

# ADDENDUM

Due to the enormous amount of information and supplementary rules for Blood of Heroes, we have created an Addendum to the Sidekick Sourcebook and the main rules. These following rules did not make it into the main books because they either did not work correctly, duplicated effects that were already done by other rules, or other reasons. In addition, there are other rules that do not appear in this Addendum (or do, because we believe they are important (e.g.: Altered Anatomy)) but still had to be cut from Sidekick due to space. These "special" cuts will appear in another upcoming project, The GM Screen.

## RULES & REASONS

This section lists the Addendum rules and explains why each of them did not make it into the Sidekick Sourcebook. Any words in *italics* refer to new rules found in the Sidekick Sourcebook. Any rule below whose name is in ***bold italics*** is a non-recommended rule, but we have rewritten such that it can be used "in game" without causing unbalancing. You are more than welcome to use any of the following abilities as "House Rules".

- Acrobatics** (Traversement Ability) - Cut due to limited space.
- Altered Anatomy Drawback** - Cut due to limited space.
- Cosmic Awareness** - Identical to a Mental-themed Awareness Power.
- Crystal Production** - Too similar to Ice Production. Cut due to limited space.
- Damage Absorption** - Nearly identical to current Kinetic Absorption Power
- Enhanced Reaction** - Very Abuseable. Take Superspeed or *Danger Sense with Bonus* instead.
- Hunted** - Ruled as a Subplot, not a Drawback, just like the *Arch Enemy Drawback*.
- Irrational Nausea** - Identical to Irrational Fear.
- Multi-Attack Bonus** - Cut due to limited space.
- Produce** - Better simulated with Ice Production, Matter Manipulation, or *Fabricate*.
- Reach** - Uses toothbrush brand name. Cut due to limited space.
- Reality Check** - Too comical to be a serious Power. Suitable only for the Humor Genre.
- Weirdness Magnet** - Ruled as a Subplot, not a Drawback.

## DRAWBACKS

### Altered Anatomy

Hero Point Bonus: 20

A Character with an Altered Anatomy may have his brain in his left foot and his liver between his eyes. The internal anatomy of this Character is entirely "out of whack" and unrecognizable to the average medical practitioner. Characters with Altered Anatomy have all Medicine Checks against them with a +2 CS penalty to both OV and RV. "I don't understand any of this. Where's his spleen?" Purchasing the No Vital Areas Advantage is a good idea along with this Drawback. Altered Anatomy should not be taken with the Cannot Heal Drawback under certain circumstances, based on GM judgement. A robotic Character with Cannot Heal (Gadgetry Only) should not get any points for purchasing the Altered Anatomy Drawback.

### Hunted

Hero Point Bonus: Variable

Unlike Mistrust, a Hunted Character is actively hunted or stalked by another Character or group. These hunters may show up during an adventure and attempt to do something nasty to the Character, always just "being there" in the background, keeping track of him and sometimes getting involved in his main activities. Hunters are never beneficial to the Character; for this, purchase the Silent Assistant Advantage under Confidant. A Character who has more "passive" hunters should have the Mistrust Drawback instead.

When taking Hunted, the Player should decide exactly who or what is hunting him, and within what area of consequence. A Player must decide why the hunter is stalking his Character, possibly even having to do with his origin or some part of his career. Players should use their imagination; the more creative the reason for being Hunted, the more fun the game will be. Hunters are normally villains, but the police may want the Character for questioning, he may be sought after by a government agency (FBI or CIA), or for any other reason. Hunters may even be superheroes themselves, especially if the Player's Character is a Villain, though this is better covered by the Arch Enemy Drawback (though Arch Enemy is now considered only a Subplot). The Game Master must approve of every hunter, and he should write up the hunters. Game Masters should resort to using the Hunted Drawback whenever it would fit into a scene, or even resort to rolling dice to randomly decide whether a hunter makes an appearance that adventure.

