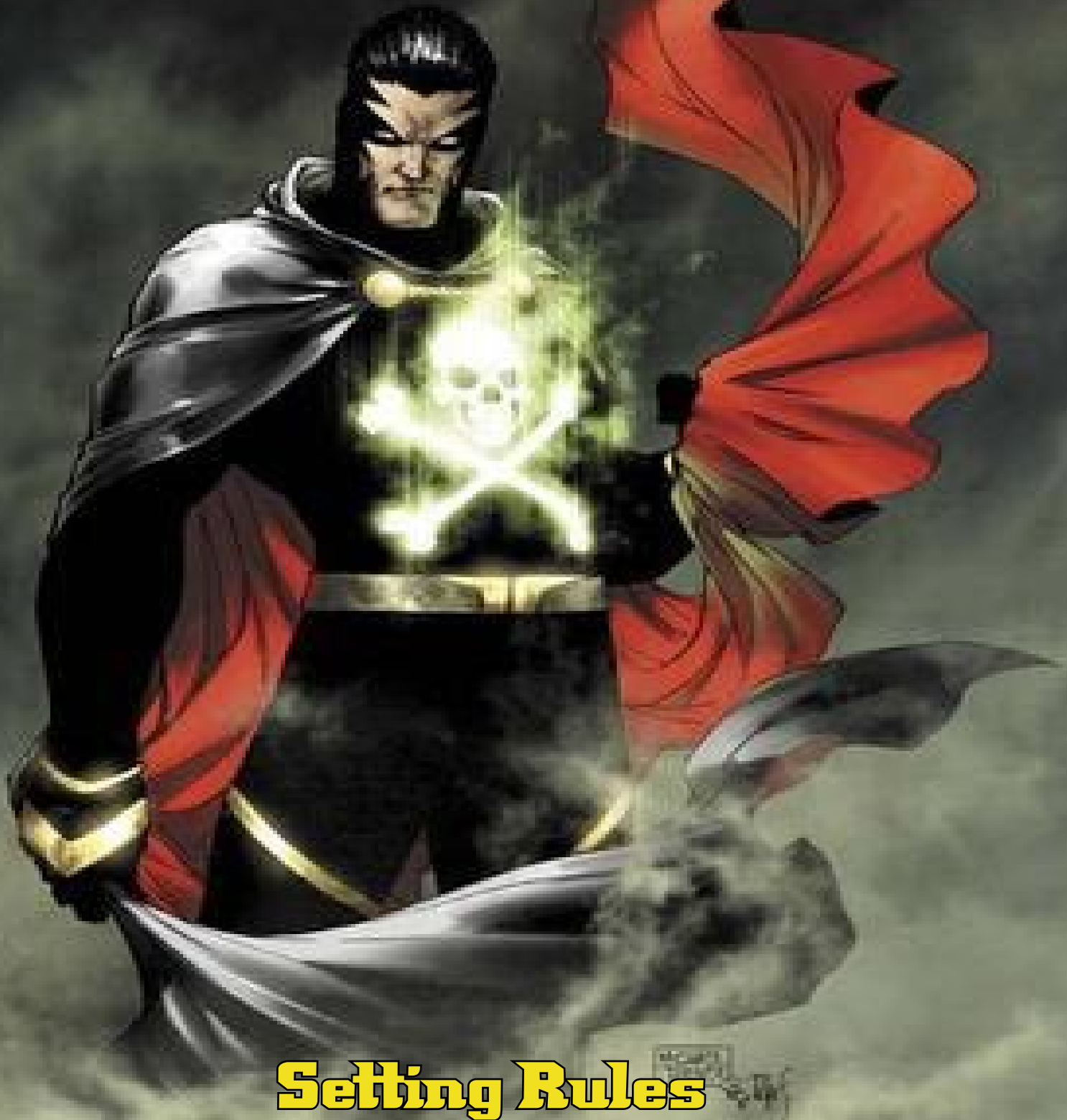


Heroes

OF THE

GILDED AGE



Setting Rules

GILDED AGE HEROES

SETTING RULES

Arcane Background (Super Powers):

Arcane Skill: None

Starting Power Points: 5

Arcane Background: Super Powers works very differently from all other Arcane Backgrounds. You have 5 Power Points with which to buy superpowers if a specific power says otherwise.

Other Arcane Backgrounds are unchanged, but Arcane Background (Miracles) is not allowed.

BENNIES

Bennies work as normal but a Bennie can also be spent to perform Special Power Feats.

Creativity Feat - This is a use of a power or trait not covered by the rules, that while implausible is not impossible. Examples would be The Indelible Bulk using his Strength to create a shockwave that knock people off their feet or Arachnid-Man using his webbing to create a glider. The GM's ruling on whether such uses are possible is final.

Force Feat - This is pushing abilities beyond its normal limitations. When a Bennie is spent in this manner, the character may add the results of a Spirit roll to any one Trait or Damage roll.

