESCRIPTION
1	2	Highly inept; infant
2	4	Significantly below adult human; child
3	6	Below adult human average; teenager
4	8	Adult human average
5	10	Above adult human average
6	12	Significantly above adult human average
7	14	Highly capable
8	16	Extremely capable
9	18	Best in the local region
10	20	Best in the country or large region
11	22	World-class ability
12	24	Maximum normal human potential
13	26	Substantial superhuman ability
14	28	Remarkable superhuman ability
15	30	Fantastic superhuman ability
16	32	Incredible superhuman ability
17	34	Spectacular superhuman ability
18	36	Outrageous superhuman ability
19	36	Monstrous superhuman ability
20	40	Unearthly superhuman ability
21	42	Legendary superhuman ability
23	44	Cosmic superhuman ability
23	46	Godlike superhuman ability
24	48	Maximum superhuman achievement

READING STAT VALUES

Stats range from 1 to 24. A value of 4 in a Stat is the adult human average – a ranking that many superpowered characters frequently surpass in some or all of their Stats. Ratings under 4 indicate decreasing competency and ratings over 4 designate increasing superiority. For example, a human of average build, world-class intelligence, and above average determination might have Body 4, Mind 11, and Soul 5.

STAT COSTS

Your starting Character Points are used to purchase Stats; how you allocate your character's Stats are your choice. Stats start with a value of 0 and raising a Stat by one costs 2 Character Points. Most characters should have values of at least 4 each in Stat if you want to represent at least average human capabilities.

You may wish to not allocate towards Stats all your Character Points that remain after assigning your Power, Origin, and Size Templates, since any Points not previously spent can be used to acquire useful and evocative Attributes for your character. The GM may choose to establish limits on the number of Character Points that can be allocated to Stats to ensure characters have a balance between Stats and Attributes.

ADD ATTRIBUTES

The three Stats represent your character's baseline abilities. More specialised aspects of your character are called Attributes, which can represent innate talents, learned skills, species traits, magical forces, psychic abilities, technological enhancements, superpowers, and more. Attributes can also be added to equipment (known as Items) or entities (known as Companions) to create personal gear, artefacts, vehicles, pets, and sidekicks.

The amount of flexibility and customisation provided by Attributes is immense. You will probably spend more time poring over the Attribute options for your character than on any other stage of character creation. Take your time and communicate frequently with your Game Master if you have any questions about how specific Attributes will work in your upcoming game or if the GM has any suggestions to help guide your character design development.

ATTRIBUTE LEVELS

Since you have already spent a portion of your Point total to assign Stats and Templates to your character, you can now use your remaining Character Points to acquire Attributes. There are dozens of options presented here, each representing a particular talent or special ability. Think carefully about the balance between a few high-Level Attributes and a large number of low-Level Attributes. Most Attributes are rated in Levels from 1 to 10, but with GM permission and a solid character concept, you can create your character with Attribute Levels beyond this threshold. The Attribute descriptions in Book One of Absolute Powers may note when it may be appropriate for a character to exceed the recommended Level limit.

Attributes added to your character are combined with those gained through Templates. For example, the Second Degree Speedster Template on page 4 includes 5 Levels of the Superspeed Attribute, while the Parousian Template contributes 2 Levels. If you now add a further 2 Levels of Superspeed (costing 6 more Character Points, as shown in the table on page 7), your character's Superspeed Attribute is raised to Level 9 (5 + 2 + 2 = 9).

ATTRIBUTE LEVEL DESCRIPTIONS

LEVEL	GAME EFFECT DESCRIPTION
1	Attribute has **minimal** effect or impact
2	Attribute has **minor** effect or impact
3	Attribute has **moderate** effect or impact
4	Attribute has **significant** effect or impact
5	Attribute has **major** effect or impact
6	Attribute has **drastic** effect or impact
7	Attribute has **exceptional** effect or impact
8	Attribute has **extreme** effect or impact
9	Attribute has **excessive** effect or impact
10	Attribute has **legendary** effect or impact