The Bonus the Character receives is based on a couple of factors. The first factor is that the Bonus is based on the threat level of the Hunter, meaning the amount of HP to the Game Master for protagonist creation purposes. This amount is based off the amount of HP the Character is created with. A 900 point Character with a 3x Hunter has an organization with 2700 HP at it's disposal Hunting him. This could be 12 225 point Characters, 6 450 point Characters, or one 2700 point Character. The other factor is the area of consequence that the hunter can pursue. If a hunter is limited to a city, subtract 10 Hero Points from the Bonus, 5 if only Nationally (no passport, jurisdiction, etc...). Hunters who are not limited by range do not have a Bonus penalization.

THREAT LEVEL	HP BONUS
1/2x	5
1x	15
2x	25
3x	40
4x	50

**Examples:** Hunted (Cult of Kali (3x), India) means the Character is being stalked at all times by the Cult of Kali, but only within India. A "wanted criminal" would have Hunted (Police (4x), USA) Character will be a 'wanted' man, hunted on a day to day basis.

**Irrational Nausea**  
**Hero Point Bonus: Variable**

Identical to Irrational Fear in effect, a Character with this Drawback has a weak stomach when encountering a certain stimuli, a disadvantage that leaves him shaken and upset. This situation, condition, object, or even animal (e.g.: high velocity, strange odor, warm temperatures, spilled blood or octopi) disturbs the Character enough to effectively paralyze him.

Irrational Nausea comes in three degrees of Severity: Minor, Serious, and Catastrophic. The degree of disgust must be selected with this Drawback is adopted. Associated with each degree is a Resistance Number. A Character encountering the source of an Irrational Nausea must make a "Nausea Roll." In each phase that he is exposed to the source of the Nausea he must roll greater than or equal to the Resistance Number on 2d10 to overcome the Nausea.

Success indicates the Character does not succumb to the Nausea and may act normally, not needing to roll again to defeat the Nausea until exposed under different circumstances. Otherwise, the Character must attempt to withdraw from the location and flee in disgust; if the Character cannot withdraw, he can take no action whatsoever, being immobilized with nausea the entire phase. Such a Character may attempt to over come the Irrational Nausea during subsequent phases. Hero Points may never be

spent to affect the Nausea roll in any way.

The following chart summarizes the varying degrees of severity for Irrational Nausea, their Resistance Numbers, and the Hero Points gained by adoption of the Drawback.

DEGREE	Resistance	Common	Uncommon	Rare
Minor	5	8	5	3
Serious	11	38	25	13
Catastrophic	18	75	50	25

**Weirdness Magnet**  
**Hero Point Bonus: 25**

Weird, inconvenient (but usually not malign) stuff happens to the character. This hero is always getting into strange situations; Demons drop by for coffee, The Husk stops by to ask for directions, His lounge gets constantly possessed. The hero seems to be drawn into many "one in a million" incidents, some good, some bad, some neither, making a normal life almost impossible. This is not on a scale that would sideline the adventure or remove the Character from the adventure, but just annoy him whenever the chance is allowed.

Being a Weirdness Magnet is the equivalent to signing and handing to the GM a contract, which says: "I [fill-in-name-here] hereby give the GM permission to hose my character with any and all weird and bizarre events and/or beings. I hereby sign away all rights to object to said weirdness - by taking this drawback I am choosing to have this thrust upon me. However, it is a mutual understanding between myself and the GM that said weirdness shall, upon average, be inconvenient, irritating and just plain strange rather than detrimental."

**BONUSES**

**Multi-Attack**  
**Factor cost Modifier: +1 or greater**

This Bonus is specific for certain Powers that can be used to attack all of a target individual's Powers at the same time, such as a Mimic or Power Drain Power. Normally, such attacks are resolved using the Multi-Attack chart. The Multi-Attack Bonus reduces the Multi-Attack Chart one row for each Factor Cost of Multi-Attack purchased. The Area Effect Bonus is not workable because Area Effect was written to take into account that allies can be accidentally affected.

**Examples:** Anti-Lance has Neutralize (Multi-Attack 2). He attacks a target who has 9 Powers and wishes to Neutralize all the target's Powers in one shot. Normally, Anti-Lance incurs a Multi-Attack penalty of +4 to his OV/RV. Because he has purchased the Multi-Attack Bonus twice, the

OV/RV penalty is reduced two rows to the 3-4 Row of the Multi-Attack Chart, and Anti-Lance only incurs a +2 penalty.

