



MEN &
SUPERMEN

The Other Superhero Role-Playing Game
by Jerry Stratton
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home page is at <http://www.hoboes.com/html/RPG/BrandX/>

The Action Chart

Square	Sphere	Doubles	Result
.016 (-64)	.08 (-8)	.002 (-128)	1/8 (-8)
.020 (-49)	.10 (-7)	.004 (-64)	1/7 (-17)
.028 (-36)	.13 (-6)	.008 (-32)	1/6 (-6)
.04 (-25)	.18 (-5)	.016 (-16)	1/5 (-5)
.063 (-16)	.24 (-4)	.031 (-8)	1/4 (-4)
.11 (-9)	.32 (-3)	.063 (-4)	1/3 (-3)
.25 (-4)	.42 (-2)	.13 (-2)	1/2 (-2)
.49 (-1)	.56 (-1)	.25 (-1)	.7 (-1)
.81 (0)	.75 (0)	.5 (0)	.9 (0)
1	1	1	1
4	2	2	2
9	3	4	3
16	4	8	4
25	5	16	5
36	6	32	6
49	7	64	7
64	8	128	8
81	10	256	9
100	14	512	10
121	18	1,024	11
144	24	2,048	12
169	32	4,096	13
196	43	8,192	14
225	57	16,384	15
256	75	32,768	16
289	100	65,536	17
324	134	131,072	18
361	178	262,144	19
400	237	524,288	20
441	316	1,048,576	21
484	421	2,097,152	22
529	561	4,194,304	23
576	748	8,388,608	24
625	997	16,777,216	25
676	1,329	33,554,432	26
729	1,772	67,108,864	27
784	2,363	134,217,728	28
841	3,150	268,435,456	29
900	4,200	536,870,912	30
961	5,600	1,073,741,824	31
1,024	7,467	2,147,483,648	32
1,089	9,955	4,294,967,296	33
etc.	times 4/3	times 2	and +1

When looking up a number on an *Action Chart*, look up the largest number that is still *less than or equal to* the reference number, and read to the result.

Careful Attacks

Characters can delay an attack by up to the lowest of Agility or Learning, segments. This grants the delay time (Doubles) as a bonus to the Attack for that attack. If the character loses any VP or DP between when the attack should have occurred and when it is delayed to, that attack is lost.

Defending While Restrained

It is assumed that the character can move in all four directions (forward, backward, left, and right) while defending. For each direction that the character cannot move, 1 point is lost from Defense. Fliers lose one for up and down as well.

Automatic Weapons

Combat Bonus: The number of shots fired at the target.

How Many Shots Hit? Q. Roll damage for each separately.

Increase Damage: Half Q. Roll for damage for that many shots, but apply as if it were one attack. Assume Q bullets hit the target.

Reducing Number of Shots: Save vs. Skill Level+Agility (Square Chart) on 2d10. If failed, the number of shots is the negative Q times 5% of the normal number of shots. Round up.

Clubs

For the *Type* of the club, look up its weight on the Doubles Chart and subtract 3. Clubs must be lifted first: Lift Roll at -2 (one handed) or -1 (two-handed). Two Handed clubs reduce Combat Bonus by 2. *Long* (melee) or *wide* (thrown) clubs have a Combat Bonus.

Club: -1 Combat; Type d6 damage; Speed 10+Type times 5; *Maximum Damage Adjustment:* 10, plus 3 times Type.

Thrown Club: Maximum Range: Throw Roll Speed

Short Range: Throw Roll Speed Q

Range Set: Half Short Range

Skin Temper Chart

Skin Temper: 1 9/10 4/5 2/3 1/2 2/5 1/3 1/3 1/4 1/4¹+1 (X2)

Row: 0 1 2 3 4 5 6 7 8 9 +1

Hurried Action

An Action can be moved up as soon as the next segment. The number of segments the action is hurried by are taken from the Attack. If Attack is less than 0, it is a penalty to all further Action Rolls (as Surprise).

Passive Actions

Passive Actions can be started any time (except when starting another action). Their *Performance Time* overlays the current actions. Initiating a passive action moves all pending actions back by 1 segment.