Alternatively, where effectiveness is not based on a roll, each success and raise on the Spirit roll can add +1 for determining success. The downside is that they must immediately make a Vigor roll or be Shaken for the next 3 rounds, due to exhaustion (This Shaken condition cannot be removed by spending bennies). Each raise on this roll reduces the duration by 1 round to a minimum of 1.

Example 1: Superior-man is fighting Doom Man. He's taken 3 wounds, has only one Bennie left, and knows he has to take out his opponent with this hit. He hits D1

determine total damage. He follows this with an immediate Vigor roll to see how long he'll be unable to act.

Example 2: Superior-man has to lift a cruise ship and move it out of the way of an approaching waterspout. The cruise ship is too heavy for him to lift normally, so he

which is enough to

check, he can try to spend a Bennie next round to continue carrying the ship.

igor

ATTRIBUTES

Super humans can easily have attributes above a d12. For every +2 (round up) above a d12 that a character has, they get an additional ability.

Strength: +1 AP on melee attacks

Agility: -1 to be hit if aware of the attack

Vigor: +1 to recover from being Shaken.

Smarts: +1 to all Common Knowledge rolls.

Spirit: +1 Bennie per session.

NEW POWERS

Superheroes buy new powers by getting the Power Points Edge. All other Arcane Backgrounds are unchanged and the New Power Edge will grant them one new power as usual.

Power Points Edge

The Power Points Edge grants 5 points worth of new powers to Arcane Background (Super Powers). This Edge may only be taken once per Rank. Points gained from this Edge may be saved up as well, so that a hero can buy a very expensive power by saving.

The edge works as normal with other Arcane Backgrounds, except they too receive 3 Power Points rather than 5.

HEROISM RULE

Characters in this game are larger-than-life heroes on the side of good. They shrug off grievous wounds and battle valiantly to save those in need. They're also the sorts of people who go out of their way to help complete strangers, no matter the risk to their own skins. A hero who elects to take the Heroic Hindrance above and beyond the 4 points of Hindrances already allowed may take any one non-Legendary Edge and ignore the Rank requirement, or earn 5 extra Power Points.



EDGES & HINDRANCES

Changes:

Change **Gloater** to **Preacher** (Minor)

Your hero is known for casting judgment when he should be fighting. The first round of any combat must be spent announcing the crimes of the villains he is fighting. If for some reason your hero must act instead, it costs him a benny. Second, your hero will not allow anyone in the party to deliver a finishing blow to an enemy. He believes villains must always be turned over to the authorities for rehabilitation in prison. If he is present for a finishing blow, he will treat the attacker as a murderer and attempt to bring him or her to justice.

Heartless is a Major Hindrance and prevents use of the Heroism rule.

NEW HINDRANCES

Cape (Minor)

Due to preferring capes as a part of the Hero's attire and not really knowing how to use them properly, all grapple rolls against the Hero are at a +2. A Hero with this Hindrance may not have the Battle Cape Edge.

Secret Identity (Major)

The Hero leads a dual life, keeping the existence of his life as a costumed Hero a secret from everyone around him. If the Hero's identity should ever be revealed, the Hero immediately loses two Bennies and his Popularity drops by 50% (round down). If the Hero does not have two Bennies, they either do not receive Bennies equal to this cost from rewards given by the GM during play or begin the next session with a number of Bennies subtracted from their starting Benny total equal to the two that must be paid.

Skeleton in the Closet (Major)

A Hero with this Hindrance harbors a secret that, if discovered, would end the Hero's Heroic career. The nature of the secret must be determined when this Hindrance is chosen.

NEW EDGES

Combat Edges

Bring 'Em On

Requirements: Seasoned, Agility d8+, Notice d8+
Sometimes a hero finds himself outnumbered in a fight. Fortunately, the character has the perception and agility to handle multiple foes. Opponents gain no Gang Up bonus against the hero.

Improvisational Fighter

Requirements: Seasoned, Smarts d6+
Heroes often find themselves fighting with pieces of equipment or furnishing not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 attack and Parry penalty when wielding them.

Sucker Punch

Requirements: Seasoned, Agility d6+, Fighting d8+, First Strike
The character doesn't know the meaning of the words "fair fight." If he

succeeds in a Test of Will against an adjacent opponent, the character receives a free Fighting attack. This attack does not incur a multi-action penalty

True Hero

Requirements: Seasoned, Wild Card, Iron Jaw
When lesser men fall by the wayside, this hero just keeps soldiering on and on. Whenever the character takes enough wounds to make him Incapacitated, he may make a free Soak roll. Should the roll fail, the character may still spend a benny to make a Soak roll as normal.

Spurred On

Requirements: Seasoned, Command, Fervor
What happens to the hero inspires those around him to fight harder. If your character suffers a wound, all allies within 5" gain a +1 bonus to attack and damage rolls for the rest of the combat.

Double Shot

Requirements: Seasoned, Agility D8+ Shooting d10+, bow
Double Shot allows a hero to fire two arrows in his bow at once, firing two shots at a single target with one attack roll at a -2 modifier. The target must be within short range. If the attack is successful both arrows hit, and each causes normal damage. Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.