SENTINEL

CHARACTER ATTRIBUTES

ATTRIBUTE NAME	LEVEL COST	SUMMARY OF ATTRIBUTE'S GAME EFFECT
Absorption	5	Absorb up to 5 damage/Level
Alternate Form	4	Create a secondary form built with up to 5 Points/Level
Alternate Identity	1	One alternate identity/Level
Armour	2	Armour Rating = 5/Level
Attack/Defence Mastery	1	+1 to Attack/Defence Combat Value
Capacity	1	Item can carry additional people or cargo - higher Levels means greater carrying capacity
Change State	3	Become a liquid, gaseous, incorporeal, or energy state (from lowest to highest levels)
Cognition	2	See the future (precognition) or past (postcognition) events – higher Levels increases time gap perceived
Combat Technique	1	One battle technique/Level
Companion	4	Companion is created from up to 10 Points/Level
Connected	1	Character has standing in an organisation's hierarchy – higher Levels mean greater position
Control Environment	1	Influence over one environment/Level
Conversion	3	For every 10 damage received, gain 1 temporary Character Point/Level
Data Access	2	Access and read computer data in the surrounding area – higher Levels mean larger area
Dimension Walk	5	Shift between adjacent dimensions – higher Levels means greater detail changes
Dynamic Powers	10	Control over a sphere of influence – higher Levels means greater control
Elasticity	1	Stretch and contort limbs and body – higher Levels means farther stretching
Enemy Attack/Defence	1	+2 to Attack/Defence Combat Value vs. specific enemy
Energised	1	+10 Energy Points/Level
Exorcism	1	Knowledge of exorcism rituals, with +2 Soul Stat roll bonus/Level
Expertise	1	Roll bonus when making dice rolls – higher Levels means broader roll type
Extra Actions	4	+1 extra Action/Level each round
Extra Arms	1	Character has more than two arms and hands – higher Levels means more arms
Features	1	Character has minor secondary abilities – higher Levels means more features
Flight	3	Character can fly in an atmosphere – higher Levels means faster flying
Force Field	4	Armour Rating = 10/Level
Gear	1	Access to useful equipment – higher Levels means more equipment
Ground Speed	1	Item (not for characters) can move along the ground – higher Levels means faster movement
Healing	1	Restores 5 Health Point/Level to injured targets
Heightened Awareness	1	High degree of situational awareness, with +2 Stat roll bonus/Level
Heightened Senses	1	One enhanced sense/Level
Illusion	1	Create mental hallucinations for a target – higher Levels means larger illusions
Immovable	1	Knockback distance from forceful blows reduced by 10 metres/Level
Immunity	3	Immunity to adverse effects from one aspect – higher Levels means the immunity has a larger game role
Immutable	1	Protection against body alteration, with +2 Stat roll bonus/Level
Inspire	1	Provide inspiration to allies, with +1 Stat roll bonus/Level
Item	Half	Create a useful tool, vehicle, mecha, or weapon – Character Point cost is halved (Item doesn't have Levels)
Jumping	1	Character can jump far – higher Levels means greater distances
Massive Damage	3	+1 Damage Multiplier/Level
Melee Attack/Defence	1	+2 to Attack/Defence Combat Value using specific melee weapon or technique
Merge	4	Item can temporarily merge with others, with new form created from up to 10 Points/Level/Item merging
Metamorphosis	2	Character can change target into a new Race Template created from up to +/- 5 Points/Level
Mimic	2	Character can mimic one Attribute from a target, at a maximum Level equal to the Mimic Level
Mind Control	5	Character can mentally dominate and control a target – higher Levels means more control
Mind Shield	1	Protection against psychic intrusion, with +2 Stat roll bonus/Level
Minions	2	Character has minor flunkies allies – higher Levels means more minions
Mulligan	1	Re-roll dice up to 2 times/Level each game session
Nullify	5	Temporarily nullify effects of a target's Attributes, with maximum Levels nullified equal to Nullify Level
Plant Control	1	Control the growth and movement of plants in the surrounding area – higher Level means larger area
Pocket Dimension	1	Character has control over an extraplanar dimension – higher Levels means bigger dimension
Portal	2	Character can create portals to one specific defined dimension/Level
Power Flux	10	Control over a sphere of influence by reassigning up to 5 Character Points/Level in Attributes
Power Variation	4	Reassign Character Points amongst one Attribute/Level plus one
Projection	3	Create physical projections – higher Levels means larger projections
Ranged Attack/Defence	1	+2 to Attack/Defence Combat Value using specific ranged weapon or technique
Regeneration	5	Regenerate 5 Health Points or Energy Points/Level each round
Reincarnation	2	Character can return to life after death – higher Levels means shorter time needed for resurrection
Resilient	2	Character can survive without damage for short periods in one hostile environment/Level
Sensory Block	1	Partially block in the surrounding three-metre area one sense or technique/Level
Sixth Sense	1	One sixth sense/Level
Size Change	10	Either grow or shrink (select one) by up to 1 Size Rank/Level
Skill Group	1 / 2 / 3	+1 Skill roll bonus/Level attempting tasks in a specific Skill Group – higher costs for important skills
Spaceflight	1	Character can fly in a vacuum – higher Levels means faster spaceflight
Special Movement	1	One special form of movement/Level
Summon Creatures	2	Summon creatures from the surrounding area – higher Level means more creatures summoned
Supersense	1	Character has one sense that functions at superhuman acuity – higher Level means farther range
Superspeed	3	Character can move extremely quickly – higher Levels means faster movement
Superstrength	8	Character can lift massive objects with strength – higher Levels means objects of greater mass
Swarm	2	Character can transform into a swarm of small creatures – higher Levels means more numerous swarm
Taunt	1	Force roll penalty when enemies make dice rolls – higher Levels means broader roll type
Telekinesis	4	Character can move objects with thought alone – higher Levels means objects of greater mass
Telepathy	3	Character can read thoughts and communicate mentally – higher Levels means more telepathic proficiency
Teleport	3	Character can transport themselves to other locations instantly – higher Levels means farther distances
Tough	1	+10 Health Points/Level
Transfer	3	Character can transfer use of their Attributes to a target, at maximum Levels equal to the Transfer Level
Transmute	3	Temporarily change an Item worth up to 5 Points/Level into something different
Tunnelling	1	Character can burrow and move through ground – higher Levels means faster movement
Unaffected	2	-2 dice roll penalty/Level to affect the character with a specific Attribute
Undetectable	2	Character cannot be detected by one sense or technique/Level
Water Speed	1	Character can move on and under water – higher Levels means faster movement
Wealth	3	Character has substantial financial resources – higher Levels means more wealth
Weapon	2	Weapon attack damage = 1/Weapon Level x Damage Multiplier + Attack Combat Value

