

Battle of the Super-Losers!

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Character Statistics

You have 4 sections to your characters statistics: Stats, Skills, Powers and Disadvantages. Let's talk about each one of these in turn.

Stats

Each character has several stats, which define their base powers and allow for more customisation of power levels, as they work with the character's Powers. Each character has the following stats:

Strength – How strong they are

Toughness – How hard it is to damage them

Intelligence – How clever they are

IQ – How clever they *think* they are

Dexterity – How agile they are

Mind – How mentally strong they are

Charisma – How good looking and smooth-talking they are

These all start with a base of 1 and they may be reduced in order to place points into your Character Point pool. A character cannot have less than zero in any stat and still be alive.

Skills

Each character begins with no points in any skills and must purchase these with skill points. Skills define the character's knowledge and ability in several areas. Skills can be anything from 'computer use' to 'doing the moonwalk'. Whatever seems appropriate for your character is fine, just don't be too general – that's part of what the Stats are for.

Powers

Powers are what define your character in the eyes of the media and set you apart from the crowd. As with Skills, anything goes here, so your character could be able to fly, see into the minds of people, be able to manipulate bullets so you can shoot 'round corners or communicate with eggs. Whatever your imagination can generate, your character can have it.

Disadvantages

Disadvantages are what make your character less good in certain areas. As with Powers, Disadvantages make you stand out from the crowd and identify you through the media, although not always in a good way. Perhaps your character has a Shady Past smuggling porn to desperate men in dirty macs, behind the Iron Curtain during the Cold War or maybe you're prone to being struck by lightning. Does it rain frogs whenever you hiccup? Whatever you

think will make for an interesting disadvantage, you can buy a point in it to give you an extra Character Point to spend.

Purchasing statistics

Each character begins life with 25 Character Points, with which to buy things. 1 Character Point buys 1 extra Stat, 1 point in a Skill or 1 point in a Power. Spread them out however you like.

Testing Statistics

For each point in a statistic, skill or power, you get to roll 1d10 when making use of that statistic, skill or power. The DM will set a Difficulty Factor for your attempt and you roll against it. Roll all the d10s you're allowed to and add their totals to give you a Check Result. If the Check Result is *greater than or equal to* the Difficulty Factor, you succeed.

Sometimes, a Statistic would be used in conjunction with a Skill or Power, in which case you get an extra d10 for each point in the statistic being used. So, if your character is using his *Made of Pure Lead* Power to bash through a wall, you would add your Strength statistic to your Power to find the total number of d10s to roll. Only 1 Statistic can be added to each Power check, so choose the most appropriate (even if it's not the one that would get you the most die rolls – it's fun to risk not succeeding, if it leads to more roleplaying).

Testing Disadvantages

Sometimes the DM will ask a character to test a disadvantage, to determine what happens to them. Maybe a character made of jelly and has a *Stupidly Honourable* Disadvantage and has just been challenged to a dual by a guy made of bricks. The DM would call for a check on that character's Disadvantage and set an appropriate Difficulty Factor. The character rolls a number of d10s equal to the number of points they put into the disadvantage and if the total of these rolls is *lower* than the Difficulty Factor set by the DM, they succeed in avoiding the consequences of the Disadvantage. In the example given here, the character would politely decline the challenge, if they succeeded, or fight the dual if they failed. A player may opt to fail their Disadvantage Check, but cannot opt to just succeed it.

Health

Each character begins life with 5 hitpoints and when they reach zero, the character is unconscious. When they reach -10, the character is dead. The number of Toughness Statistics the character has determines the amount of d10s that can be rolled to add to this amount of hitpoints.

For example, a character that hasn't altered their Toughness Statistic begins the game with 1 point in Toughness, allowing them to roll 1d10 and add it to the 5 hitpoints they would otherwise begin with. As a guide, a normal human has 5 hitpoints, on average.

Combat

Combat runs simply and begins by everyone rolling as many d10s as they have points in Dexterity. The character with the highest total from these rolls goes first and the character with the lowest goes last, everyone else is in between. In the event of a tie for a certain position, the people that tied roll again and go in order based on the results of this new roll.

To hit someone, the attacker rolls as many d10s as they have points in Dexterity (or Strength, whichever is higher) then adds the totals together, to get their Attack Roll. The defender rolls as many d10s as they have points in dexterity and adds the totals together, to get their Defence Roll. If the Attack Roll is *greater than* the Defence Roll, the attacker succeeds in hitting the defender. If the Attack Roll is *less than or equal to* the Defence Roll, the defender succeeds in avoiding being hit.

On being hit, the attacker rolls 1d10 and then adds a number equal to the amount of points they have in their Strength Statistic, to find their Damage Roll. This Damage Roll then has points removed for any armour the defendant is wearing and if anything is left (it can't go below zero), that amount is subtracted from their Health.

Some powers may alter this. For example, someone with a *Made of Pure Lead* Power would most likely get extra points added to their damage check, as well as their body counting as armour, thus reducing the amount of damage they take. Someone with a Power such as *Incredibly Dodgy* would probably get an extra d10 or two to add to their Defence Roll, and so forth.