## POWERS

### Cosmic Awareness

<b>Link:</b> Int	<b>Mental Power</b>
<b>Range:</b> Special	<b>Type:</b> Dice
<b>Base Cost:</b> 5	<b>Factor Cost:</b> 1

Cosmic Awareness is essentially the same as the Awareness Power, except that it applies to non-mystically related events. This allows "technology/science-related situations" such as artificially created time fluxes, the destruction of planets, and other such "stellar events" to be detected.

### Crystal Production

<b>Link:</b> Body	<b>Physical Power</b>
<b>Range:</b> Normal	<b>Type:</b> Auto/Dice
<b>Base Cost:</b> 20	<b>Factor Cost:</b> 10

Crystal Production works exactly the same way as Ice Production except that everything produced is of a melting crystalline substance, not ice. The crystalline substance is particularly vulnerable to Sound and Vibration-based attacks, taking -2 Column Shifts to Physical RV against these assaults.

### Damage Absorption

<b>Link:</b> Body	<b>Physical Power</b>
<b>Range:</b> Self	<b>Type:</b> Dice
<b>Base Cost:</b> 75	<b>Factor Cost:</b> 8

This Power allows a Character to absorb APs of damage from Physical attacks and add it to his own Attributes and/or Powers. Every time the Character is hit by a Physical attack, he makes an Action Check using the APs of Damage Absorption as AV/EV against an OV/RV equal to the RAPs done by the attack. The resulting RAPs are subtracted from the RAPs done by the attack. If any attacking RAPs remain, they are applied against the Character as normal. The subtracted RAPs can be distributed among one or more of the Character's Powers or Attributes. This increase in APs will last for a time in APs equal to the APs of Damage Absorption.

The Powers and Attributes that Damage Absorption applies to must be defined when the Power is purchased. Five Hero Points must be added to the Base Cost of Damage Absorption for each eligible Power or Attribute past the second. Damage Absorption may be purchased with the following Limitations: Only Useable Against Hand-to-

Hand Attacks (-1 FC), and Only Useable Against One Energy Type (Electrical, Light, Sonic, etc) (-2 FC).

### Enhanced Reaction

<b>Link:</b> Int	<b>Mental Power</b>
<b>Range:</b> Self	<b>Type:</b> None
<b>Base Cost:</b> 18	<b>Factor Cost:</b> 1

This Power enhances a Character's Reaction Speed. APs of Enhanced Reaction are added to the Character's APs of Initiative when determining Initiative. Since this is applied automatically at Initiative, Enhanced Reaction does not require any Actions. The Base Cost is based off the Lightning Reflexes Advantage, and the Factor Cost is based off of the Superspeed Power as well as the Attributes. If you allow Enhanced Reaction as a Power, do not allow Lightning Reflexes as an Advantage. Instead, give all owners of the Lightning Reflexes Advantage the Enhanced Reaction Power at an AP value of 2.

### Produce

<b>Link:</b> Spirit	<b>Mystical Power</b>
<b>Range:</b> Normal	<b>Type:</b> Auto/Dice
<b>Base Cost:</b> 20	<b>Factor Cost:</b> 5

Produce allows a character to produce a volume of material from nowhere. This material may be of any non-living substance, and in any form. Produce may create solid material constructs, such as walls, bridges, etc... with volume and Body both equal to APs of Power. These constructs may not have abilities of any kind other than Body. The material exists for an amount of time in APs equal to APs of Produce minus the APs of Body.

The APs of Produce are the APs of material (in weight or volume) that can exist at any one time. If the Character wishes to produce additional material and does not have enough APs left, he must wait until the necessary amount of material already produced, dissipates.