CUSTOMISE ATTRIBUTES

As you design your character, you may find that some Attributes don't function exactly the way you envision them. Perhaps they're too limited in scope – not offering enough options or alternatives – or maybe they're too broad and need to be scaled back. Fortunately, Absolute Power Attributes are easy to customise using Enhancements and Limiters to empower or dampen an Attribute's effect.

Changing the way Attributes function from their baseline abilities can have unintended consequences on the game and therefore adding additional Enhancements and Limiters is only allowed with your Game Master's approval.

ENHANCEMENTS

Adding an Enhancement to an Attribute does not change its Character Point cost but it does decrease the effective functioning Level of the Attribute by 1 Level. For example, the Force Field Attribute costs 4 Points/Level and provides the character an Armour Rating of 10/Level. Adding the Force Field Attribute at Level 4 therefore costs 16 Points and provides a substantial 40 Armour Rating. If you add one assignment of the Area Enhancement to increase the Force Field size and protect allies as well, the Attribute still costs 16 Points (since it is still a Level 4 Attribute) but functions 1 Level lower due to the extra area advantage. Consequently, your Force Field now functions as though it was Level 3 that protects your character and nearby allies with a 30 Armour Rating. Enhancements cannot be added if the effective Level of the Attribute would drop below Level 1.

LIMITERS

Conversely, adding a Limiter to an Attribute increases its effective functioning Level by 1 Level. For example, a Level 1 Force Field costs 4 Points and provides a 10 Armour Rating. If you add one assignment of the Activation Limiter (requires one round to activate) and two assignments of the Environmental Limiter (only functions in water), the Attribute still costs 4 Points (since it is still a Level 1 Attribute) but functions at 3 Levels higher as though it was a Level 4 Attribute that provides a 40 Armour Rating while in water after a one round delay – three Limiter assignments increases the effective Level by +3 Levels.

Limiters are typically only available up to three assignments each, with increasing severity for each one.

LEVEL DESIGNATIONS

When reading a Template or character entry, an effective Level of an Attribute may be provided in parentheses after the actual assigned Attribute Level if it has Enhancements and Limiters. For example, a Template could list their Power Flux Level as "1 (2)", which means the actual Attribute Level is 1 (and costs 10 Points), but the effective Level is 2 (to account for the Equipment Limiter; a tool kit is required).

ENHANCEMENTS

NAME	EFFECT OF EACH ASSIGNMENT
Area	Increases the area of the Attribute's radius of influence
Duration	Increases the amount of time the Attribute is in effect
Potent	Provides enhanced bonuses to dice rolls when using the Attribute
Range	Increases the distance away from the character the Attribute can activate
Targets	Increases the number of targets the Attribute effects
Unique	The Attribute (especially Weapon) gains an enhanced effect

LIMITERS

NAME	EFFECT ON THE ATTRIBUTE
Acceleration	Shortens base time Attribute is in effect
Activation	Takes preparation time before use
Assisted	Needs assistants to use
Backlash	Negative effect on failed dice rolls
Charges	Limited uses each day
Concentration	Requires concentration to use
Consumable	Destroys a physical focus when used
Delay	Takes time before it is effective
Dependent	Must use other Attributes concurrently
Deplete	Expends Energy Points to use
Detectable	Specific techniques can detect use
Emotional	Requires emotional investment to use
Environmental	Works in specific environments only
Equipment	Requires equipment to use
Haywire	Attribute unstable near specific substance
Ignore	Attribute can't detect specific substance
Imbue	Only others can use Attribute
Irreversible	Difficult to revert once Attribute is used
Localised	Only part of body is affected
Maximum	Attribute only functions at max power
Object	Only Item benefits from Attribute
Permanent	Attribute functions constantly
Recovery	Character must rest after use
Semi-Permanent	Expends Energy to turn off Attribute
Timed	Only use Attribute for limited duration
Unique	Restrictions are imposed on Attribute
Unpredictable	Attribute need dice roll to function

SELECT DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent (and sometimes comical) role-playing opportunity and offer interesting plot hooks for your GM to use during adventures. They should only impede your character to a limited extent, though, and are not intended to totally negate their many abilities. If assigned to Items, Defects indicate built-in flaws or drawbacks that make it more difficult to use or render it less effective than ideal.

