

Blood of Heroes: Errata 1.4

Powers

DIGGING

Link: Str **Physical Power**
Range: Touch **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

Digging enables a Character to tunnel through an assortment of substances. The AV/EVs for a Digging attempt are equal to the Character's APs of Power; OV/RV are determined according to the following table. The RAPs of the Digging Action Check equal the volume of the substance removed.

Substance	OV/RV of Dig
Sand	2
Dirt	4
Rocky Soil	6
Soft Rock (Limestone)	8
Hard Rock (Granite)	10
Steel	12
Diamond	15
Yullarium	20

ICING

Link: Str **Physical Power**
Range: Self **Type:** Auto
Base Cost: 25 **Factor Cost:** 6

Icing allows a Character to cover himself with a sheet of ice and not incur any damage. The characters APs of icing may be added to his RV against physical attacks. The APs of Icing may also be added to the Character's RV against ice or cold based attacks.

Against fire or heat based attacks, such a Character suffers a -2 Column shift modifier to his RV. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.

Neon Knights armor has this power.

ICE ANIMATION

Link: Aura **Mystical Power**
Range: Normal **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

This power allows a Character to summon into existence an actual creature of living ice who will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura and Spirit against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

ICE CONTROL

Link: Int **Mental Power**
Range: Normal **Type:** Dice
Base Cost: 5 **Factor Cost:** 8

This Power allows a Character to move and control volumes of ice. Ice Control does not, however, give the Character the ability to generate ice (as does Ice Production), only the ability to control and manipulate pre-existing ice formations.

- The ability to hurl ice at a target to cause damage. This is treated as a Physical Attack with AV/EVs equal to APs of Power and OV/RVs equal to the target's DEX/BODY.
- The ability to surround oneself with ice formations which will provide defense against Physical Attacks (APs of Ice Control being added to the Character's RV).
- The ability to move volumes of ice. AV/EVs are equal to the APs of Power while OV/RVs are equal to the APs of the volume of ice to be moved. RAPs equal the distance (in APs) which the ice is displaced.

HYPNOTISM

Link: Will **Mental Power**
Range: Normal **Type:** Dice
Base Cost: 50 **Factor Cost:** 6

An Action Check with the AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. The Character may then implant suggestions as he wishes, up to the number of RAPs received on the Check.

The Character must divide the RAPs earned between each of the implanted suggestions as desired. The completion of each suggestion is then treated as a separate Action Check with the AV/EVs equal to the opponent's Int/Mind. If an Action Check succeeds, the suggestion is carried out by the victim.

A Hypnotism victim will not do anything completely against his motivations or beliefs, but a clever Character can often get around this restriction. If someone attempted to Hypnotize Striker into injuring the President, for example, the attempt would fail; but the person could possibly Hypnotize Striker into believing that the President was actu-

ally a villain, probably creating the same result.

Example: A character with 10 APs of Hypnotism tries to Hypnotize another Character, who has an Int/Mind of 3/2. First, the Power user makes an Action Check and receives 10 RAPs. The user then tries to implant three suggestions, allocating 3 RAPs to each of the first two, and 4 RAPs to the third.

The first suggestion is that the victim will carry a bomb (made by the Power user) into the victim's office; the second suggestion is that the victim will activate the bomb and leave the office; and the third suggestion is that the victim will forget everything which occurred. Each of these suggestions must be resolved as a separate Action Check.

The Power user first rolls to see if the victim will take the bomb into the office (AV/EVs of 3/3, OV/RVs of the 3/2, 1 RAP necessary for success); the user then rolls to see if the victim will activate the bomb and leave the room (Similar AV/EVs and OV/RVs); and finally, the user rolls to see if the victim will forget everything which occurred (AV/EVs of 4/4, OV/RV of 3/2). If the implantation of any of these suggestions fail, the victim will break the Hypnosis and all the ensuing suggestions will be obliterated.

The Diehard Cyborgs are equipped with this capability.

SPLIT

Link: Dex	Physical Power
Range: Self	Type: Auto
Base Cost: 100	Factor Cost: 10

This Power allows a Character to separate himself into two or more complete beings. Each Split being possesses the same Attributes, Powers, and Skills as the original character.