### Reach

<b>Link:</b> Inf	<b>Mystical Power</b>
<b>Range:</b> Normal	<b>Type:</b> Auto
<b>Base Cost:</b> 10	<b>Factor Cost:</b> 3

This Power allows a Character to cause his disembodied hands to appear at a distance. He may grab or manipulate objects or even make hand-to-hand attacks at a maximum distance equal to APs of Reach. The hand of the user disappears from the end of the arm and appears at the target location, where it can be used normally (both in combat and Power use). Other than the hand itself, no object may be grabbed and brought back to the Character unless it

can be entirely palmed. The Character must also be able to see the target. A hand may be targeted with a +2 CS penalty to the OV Trick Shot, but a -1 CS penalty to the RV the RAPs of damage and shock affecting the owner of the hand appropriately. Reach is not the Anatomical Division Power as the hands are still theoretically "attached" to their owner. This Power may be purchased with the following Limitation: Requires Line of Sight (-1 FC).

**Reality Check**

<b>Link:</b> Int	<b>Mental Power</b>
<b>Range:</b> Self	<b>Type:</b> Dice
<b>Base Cost:</b> 100	<b>Factor Cost:</b> 3

If your adventures or campaigns are nice solid down-to-reality types, read no further. However, if they include strange dreams, unreality, extra-dimensional crossovers, and Player to Character interaction, read on. This Power is used to determine whether or not the current situation the Character is in is a hoax, dream, imaginary tale, or taking place in an alternate universe. Reality Check tends to make the game more of a free-form interaction between the GM and the Players as opposed to the normal, nice, well-constructed game. With Reality Check, Players can cut through to the truth of the matter, much in the same way that a burst of clear thinking would work. A Player may even use it to discover if something is really happening, cutting through game-illusions or GM-created silliness. However, if a Player attempts to dispute a situation and the roll fails, the Power will backfire, attacking the Character's Mental Attributes as he tries to deal with the backfire.

To perform a Reality Check, AV/EV equals the APs of Reality Check, while the GM's age is the OV/RV. Resulting RAPs deem how much information (in Knowledge Points) the GM may tell the Player concerning what is really happening. The GM may use money to boost the OV and RV in the same manner that Hero Points are used in the roll. He does not have to give any money away, but must show that it exists. Five dollars (or nearest value in foreign countries) equals one Hero Point.

When a Reality Check backfires, there's usually trouble. The APs of Reality Check become the AV/EV in an attack on the Player Character's Int/Mind. This damage is never Killing Combat, and Mind will never go below zero due to any backfire, cumulative or not. This Power is best suited for the Humor Genre, to help simulate comics where the Character interacts with the writers and editors.

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**SKILLS**

**Acrobatics (Traversement)**

Traversement is the ability to swing effortlessly between urban buildings, trees, and skyscrapers on a swing-line. It is simply an aspect of the Acrobatics skill, a fairly simple task for Characters who have both the Climbing and Gymnastics Subskills. Use the Swingline Speed in the Physics section of the Sidekick Sourcebook to determine traversement speed.

**OPTIONAL RULES**

**Power Training**

When using a Power that the Character does not actually have, either through Omni-Power, or through a Power Trick, the Character learns to utilize this Power, and has an advantage when purchasing it later on as a full-time Power. For each use of Omni-Power or for each Power Trick, place 25% of the HP Cost in a "bank" towards a full-time purchase of the Power. Keep track of these totals. When enough Hero Points are spent on a given Power, the Character will receive the Power full-time. This is a +2 Factor Cost Bonus to Omni-Power, and may be used with other Bonuses.

It is this Editor's opinion that when a Power Trick or Omni-Power effect is paid for, the Hero Points spent should only go towards setting off the effect. If the Player actually wants his Character to have a certain power that the Character emulates through these methods on a regular basis, then the Player should save up the Hero Points and purchase the Power for the Character himself.

This Optional Rule didn't make it into Sidekick because we felt this rule was over-specific. Decisions like these are best left up to the GM running the game.

**GENRE RULE**

**Mock Gritty**

Killing Combat: Yes  
 Hero Point Costs:  
 Dice Action 2  
 Last Ditch 2  
 Desperation 15  
 Pushing: x1.5 APs  
 Recovery: 15 APs

Notes: D, but only in an actual War. The Mock-Gritty Theme was cut due to lack of space.