DEFECT RANKS

Defects have a negative Point cost that give back Character Points to your character, depending on how severely the Defect will impact their life. Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the ice of the dwarf planet Pluto) are not worth any negative Points. It's easy to think of Defects as negative Attribute Levels that hinder rather than help the character.

Defects are therefore categorised into three groups, depending on how much they reduce the final Point cost of the character:

» Lesser Defect – Reduces the final cost of your character by 1, 2, or 3 Points (-1 Point/Rank).

» Greater Defect – Reduces the final cost of your character by 2, 4, or 6 Points (-2 Points/Rank).

» Serious Defect – Reduces the final cost of your character by 3, 6, or 9 Points (-3 Points/Rank).

BEYOND THREE RANKS

Typically, only Defects associated with character and Item sizes other than Medium – such as Awkward Size (for Items), Inept Attack, Inept Defence, and Unique Defects – can exceed 10 Ranks.

UNUSED POINTS

If after assigning a few Defects your character's total Character Point cost is now less than the number of Points you were assigned by the GM, you have three options:

INCREASE YOUR BENEFITS

You can return to previous character creation steps and assign additional Stats, Templates, or Attributes, which increases your Character Point cost up to your correct starting total.

ADD UNKNOWN ELEMENTS

You can assign the unused Points to an "Unknown Power" Attribute, which allows the GM to assign hidden abilities to your character that are appropriate for their role in the game's storyline. The hidden ability will be revealed at an appropriately dramatic time as your game adventures progress from session to session.

BANK FOR THE FUTURE

You can save the unused Points for future consideration and allocate them at an appropriate time.

CHARACTER DEFECTS

NAME	POINTS	NEGATIVE IMPACT
Achilles Heel	-2/-4/-6	Weak to an attack form
Awkward Size	Special	For large Items only
Bane	-2/-4/-6	Object causes damage
Blind Fury	-2/-4/-6	Enraged emotional state
Conditional Ownership	-1/-2/-3	Someone other than the character owns the Item
Confined	-3/-6/-9	Travel limited to an area
Cursed	-2/-4/-6	Suffers from a curse
Easily Distracted	-1/-2/-3	Easily distracted by a trigger object or event
Fragile	-1/-2/-3	-10 Health Points/Rank
Hounded	-2/-4/-6	Constant attention
Impaired Manipulation	-3/-6/-9	Character has limited ability to hold objects
Impaired Speech	-3/-6/-9	Character's speech is impeded in some way
Inept Attack	-1/-2/-3	-1 Attack Value/Rank
Inept Defence	-1/-2/-3	-1 Defence Value/Rank
Involuntary Change	-1/-2/-3	Trigger changes character into alternate form
Ism	-2/-4/-6	Suffers discrimination
Magnet	-1/-2/-3	Attracts throngs of fans
Marked	-1/-2/-3	Distinctive body marks
Nemesis	-1/-2/-3	Enemy who interferes
Nightmares	-1/-2/-3	Plagued by bad dreams
No Healing	-2/-4/-6	Character doesn't heal naturally
Obligated	-2/-4/-6	Must follow directions
Phobia	-1/-2/-3	Fear of object or event
Physical Impairment	-3/-6/-9	A physical disadvantage impedes the character
Red Tape	-1/-2/-3	Must follow rules
Reduced Damage	-3/-6/-9	Damage Multiplier is decreased by 1/Rank
Sensory Impairment	-3/-6/-9	A character's sense is either diminished or lost
Shortcoming	-1/-2/-3	Reduced Stat abilities
Significant Other	-1/-2/-3	Character's loved one may be placed in danger
Skeleton in the Closet	-2/-4/-6	Negative impact if a secret ever comes out
Social Fault	-1/-2/-3	Socially awkward trait
Special Requirement	-3/-6/-9	A requirement must be obtained to function
Unappealing	-1/-2/-3	Distinct appearance
Unique Defect	Special	An original Defect
Vulnerability	-2/-4/-6	Exposure blocks Attributes
Wanted	-2/-4/-6	Reward for character
Weak Point	-2/-4/-6	Extra damage in one area

CALCULATE DERIVED VALUES

Once you have allocated all the Character Points by acquiring Stats, Attributes, and Defects – plus any associated Enhancements and Limiters – it's time to calculate your character's Derived Values. These derived numbers are based directly on your character's Body, Mind, and Soul Stats (modified by Attributes and Defects) and thus do not afford any choices of Character Point distribution. If your Derived Values don't reflect the vision for your character accurately, you can always return to the Stats, Attributes, and Defects sections to refine your assignments to better match your expectations.