Multiple Opponents

There is a penalty to the Combat Pool of 1 for each opponent more than 1. Divide damage per target as desired, and apply a separate Attack against each target's Defense. Each successive Attack occurs one segment after the previous attack.

Ranges (round to two digits, in meters)

Type	Short	Set	Maximum	Attack
<u>Powers</u>				
<i>Beams</i>	PR/2	PR/4	PR times 4	
<i>Explosions</i>	PR/5	PR/10	PR	PR
<i>Center</i>	PR	PR/2	PR times 2	
<i>Other Use</i>	Range/4	Range/8		
<i>Vague Use</i>	Sight/5	Sight/2		
<u>Magic</u>				
<i>Spell Effect</i>	Level/2	Level/4	Spell Range	

<h2>Massive Body Attacks</h2> <p>Roll d5 times on the Random Body Location Chart for possible injuries. If the same location is rolled twice, roll again. See <i>Injuries & Damage</i> for the chance it is an injury, and copy the injury points to that location. Massive Body Attacks use the Sphere Chart, not the Doubles Chart, to find the Injury Roll.</p>	<h2>Healing</h2> <p><i>Virtual</i> damage is rolled for at the end of each round (resting). <i>Bludgeoning</i> damage is rolled for at the end of each hour. <i>Penetrating</i> damage is rolled for at the end of each day. <i>Injury</i> damage is rolled for at the end of each month.</p>																						
<h2>Random Body Location Chart</h2> <table border="0"> <tr> <td>01-15 Head</td> <td>16-20 Neck</td> </tr> <tr> <td>21-30 Left Arm</td> <td>31-40 Right Arm</td> </tr> <tr> <td>41-80 Body</td> <td></td> </tr> <tr> <td>81-90 Left Leg</td> <td>91-00 Right Leg</td> </tr> </table>	01-15 Head	16-20 Neck	21-30 Left Arm	31-40 Right Arm	41-80 Body		81-90 Left Leg	91-00 Right Leg	<h2>Bleeding</h2> <p>Any character with less than 0 DP must roll 2d10 every minute vs. the Injury Roll, for each body part. If the roll succeeds, the wound loses Penetrating damage from bleeding equal to half the amount missed. The other half goes to Body DP. If one of the dice is 10, the other half goes to Head DP instead of Body.</p>														
01-15 Head	16-20 Neck																						
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<h2>Death Shots</h2> <p>Certain attacks (such as many Massive Body Attacks) ignore VP—they go directly to DP. If the target is conscious, the target can use up to one tenth (round up) VP in place of DP.</p>	<h2>Called Shots</h2> <p>A <i>Called Shot</i> is an attempt to hit a specific part of the body. The combat Q required is: Arms & Legs: 3 Head: 3 Neck: 4 Body: 2</p>																						
<h2>Injuries & Damage</h2> <p>Penetrating: One tenth, round up, of damage done by Penetrating weapons is Bludgeoning damage.</p> <p>Injury Damage: When DP is lost and DP is at or below zero, look up the amount it is below zero on the Doubles Chart. Add the weapon's penetration. This is the Injury Roll. Roll 2d10 and add Resist Death.</p> <table border="0"> <tr> <td>Injury Roll+3</td> <td>Possible Unconsciousness</td> </tr> <tr> <td>Injury Roll</td> <td>Injury (plus above)</td> </tr> <tr> <td>Injury Roll -3</td> <td>Permanent Injury (plus above)</td> </tr> <tr> <td>Injury Roll -6</td> <td>Death (plus above)</td> </tr> </table> <p>If only Bludgeoning Damage has been lost, the chances of Injury, Permanent Injury, and Death are reduced by 3. If <i>mostly</i> Bludgeoning has been lost, the chances are reduced by 1. Characters are allowed a saving throw vs. Willpower plus Constitution (Sphere), minus the Injury Roll before falling unconscious. For injuries, d100% of damage lost is an injury. Permanent Injuries are d100% of injuries, and Death Damage is d100% of Permanent Injury. Round those up.