A Character can Split a total number of times equal to the APs of Power. Rejoining of duplicates is instantaneous at the original Character's will, at which point the Character sustains the greatest amount of damage taken by any one of the duplicates. Dead duplicates cannot rejoin with the original character, additionally, for every duplicate which dies, the original Character automatically loses one AP from each of his Attributes, Powers, and Skills.

A Character can only maintain his duplicates for a length of time equal to the APs of power minus the current number of duplicates. At the end of this time, the duplicates will automatically rejoin the original character. The original character will lose one AP from each of his Attributes, Powers, and Skills for each Duplicate which is prevented from rejoining. The character will regain these lost AP's once the duplicates rejoin.

Duplicates created through the Split Power do not possess the Split Power themselves.

A special limitation may be chosen reducing the base cost of Split by 50 points. This special limitation states that each split possesses the same Attributes, Powers, and Skills as the original character's AP-level, minus one (1) for each split. This special limitation ignores the time restrictions placed on the characters splits.

Dehumanizer has this power.

Characters

Dispatch

Dex:	10	Str:	6	Body:	8
Int:	8	Wil:	9	Mind:	8
Inf:	7	Aura:	7	Spirit:	7
Initiative:	26	Hero Points:	277		

Powers:

Systemic Antidote: 25, Skin Armor: 5, Speak with Animals: 5, Telescopic Vision: 5, Sealed Systems: 11

Skills:

Acrobatics: 10, Charisma: 10, Martial Artist: 15, Military Science: 15, Thief (Stealth): 10, Vehicles: 10, Weaponry: 10

Advantages:

Lightning Reflexes, Iron Nerves, Scholar (Warfare), Attractive, Intensive Training, Gadgets (2)

Disadvantages:

Serious Irrational Attraction (Melkore Formula), Dark Secret, Exile (self), Serious Rage (When using Melkore Device)

Equipment:

Melkore Device [R#0, Body: 20, Poison Touch: 30, Regeneration: 10, Iron Will: 20, Enchantment: 27, Invulnerability: 10]

Bonuses:

-Poison Touch has an area affect when not confined within the unit.

-Enchantment automatically increases all attributes by 3AP's.

-Melkore device stops aging.

Limitations:

-The Device imparts Serious Rage to the user when activated.

-When activated the Melkore device automatically gives the user a Serious Irrational Attraction to Melkore formula.

-Invulnerability only prevents death by aging or worn out organs.

FLASH SUIT [R#0, STR: 6 (12), Body: 10, INT: 2, WIL: 4, Skin Armor: 5, Air Control: 4, Flight: 40 (9 in atmosphere), Gravity Decrease: 7, Sealed Systems: 20, Energy Blasts: 18, Bomb: 20, Reflection/Deflection: 19, Mind Blast: 15, Life Sense: 15, Recall: 10, Shrinking: 8, Shape Change: 1]

Limitations:

-Flash Suit is susceptible to it's own bomb power. Skin armor is ignored, except for determining containment of blast.

-Reflection Deflection only works on lasers/light.

-Mind Blast only works on unauthorized users.

-Shape Change only allows armor to look like a common item, usually a piece of jewelry.

-The Suit once activated may only be used for 15 minutes per day.

Alter Ego: Zax Holland

Character Type: Anti-hero

Motivation: Mercenary

Wealth: 10

Text Changes

Credits Page. Character Concepts. Geoffery C. Dickens should be Geoffrey C. Dickens.

Credits Page. Playtesters should include Tony Alvarez.

Page 19. Item 21 should read, "Within a half hour you've managed to protect your friends, and defeat the villain(s). Just another night out on the town with Anarchy Man.

Page 26. Will Benchmarks. 7-8 APs. Shaman is the nick-name the Maulers use for White Eagle.

Page 28. Influence Benchmarks. 11-12 APs. Shaman is the nick-name the Maulers use for White Eagle.

Page 78. Mind Drain is Factor Cost 8, not Factor Cost 3.