Improved Double Shot

Requirements: Veteran, Double Shot
The hero may attack as above, but ignores the -2 penalty.

Improved Defense

Requirements: Agility d8+, Fighting d10+
The character is a master of defensive fighting. A character with this edge that performs the Defend action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks.

Riposte

Requirements: Seasoned, First Strike, Fighting d8+
A riposte is a combination of a swift parry followed by a quick attack. Once per round, the character receives a free Fighting attack against one foe within reach of his weapon who failed a Fighting attack against him. This attack is made at -2. A riposte must be a straight attack (so no Disarm, Wild Attack, or other maneuvers) and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver (but not the Full Defense maneuver).

Improved Riposte

Requirements: Veteran, Riposte
As above, except the character may make a free attack with no penalty.

Battle Cape

Requirements: Novice, Fighting D8+
The Hero wears a cape and is experienced at using it in combat. The Hero receives a +2 to any Tricks involving the cape, as well as a +2 to grapple rolls (using the cape to help bind an opponent). A Hero with this Edge may not have the Cape Hindrance.

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters martial artists who pride themselves on defeating their foes up close and personal.

Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Ricochet Expert

Requirements: Seasoned, Agility D8+, Shooting or Throwing D10+

Because of intense practice and/or natural ability, the Hero suffers only half the standard penalty for Ricocheting a shot or thrown weapon.

Verbal Barrage

Requirements: Novice, Spirit D6+

The Hero knows how to run his mouth and set his opponent's nerves on edge, sometimes causing them to make mistakes. The Hero receives +2 to Taunt rolls.

New Professional Edges:

Brute

Requirements: Arcane Background: (Super Powers), Vigor d10

Brutes get a +2 to Soak Rolls and Fighting starts at D6.

Vigilante

Requirements: Spirit d8, Intimidation d8, Stealth d8

Vigilantes get a +2 bonus to Intimidation rolls, and Streetwise starts at D6.

Elementalist

Requirements: Arcane Background: Magic, all of an Elementalist's powers must have the same trapping, Arcane Skill D8+

The Elementalist rolls his Arcane Skill at +2. The GM determines what powers are available to the Elementalist. (For example, a Fire Elementalist would probably not have the Healing power.)

Martial Artist

Requirements: Agility d8, Spirit d8, Vigor d6, Fighting d10.

Martial Artists are +2 to Parry, and their unarmed attacks do Str+d4

One Trick Wonder

Requirements: Arcane Background: Super Powers, Spirit d8

Can only ever have one power and no others (including their chosen power with a different trapping). However, a One Trick Wonder never needs to spend a Bennie to perform a Creativity Feat or Force for their chosen power.

New Background Edges

Determination

Requirements: Novice, Wild Card

The Hero was born lucky, but not without a price. Whenever the Hero takes at least 2 Wounds (regardless of how many Wounds over 2 they received), they gain 1 Bennie.

Eidetic Memory

Requirements: Novice

The Hero has perfect memory and is able to recall information and experiences with complete accuracy. The Hero is +4 to Common Knowledge rolls. Additionally, the Hero receives a +4 to Opposed Rolls against a power that can alter or erase memory.

Glory Hound

Requirements: Novice, Spirit D6+

The Hero loves to show-off and be the center of attention. In combat, the Hero will use Tricks and other flashy maneuvers any chance he gets, as long as there are public or media witnesses. During interviews, the Hero will always spin things to make it appear as though they were the saving grace of a situation. As a result, the Hero's beginning Popularity is 10.

Popularity

Type of Action Popularity Adjustment

Prevent a Violent Crime +1

Prevent a Destructive Crime +2

Arrest/Defeat a Rogue of Lesser Power +1

Arrest/Defeat a Rogue of Equal Power +1

Arrest/Defeat a Rogue of Greater Power +2

Rescue Innocent People +1

Prevent Property Damage +1

Attend a Charity Function +1

Commit an Act of Public Charity +1

Allow a Rogue of Lesser Power to Escape -3

Allow a Rogue of Equal Power to Escape -2

Allow a Rogue of Greater Power to Escape -1

Defeat by a Rogue of Lesser Power -4

Defeat by a Rogue of Equal Power -2

Defeat by a Rogue of Greater Power -1

Cause Property Damage -3

Allow/Cause Injury to an Innocent -5

Kill -10

Miscellaneous Actions +2/-2

Popularity

Rating Effect

10 +1 Charisma

20 Connections Edge*

30 Minor Enemy*

45 +2 Charisma

60 Major Enemy*

75 +3 Charisma

90 Sidekick*

110 Invitations to a Super Organization

125+ Extensive Network*

Negatives

-10 -1 Charisma

-20 Wanted (Minor)*

-30 Bad Luck

-45 Minor Enemy* (Local Hero)

-60 -2 Charisma

-75 Wanted (Major)* (FBI)

-90 Major Enemy* (Other Supers)