</p>	Injury Roll+3	Possible Unconsciousness	Injury Roll	Injury (plus above)	Injury Roll -3	Permanent Injury (plus above)	Injury Roll -6	Death (plus above)	<h2>Cover Attacks</h2> <p>If a person not in combat takes aim on another person not in combat, the attacker has the defender <i>covered</i>. If the target is within the weapon's Short Range, the attack is a Death Shot. In half that range, the attack is a Called Shot, no Q required. If the weapon <i>touches</i> the defender, there is a bonus of 5 to the Bonus Pool. Speed for the Cover Attack is divided by 10, round up.</p>														
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<h2>Flying Smash or Thrown into a Wall</h2> <p>Use Moving Objects for Damage. Use Movement Combat Modifiers to modify target's Defense. Subtract the attacker's maximum hand to hand damage from the damage done, for the damage taken by the attacker.</p>	<h2>Hand Damage Bonus</h2> <table border="0"> <tr> <td>Missile weapons influenced by strength:</td> <td>1/4 damage rolled</td> </tr> <tr> <td>Hand to Hand pointed weapons:</td> <td>1/2 damage rolled</td> </tr> <tr> <td>Blunt thrown weapons:</td> <td>1/2 damage</td> </tr> </table>	Missile weapons influenced by strength:	1/4 damage rolled	Hand to Hand pointed weapons:	1/2 damage rolled	Blunt thrown weapons:	1/2 damage																
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<h2>Collisions</h2> <p>Look up the combined speed (in meters/segment) squared, times the lighter object's mass, on the Doubles Chart. Subtract 5. This is the d6 of damage done by and to the object. 15 kmph is 1 meter/segment.</p>	<h2>Normals</h2> <p>Any time a Normal is hit for DP, an Injury/Death roll must be made. Use the <i>total</i> DP lost. All attacks against Normals are Death Shots. Normals subjected to mind control attacks, mind probes, illusions, and similar effects must save vs. Willpower before being allowed the normal saving throw applicable to the effect. A group of Normals only gets one save for the entire group.</p>																						
<h2>Falling</h2> <p>Characters spend twice height (in meters on the Square Chart), segments, falling. For damage, look up Distance times Mass on the Doubles Chart, subtracting 7.</p>	<h2>Remaining Conscious at Low EP/DP</h2> <p>A character cannot rest and remain conscious while EP or DP is less than 0 unless a saving throw vs. Willpower plus constitution (d100) is made every panel. For each round of <i>Fast Action</i> while the character is below 0 DP, the character must save for bleeding.</p>																						
<h2>EP Use Chart:</h2> <table border="1"> <tr> <td></td> <td>5/round</td> <td>4/round</td> <td>3/round</td> <td>2/round</td> <td>1/round</td> <td>1/minute</td> <td>1/ten minutes</td> <td>1/hour</td> <td>1/day</td> <td>0</td> </tr> <tr> <td>Row:</td> <td>9</td> <td>8</td> <td>7</td> <td>6</td> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> <td>0</td> </tr> </table>		5/round	4/round	3/round	2/round	1/round	1/minute	1/ten minutes	1/hour	1/day	0	Row:	9	8	7	6	5	4	3	2	1	0	<h2>Penalties for EP/DP less than zero</h2> <p>d100 rolls: Penalty of EP/DP. 2d10 rolls: Penalty of EP/DP, on the Bonus Pool. The penalty is to the Roll if the wound directly affects the action.</p> <h2>Fast Action and Resting</h2> <p>Fast Action is when a character uses 1 EP per minute or more. Resting is when a character uses 1 EP per hour or less.</p>
	5/round	4/round	3/round	2/round	1/round	1/minute	1/ten minutes	1/hour	1/day	0													
Row:	9	8	7	6	5	4	3	2	1	0													