Page 172. The Laser Sights stats should be: [Body:2, AV: 6, R#3]

Page 241. Anarchy Man's quote should read "You realize that you're just a puppet of the capitalist regime.

Page 242. Jay Bolts physical stats should be Dex: 10, Str: 5, and Body: 6

Page 268: The Superspeed Power on Invulnerus's Time Displacer should be replaced with Time Control Power.

Page 315. Frenzy's quote should read "Did you say you know my brother?"

Fun Facts

The Gamemaster pictured on **Page 176** is Pulsar Games Art Director, Ray Hedman!

Doug Cenko likes to hide his signature in pieces of his artwork! Check out the picture of the Twelve and see if you can find his signature!

Frequently Asked Questions

You **cannot** multiply the APs of power purchased by the Factor Cost to get the cost of the power in Hero Points.

Notes

If you have any comments, questions, or find an error that is not addressed in this Errata please contact Pulsar Games at 9413 San Miguel Dr. Indianapolis, IN 46250. You can also visit us on the internet at www.PulsarGamesInc.com or e-mail us at info@pulsargamesinc.com.

Thank you for your support!

Errata Version 1.4

1/5/99

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Action Table

Opposing Value Columns

		1	3	5	7	9	11	13	16	19	22	25	28	31	36	41	46	51	56		
		to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to		
	0	2	4	6	8	10	12	15	18	21	24	27	30	35	40	45	50	55	60	+5	
Acting Value Rows	1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
	3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
	5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
	7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
	9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
	11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
	13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
	16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
	19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
	22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
	25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
	28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
	31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
	36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
	41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
	46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13		
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11		
	+5																			C	

+5: One Column Shift for each +5. C: Cancel - One +5 Row cancels one +5 Column.

Result Table

Resistance Value Columns

		1	3	5	7	9	11	13	16	19	22	25	28	31	36	41	46	51	56	
		to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	
	X 0	2	4	6	8	10	12	15	18	21	24	27	30	35	40	45	50	55	60	+5
Effect Value Rows	1-2	+1 A	1 N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	+5
	3-4	+1 A	2 1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	5-6	+1 A	3 2	1 N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	7-8	+1 A	5 4	3 2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	9-10	+1 A	8 6	4 3	2 N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	11-12	+1 A	10 9	7 6	4 3	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	13-15	+1 A	12 11	9 8	7 5	3 N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	16-18	+1 A	14 13	11 10	9 8	6 4	N	N	N	N	N	N	N	N	N	N	N	N	N	*
	19-21	+1 A	18 17	16 14	12 10	8 6	4 N	N	N	N	N	N	N	N	N	N	N	N	N	*
	22-24	+1 A	21 20	19 17	15 13	11 9	7 5	N	N	N	N	N	N	N	N	N	N	N	N	*
	25-27	+1 A	24 23	22 20	18 16	14 12	10 8	6 N	N	N	N	N	N	N	N	N	N	N	N	*
	28-30	+1 A	27 26	25 23	21 19	17 15	13 11	9 7	N	N	N	N	N	N	N	N	N	N	N	*
	31-35	+1 A	30 29	28 26	24 22	20 18	16 14	12 10	8 N	N	N	N	N	N	N	N	N	N	N	*
	36-40	+1 A	35 34	33 31	29 27	25 23	21 19	17 14	12 9	N	N	N	N	N	N	N	N	N	N	*
	41-45	+1 A	40 38	36 34	32 30	28 26	24 22	20 18	16 13	10 N	N	N	N	N	N	N	N	N	*	
	46-50	+1 A	45 43	41 40	38 36	34 31	28 26	24 22	20 17	14 11	N	N	N	N	N	N	N	N	*	
51-55	+1 A	50 48	46 44	42 40	38 36	34 32	30 27	24 21	18 15	12 N	N	N	N	N	N	N	N	*		
56-60	+1 A	55 53	51 49	47 45	43 41	39 36	33 30	27 24	21 18	15 12	N	N	N	N	N	N	N	*		
	+5	A	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	* *	C	

*For every 5 APs of Effect Value over 60, increase the RAPs by 5.