COMBAT VALUE

Combat Value governs all facets of physical conflict, including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts, and ranged weapons. There are two separate components of the Combat Value – Attack Combat Value (ACV) and Defence Combat Value (DCV). Attributes and Defects may modify either component separately.

Prowess in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict their ability in combat. Consequently, the Body, Mind, and Soul Stats are all of equal importance to the combat master: Body Stat for a forceful attack and defence; Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions; and Soul Stat for the winning spirit and good fortune. For example, a petite vigilante with martial arts training can take down an opponent nearly twice their size since knowledge and determination is just as important as brute force.

Your character's base Combat Value is calculated by adding together all the Stat Values and dividing by three, rounding down.

The Attack Combat Value is equal to the base Combat Value, +1 per Level of the character's Attack Mastery Attribute. ACV may be increased in specific circumstances as determined by the Enemy Attack, Melee Attack), and Ranged Attack Attributes.

The Defence Combat Value is equal to the base Combat Value, +1 per Level of the character's Defence Mastery Attribute. DCV may be increased in specific circumstances as determined by the Enemy Defence, Melee Defence, and Ranged Defence Attributes.

$$\text{COMBAT VALUE} = \left(\frac{\text{BODY}}{\text{STAT}} + \frac{\text{MIND}}{\text{STAT}} + \frac{\text{SOUL}}{\text{STAT}}\right) \div 3$$

HEALTH POINTS

Health Points measure the amount of physical damage your character's body can sustain before it ceases to function (i.e. knocked unconscious or even dies). Damage delivered in combat is subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if they do not receive medical attention.

Your character's base maximum number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5 ([Body + Soul] x 5). Increase Health Points by +10 for every Level of the character's Tough Attribute. Reduce Health Points by -10 for every -1 Rank of the Fragile Defect.

$$\text{HEALTH POINTS} = \left(\frac{\text{BODY}}{\text{STAT}} + \frac{\text{SOUL}}{\text{STAT}}\right) \times 5$$

ENERGY POINTS

Characters possess a personal reserve of energy that may be burned when carrying out difficult tasks. Energy Points are needed to fuel Attributes that are associated with the Deplete Limiter. If your character's Energy Point total is ever reduced to 0, they will fall unconscious from exhaustion. Energy Points are also used to represent deprivation such as hunger, thirst, fatigue, lack of sleep, and even intense emotion such as crippling fear or stress.

Players and the GM are cautioned that the over-use of Energy Points can slow the pace of a game and greatly increase the amount of bookkeeping. Additionally, your character may tire quickly if you assign the Deplete Limiter to several Attributes, which prevents your character from using them over sustained periods. Whether this is appropriate for your character or not depends on how you envision your hero.

Your character's base maximum number of Energy Point is equal to the sum of the Mind Stat and Soul Stat multiplied by 5 ([Mind + Soul] x 5). Increase Energy Points by +10 for every Level of the character's Energised Attribute.

$$\text{ENERGY POINTS} = \left(\frac{\text{MIND}}{\text{STAT}} + \frac{\text{SOUL}}{\text{STAT}}\right) \times 5$$

DAMAGE MULTIPLIER

A character's base Damage Multiplier is 5. It is increased by +1 per Level of the character's Massive Damage Attribute. Also, when muscle-power Weapon attacks are involved – such as for normal melee and thrown Weapons or Weapons with the Muscle Enhancement – the Superstrength Attribute increases the character's Damage Multiplier by +1 for each Attribute Level as well. More information on physical combat and damage is revealed later in the combat and damage section.

TAKING ACTION

In role-playing games like Absolute Power, most character or NPC actions do not require any particular rules. A player simply states that their character walks across a room, picks up an object, drives a vehicle, talks to someone, etc., and if the GM agrees that the action is possible and can be performed without much difficulty, this simply happens. Personal interaction between characters or NPCs is at the heart of RPGs and this is what sets them apart from other tabletop games such as board, miniature, and party games.

Throughout the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can they do it in time? If a character's car drives off a cliff, can they jump clear in time, and if not, how badly will the crash injure the character? If two metahumans fight, who wins?

A character's Stats, Attributes, Skill Groups, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. In some situations, the GM may elect to determine the results without rolling dice. The GM may do so if they think a particular outcome is certain (whether a success or a failure) or a particular outcome is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The game mechanics for physical conflict are explicit to give players greater control over their characters' actions when engaged in a mortal struggle. If they lose, they will know the GM has not arbitrarily injured or killed their characters. The GM can also follow a similar procedure with any other actions that affect a character's fate: treat routine activities in passing and delve into more detail whenever an action impacts the characters physically or emotionally.

DICE ROLLS

Absolute Power uses two standard six-sided dice, or 2d6, during game play. By adding the two numbers shown on the dice, values between 2 and 12 are generated, with the middle value of 7 appearing most frequently.