Combat

Surprise

Detect Danger: Perception+(twice attackers)-(other defenders on Sphere Chart)-(40 if asleep)+(50 if attackers not being quiet)+(4 times Supersensitive Touch)+(Hearing/4)+(square root of Hearing Multiplier, rounded up)

If the Detect Danger roll is mae, the distance of warning is the roll needed minus the actual roll, in meters.

A *Surprised* character loses segments equal to the amount the surprise roll was missed by (Sphere Chart). This may be reduced by stealing points from the next Action Roll. Those points may not be regained until a straight save vs. Perception is made (at the end of each non-Passive action). If the Combat Bonus Pool is negative, add it to the *Surprise* segments.

Actions

Roll 2d10 against the Combat Roll. Use this *Combat Q* to

- a) Decrease Performance time (3 points divide by 2)
- b) Increase Attack
- c) Increase Defense (at a 2 for 1 ratio)
- d) Increase Damage (Q on Doubles Chart)

The Combat Roll starts at EP Cost row 4 (1 EP)

Attack: An attack hits if the Attack is greater than the Defense. Attack is only effective against a single opponent.

Defense: Defense is only effective against a single opponent, unless extra opponents are paid for.

On a failure, apply negative Q to Attack, Damage, and Defense.

Close Combat: Hand damage EP costs start at 3 EP (row 2).

Projectile Attacks: Subtract *Short Range* from the distance to the target. If still greater than zero, divide by the *Range Set* and round up for the Attack penalty. Beyond *Maximum Range*, subtract *Maximum Range* from distance and divide by *Range Set* for the penalty to the Bonus Pool and directly to Damage.

Thrown Attacks: The Attack can be to a 1 meter square, with Defense 0. For moving targets, use the target's Defense.

Explosive Attacks: Explosions are usually Massive Body Attacks, and are first thrown, then projectile, against each target.

Damage

Subtract Ignore Daamage from the rolled damage, then multiply by Skin Temper. Subtract the result from VP and then DP.

Stun Damage: Stun Damage works normally until the target is out of VP. Then, instead of subtracting from DP, each point stuns the target for 1 segment. When hit for stun damage, targets have a bonus to Ignore Damage equal to their Maximum DP, on the Square Chart, minus 2.

Poison: The carrier must do at least 1 point of DP. Then, the target must save vs. Resist Death, at a penalty of the Poison Type. Poison is generally treated as a Massive Body Attack.

Illusory: Illusory damage is real if the target believes it. Illusory Damage is Bludgeoning. If the target stops believing it, all damage except one tenth (round up) goes to VP (VP can be negative in this case).

Pushback: For each 10 points of VP and 1 point of DP lost, add 1 to the character's *Pushback*. Look up *Pushback* on the Sphere Chart, for the number of segments the next Action is pushed back. Ignored Damage also adds to *Pushback*.

Throwback: Characters hit for DP, or surprised and hit for VP, must make a Throwback Roll. This is vs. mass (Sphere) plus strength (Sphere) minus hand damage. Strength is halved if surprised. If only hit for VP, Agility is used in place of Strength, if it is larger. Add 2 for beams/firearms. If the roll is failed, lok up the amount failed by to the Sphere Column, for the meters thrown.

Unconsciousness: If a character loses more than Maximum DP in an attack or takes DP from a surprise attack, save vs. Willpower + Constitution (Sphere) minus DP lost plus Maximum DP or fall unconscious.

Payment Segment

Every 50/100/150/etc. segments is a Payment Segment. Any effects must be paid for in EP at that time.

Situational Combat Modifiers

Projectile/Thrown Attacks:

Speed: check relative speed (kmph) on the Doubles Chart for Defense Bonus.

Projectile/Beams in Close Combat:

Bows:	-3	Attack
Crossbows:	-2	Attack
Guns/Pistols:	+1	Attack
Rifles:	-2	Attack
Personal Power Beam:	+2	Attack

Close Combat Adjustments:

Unable to See Opponent: -6 Combat Pool

Sight Adjustments:

Infrared Vision:	-2	Combat Pool
Radar:	-1	Combat Pool
Ultraviolet:		no change
X-Rays:	-1	Combat Pool
Sonar:	-2	Combat Pool
Vague Detection:	-4	Combat Pool
Map Sense:		no change

Misses

Thrown Objects: Roll a d8 and consult the chart below to see which direction the object goes, in relation to the target. Then use the number missed by, halved if the d8 roll was not 7 or 3, and multiply by the distance between the target and the attacker. Divide by 10 for the distance the object lands from the target.

Fired Missiles: Multiply the number of meters from the attacker to the target by the number missed by on the Attack Score, for the number of centimeters the missile missed by.

Accidental Hits: Anyone in the line of fire of a miss must make a Detect Danger roll or be hit. There is a penalty of 10 from behind and 5 from the side. There is a bonus of Agility.