Shift the Effect Value up one row for each +5 column and use the 60 Resistance Value.

A All. The Result APs are equal to the Effect Value. C Cancel. One +5 Row cancels one +5 Column.

N No Effect. The action has no effect on the target.

AP Purchase Chart

FACTOR COST

APs	Wealth			Other Action							
	1	2	3	4	5	6	7	8	9	10	+1
1	1	1	2	2	3	3	4	4	5	5	+1/2
2	2	2	3	4	5	6	7	8	9	10	+1
3	3	4	6	8	10	12	14	16	18	20	+2
4	4	6	9	12	15	18	21	24	27	30	+3
5	5	8	12	16	20	24	28	32	36	40	+4
6	6	12	18	24	30	36	42	48	54	60	+6
7	8	16	24	32	40	48	56	64	72	80	+8
8	10	20	30	40	50	60	70	80	90	100	+10
9	12	24	36	48	60	72	84	96	108	120	+12
10	16	32	48	64	80	96	112	128	144	160	+16
11	20	40	60	80	100	120	140	160	180	200	+20
12	24	48	72	96	120	144	168	192	216	240	+24
13	28	56	84	112	140	168	196	224	252	280	+28
14	32	64	96	128	160	192	224	256	288	320	+32
15	40	80	120	160	200	240	280	320	360	400	+40
16	45	90	135	180	225	270	315	360	405	450	+45
17	50	100	150	200	250	300	350	400	450	500	+50
18	55	110	165	220	275	330	385	440	495	550	+55
19	60	120	180	240	300	360	420	480	540	600	+60
20	65	130	195	260	325	390	455	520	585	650	+65
21	70	140	210	280	350	420	490	560	630	700	+70
22	80	160	240	320	400	480	560	640	720	800	+80
23	90	180	270	360	450	540	630	720	810	900	+90
24	100	200	300	400	500	600	700	800	900	1000	+100
25	110	220	330	440	550	660	770	880	990	1100	+110
26	120	240	360	480	600	720	840	960	1080	1200	+120
27	130	260	390	520	650	780	910	1040	1170	1300	+130
28	150	300	450	600	750	900	1050	1200	1350	1500	+150
29	175	350	525	700	875	1050	1225	1400	1575	1750	+175
30	200	400	600	800	1000	1200	1400	1600	1800	2000	+200
31	225	450	675	900	1125	1350	1575	1800	2025	2250	+225
32	250	500	750	1000	1250	1500	1750	2000	2250	2500	+250
33	275	550	825	1100	1375	1650	1925	2200	2475	2750	+275
34	300	600	900	1200	1500	1800	2100	2400	2700	3000	+300
35	350	700	1050	1400	1750	2100	2450	2800	3150	3500	+350
36	400	800	1200	1600	2000	2400	2800	3200	3600	4000	+400
37	450	900	1350	1800	2250	2700	3150	3600	4050	4500	+450
38	500	1000	1500	2000	2500	3000	3500	4000	4500	5000	+500
39	550	1100	1650	2200	2750	3300	3850	4400	4950	5500	+550
40	600	1200	1800	2400	3000	3600	4200	4800	5400	6000	+600
41	650	1300	1950	2600	3250	3900	4550	5200	5850	6500	+650
42	700	1400	2100	2800	3500	4200	4900	5600	6300	7000	+700
43	750	1500	2250	3000	3750	4500	5250	6000	6750	7500	+750
44	800	1600	2400	3200	4000	4800	5600	6400	7200	8000	+800
45	850	1700	2550	3400	4250	5100	5950	6800	7650	8500	+850
46	900	1800	2700	3600	4500	5400	6300	7200	8100	9000	+900
47	950	1900	2850	3800	4750	5700	6650	7600	8550	9500	+950
48	1000	2000	3000	4000	5000	6000	7000	8000	9000	10000	+1000
49	1050	2100	3150	4200	5250	6300	7350	8400	9450	10050	+1050
Per AP Over 50	+50	+100	+150	+200	+250	+300	+350	+400	+450	+500	