Rolls are made throughout the game to determine the success or failure of important actions performed by the player characters or by NPCs interacting with them. Rolls are only needed for actions where the character's success is uncertain. The GM can decide that an action succeeds or fails without a roll, and many routine or minor actions should be resolved this way.

If the GM decides a dice roll is required, the player rolls two dice and adds the relevant Stat, Combat Value, or Attribute Level modifier to the number rolled. The resulting sum is called the "total roll". The higher the total roll, the better the character's attempt. The total roll is compared to either a Target Number or opposed roll to determine if the task was successful.

CALIBURN

TARGET NUMBERS

The success of most non-combat rolls is determined by comparing them to a Target Number or TN. The GM assigns the task under consideration a Target Number before the roll is made. If the total roll is equal to or higher than the Target Number, the task succeeds. If it was lower, it fails.

GMs should assign Target Numbers based on how easy or difficult the task is to perform. When in doubt, assign an average difficult Target Number of 12.

> *For example, driving a car along a busy highway would not normally require any dice rolls in a modern superhero setting, since driving is routine. Driving on the highway at high speeds during inclement weather might require a dice roll, though ... probably an Easy task (TN 9). Racing along in a complex construction zone in ideal weather conditions could be an Average task (TN 12) or perhaps a Difficult task (TN 15) in inclement weather. If the car's brakes no longer work, racing along the highway may become a Challenging (TN 18) or Unlikely (TN 21) task instead. Attempting to do so while blindfolded — and merely using the sound of the traffic to guide the wheel — is a Doubtful, Improbable, or Inconceivable task (TN 24, 27, or 30), depending on the specifics of the situation.*

The GM usually tells the player the task's Target Number before the player rolls. In some instances, though, the GM can keep the Target Number a secret to create dramatic tension and only reveal it after the character's total roll succeeds or fails.

OPPOSED ROLLS

Instead of setting a specific Target Number, the GM may decide that a task requires an opposed roll. This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a game of chess, an interrogation, or combat.

In an opposed roll situation, the two (or more) characters involved each roll their own dice. The character with the higher total roll (for example, a dice roll + Stat + Skill Group) succeeds. If the result is a tie, the active character (such as the attacker in combat or the challenger in a game of chess) wins over the reacting character. If both characters can reasonably be considered active and a tied result is reasonable – such as in a running or car race – the contest is a draw; otherwise, re-roll to break the tie.

MARGIN OF SUCCESS

Most dice rolls produce binary results: success or failure. Sometimes it can be useful to know the degree or margin of success or failure as well. If the task was successfully completed, how successful was it? Conversely, if the task failed, how severe was the failure? The greater the difference between the character's dice roll and the Target Number (or opposed roll, for contested actions), the greater the margin of success or failure.

UNDERSTANDING TARGET NUMBERS

Consider a normal person with values of 4 in each Stat (human average) and slightly skilled in an area (Skill Group at Level 1). Since a value of 7 is rolled a little more than 50% of the time on two dice, this average person will succeed a little more than 50% of the time when performing Average tasks (Stat 4 + Skill 1 + Roll 7 = 12 ... equalling TN 12). All Target Numbers were set with these parameters in mind.

When setting a Target Number, remember that a 7 or higher will be rolled about half the time. If you subtract 7 from the TN, the remaining number is the minimum Stat + Skill Group total the character must have to succeed roughly half the time. For example, subtracting 7 from a Challenging task (TN 18) results in 11. Consequently, to have a roughly 50% chance of succeeding, the character's Stat + Skill Group must equal 11 — not common in a low-powered game, but trivial in a high-powered one. While it is possible for a slightly above-average character with a Stat of 5 and Skill Group of 1 to succeed while performing a Challenging task (only if they roll a 12), it is unlikely.

TARGET NUMBERS

DIFFICULTY	TARGET NUMBER	TYPICAL TALENT OR TRAINING NEEDED
Simple	6	None
Easy	9	Minimal
Average	12	Moderate
Difficult	15	Significant
Challenging	18	Exceptional
Unlikely	21	Extreme
Doubtful	24	Excessive
Improbable	27	Legendary
Inconceivable	30	Cosmic

MARGIN OF SUCCESS

ROLL RESULT VS. TARGET	MARGIN OF SUCCESS
Roll exceeds target by 18-23	Extreme success
Roll exceeds target by 12-17	Major success
Roll exceeds target by 6-11	Significant success
Roll exceeds target by 3-5	Moderate success
Roll exceeds target by 1-2	Slight success
Roll equals target	Tie or slim success
Roll misses target by 1-2	Slight failure
Roll misses target by 3-5	Moderate failure
Roll misses target by 6-11	Significant failure
Roll misses target by 12-17	Major failure
Roll misses target by 18-23	Extreme failure

ROLL TYPES

There are five types of dice rolls used during game play: a Stat roll, a Skill roll, an Initiative roll, an attack roll, and a defence roll. Each of these rolls test a particular facet of a character's abilities. When a player announces the intended actions of their character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of roll is most appropriate, based on these guidelines.

STAT ROLLS

A Stat roll is used when the GM believes that innate ability is more important than any learned expertise or combat capability in resolving the success of a particular action. An example of a Stat roll would be a Body Stat roll to smash through a locked door using brute strength.

The success of a Stat roll is determined by rolling two dice and adding the relevant Stat and any situational modifiers. The result is the total roll. This is compared to either the Target Number or to an opposed roll to determine if the task was successful.

Total Roll = Dice Roll + Stat Value

SKILL ROLLS

A Skill roll is similar to a Stat roll, except it is used when the task is one that the GM decides would be governed by both a Stat and a particular Skill Group Attribute. The GM is responsible for deciding which Stat and Skill Group are relevant to a particular task. Of course, the GM should listen to the player's reasoning why a particular Skill Group would apply to their roll, but the final decision belongs to the GM.

Total Roll = Dice Roll + Stat Value + Skill Group Level

INITIATIVE ROLLS

Initiative rolls are a special type of roll made by participants at the start of a combat scene to determine the order in which they will act. Each participant in the battle makes an Initiative roll using the sum of two dice plus their Attack Combat Value (after modification by specific Attributes and Defects). Initiative rolls determine the Initiative order, from the highest to the lowest rolls.

Total Roll = Dice Roll + Attack Combat Value + bonuses

EDGES AND OBSTACLES

Sometimes an Attribute, Enhancement, Limiter, or Defect provides distinct changes to your character's dice rolls known as edges and obstacles. These modifiers shift the probability distribution of the dice rolls away from a symmetrical triangular distribution (in which 7 is generated most often) to an asymmetrical skewed curve.

ROLLING THREE OR FOUR DICE

When a minor edge or obstacle is applied to a roll, you roll three dice instead of just the normal two dice. For a major edge or obstacle, roll four dice. You then add together the two highest numbers for an edge or two lowest numbers for an obstacle, ignoring the values on the other dice.

MODIFYING THE DIFFICULTY

The GM can also apply edges and obstacles to character rolls when situationally and dramatically appropriate to increase or decrease the difficulty of an action.

RED PHOENIX

COMBAT

Conflict is an essential component of nearly all role-playing games. Physical conflict, or combat, is an important element of Absolute Power – but important need not be the same as frequent. Combat should be a vital element of a scene and not just a distraction that the GM uses to pass the time. The combat rules created for the Tri-Stat System were designed to mimic the dynamic and fast-paced battles of superpowered adventures. Whenever a character enters physical conflict with another character or NPC, combat begins.

ATTACK ACTIONS

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a blow with a fist or fire a weapon at an opponent. The attacking character rolls two dice and adds their Attack Combat Value to the result. The Enemy Attack, Melee Attack, and Ranged Attack Attributes may increase their Attack Combat Value when appropriate. The attacker's total roll is equal to the sum of the dice roll, Attack Combat Value, and appropriate Attribute modifiers.

Total Roll = Dice Roll + Attack Combat Value + bonuses

Before rolling the dice, the player should clearly describe the method of attack, the weapon their character uses (if any), and the target. If the character is trying something unusual, they should specify this beforehand. If attacking at a distance, they must also be within range (see below).

An attack roll is normally an opposed roll. The target gets a defence roll, representing their ability to dodge, block, or parry the attack. If the attacker's total roll equals or exceeds the target's defence roll, the attack is successful and damage is usually applied. If not, the character has missed the target or simply does not hit with sufficient force or accuracy to inflict damage. The attacker's action is over, and the attack has no effect – though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (GM discretion) or if it has the Area or Spreading Weapon Enhancement.

GENERAL ACTIONS

Rather than taking an attack action during a combat round, a character may use a general action on their Initiative. Such non-combat actions include: using an Attribute (such as Change State, Dynamic Powers, Mind Control, Nullify, Teleport, etc.), using a Skill (to hide, examine something, undertake a task, etc.), untying a rescued captive, changing weapons, climbing into or out of a vehicle, moving quickly, writing a note, changing costumes, etc. Some activities, called free actions, require an insignificant amount of time and concentration to perform, and do not count as attack or general actions (talking, moving a short distance, etc.).

A general action may succeed automatically or the GM can require a Stat roll or Skill roll to determine whether it succeeds. A general action may require one round or several rounds to perform at the GM's discretion.

DEFENCE ROLL

Defence is not an action but a reaction – it is an attempt to avoid being hit by an attack and includes dodging, parrying, blocking with a shield, diving for cover, and similar defensive manoeuvres.

If a character is the target of an attack, they may immediately attempt to defend against it. Defences are not dependent on Initiative order but resolved as the attack roll is made. It is always an opposed roll against an attack roll.

The defending character rolls two dice and adds their Defence Combat Value to the result. The Enemy Defence, Melee Defence, and Ranged Defence Attributes may increase their Defence Combat Value when appropriate. The defender's total roll is equal to the sum of the dice roll, Defence Combat Value, and any applicable modifiers.

Total Roll = Dice Roll + Defence Combat Value + bonuses

GRANDMOTHER
RAVEN

DAMAGE

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, broken bones, lacerations, toxins, penetrations, and other physical trauma. Damage is subtracted from the Health Points of the victim.

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as force blasts, electrical attacks, magic spells, etc.) or which are built into Items (like swords, guns, and vehicles weaponry).

If a character successfully attacks using a Weapon Attribute, multiply the Weapon Attribute's Level by the character's Damage Multiplier and add it to their Attack Combat Value to determine the damage inflicted. This Attack Combat Value includes bonuses from the Attack Mastery, Enemy Attack, Melee Attack, and Ranged Attack Attributes, when appropriate.

Damage = Weapon Level x Damage Multiplier + Attack Combat Value

UNARMED DAMAGE - NORMAL

An unarmed person can strike an opponent using fists, feet, head, etc. This is every character's free Weapon Attribute. Such attacks are considered a Level 0 Weapon with the Stun Enhancement and Non-Penetrating Limiter. Consequently, the damage inflicted upon a successful unarmed attack is simply equal to the character's Attack Combat Value.

Damage = Attack Combat Value

SUPERSTRENGTH DAMAGE BONUS

An unarmed character with the Superstrength Attribute inflicts an additional damage bonus of +10/Level. When using a normal melee or thrown Weapon instead, each Superstrength Level adds +2 to the attacker's Damage Multiplier.

Damage Bonus = 10 x Superstrength Level or
Damage Multiplier Bonus = 2 x Superstrength Level

ARMOUR RATINGS AND DAMAGE

The Armour and Force Field Attributes can protect against injury by reducing the damage from incoming attacks. If this reduces the damage to 0 or lower, no harm comes to the target.

DAMAGE TO HEALTH POINTS

If the target has no Armour Rating (or if some damage penetrates after subtracting the target's Armour Rating), reduce the target's current Health Point total by the amount of excess damage. Damage can be applied to both characters and Items.

Health Points = Current Health Points - Damage

If a character's current Health Points drop to zero or lower, the target is immediately knocked out (or ceases to function, if an Item receives damage). Further damage may even kill the victim.

RECOVERY

A character who suffers lost Health Points due to damage may heal naturally, while mechanical characters can undergo repairs.

RECOVERING HEALTH POINTS

Health Points regenerate at a rate equal to the character's Body Stat for each day of rest. The healing rate doubles if the character is in the care of someone with an appropriate Skill Group, but halved (round down) if they do not spend time resting.

RECOVERING STUN DAMAGE

Health Points lost as a result of normal unarmed attacks or a Weapon Attribute with the Stun Enhancement are recovered at a rate equal to the character's Body Stat every hour.

REPAIRING EQUIPMENT

Items, such as weapons, vehicles, or other gadgets can become damaged in the course of adventures. Characters can repair damage to equipment by making an appropriate Skill roll, usually applying either the Occupation, Technical, or Scientific Skill Groups (as best suited to the work). If the object has Health Points, each successful Skill roll repairs 10 Health Points. Each Skill roll should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required. Many mechanical, non-organic characters do not recover Health Points automatically and must be repaired.

ENERGY POINTS

Energy Points represent a character's reserve of personal stamina, luck, and spiritual power. They are used to power Attributes that have the Deplete Limiter and may be drained by special attacks as well as through general fatigue.

FATIGUE

The GM may rule that a character will lose Energy Points if they are travelling, working, or using their metahuman powers without taking time to rest. As a guideline, every 5-10 minutes of hard work or tiring travel (jogging, swimming, etc.) can result in a loss of one Energy Point.

OUT OF ENERGY

If a character's Energy Point total is ever reduced below zero, they will collapse due to exhaustion until their Energy Points are sufficiently recovered.

RECOVERING ENERGY POINTS

The average of the Mind and Soul Stats (round down) equals the number of Energy Points that the character recovers every hour with rest.

ABSOLUTE POWER

☆ Silver Age Sentinels Second Edition | Superhero Role-Playing Game ☆

The Silver Age has come and gone. Superpowers now bring fear as often as comfort, and shades of grey cast the world in shadow, muting the shining colours of yesteryear. Villains have become even stronger, and their influence is felt in every nation. The need for heroes is greater than ever.

Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power?

Absolute Power: Superhero Role-Playing Game builds upon the rich metahuman setting from the original Silver Age Sentinels RPG to bring modern, heroic adventures to your gaming table. This free fast-play rules primer is your introduction to the Tri-Stat System mechanics, providing you with a brief overview of what to expect in your superhero campaign. When you're ready to explore further, look for the **Absolute Power** two-volume game set — **Book One: System** and **Book Two: Essentials.**

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